Atari
Interface
Magazine

THE COMPLETE COLLECTION

Every issue of Atari Interface Magazine

Version 1.0
Built from scans by many members of the Atari community
Compiled by Kay Savetz

Atari Interface was published from January 1989 through March 1993 by Unicorn Publications of Ann Arbor, MI. It was a monthly magazine that served as the newsletter of several independent Atari users groups.

The pages in this PDF were scanned by many members of the worldwide Atari community over a period of years. Thanks to AtariMania.com, AtariCompendium.com, scottithgames, and Internet Archive.

I believe this is every issue that was published, though it’s possible there was also July 1991 issue. If you have a copy or a scan of it, please let me know at kay@savetz.com.

—Kay Savetz, November 23 2021

$2.25

Atari Interface Magazine

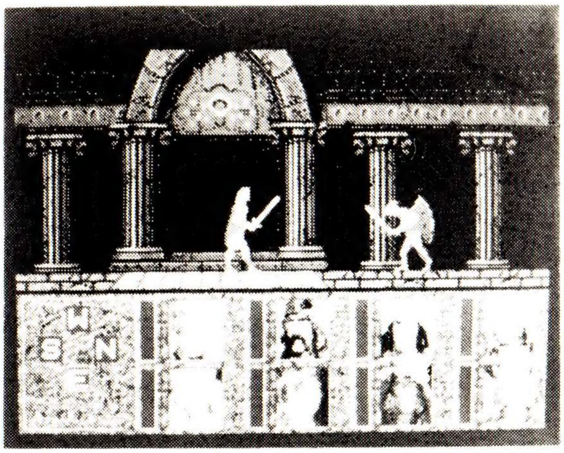
Vol. 1, No. 1
January 1989

Your Connection to the Atari User Community

Heroes
of the
Lance

Heroes of the Lance

D&D Adventuring from TSR, Inc.
and Strategic Simulations



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- Atari 8bit
  - NewsRoom
  - Inside the XF551
  - UltraSpeed Plus OS
  - Installing an Alternate OS in your XE
  - SpartaDOS X Cartridge
- Atari ST and Mega
  - Reviews of Stellar Crusade and Street Fighter
  - SuperBase Professional
  - NeoDesk 2.0 — The ST Desktop Alternative Just Got Better!

and MORE...

MUZAP

An AUDIO/VIDEO Game!
A MUSIC Learning Station!

For the ATARI 520ST & 1040ST
Color or Monochrome Monitor

MUZAP combines the entertainment aspect of the game program with the learning process of the educational one.

The object of **MUZAP** is to **ZAP** musical notes before they **ZAP** you and, in the process of playing, improve your skills in musical notation and cultivate your musical ear.

MUZAP is a collection of games, each complete in itself. **MUZAP** teaches music while you're having fun.

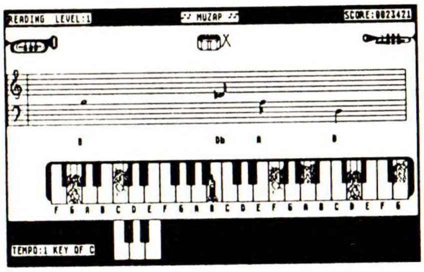
Mouse Driven Piano

In all the **MUZAP** games notes are **ZAPPED** using a mouse driven piano keyboard.

The little rocket moves on the displayed piano keyboard using the mouse until it is on the appropriate key of the piano and then click to **ZAP** the note.

Multi-Level

MUZAP includes different levels, different tempos and different keys. **MUZAP** is for all types of players, young and old, musicians and non-musicians alike.

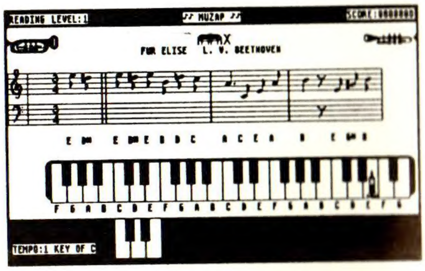


READ AND PLAY

The two main games, **SPEED READING** and **EAR TRAINING**, exploit the theory and experience of music. In the first, the player determines the pitch of a note from its proper position on the staff (i.e. musical notation), while in the second, the player finds the pitch from the tone of the sound (i.e. musical dictation).

Both these games can be played using either a **Random Note Generator**, for the rudiments of musical theory, or a **Melody Generator** for the experience of playing music.

The **Random Note Generator** is an arcade type game which values speed and dexterity. The user must quickly **ZAP** the traveling notes and sounds before they crash onto the piano keyboard, leaving cracked keys.



LEARN A MELODY

The **Melody Generator** provides 50 melodies, ranging from simple children's and Christmas songs to more complex classical pieces. Here the player must reproduce the melody correctly, respecting the duration of each note.

The score will reflect the player's performance and scores can be saved for a number of players.

Languages

MUZAP comes with manuals both in French and English, and either language can be selected on the menu.

Suggested Retail Price: $49.95 Can.
$39.95 U.S.

Logiciel
PHILOS Inc.
Software

C.P.1322,
Succ.Desjardins,
Montréal, Qc.
H5B 1C4
Tél.:(514) 766-6029

For more information contact:
Philippe Thérien at (514) 766-6029.
Micheal Taylor at (514) 466-5360.
Erik Wynn (Ottawa) (613) 235-4456.

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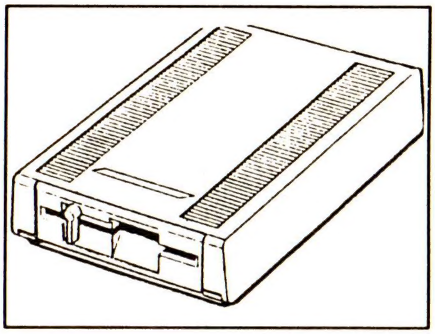

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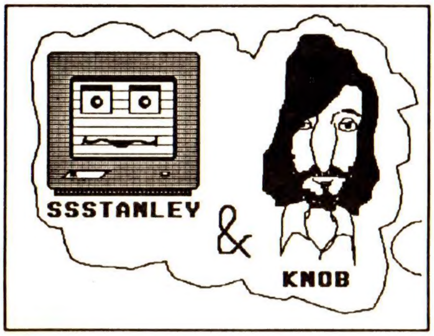

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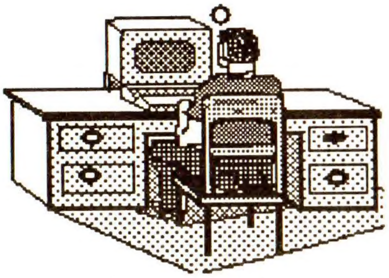

Editorial Ramblings

Welcome to the first issue of Atari Interface Magazine. We're pleased to introduce this publication which is dedicated to Atari users in general, and specifically, to the many Michigan User Groups who participate with this publication.

Our publication of AIM marks the end of the Michigan Atari Magazine, which is no longer published. In the publication's expansion beyond the borders of Michigan, it's only natural the name should reflect this change. Since January is the beginning of a new year, we thought it a fitting time to introduce our new magazine.

You may notice in this issue the names of Donavan Vicha and Bob Woolley. Bob Woolley has written an article for us detailing his experiences with the XF551. He is the editor of the SLCC Journal for the San Leandro, CA User Group. Donavan Vicha is a contributing author submitting articles he originally intended for ST Applications, a now defunct ST publication. We hope to bring you many more articles from Donavan in future issues. We also have a review of SuperBase Professional written by CIS Atari SysOp Dave Groves.

Besides the articles from Donavan, Dave and Bob, we have reviews of News Room, Heroes of the Lance and Street Fighter, an update on the latest version of NeoDesk, a review of an alternative operating system for the 8bit, a hardware modification article from Don Neff on how to install three separate operating systems into your 130XE, plus the rest of Keith Joins article on the SpartaDOS X Cartridge.

We'd like to take this opportunity to congratulate Keith Joins of MACE for his recent appointment as a SysOp in the Atari8 Forum of CompuServe. If you have an account on CIS, you may wish to drop in each Sunday night at 9 p.m. (Eastern) and chat with him in a weekly informal conference. CIS also has a weekly informal conference in the Atari Arts (ST) Forum each Thursday night at 10 p.m. (Eastern). Hope to see you there.

We hope everyone had a safe and pleasant holiday season, and wish all our readers a very happy, peaceful and prosperous new year.

Bill & Pattie Rayl

People Who Make It All Possible

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Art Work & Comic Strip: Steve Volker
Photography: Bob Retelle
Contributors: Asti, Ted Beauchamp, Bill Boles, Dave Groves, Keith Joins, Jeff Kyle, Don Neff, Clinton Pierce, Donavan Vicha, Steve Voker, Bob Woolley, and all the participating clubs.

What We Are

The Atari Interface Magazine is a monthly magazine which also serves as the official newsletter of several independent Atari User Groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. For advertising information, please call (313) 973-8825.

Authors: When submitting articles, please provide both printed and magnetic form when possible. Atari Writer/ST Writer or ASCII preferred. Submissions may be uploaded to the Treasure CheST BBS, (313) 973-9137 (3/12/2400 baud). Deadline is the 17th of each month for inclusion in the following month's issue.

Subscription Information

A subscription to AIM is included in membership in any participating club or from Unicorn Publications for $18 for 12 issues. Add $8 for Canadian and $10 for foreign subscriptions.

Please include information concerning your computer hardware and experience and name of User Group(s) to which you belong. Make checks/money orders payable to Unicorn Publications. For User Group discount subscription rates, please write or call.

It's Not Our Fault

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Opinions expressed within articles printed in AIM are solely the views and responsibility of the authors and do not necessarily represent the opinions of AIM or of any partcipating group. Atari, the Fuji symbol and names of various Atari computers are trademarks of Atari Corp.

AIM is produced with a modified 520ST, Timeworks' Publisher ST, Easy-Draw/Easy-Tools and a Hewlett Packard LaserJet Series II printer.

From the Reader's Viewpoint

From John Nagy, CHAOS Newsletter Coordinator and former publisher of MAM

I am pleased to hear Bill and Pattie Rayl have seen the wisdom of christening a new entity. This will end disputes and clarify the status of Atari Interface Magazine as a wholly-owned commercial venture of Unicorn Publications and not a user group publication. User groups will appear in AIM, but it is as customers, not as owners or operators.

While the change in magazine identity closes a number of issues recently addressed in the MAM December Editor's column, a response is still required. From my involvement as founder and first publisher of Michigan Atari Magazine, I am able to respond about several matters.

Bill and Pattie begin their editorial with a statement "after being approached by John Nagy to take over publication of MAM, we informed him we would only take the magazine if the publication could be produced independently from the clubs." This statement is dually misleading. I did not approach the Rayls, and their intentions were never stated as neatly as this. The Rayls were among a group that met at the September, 1987 Detroit Atarifest, where we all discussed newsletters and MAM. I had produced MAM for over a year and mentioned I hoped not to past an additional year. Bill and Pattie produced a newsletter for WAUG, showed interest in taking on MAM, but said that they wanted it sooner if they were going to do it. Additionally, they assured me if they did MAM, several Detroit clubs would join it, something I believed was a very positive thing (and MACE and GLASS indeed did join later).

The Rayls also made it clear that they wished to publish MAM as a commercial venture. I had no problem with that, as long as the clubs were happy and knew what they were getting into. The clubs could certainly contract with the Rayls for publishing work if they wanted to.

After extensive talks, I decided to encourage the clubs to take the offer being made by the Rayls, rather than wait and perhaps not get as qualified or motivated candidates later. Bill and Pattie made a tour of several clubs, promising timely delivery of the magazine, higher quality for the current price and a bigger circulation. Little was said about rights or authority and even less was said about ownership.

Shortly before November, 1987, I received a letter from the Rayls' attorney, asking me to sign a bill of sale transferring ownership of the name Michigan Atari Magazine to Unicorn Publications. I immediately called both the attorney and the Rayls to explain my view that MAM was a co-operative publication, owned by the clubs jointly, and that I had absolutely no ownership to sell or give away. I explained that it was my expectation that the clubs would want to keep it that way, but any transfer that might be negotiated would have to be by agreement with EACH of the clubs. I supplied no letter purporting to transfer any portion or share of ownership of MAM to anyone, and to my knowledge, the Rayls never again discussed their obtaining ownership from any club.

My initial intention in drafting the proposal, printed last month, was to reach an end to the ownership question. The Rayls (who claim not to take well to ultimatums) stated they would NOT continue to produce their publication if control or authority of any kind was reserved by the clubs. The proposal would transfer unconditional ownership to the Rayls, who would in turn allow the clubs to form a committee with advisory power. My document included a set of premises and positions summarizing the discussions at the October meeting, followed by the proposal itself. Bill and Pattie chose not to include the support information in MAM, and as a result, the proposal looked quite foolish. [Ed: The text of the proposal itself was promised to be printed for discussion, not the editorializing accompanying it.]

I took personal offense to the statement saying I called Bill and Pattie after the proposal was drawn up and, out of the blue, "John stated that he felt he could no longer support the proposal, but he gave no reasons as to why." The principal reason I withdrew my support of the proposal was it was based on an assumption of good faith efforts to reach a co-operative resolution, with honesty and candor being pivotal to its operation.

The Rayls had made efforts to enlist out-of-Michigan clubs as MAM member groups. While this is certainly not offensive in itself, Pattie had volunteered to outside groups' officers that the name of the magazine would "of course" be changed as soon as the first outside group was added. Although outside groups have yet to respond to the offer, the plans, indeed the committments to change the makeup and name of MAM were never mentioned at the committe meeting.

Quickly attending to some last details: • absolutely no clubs from Michigan ever were turned away from MAM while I was publisher.

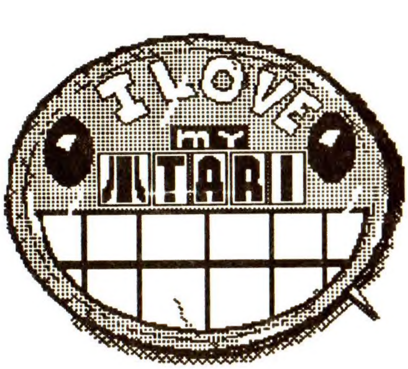
• On the (two) occasions when a non-Michigan club inquired about affiliation, it was indeed brought to Presidents of participating clubs for a decision (to remain all-Michigan).

• When people (all four) asked to subscribe to MAM directly, they were indeed "funneled" to CHAOS as members instead. I encouraged interested readers to take a membership in ANY of the clubs rather than to involve me in subscriptions (and have to keep my own database and mailing label support!). It obviously worked, as all the clubs gathered long-distance membership during my publishing. Additionally, CHAOS had regularly supported and donated money when it was necessary for the magazine, and they had far better facilities to keep track of the four wayward subscribers that didn't take the hint. Now, the Rayls promote direct subscription in competition with membership in the clubs, and clain that non-club circulation is equal in number to those getting it through a club membership. Which proceedure is better? I don't know, but the editorial's implication that mine was dishonest was offensive and uncalled for. [Ed: Concerning our non-club circulation, Mr. Nagy's comments are misleading. The facts are that we have only three in-state subscribers and less than 20 subscribers total. The majority of the non-club circulation figures come from store sales and exchanges with Atari User Groups. Though we do offer outside subcriptions, we no not PROMOTE those subscriptions to the detriment of the clubs. In fact, in the Feb. '88 issue of the Michigan Atari Magazine (in response to Leo Sell) we stated that readers "can get the magazine cheaper by joining a club (plus lots more benefits, too!). That never changed for the year we produced MAM.]

A matter of concern that has not yet been discussed is that of the new commercial status of the magazine and how it impacts the use of reprinted material. All of the news delivered via the national telecommunications services and much of the material in exchange newsletters is permitted for reprinting only by non-profit or club newsletters. As the Rayls' effort is no longer in that category, use of this material may either be barred or given by some mistaken impression that AIM is a user-group owned publication. [Ed: Material is unprintable only if a publication does not first obtain permission. This does not mean AIM cannot reprint articles. In fact, CIS and Delphi make no restrictions on reprinting of news items and many articles state they may be reprinted (by ANY publication) so long as the copyright notice is intact in the reprint. However, we don't often have a need to reprint articles since we have such a wealth of original articles that equals or exceeds the quality to be found elsewhere.]

I sincerely hope that the Rayls' new venture, AIM will put disputes behind us and wish AIM the best of luck regardless of whether my own club chooses to be included in the new venture.

[Ed: Rather than comment further on this matter, we would rather let this issue come to a close.]



Atari News and Comment

by Bill Rayl

Welcome to 1989, the year Atari promises to take the US market by storm.

Positive Signs

There have been some very positive signs in the past few months which indicate Atari may well keep this promise. Though next to no national product advertising is being done for the 8bit or ST computers, Atari's co-op dealer advertising has been seen in New York, Michigan, Florida, California and elsewhere. There have even been television ads for the ST and Mega line in the Oklahoma City area. In fact, it seems that advertising in the New York Times has enlisted a few new dealers in that area. Many stores are also reporting that they are now getting shipments of 1040STs and Atari has been filling orders for 520STs and Megas.

Atari is also showing some healthy funding for research and development, with R&D funding equal to or exceeding the days that produced the ST computer.

Atari Stock Watch

After falling to $4.875 per share in Mid-November, Atari stock is quickly making a healthy comeback and is now hovering around $6 a share. On the day of this writing, ATC stock closed at a price of $5.75 with 42,000 shares traded.

The Federated Albatross

Atari's prediction at the start of 1988 was Federated would be breakeven by year's end. Unfortunately, Atari has not been doing well in the prediction department (I wonder who runs that division of Atari, anyway :->). Federated posted a loss of $9 million, prompting many observers to speculate if something is not done soon, the Federated chain may drag Atari down with it. Perhaps "Federated ball and chain" would be more appropriate?

COMDEX

Atari, accompanied by a plethorum of third-party developers, filled with 6,000 square-foot Gold Room at the COMDEX show held in Las Vegas. Contrary to expectations, Atari did not show a 68030 machine (though Atari is saying such a machine will be available in mid-1989) and the Atari Laptop (nicknamed STacey), was shown only briefly in the Gold Room. (Reports are it took two people to carry it in!)

Even with these "minuses," Atari had a very good showing at COMDEX thanks to the third-party developers showing everything from a hand-held scanner and OCR (optical character recognition) software for the Spectre 128 Macintosh emulator. Atari had its a few things to show as well, such as the DeskSet II DTP program allowing use of CompuGraphic typesetters with the ST and UltraScript, the Postscript clone for the Atari Laser. The Atari Work Station (ATW, formerly the ABAQ) and PC clones, PC1 to PC5, were shown. In addition, Fleetwood Mac drew in lots of spectators to the Atari booth with their performance, showing off, in part, the MIDI abilities of the ST.

Toronto Atari Show, Nov. 5

Just one week before COMDEX, the Toronto Atari Federation sponsored the first Canadian user group AtariFest. Atari Canada was present with a well-staffed and excellent booth highlighting the history of Atari. A few highlights of the show included Gribnif Software showing version 2.0 of NeoDesk, CodeHead Software selling G+Plus and MultiDesk (once the airline found their luggage!) and an educational game called MuZap from Philos Software, which was reviewed in the December issue of MAM.

Darek Mihocka hosted a seminar in which he demonstrated his Xformer 8bit emulator for the ST. With a cable recently designed by Darek, ST owners can now use 8bit SIO hardware directly. I purchased one of these cables, and Darek's newest version of XFormer, and I'm impressed! The cable works beautifully and the software has a built-in Degas screen shot feature (designed as an aid for Darek, but great for editors!).

There was much, much more to see from Regent Software, Sierra On-line, Joppa computers, Saved by Technology and others. User groups were well-represented at the show, with groups from Toronto, London and Kitchner, Ontario. PACE from Pittsburg, PA and GAG from Flint, MI also had booths at the show.

Unfortunately, the show had very little for the 8bit Atarian as far as developers. USA Media showed Celebrity Cookbook and the Diamond OS for Atari 8bits.

Graphic OS updates

For those of you who have been following the development of ST-like environments for the 8bit Ataris, here's the latest info! USA Media, formerly Merrill Ward, has gone through yet another change of name, this time to Merrill Software. At last report, Merrill Software was still marketing Diamond by Alan Reeve.

On the GOE Cartridge front, David Sullivan is shipping the first batch of cartridges as I write this. When we spoke to him, David had just received the manuals, and the cartridges were already in the hands of the distributor.

Add a 720K 3.5" Drive to Your 8Bit

In his many hacks into the XF551, Bob Woolley of the San Leandro Computer Club in California has come up with a modification allowing XF551 owners to use single or double-sided 3.5" drives. The modification requires reprogramming of the ROMS inside the drive, but a kit is available from Innovative Concepts (IC) in Warren, MI that gives you everything you need (modified ROM, adapting cables and step-by-step instructions) for only $34.95 (plus $3 s&h, MI residents add 4% sales tax). The kit even allows you to use either the original XF551 drive or the 3.5" at the flip of a switch. And, best of all, Bob Woolley gets royalties from each kit sold! IC also offers complete installation for those not "hardwarely" inclined. You can contact IC at (313) 293-0730 or CompuServe, 76004,1764, for more information.

On-line ST Magazines

The on-line publication ST Report is no longer affiliated with APE, Inc., publisher of the 8bit on-line magazine Zmag. Ralph Mariano, publisher of ST Report, said the split was friendly. ST Report has begun reporting on the Amiga, IBM and Unix worlds in the new CPU Report section.

ST Profile, another on-line ST magazine produced by GEnie RoundTable staff, has been gaining praise from its readers. Featuring original articles from a wide variety of authors, ST Profile looks to be a real winner.

GFA on the Move,

GFA, the German-based company that produced GFA BASIC has recently announced they will no longer be marketing their products through Michtron of Pontiac, MI. It seems, from recent reports, that Antic Software has become the new distributor. Michtron has stated they will continue to support GFA BASIC on GEnie, as well as their new Hi-Soft and Power BASIC packages. Hi-Soft, and its lowend counterpart Power BASIC, are packages giving compatibility with MS-DOS BASIC. Looks like the BASIC market for the ST may be heating up again!

Games to Start the New Year Off Right

Just when you thought it was safe to go back in the dungeon, FTL releases "Chaos Strikes Back," the long-awaited sequel to Dungeon Master. In Chaos Strikes Back, your party of adventurers are called on again to battle the nasties. A spokesperson for FTL stated the game should begin shipping after the first of the year. Unlike the multiple levels in Dungeon Master, FTL is describing the layout of the game as "octopus-like."

Want Color For Under $100?

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RGB to color composite converter for the Atari ST

With VideoKey, now you, too, can experience the fantastic color and sound of Atari's games and graphics on any television, big screen or composite monitor! Its design provides the highest quality color composite video and RF output possible for any Atari ST, not just those that are RF equipped. Standard RCA jacks allow for easy hook-up. Optimized for low resolution use.

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520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.
Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A:Socketed, no RAM	$ 129
520B: 1 MB, socketed	$ 299
520C: 2.5 MB, socketed	$ 595
520D: 4MB	$ 995
520-1:1 MB, non-expandable	$ 249
1040A: 1 Bank sockets, no RAM	$ 110
1040B: Fully socketed, no RAM	$ 149
1040C:2.5 MB + 1 bank sockets	$ 595
1040D: 4 MB	$ 995
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 12-19-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own - $385
10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own $295
10 MB - $395 30 MBCDC - $565
20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
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Inside the XF551 Disk Drive

by Bob Woolley

It has been almost a year since I first got my hands on an XF551. Busy little hands...

Of course, the first thing I did was to tear the thing apart to see how it was put together. And, maybe do a little "put"ing myself. As a result, I have made a few modifications that may be of interest to other XF551 owners. You will not be able to successfully make these changes unless you have reasonably decent electronic skills, so don't gamble with your new XF551 unless you know what you are doing. Most User Groups have skilled members that will be happy to guide you if you need help.

First, a few facts

But, before I get caught up in details of the drive, I would like to clarify some points on the XF551. The drive IS double sided and can read and write in single, enhanced or double density. The "book" that comes with the drive is incorrect. MyDOS, SuperDOS and SpartaDOS can all format the drive as double sided and double density.

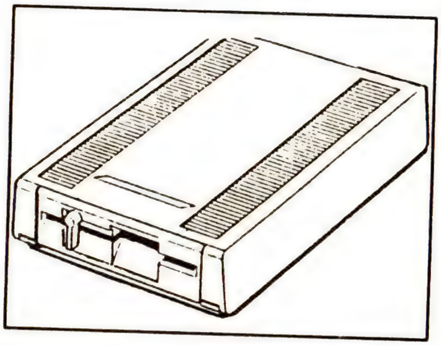
Previous Atari drives did not use the INDEX hole on the diskette, which allowed us to flip the disk over and format the back of the media. The XF551 uses a standard, bone stock, IBM style drive. It uses INDEX. It will not FORMAT the back of a diskette unless the disk jacket has two index holes. It WILL read and write to the back of any disk. Guaranteed! On side one, the tracks on the disk are written from the outer edge in, from 0 to 39. On side two, the tracks are written from the inner edge out. This allows us to read the first 40 tracks of a DSDD diskette on a SSDD drive. The second side is not backwards nor could it be read on a SS drive even if you changed it.

The speed of the drive is NOT 288 RPM, the speed you are used to seeing, but 300 RPM, the industry standard. The XF551 compensates for the difference by using a clock frequency 4% (.33mhz) higher than it should be. This will read and write the data in exactly the same place on the diskette as your 288 RPM drive, although programs that measure the speed of the drive will read 300 RPM.

Talking To The Drive

The XF551, as it comes from Atari, has the ability to format a diskette in any of three configurations: single density (SSSD-88K), 1050 density (SSED-127K) and double-sided, double density (DSDD-360K).

The DSDD format has a standard skew (skew is the physical sequence of the sectors on the disk) and a high speed skew option available to the user. This extra skew layout allows faster data transfers on the SIO buss, much like the ICD Doubler upgrade on the 1050. For those of you interested in programming, the DSDD format SIO command is $23. For a high speed skew format in DSDD, you just need to turn on bit 7 for a value of $A3 (the SSSD and SSED formats do not have a high speed skew, although the drive will transfer data at high speed in those densities).



Having 360K is nice. Having 720K is even nicer. Putting a 720K, 3.5 inch drive in place of the stock drives is not too hard.

To transmit data at high speed to and from the XF551, just set bit 7 of the command to "1" again (a get sector ($52) with bit 7 on is $D2). You must still send the command frame at the normal SIO rate ($28 in $D204) and then set $D204 to $10 for high speed operation during the data frame. The drive will also recognize the Put (and Get) Option Table command ($4F and $4E), which are similar to the Percom configuration table operations. Only bytes 4-8 are changed by the Put command, however, and only the three supported formats will be recognized. Even if you sent the Option Table a 512 byte sector size, you would only get 256 byte sectors.

A number of the newest DOS versions (SpartaDOSX, SuperDOS 5.0, DOSXE...) now have XF551 support built in. Also, a file is available in Atari8 on CompuServe that will modify SpartaDOS 3.2D for the XF551 features (in DL3 - XF32D.BAS). Using any of these methods will transfer data almost twice as fast as DOS 2.0.

Into The Hardware.

The first thing you notice about the ICs in the drive is the one in a nice socket, the ROM. Makes it a lot easier to burn an EPROM (use a 2764) to make code change if you can just plug and unplug your devices. I didn't see the ROM source code printed anywhere, so I wrote a simple disassembler for the 8050 MPU used as the brains of the drive.

It was very nice when Atari used a 6507 (which uses 6502 OPCodes) in their drives but, no more. Everything Atari comes out with now seems to use a different chip and this 8050 stuff was a bear. Finally, I got most of the program logic worked out and designed some changes.

One upgrade that was available for the 1050 is a ROM change that will re-address the drive as D5: through D8:. This can be done on the XF551 ROM by altering location $0095 from $31 to $35 ($33 gives you a range of D3: to D6:, etc.).

Having 360K is nice. Having 720K is even nicer. Putting a 720K, 3.5 inch drive in place of the stock drive is not too hard, so let's start with the ROM. There is a little bug in the code that allows the drive to start writing the track before it has reached operating speed. To remedy that, change $528 from $90 to $00, $C1D from $88 to $80 and $E25 from $88 to $80.

The 720K drive has 80 tracks per side which requires you to change $680 from $28 to $50, $80F from $30 to $60 and $811 from $FD to $FA. A 3.5 inch drive uses a 3ms seek time — change $53D from $00 to $03, $57B from $18 to $13, $9D1 from $08 to $03, and $B15 from $18 to $13. Finally, the 3.5s use write pre-compensation — change $61D from $F6 to $F4, $621 from $F6 to $F4 and $D0D from $A2 to $A0.

For a drive, I used a unit from JDR Microdevices (MF353B Mitsubishi) that plugs right into the 5.25 connectors and uses the same mountings as the larger drive. This simplifies the installation quite a bit. When you go to plug in the 3.5, you may notice that the 34 pin cable is too short. I de-soldered the connector and added a longer cable, but one hacker, Joe Wyks, managed to pry the top off of the board connector and crimp his new cable into place without soldering. The power connector can be adapted with cables made for that purpose, if necessary.

That's about all that's needed to run a 720K 3.5. Format a disk using SpartaDOS XINIT, option 7 (DS 80 tracks) and start filling it up! You now have 2820 DD sectors.

Bob Woolley can be reached on CompuServe at [75126,3446] and is the editor of the SLCC Journal. We wish to warmly thank him for contributing this article and sharing his knowledge of the 8bit and the XF551 disk drive with us.

ASTI Talks About... The "ST Party"

I was talking with my cantankerous partner, the Dictator, about this month's article, and he wants to know why no-one ever has an "ST Party." What is an "ST Party" you ask? Well, it's no wonder you haven't heard about them, the Dictator invented them but failed to tell many people about them.

It all started back in September of 1985 when the Atari ST first came out. I was (proudly) the Dictators VERY FIRST computer, and a brand new model to boot! So, he didn't know where to go to get any information on how to use me or hear about the new software that was slooowly being released.

Well, after hanging around the store where he bought me (enough to be a free salesman and ST promoter), he managed to locate several other new owners. Not having a club or user group to go to, the Dictator invited these other owners to his home in groups of two and three (or more!) to share fun, information, opinions, news and experiences about the ST. After realizing what a good time could be had by all, a phone call to a few of these new friends about an "ST Party" soon turned into a weekly affair.

Now the Dictator is all-consumed by a user group, but the idea is still very valid for all of you to consider. How many times have you said to yourself or your ST friends that there is never enough time at the user group meetings? Try inviting a couple friends over for some ST time. Get to know some of the other user group members better and learn a lot about your machine.

The Dictator's parties included everything from game playing to programming and using business software. It's a great way to get a first-hand review and opinion. And two or more heads can explore a computer and it's hardware & software much better than one. Give it a try.

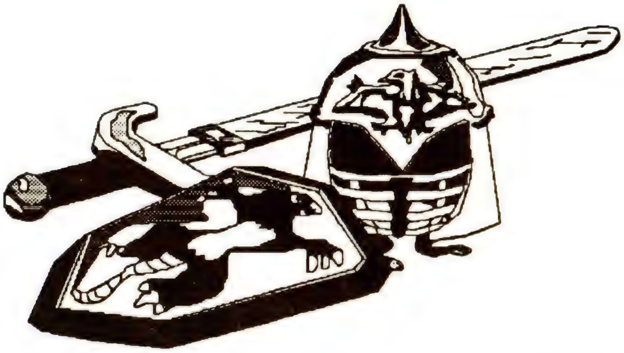
On another note, being cooped up here with the Dictator gets rather boring. It would be really nice if some of you could find the time to drop me a line and let me know I'm not talking to empty space. Ask questions, give opinions, tell about experiences, or just say "HI."

We all function better if we get a little feedback (or as one of my friends would say "need more input") to inspire us to continue.

Please write to:
ASTI & the Dictator
P.O. Box 99737 Troy, Mich. 48098
and I promise to answer all letters in this article.

ASTI (and the Dictator!)

Heroes of the Lance



by Steve Volker

When I select a game to buy, one of the primary motivations is great graphics. There are a lot of well thought-out, enjoyable games out there I never really consider because the pictures on the box or in the ads just don't thrill me. (Silly,huh?) So it was when I saw an ad for the fantasy game, Heroes of the Lance, by Strategic Simulations Inc and TSR, I just HAD to have it!

Besides the beautiful cover of a lanced warrior riding a majestic, fire-breathing dragon through the skies of Krynn, I was happy to see the familiar US Gold emblem displayed in the lower left corner of the package. (US Gold is the trademark of GO America Ltd., which has had a part in so many fantastic games of late — like DIVE BOMBER!) Inside were three disks, labeled A, B, C, and a 25-page, well put-together manual. I curbed my overwhelming desire to immediately boot the first disk, and actually READ the manual.

Heroes of the Lance is based on the TSR Dragonlance series of books and roll-playing games, and the first few pages gives an enticing overview of the history and basic plot of this, and where you are in this saga while playing the game. (I think I just decided to read the books.) Your nemesis is the Queen of Darkness herself and her Draconion minions, along with an ample mixture of giant spiders, wraiths, and several little known creatures from the Dragonlance saga,..oh, and of course the Dragons.

The manual goes on to describe your goals, (to recover the Disks of Mishakal and restore the waning faith in the gods), how to use the joystick during the normal game mode and in combat, (the ST version does not make use of the mouse — I tried!), and how to prepare your disks for play (involved). There is also a half-page description of each of the eight predesigned characters, you use in the game. Finally, time to BOOT THE FIRST DISK!

One of the disadvantages of all great graphics games, is the time it takes to finish loading, but to my money — it was worth it! Wow! The title screen is a...well, it's enough to remind you why you're an Atari ST owner. Oh, and there's more! After this comes a portrait and mini-description of each of the primary "players," (each is a beautiful, colorful rendition of the original Larry Elmore paintings for the Dragonlance Series), and all are worth just enjoying. Then comes the copy-protect section.

I have a few impressions of the way in which SSI protects this program. First, I applaud the fact there is NO copy protection on the disks themselves. We've all known there were better ways to discourage pirating, and SSI may have found one. Second, to get past this you must find a key bit of information in the manual about a character or whatever, and key it in to continue with the game. I purposely made a typing error during this process, and found it unforgiving — causing you to reboot to try again, but my main problem with this is that whenever you die, regardless of whether you have saved a game or not, you must go through this (and a reboot) to start on your adventure again. This is frustrating and takes a lot away from the playability of the game (especially if you play like I do). It is surprisingly easy to lose all eight characters in the first TEN minutes!

After entering the main program, and getting used to the joystick controls and general lay-of-the-land, the actual play is easy, stimulating, and gives you quite a few options. Anything outside of movement and combat, are done by scroll-down menus you can reach by pressing any key. Some options are: run, dodge, jump, use range weapon, take, and actual close combat. There is also a good measure of magics used by either side. Oh, and the way some of the creatures die, crumbling to dust, exploding, etc., is something to watch. From here you continue to fight, explore and gain experience, until you've found the secret to killing Khisanth, the ancient and terrible black dragon, and recovering the Mishakal disks (which you also have to find!). Along the way are potions, magic staffs, exotic rings, and miles of tunnels and rooms to explore.

When all is considered, I found the game to be interesting and stimulating, with my favorite part being the startling graphics. Though somewhat too arcade style for me, I appreciated the detail and continuity of the story, and the ease of play. I think you'll find it worth looking into.

Heroes of the Lance comes on three, single-sided disks. It requires a color monitor, (or TV for the FM crowd) and will run on a 512K system. Though it is published by Strategic Simulations, 1046 N Rengtorff Ave., Mountain View, CA 94043,(415) 964-1353, there is a note in the December 88 issue of START that ordering should be done through Electronic Arts, at the number 1-800-245-4525.

The SpartaDOS X Cartridge

by Keith Joins (MACE)

[Editors' Note: We continue with the second half of Keith's SpartaDOS X Cartridge review. See the December issue of the Michigan Atari Magazine for the first half.]

Several other environmental variables are available that you can set with the SET command. One of these is the DOS prompt. You can specify the format of your prompt by using certain "meta" characters. The letters L, N, P, D, T, and R, preceded by a dollar sign, will be replaced by the drive Letter or Number, the current directory Path, Date, Time, or a Return. You can also use an underline, which will be replced by a space. For example, "SET PROMPT=$L:" will give you a prompt of A: for drive one. If you are in the GAMES directory on drive one, you could "SET PROMPT=T_DN :>$P>" and your prompt woud look something like this:

11:25:42am D1:>GAMES>

The normal Dn: prompt is set up with the command "SET PROMPT=D$N:".

PATH can be set to cause other directories to be searched when a command or file is not found in the current directory. Entering PATH with no parameters will show the current search path. Note: the search path is NOT the same as the current working directory!

To see what your current directory is, enter CWD (or CHDIR, or CD) with no parameters. This takes the place of the ?DIR command from earlier versions of SpartaDos.

The FORMAT command presents a menu type screen and allows you to format a disk in any density you want. You can use the high speed skew for the new XF551 drive, the US skew for the Indus or a doubled 1050, or a standard skew. You can format the disk in either Sparta-mode or Atari mode. Atari mode allows you to use enhanced density if you so desire. This formatting menu shows up whenever a format-disk command is issued — even from within a program!

The FIND command will search all connected drives and all directories for the specified filename. Wildcards are of course accepted. You can limit the search to one drive by including a drive number in the filename.

The keyboard buffer is not loaded as a default. You must select KEY ON to load the file from the cartridge and activate the buffer. Subsequent KEY commands will toggle the buffer off and on.

The LOAD command has the same effect in SDX as in the disk-based version of SpartaDos. This will load a file but not run it. However, you can also use it to load an external command file to keep it resident in memory. The COM files in the cartridge are loaded each time they are called. You could load one or more of them into memory with the LOAD command and they will stay there until you use LOAD with no parameters, which will remove all non-installed programs from memory.

The SWAP command will allow you to swap your drive configuration. SWAP 1,8 would swap drive one with drive 8. SWAP with no parameters will display the current drive map. MIO users should take note that the MIO menu swap configuration must be considered when using this command.

The X command is used to load and run those programs that require all cartridges be removed. Express, Determ, Textpro, Discom, and the disk-based ARC are examples of programs that must be called using the X command.

A couple of nice features are the PEEK and POKE commands. These work pretty much like the Basic commands except you don't need the comma to separate the address and the value in the POKE command. Also, you can enter the address and value as either decimal or $hex numbers. These two can come in very handy at times, believe me! For example, my AUTOEXEC.BAT file contains the commands POKE 82 0 and POKE $2DA 1 to set the left margin and cursor repeat rate as soon as the system is booted.

Another command that is nice is CLS for clear screen. This is good for some programs that exit to DOS leaving you with a screen full of the program remnants. There is also an RPM command, which allows you to easily check the speed of your disk drives. (The standard speed for an 810 or 1050 drive is 288 rpm. My Happy drive registers about 900 rpm, and an MIO ramdisk clocks in at around 23000!)

The next feature I will cover is one of the most impressive. SpartaDos X contains a licensed ARC program that will also handle Alf-Crunched files. Here is the format and commands used:

```
SpartaDOS X ARC ver 1.1
Usage: ARC cmd[opt] arcfn [flist]
```

Where "cmd" is one of: a : add file(s) to archive m : move file(s) to archive, then delete from current location u : update file(s) in archive, keeping the newest versions (according to the time/date stamp) and adding any source files from flist that aren't in the archive f : freshen file(s) in archive, keeping the newest versions but not adding any files that aren't already in the archive d : delete file(s) from archive x,e : extract file(s) from archive p : print file(s) to screen l : list file(s) in archive v : verbose list of file(s)

Valid "opt" options are:

b : retain backup copy of archive s : suppress compression w : suppress warning messages

n : suppress notes and comments h : high speed (screen off) g : encrypt/decrypt archive entry (followed by password - must be the last option, as in ARC AHGtwister TEST.ARC *.*)

"arcfn" is the archive filename (drive, path, and ext are optional).

"flist" is the list of files to extract, add, list, etc. in the archive. Wildcards are allowed in each filename. "*.*" is assumed if no filename is given.

This is a fully featured ARC as you can see, and works the same way as the ARC utilities for IBM and ARC.TTP for the ST. It is also extremely fast! The first time I used it to unarchive a file I thought it must not have worked properly since it finished so quickly.

The program will automatically determine whether a file is in ARC or Alf-Crunched format when extracting files, and when compressing will use the most efficient ARC format it can. Anyone who is a frequent downloader of programs that have been compressed will really like having this program always just a command away.

Most other commands remain the same as they were in the disk-based version of SpartaDos. Some have additional features such as DIR and TYPE. They can each accept some optional parameters. Remember the discussion of the ATR command? The Attributes can be included with these commands. DIR +S will show only subdirectories. DIR +H will show hidden files. You can also use a /P or /C. with DIR. DIR /P will pause the display and wait for a keypress after giving you a full screen of filenames. DIR /C will give you a count of the number of entries in that directory. DIR /PC will do both. TYPE can also use the Attributes and the /P. Also, TYPE is no longer limited to text files with 64-character lines. You can now TYPE any file to the screen.

PRINT has been dropped and the entire I/O re-direction scheme has been changed. Batch files are only read by the command processor and cannot input information into a Basic program since they are no longer system wide. You can divert output of a single command by using > such as DIR >PRN:. This would redirect the directory display of drive one from the screen to the printer. DIR >A:FILENAME would direct the display to the file on drive one. Similarly, you can use <A:FILENAME to specify input from a file instead of the keyboard.

As I already mentioned, SpartaDos X looks for a file called AUTOEXEC.BAT at boot rather than STARTUP.BAT. This batch file would include any system set up commands you need (like the POKEs mentioned above).

You can execute a batch file from the command processor with the -filename entry. You can also pass parameters to the batch file. As an example let's suppose that you have set up your MIO ramdisk as drive one but that you frequently want to change the file that you are using as your CONFIG.SYS. You have a floppy in drive two that has a library of CONFIG.SYS files named FILE1. FILE2, etc. Here is our batch file, named CHANGE.BAT:

```
COPY %1 %2 COLD
```

Now we would execute this batch file as follows:

```
-CHANGE B:FILE1 A:CONFIG.SYS
```

This would copy FILE1 from your library of CONFIG.SYS files in drive two to drive one and re-boot the system using the new CONFIG.SYS file.

This is not the best example in the world but it does give you an idea of what can be done. You may pass a total of nine parameters to the batch file.

While speaking of batch files and CONFIG.SYS files, a nice feature in creating and editing these files is that COPY CON: does not clear the screen as COPY E: does. You can TYPE the file out, issue a COPY CON: CONFIG.SYS, move the cursor to the display of the file and edit what you want while hitting RETURN after each line, and then press CONTROL-3 to close the file. This can be a real time saver when setting up various CONFIG.SYS files.

And now a note to TURBO BASIC users. You can now use TB with SpartaDos! However you will need an expanded memory system since you must load the handlers into BANKED memory. That will leave the RAM under the OS available to TB. While I haven't tried it, it might be possible to load the handlers into normal RAM and run TB on a stock XL but it would drastically reduce the memory available for any programs to use.

Well, this has been a brief overview of the SpartaDos X cartridge. In my opinion it is well worth the long wait. While there still could be bugs lurking around in SDX somewhere, if they are there they are extremely subtle. The only problem I can see will be the occasional program that is not compatible with SDX. In the course of beta testing we've found a few such programs, but ICD has quickly remedied this. If you discover a program that doesn't work, report it to ICD and use the disk-based version with it until the next upgrade.

Whatever you do, don't miss this one!

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Rockford, IL 61101-1437
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The NewsRoom by Springboard Software, Inc
Desktop Publishing for the 8bit

by Ted Beauchamp (TAG)

The NewsRoom is a desktop publishing program for the Atari 8bits with at least 64K and a 1050 compatible drive. The package consists of a main program disk and one clip art disk with over 600 different pieces of clip art.

The manual is 97 pages long including the 10 pages that show all the different pieces of art. This makes it very handy to find an appropriate picture to use. The pictures are grouped by subject into panels that have several different pictures to choose from. I think you could find a picture for almost any subject or occasion, but if you cannot there are other clip art disks available.

Enough about the clip art, after all this is supposed to be a publishing program. The main menu has five choices to pick from; the banner department, the copy desk, the photo lab, the press room, and the layout area. It seems that the programer wanted to give you a feel of the workings of a real newspaper.

The program is almost a simulation of a newspaper's creation from start to finish. As you write your story and create your pictures, they are divided into panels. An 8-1/2 X 11 Sheet will have a banner across the top and two columns of three panels or just two columns of four panels. As you save each panel, you should note the final order you want each to appear on your sheet or your story will be scattered all over the place. This does offer the advantage of inserting pictures or diagrams where you want them or of continuing stories on later pages if you are creating a multi-page paper.

The banner is the top portion of the page where the name of your paper will appear. To create this, you pick the clip art icon from the sub menu, find the name of the page you want from the directory displayed and pick the picture you want off the page. Then you position it on the banner layout and alter it if you want to using the crayon icon. This will put you into what is called the Graphic Art Tools menu. You can create your own picture, alter an existing one, fill areas, draw lines, circles, and boxes using different pen styles and erase any goofs.

The next step is to add the text using one of several fonts and sizes available. The banner is then saved to disk to be called back later. The photo lab operation is similar in use to the banner section except that you can create photos of any size up to a full panel large by making a box around the photo as large as you need. You can add a caption to the photo and use the same Graphics Tools to alter or create art work. When finished the photo must be saved to disk to be called back later at the layout desk.

The copy desk is where you write your stories. This is where I had the most problems. The text editor is not very good. You must first select a font, then you start to type, if you want to move the cursor it is done with the joystick before typing or the arrow keys after starting to type. The problem is the movement is too fast and erratic to allow for easy editing.

If the cursor is moved outside of the text, it changes to the pick up icon and moves more than one text line at a time. Moving back into the text causes it to jump several lines making it necessary to bring it back. The Delete key does not work unless you hold down the Shift key, but the manual does not tell you this.

There does not appear to be a way to type over text, the old text moves down and must be deleted later. There is supposed to be a way to move, copy, and delete blocks of text, but it does not work as described in the manual. Text can be copied to the end of the existing text, but when I tried to copy a line of text to a different location, it would only go to the end of the old text.

As you type, the text is fit around any photos that are already on the panel. If you do like the results you can move the photo and the text will reposition itself to fit the new panel layout. You must be careful doing this however, because if the text you had entered will not fit it is dumped into a buffer. If this happens, you can put the photo back where it was or try a different position.

You may find it necessary to retype some of the missing text because there does not appear to to be a way to retrieve the buffer. You should also be careful not to overfill the panel you are in because any overflow will be lost. You must save each panel before starting a new panel.

The next area is the layout area. This is where you reassemble the panels into their final position. This is a fairly simple task provided you remember the names and order of the panels you want to use. You can save the page for printing later, and you can save the page format for use next time also.

The last area is the Press room. The menu gives you a long list of printer configurations that you choose from and then you give the name of the page you want printed and PRESTO there it is.

In closing, I give the program's clip art disk a very high rating, but the drawing and text editor a low rating. The ease of use is not very good and the division of the program into different tasks is okay as a study into newspaper publishing but just makes using the program more difficult. The manual is good but not great. Overall Rating (Standard. 1-10 Scale) = 7

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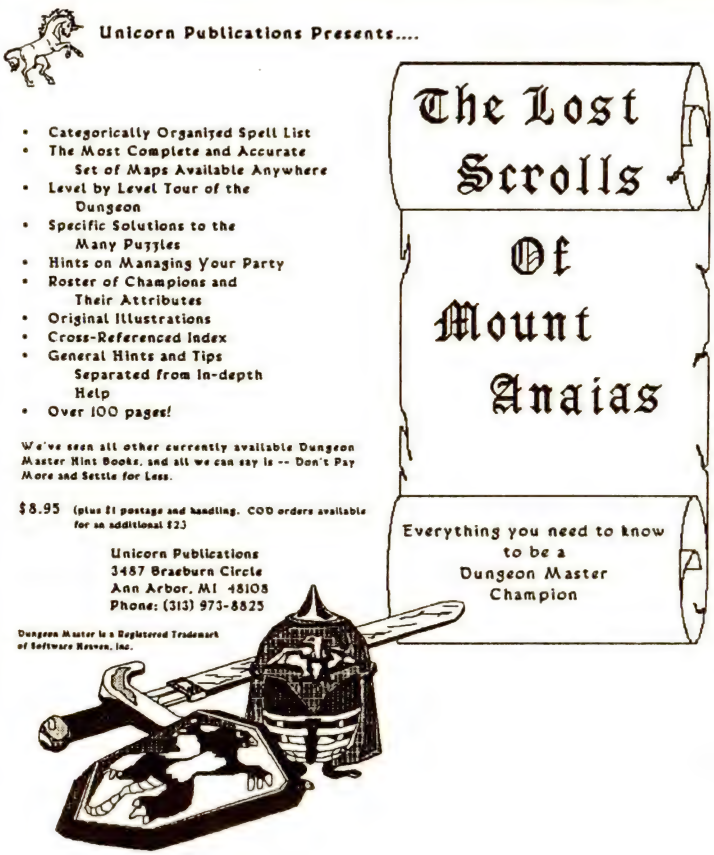

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interFACE

Remains of a Newsletter/Users Group: Federation of Atarians, Chicago Enclave

by Donavan Vicha

STELLAR CRUSADE
by Norman C. Koger, Jr.
SSI
1046 N. Rengstorff Avenue
Mountain View, CA 94043
Support: (415) 964-1200
$54.95

Put aside your joystick and put on your thinking cap if you plan on tackling this complex compugame of galactic conquest. Set up for play on either a solo basis or between two live opponents, *Stellar Crusade* is a very impressive simulation of interstellar exploration, exploitation, and conquest in the Kiffryn's Cats star cluster. You can choose to play as the Corporate League or the People's Holy Republic, and from there the levels of complexity grow. You command colonies and fleets of starships, taking part in two war scenarios or short and long campaigns. You can choose from 5 levels of difficulty or let the computer randomly (and secretly) choose the difficulty level. In addition, reality levels have been added concerning the maintenance of your ships and training of troops, and the hidden movements (the fog of war) of enemy ships, which should be off for when you're just getting started. This one's tough enough to get a handle on at the start, that none of these controls make a difference at first, but they represent the kind of attention to detail that is the hallmark of first-rate simulations. Even though it's more science fiction than your average SSI wargame, there is enough military structure to make the jump from reality-based naval-battle simulations to interstellar battles rewarding. Previous experience in such simulations is recommended, but not necessary to get into the swing of *Stellar Crusade.*

Since I mainly play RPG and adventure games, the mechanics of this game drew no better parallel, other than with SSI's board-based simulations, in my experience than with *Balance of Power.* You basically gather data and make choices via a GEM bar menu setup with an interactive map of the star cluster, where flags mark the loyalty of each system. From the simple GEM menus, you will access a variety of screen menus that illustrate, as well as textually provide, information about fleets, ships, and planets in great depth. Choices are either keyed in or clicked upon by mouse. The same mental muscles are exercised by *SC* and *BOP,* but with divergent political intentions, rest assured.

As a simulation, this game has no concrete goal like getting the Firestaff or saving the universe; instead, rules of victory according to the scenarios and campaigns provided on *SC*'s data disk are your measures of success. *Stellar Crusade*'s design and purpose is to make you feel as if you were in command of a large-to-vast starfleet, an overseer of starsystems in conflict with another such overseer (played by the computer or a friend who is similarly endowed with delusions of granduer, or at least has avery literal Napoleon complex). In order to bring this macro-role the approximation of reality, the details of your command are many and varied. The short scenarios are provided for the beginner to get a taste for the movement and combat aspects of the game. Once you've mastered these games, which are going to provide months of playability in and of themselves, you move onto the campaigns, where extra levels of your command are played out in the exploration and development of planetary systems, as well as handling the aggressive tactics of your opponent.

I have to confess an inability to condense what the excellent docs take 35 pages of two-column text to describe into something that gives you a better idea of what this game is about. All the little details are what makes simulation games attractive to serious wargamers and scare the rest of us off. So for those who like listings of details, I'll oblige right after handling the mundane usuals that reviewers are required to describe.

The packaging of this game is properly representative of its type. From the actual screenshots on the back of the box, you see excellent graphics without being lead to believe this is *Star Raiders: The Empire Strikes Back*. My only grumble is that while the text description of the game is fair and accurate, the order of activities undertaken in the game are presented in reverse order as far as you can actually play the game. You learn to conquer first, then exploration and building are added on, when I would have liked to explore and build first. No scenario supports that activity without the element of conquest rearing its complex head. That's a bias on my part, but also a bug in my ear that whispers "This is not logical," thus tainting my sense of the simulation--but it's really a matter of chickens and eggs coming first. Otherwise, SSI knows its business when it comes to packaging.

A Word of Explanation

This review was originally prepared for ***ST Applications,*** which is no longer with us. I haven't talked to Bill Petry, the editor, but from conversations with him over the previous two years, and especially the last few months, it seems he just couldn't get more than about 6,000 readers to buy the magazine. And with that small a base, he couldn't get advertisers. I think it's a shame to have lost that magazine, which along with *Current Notes,* provided the most timely information and reviews on the ST scene. It also provided columns on programming, desktop publishing, MIDI, and a platform for the irascible Dick Biow, who previewed *pc ditto* and *Turbo ST* before anyone else knew they existed. It also carried a column on freeware/shareware written by yours truly and I feel bad that such a vital scene isn't being covered with encouragment for users to support these freelance programmers and to show the value of the shareware concept to the ST community. The last issues were among Bill's best--a testament to his constant goal of improving the content and coverage of his magazine. I think it's a shame we lost that editor.

Well, this section of *AIM* is Mine! And so the freeware/shareware columns (and some reviews) live until I've exhausted what I'd prepared. After that I'll have to see. I've paid for all the shareware I use, but I got paid only for the columns that were published. Frankly, I'm a freelancer and in the same position as a shareware programmer--the work's hard and the pay's cheap, and one has to weigh the costs and benefits. I'm still writing for a commercial magazine that goes by the name of *ST X-PRESS* and I sure hope you and your ST friends will support it (as well as *AIM,* of course!) by subscribing and telling software publishers you read it there/here first when you register your software. That will encourage me to write about my various encounters with the world of the Atari ST, and to keep this "interFACE" going.

Both the program and the data disk are not copy protected, but to run a scenario or saved game, you must refer to the manual for a word selected by the computer in order to continue. Thus, you can run the game from a hard disk or two drives without a key disk. You can also buy the game now that I've exposed its protection method and photocopy the docs and sell/trade it with your friends. Be a jerk all of your life, too.

The docs are complete and written jointly for the ST and the IBM PC XT/AT, whatever that is. No need to translate up from IBM here, it's for us, too. Maps, tables, and orders of battle necessary for scenarios that need them are included here. I would have liked to see some of the command screens represented, but since they all act like help screens anyway, better just to get the textual explanations over and boot the disks, right?

That covers the usuals. Now a little bit more about the game structure. The combat scenarios introduce you to the game's handling of your fleets, determining among transport, attack, or reserve missions; accessing the four levels of command for training, escort, raiding, and special support; choosing compostition and movement of fleets; and seeing the effects of long- and short-range combat.

During the movement phase, you can access the game's Quick System Display to track the condition ofa star system with pie charts and symbols without leaving the main map screen or you use the GEM bar menus to access the detailed screen menus to handle the aforementioned commands and also the usual file management tasks for starting, saving, loading. You also access the resolution phase, which will present information-oriented graphic depictions of fleets in battles you've initiated, whether off-planet or on the ground.

Again, this is a cursory description. You also handle transfers and reassignments of troops and vessels, determine what kinds of cargo (from colonists to mining equipment) and weaponry to place on ships, and send spies to disrupt the economy of your enemy. As you get into the tapestry of details involved with exploration and colonization, you'll be designing and building starships and working to win the loyalty of the planets under your rule and improving their productivity.

Thus, when you get to the campaigns, you deal with special system characteristics, which include the presence of gasworlders, Oort People, Aborigines, Spiders, and paleotechnology, among other things. Each characteristic affects how well a planet will fit into your crusade. As mentioned, you will read the systems' attributes charts and know whether cargo should include farm kits or factories, and whether belt colonies would work better than protected colonies. Once the details shift from counting stars conquered and ships vanquished, the rules of victory also shift to including production and economic points.

Returning to the levels of difficulty, realism can be enhanced through the Maintenance choice, and thereby having the computer check all ships for wear and tear, each ship having about a 10% chance of *failing*. Don't forget the fog of war, too. Hey, without the details it's not a simulation, right?

And this is a good one. *Stellar Crusade* has an excellent interface, which in addition to making the task of conquering the universe as simple as such a complex task can be, it also allows you to set the colors of its screen menus if so desired, although the four-color treatment of text is very appealing as well as functional in accenting and distinguishing types of information being presented.

There is nothing flashy onscreen here, but this isn't a graphics adventure. The graphics are quite appealing and serve their functions well. The flash is in the imagination and attention to details, and in the challenge and playability, measured by levels of difficulty and the flawless error-handling of the program.

VANITYWARE

A long time back, before Intersect and Randy Mears went commercial with their excellent terminal program, *Interlink ST*, they put out an nifty ramdisk accessory that allowed you to set the size of your ramdisk with sliders. It was a true Macintosh-type accessory and very attractive compared with the plethora of other such programs. I never used more recent versions of that accessory so I don't know how it was improved over the intervening years. But now Intersect has given us RAM Baby that is capable of handling larger amounts of RAM and allows setting up a print spooling partition to the RAM disk. Again, it is a very attractive (and noisy, if you leave the sound on) GEM screen device that lets you click on a button to designate the drive label (A-P), configure it to automatically install at bootup, and flush the print spooler.

That's really about all it does. It is not reset proof, nor does it have any autoload features that are available with less aesthetically configured ramdisks. I'm really not certain why they bothered with the plethora of ramdisk programs available as shareware or freeware. I like having the option of having a ramdisk as an accessory rather than an autobooted program, and de-installing RAM Baby appears to return most of your memeory to the system, which its earlier version did not. I tend to look at this area of software as no longer a viable commercial market, so it's more a matter of pride in seeing how many people download your product and see your name on it. And if that's the case, then the features I've mentioned should be added to RAM Baby if Randy Mears desires the full vanityware effect.

As it stands right now, the accessory takes up too much memory for the features its offers/lacks.*Donavan Vicha*

Street Fighter

Review by Bill Boles (MACE)

By now, many of you may be getting bored with my reviews about Martial Arts games (Karateka, World Championship Karate, etc, etc.). But I promise that this shall be my last such review (honest). The reason I wanted to write about Street Fighter, which is published by Capcom Co. LTD. for the ST computer, is that this is a game which is very similar to Epyx's World Championship Karate, but better than the afore mentioned title in some ways and not as good in others.

In the game, you play the role of Ryu... a high kicking, judo chopping karate expert whose task is to do battle with the toughest fighters of Japan, England, Thailand, China and the United States. The game begins after you select which country you wish to begin with.

Control of play is almost identical to Epyx's karate game, that is, half of the moves are controlled by moving the joystick and the other half by moving the stick and pressing the fire button. One difference in this game is the characters you will meet are much more varied and each requires a different approach in order to defeat them. These include characters who are good with their feet, are armed with Judo sticks, and even one who comes equipped with throwing stars and can vanish and reappear at will.

Probably the best fighter in the game is an English chap named Birdie. Don't let the name fool you...Birdie (a charming looking fellow with a Mr. T haircut) is almost twice your size and can put you away real fast. His favorite tactic is to whirl around and ram you with his head. Your strength, along with that of your opponent's, is represented by a red bar at the top of the screen. When this runs out, you lose, and if you get beaten twice by the same opponent the game ends.

And now, you would probably like to know how this game compares to World Championship Karate. First, as mentioned above, the controls are just about the same. Second, the scenario is the same — fighting all comers to gain points and earn the title of number one fighter. And lastly, there is a part between matches with each country in which your character must break a stack of bricks to earn extra points.

Street Fighter is somewhat better than the other game due to it's excellent graphics, the music which fits the mood perfectly and all of those different fighters to battle with. However, there are a few minor problems such as when you change the disk (this is a two-disk program), the drive starts spinning again before you can get the disk in. Another problem is that the characters move a bit slower than one would like, and finally, your high scores are not saved to disk.

Despite these few problems and the fact that this type of game has been done a thousand times (especially on that "C" computer) Street Fighter is one of the better ones, and I would recommend it to anybody who has never purchased a Martial Arts game.

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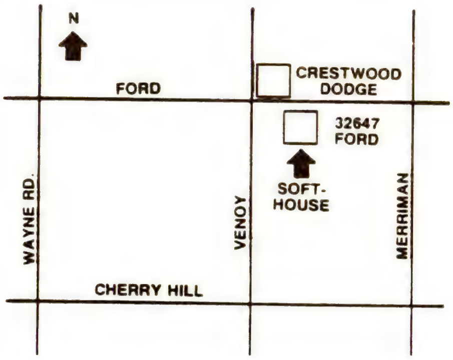

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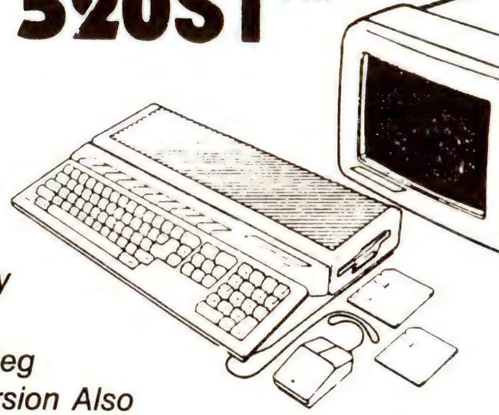

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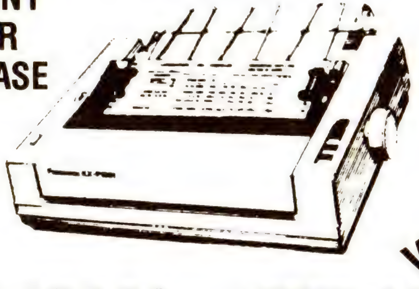

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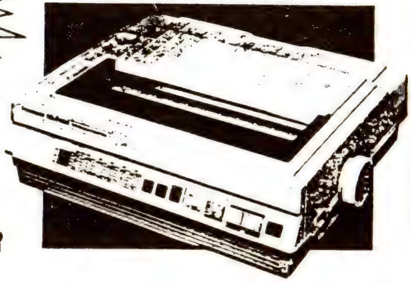

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Install an Alternate Operating System in an XE

by Don Neff (MACE, WAUG)

When I use my Atari XL I have three Operating Systems (Omnimon, Omniview and the original Atari OS) available by the flick of a switch. The installation of these alternate operating systems was an easy job in the XL. They reside on a small printed circuit (PC) board which is plugged into the socket of the original Atari OS.

When I bought my XE I wanted to install these same OS chips in it too but ran into problems. First the XE OS chip is soldered in place on the mother board. Second, it is located under the keyboard and does not have enough overhead room to permit the installation of a socket and the other OS chips on their PC board. My solution was to give up the Omniview and piggyback the Omnimon chip on the XE OS chip.

What is an Alternate OS?

Several people make replacement operating systems for all the Atari 8bit computers. My favorite alternate systems are Omniview and Omnimon by C. David Young.

Omniview is an 80 column system for the 8bit. Yes, you read that correctly — an XL/XE 80 column word processor (OmniWriter) has been available for several years. You can also use 80 column telecommunications with it and, if that's not enough, it utilizes your 256K or 320K memory enhancement. You can switch between 40 and 80 columns any time with just two keystrokes.

Omnimon is a powerful hacker's delight. It is a resident machine language editor/monitor, a disk sector editor, a Hexadecimal calculator, and much more. I will probably never discover all the things this OS can do. Omnimon will also run all the old Atari programs without the need for a translator disk.

Installing Omnimon in the XE

Open your XE and locate IC chip U5, the Atari OS. Gently unsolder pin #20 and lift it from its hole in the PC board. You must be very careful or you will destroy the thin copper traces in the area. An easier method of removal might be to cut the pin with small diagonal cutters or a sharp Xacto knife, near the surface of the PC board. Bend the pin up until it sticks out parallel to the PC board surface as shown in Figure 1. Solder one end of a 12 inch piece of wire (RS #278-1307) in the hole from which the pin was removed. Solder a second 12 inch piece of wire to pin #20 of IC U5.

Gently bend up pin #20 of your Omnimon chip so it sticks out away from the other pins just like pin #20 of U5. Place the Omnimon chip on top of U5 in piggyback fashion, as shown in Figure 1, and look carefully at all the pins. All the pins on the Omnimon chip must make good contact with their corresponding pin on U5, except pin #20. Remove the Omnimon chip and bend the pins as needed to insure good contact. When all 27 pins have good contact with the pins of U5, you can solder the matching pins together using as little solder as possible.

Solder one end of a third 12 inch wire to pin #20 of the Omnimon chip. Solder one lead of a 4.7K ohm resistor (RS #271-1330) to pin 28 of the two piggyback IC chips. Solder a fourth 12 inch wire to the remaining lead of the resistor. Cut three 1

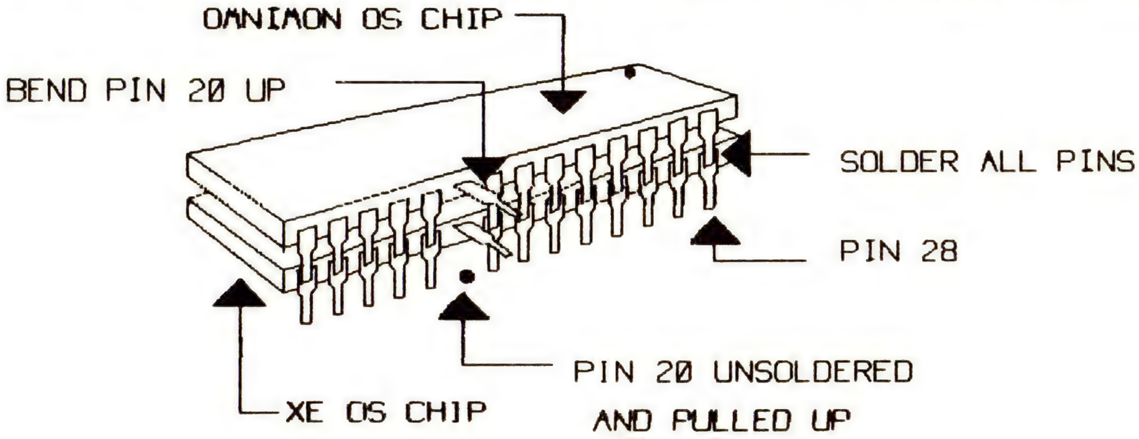

Figure One

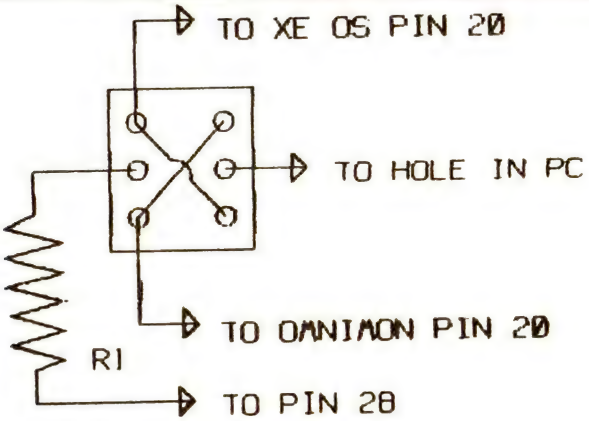

Figure Two

inch pieces of insulating tubing (RS #278-1627) and slip them over the appropriate wires to cover the resistor leads and the two IC pins. Use the heat of your soldering pencil to shrink the tubing so it won't move later. Just hold your tip near the tubing without making contact. If you touch it with the tip, the tubing will melt and you will have to replace it.

Connect the four wires to the switch (RS #275-614) as shown in Figure 2. The wire from the hole in the PC board goes to one of the center terminals on the switch. The wire from the resistor goes to the other center terminal. The wires from the IC chips (pin #20) go to the end terminals (both on the same side) of the switch. Use two short pieces of wire to connect the opposite end terminals of the switch as shown in Figure 2 (the jumpers are not connected to each other where they cross).

Drill a 1/4 inch hole in your XE case, mount the switch in it and reassemble your computer.

Testing the System

Boot up a DOS disk as you normally would. Hold down your Option and Select keys together, and then press Reset. Release the Reset key first and then release Option and Select keys. You should see a new screen display without going through a reset. If your computer just resets itself, flip the new switch to its other position and repeat the steps described above. The switch position which causes a normal reset should be labeled as the XE position. The other position should be labeled as the Omnimon position.

Where to buy an Alternate OS

Omnimon, Omniview are available from: CDY Consulting, 421 Hanbee, Richardson, TX, 75080

Boss is available from: Allen Macroware, PO Box 2205, Redondo Beach, CA, 90278

Write to both companies and request their free product flyers or refer to their ads in Antic or Analog.

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by SysOp*Dave Groves, CIS

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It is here and for the HD User who will get the most out of it, it is not (in spite of what the manual says) copy protected! We are talking version 2.03 software, thoroughly tested and bug-free, from a major British producer, with parallel production in use on both Amiga and MS-DOS machines.

For its maiden voyage on my system, I used it to catalog and index a 4200 record, 12 field, 700 bytes per record listing of CIS Atari Forum files, and it performed like a champ!

Nobody has yet proposed a good "benchmark" series for ST Data Base Management programs, so I am not able to present any meaningful comparisons for speed in use, though it is as fast or faster than any other system I have seen to date.

The beauty here is that in setting up "filters" (formulae to select which records to operate on in a group of records) the formulae can be input by mouse.

This makes printing reports and finding data by odd groupings super easy, and readily do-able without heavy-duty program writing. In two weeks of use, I have scarcely scratched the surface of the power of this package.

If you have a major database interest, SuperBase Professional is THE database management system of choice on the ST. It allows direct conversion of DB II through DB III+ MS-DOS *.DBF files into *.SBF (SuperBase) files, though dBMan and other ST db manager files will have to be converted to ascii delimited files and imported. (A very simple task in most cases).

If you are not a "numbers cruncher" like me, you will still find that SuperBase is worth its weight in platinum. It allows you to display "External" files. What's an External file? Oh, how about a *.IMG GDOS picture or a *.PC1 DEGAS Elite picture, associated with descriptive data and other information? Or some generic text files. This is power.

With its GDOS implementation supplemented with G+PLUS from CodeHead, you have as close to a desktop publishing operation as any database ought to get.

In addition, the Forms Editor of SuperBase allows you to build input screens that make the old Haba Checkwriter screens look wimpy (remember, you can play with fonts and type styles available under GDOS as well as with colors and patterns, and a host of lines, boxes, and areas).

Couple all the facilities together and you have a 4th or 5th generation database system of outstanding quality. It has mail merge functions forms printing capacity, and will out put metafiles.

Indeed, the ONLY weakness I have found in the entire system is the onboard text editor. The way everything else in the package works, I expected a full-fledged word processor!

Precision points out, very carefully, in the manuals that the test editor is precisely and only that. It is a decent text editor, 'ala an early EMACs, and performs the function adequately. I give SuperBase Top Rating for any relational database system on any computer today.

SuperBase is provided as a 4 disk set with 2 spiral bound manuals in a hard-shell stand-alone case. Manual 1 covers the basic database operations, the text editor and a tutorial. Manual 2 covers the forms editor and programming language.

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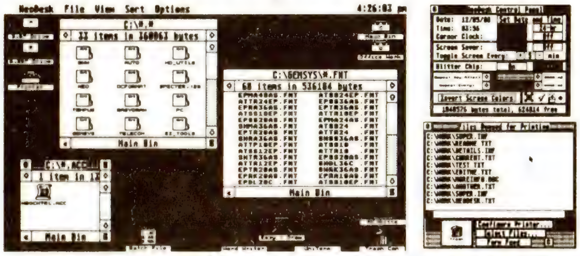

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UltraSpeed Plus Operating System for the 8bit

by Jeff Kyle

Do you use an expanded 1050 or an XF551? Do you have more than 64K? Do you use a translator often? If so, or even if not, then you need the UltraSpeed+ OS package from Computer Software Services (CSS), sold for $69.95.

The US+ OS is a collection of three operating systems for your XL or XE machine. It contains the standard XL/XE OS, the UltraSpeed+ (US+) OS, and the XL-Fix+OS (XLF+).

The XLF+ OS is an OS that is as compatable as is possible with the 400/800 OS. This lets you use all the programs that would normally require a translator by just flipping to the XLF+ OS.

By the OS being ROM, it is also possible to use 400/800 cartridges that normal translators can't handle. Some commercial programs won't work with a ROM-resident translator, though. An example of this is the older Electronic Arts programs.

However, by booting up and holding down SHIFT, the OS will be copied to RAM as if it were a standard disk-based translator, allowing these programs to run also.

Also included in the XLF+ OS is a built-in Mach Ten Menu and writer. This is a program like the public domain Fenders that will load and run binary files from disk. When you boot up with SELECT held down, you'll enter it. It will let you load any of the first 22 files on a disk, get a directory from any drive, and write out a shorter form of Mach Ten menu to the disk. The shorter version will only let you load files from drive one. The OS also reverses the standard use of OPTION, in other words, to enable Basic, hold down OPTION, to disable Basic, don't hold down OPTION. It also speeds up the keyboard response.

The UltraSpeed+ OS is much more. However, all cassette routines, the 1200XL function key routines, RAM and ROM check at bootup, the international character set, and the relocating handler routines have been erased to make room for more features. You'll probably never need them, but if you do, just switch down to the standard OS.

If you have a high-speed drive, the US+ OS will automatically enable the high speed on 1050s with a Super Archiver, Happy Enhancement, US Doubler, Duplicator, Klone, and Density Doubler, or the unmodified XF551 drive. If you have one of those drives and are not using the high speed, this alone is worth the price of the OS.

Now you can use UltraSpeed with any unprotected disk you own, and use it in any DOS you use. This allows you to do things like take an Infocom adventure and copy it to a high-speed formatted disk and run it in high speed, speeding up the disk access by approximately 3X. Once you've used UltraSpeed for a while, you'll never go back.

The OS also gives you flexible command over the high speed. Pressing SELECT-OPTION will disable the high speed, and START-OPTION will reenable it. Also, holding SHIFT or SELECT when formatting will format the disk in standard slow skew instead of high speed skew.

If you've expanded your XL or XE to 256K or beyond, the US+ OS will automatically configure your RAM as a standard, configurable single or double density disk. The nice thing about this is being able to have a standard RAMdisk, compatable with anything.

It's easy to format it and write out DOS to it, so whenever you want DOS, you can boot from RAM. Also, it is set up to use the standard 130XE 128K RAM banks last. What this means is that, if you have 320K or more, you can have a full RAMdisk and run a program that uses 128K (such as Video Blitz, 130XE Koala Viewers, AtariWriter Plus, etc) without worrying about damaging anything in RAM.

As in the XLF+ OS, the US+ OS reverses the OPTION key, speeds up the keyboard response, and darkens the background color. However, now you may change some of these along with doing some of the things the 1200XL owners could do with their function keys with your US+OS, by using CONTROL-n or SHIFT-CONTROL-n. This is what you can do:

CONTROL-8 will lock or unlock your keyboard, in case you don't want people messing with it.

CONTROL-9 will toggle the internal Basic. This command only goes into effect upon RESET.

CONTROL-0 will restore the normal background colors and slow cursor.

SHIFT-CONTROL-0 will turn them back.

SHIFT-CONTROL-7 will toggle the disk I/O noise on and off.

SHIFT-CONTROL-8 will turn the screen DMA off, speeding up most processes by 30% or so. Any other key will reenable it, preferable SHIFT-CONTROL-A, which causes no character.

SHIFT-CONTROL-9 toggles the keyboard click.

There are other custom keyboard functions with the US+OS; one is the modification to press SHIFT-CONTROL-Clear instead of SHIFT or CONTROL-Clear to clear the screen. The only problem is that with Action!, SHIFT-CONTROL-Clear will normally bring you to the left side of the screen. This will no longer work in the OS. If you need it, just flip to the standard XL/XE OS, then switch back after you've used the key.

Also, you may now press CONTROL-4, 5, 6, 7 as well the CONTROL—, =, +, and * to move the cursor up, down, left, and right. Also, by pressing CONTROL-Caps, you not only can use the normal graphics characters, but also use the cursor keys without holding down CONTROL.

By either pressing HELP-RESET or pressing SHIFT-ESC then pressing RESET, you can force a cold start of the computer. This is useful when you've got important files in the RAMdisk and the computer won't let you RESET out from a program normally. One powerful feature of the OS is it's ability to reconfigure drives for different numbers and boot from any drive, including RAMdisk. When you hold down START after a RESET (warm or cold start), you'll enter a menu that has lists drive 1-9 and what each is assigned as.

Normally, they are all assigned to themselves, except drive 4 which is normally RAMdisk. Say you wanted drive 4 to be drive 1 and drive 1 to be drive 4. You'd press RESET and START. You then press C for configure, enter the original drive (1), then the drive you want it to be (4). Then you repeat the procedure for drive 4. It's that easy! With this menu, you can also change your RAMdisk number just with R for RAMdisk, then enter whatever drive you want it to be.

Also built into the menu is a small sector copier, mainly for drive-to-RAMdisk or RAMdisk-to-drive copying. It will read the density, format the destination in the density, and copy the disk a sector at a time. If you want, you can do normal drive-to-drive copies, but because of the one-at-a-time approach, it won't be as fast as a standard sector copier.

If you've entered the menu from a coldstart, you may also temporarily boot from any drive, just by pressing the drive number. This will swap the drives. By pressing SHIFT-CONTROL-6, you can "unswap" the drives and restore the drives to the original configuration. This won't reset everything, it just swaps back the drive you booted from. For instance, if you booted from drive 3, you could still use drive 1 if you referred to it as drive 3. Pressing SHIFT-CONTROL-6 will reset it so that drive 3 is drive 3 again and drive 1 is drive 1 again.

Occasionally in the standard OS, an OSS "supercartridge" can be ignored due to it's bank selecting. The US+ OS sends a command to "wake it up" to eliminate this problem. You can also easily install an external switch to swap the RAMdisk and drive 1. With this switch, you can make RAMdisk drive 1 at any time.

Unfortunately, if you use SpartaDOS, the reconfiguring will have no effect due to it's using custom routines, bypassing the OS. Also the Virtuoso player will always go to the "real" drive 1 instead of whatever is configured as drive 1. Also SpartaDOS will not boot from RAMdisk, allow the keyboard functions (without a KEY OFF command), or allow high speed with the XF551 drive. But if you MUST use this DOS, it is easily modifiable with a built-in patch called by a simple USR command that will modify SpartaDOS to allow these things.

The new OS has removed the standard Self-Test routines and put in a RAM check supporting up to two megabytes. This is also the FASTest RAM checker I've ever seen. Also, in the same vein, the US+ OS frees up pin 17 on the PIA for easier one-and two-meg upgrades. Doing so will disable the self test and the standard XL/XE OS, but it will work.

Before the OS, there was a problem if you turned your machine off and back on very quickly, because of the way the high-density RAM chips retain their memory for a few seconds after the loss of power. With the new OS, this problem has been eliminated.

The US+ OS also supports a seperately sold RAMdisk write protect switch which will protect either your RAMdisk memory or all of the extended memory from writes. The documentation that comes with the OS is satisfactory. It explains all the functions in detail with many examples. It explains the functions and the installation completely. It would be nice if it told more of the technical information, but it is better than most information that comes with other custom OSs.

Installation? I can't really say about the difficulty as I had mine installed by the author. But looking through the instructions, mainly it should be easy on the 800XL. On the XEs, most of the time the OS is not socketed in, but soldered in. If it is soldered in, you must desolder the OS, which requires a bit of soldering skill. Other than that, it is mainly soldering a few wires to some of the chips, plus drilling a 1/4" hole for the 3-position switch to switch between the OSs.

And that's the OS! I have found very few compatability problems, but when they do arise, it's as easy as switching back to the regular XL/XE OS. Having all the special functions available is handy, as well as being able to boot from RAM.

However, there have been problems when switching from the standard XL/XE OS to the XL Fix+ OS. Because of different locations, switching can occasionally make a program point to something that can screw up your RAMdisk. This is rare, but it is a good idea to back up your RAMdisk before just jumping into the XLF+ OS.

Other than that, I've had very few problems with the OS. It works as stated, and the keyboard functions work with most programs. At $69.95, it's a great buy. So if you'd like high speed with your drive, better RAMdisk control, or just plain more power over your computer, don't wait. Buy this OS!

The Sport of Sorts

by Clinton Pierce (GAG)

In this installment, we're going to look at one of the most fundamental problems in computers, sorting.

Human beings, as a rule, have an amazing sense of geometric perception. They will sort index cards with names on them by placing the names in relative order on the table (A is a lot farther away from P, than M is), and doing fine adjustments as they go along. Computers aren't human. They must sort using absolutes. You must tell them what is to be sorted (records), how it is to be sorted (keys), and where it is to go to (output). And they can only compare (again, as a rule) two things at a time.

The first sort is the standard Hey-I-learned-that-in-BASIC sort: the bubble sort. The bubble sort compares two elements in an array, and if in the wrong order, switches them around. It is finished when either n^2 repetitions have occurred, or when no more switches are made in an entire pass.

The next sort is Shell's sort. A Pseudo-BASIC program follows for an array a, N elements long:

```
1.M=N
2.M= Intger part of M/2, If m=0 then the sort is done else: J=1, K=N-M
3. I=J
4. L=I+M, If a(i)<a(l) then goto step 6, else: T=a(i), a(i)=a(l), a(l)=T, I=I-M, if I<1 Then goto step 6
5. Goto Step 4
6. J=J+1, if J<=K then goto step 3
7. Go To step #1.
```

This sort is fairly fast, and is fairly uncomplex. However, it has its problems. Two identical elements will be switched (always). Because of that, if the list has many similar elements, find another sort. (About line #2, a one element array, by definition, is sorted).

Next, we have the Selection sort (which, as we will see in the future lends itself to recursion). Take the same array A with N elements, and set a pointer Q equal to the number of elements. Algorithm: If q=1 then the array is sorted, else : Find the largest element in the subset (1..Q-1) and switch it with the Qth element, decrease Q by one, go back and repeat it again. This sort is fast, but does not deal well with an already sorted list.

The Insertion sort can be done one of two ways, with one array, or two. For simplicity, I'll present the two-array version. Clear the second array Z, and set the pointers Q & X to 0. #1 Move the first element of A into Z, and increase the pointers. #2 Take the Xth element in A, Find out where it goes in Z, and move everything in Z > a(x) down one element, make z(q)=a(x), Increase X and Q. #3 Go to step 2 until q=N. This sort is moderately fast.

Next, Quicksort, is the fastest sort I've dealt with. A complete algorithm will not be given until the unit on Recursion. But here's how it works: Given an array 1..N, arrange the array so that all values < a pivot value, are first, and > pivot are last. Then, the pivot is in its proper place. It is then done again, and again, using each smaller region until the array is sorted. The sort is incredibly fast. The number of passes needed is only N times the Base-2 log of N. (Where bubblesort would use 4096 repetitions, quicksort uses 384).

Until next time....Hasta Luego.

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NeoDesk 2.0 Now Available
The ST Desktop Alternative Made Even Better!

by Bill Rayl

It's here! With more features than you will know what to do with, NeoDesk version 2.0 is everything an ST owner could ask for! In fact, the new features in this alternative to the ST desktop should leave even the most stalwart critics of version 1.0 grinning from ear to ear.

The improvements made to NeoDesk, which was originally reviewed in the June '88 issue of Michigan Atari Magazine, were taken directly from the "wish lists" of registered owners of the product.

The biggest drawback to the original version was that it took up about 145K of precious memory at all times, making execution of memory-intensive programs nearly impossible on less than a 1040ST.

Gribnif has solved this problem via a "master program" or shell that runs NeoDesk. The shell allows the user to optionally configure NeoDesk to get out of the way before loading a program and then automatically reload after execution of the program. By using this option, as little as 24K of your system's memory is used by NeoDesk while you are executing that database or desktop publishing program! On a hard drive system, NeoDesk is back up and running in less time than it took you to read this sentence!

For those unfortunate ST souls who don't own hard drives, the "master program" has features just for you. If the shell cannot find the NeoDesk program (i.e, you've removed the disk from the drive when you booted another program), you will be prompted to insert your NeoDesk disk. There's even an option for specifying an alternate path for the NeoDesk files, designed for those who wish to keep the files in a RAMdisk.

Probably the second-most-heard complaint about version 1.0 was the lack of a "Show as Text" feature for directory windows. That feature has been added in the new version. And, as should probably be expected, programmer Dan Wilga gave more than anyone asked for! There are actually a number of ways to "Show as Text" in NeoDesk: one column or multiple column output, small or large text, and any combination of file size, creation date and time to be listed after the name. Using the small text size and multiple column output, the user can get up to 132 files displayed at one time in a window!

A number of other limits that had applied to version 1.0 of NeoDesk have been expanded or removed completely. The limit of 112 files per directory level has been removed by allowing the user to select whatever upper limit he/she chooses. Up to 32 icons, including up to 16 program or data icons, can be placed onto the desktop at one time instead of the old limits of 18 and 10, respectively.

As for the custom directory window routines in NeoDesk 2.0, they just have to be seen to be appreciated. The text that appears in the information bar (such as number of files and size of files in bytes) can be scrolled from left to right, allowing the user to read all the information without resizing the window. There is also a new button allowing a window to be sent to the bottom of a stack of windows. Windows that are buried in a stack can be resized or selected without making them the topmost window. And, finally, each directory window displays the disk volume name at the bottom of the window (finally, a practical use for disk volume names!).

Speaking of disk volume names, NeoDesk 2.0 allows for up to 20 characters to be used and the names can be created, modified or deleted with ease.

Another nice feature that has been added to the program is the ability to load a D.E.G.A.S. or NeoChrome picture to be used as the desktop background. This is a perfect way to spruce up your desktop.

In addition to the ability to auto-execute batch files, NeoDesk now can run any program, including .TTP files, at bootup.

Another very handy feature is the ability to MOVE files/folders as well as copy them by simply selecting the file and dragging it to its new location. Either COPY or MOVE can be user-selected to be the default mode, or the "Ask" feature tells NeoDesk to prompt for the type of operation to be used.

There is no longer a problem with programs that do not restore the mouse pointer when exiting, such as ST Writer and Publishing Partner. No more "mouse-droppings!"

There are many more enhancements to this excellent product, far too many to mention. A few of the additional programs that come with NeoDesk 2.0 do deserve mention, though.

First, the Icon Editor has a couple minor changes. The user can create a pattern for the desktop background to be used if no picture background is selected. Also, upon Quitting from the editor, the user is asked if he/she wishes to Save the icons *only* if the icons were actually changed and not saved. The previous version of the editor *always* asked, even when no Save was necessary.

The printer queue program has also been improved, allowing the user to set the type of printer, an option to output to the RS-232 serial port (including screen dumps!) and the ability to ouput a form feed after printing each file.

Finally, Gribnif has included a control panel that takes up less memory than Atari's control panel while giving at least twice the functionality! The control panel contains:

A corner clock supporting all existing third-party clock chips and the clock built into the Megas. The corner clock can be set to display AM/PM or military (24-hour) time. A screen saver can be set for one to nine minutes of no mouse or keyboard activity. A blitter chip control feature, mostly for Mega owners. The standard color palette, key repeat and keyclick, mouse speed and bell ON/OFF control options found in the Atari control panel.

The entire package comes in a bound, 100-page, illustrated manual that you will find indespensible until you get acquainted will the many features this package has to offer.

The suggested retail price for NeoDesk 2.0 is $49.95, but owners of version 1.0 can upgrade for *only* $14.95! Simply send in your check or money order (as well as your original installed NeoDesk floppy for version 1.0 owners) for the appropriate amount. Add $3 for shipping and handling. Owners of version 1.0 that did not send in their registration cards should fill out the card and include it with their order of NeoDesk 2.0. For more information, contact: Gribnif Software P.O Box 350 Hadley, MA 01035 (413) 584-7887.

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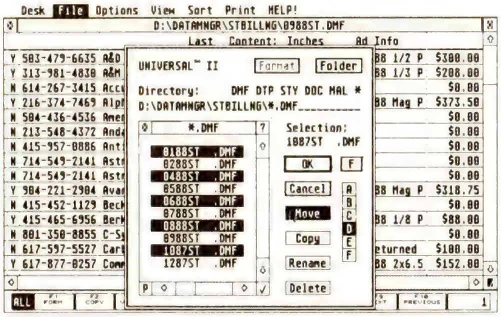

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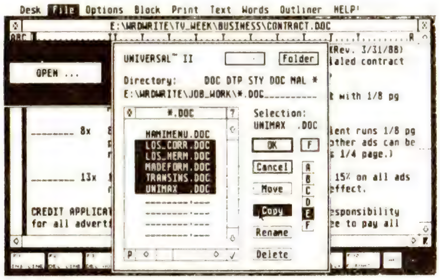

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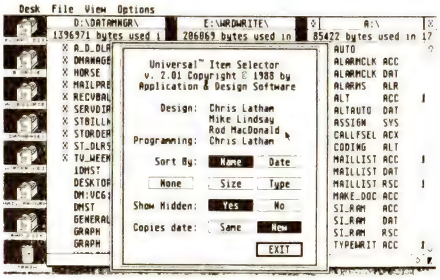

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SWAP – Switch back lets you load just about any two programs into your ST and switch instantly between them. It works with games, business programs, utilities, compilers, etc. Although only one program is running at a time, the other is available instantly, right where you left off.

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Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Bob Kingsbury	789-7533
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	
Editor	Jim Boyce	522-4074

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Michigan Atari Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around

Well, I have to admit that I'm feeling pretty good about this last month's meeting. We had the biggest turn out that we've had for several months. And we all had a blast playing MIDI maze on the three STs that where there at the meeting. Hopefully, next month we can have another MIDI maze challenge.

Ok, a little good news, it looks like Musicians Warehouse will be opening it's doors again soon, and it s also said that they still intend to carry Atari software and some hardware.

I realize that the board was supposed to be up when you received your newsletter last month, but unfortunate circumstances prevented that from happening. Harold has been working on the BBS program so the board should be up by next week (my typing time) or by the time you read this. The hardware is all set up, all that needs to be done i to have the software installed. So at this point I can give you the number and the location. The board will temporarily be at Craig's house and the number is 787-4011.

One thing that I forgot to mention at the meeting was about the modem so if you have any input please let us know. Silence will be interpreted as consent.

Those of you with STs good news, those with 8-bits bad news. It looks to me that Atari Explorer is now a ST only or at least 98% ST. Recently I received an offer to update my subscription. I'm positive that will not happen. If Atari Explorer does again put in more 8bit material I might change my mind. But I just can't see getting a magazine that is all ST when I don't own one.

MAM or Michigan Atari Magazine is changing their name to AIM or Atari Information Magazine. Pattie Rayl has assured me that this in no way means a change in format or in price.

I am afraid that this will be a very short newsletter this month, but hopefully next month our regular columnists will back for next month. Before I forget our next meeting will be Sunday, January 8th at 1 pm till about 4 pm. See you all at the meeting.

CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Michigan Atari Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

President's Notes by Leo Sell

Time for congratulations (I think). As some of you know, I have now joined the ranks of ST owners. I know, I've been a long time holdout, but Maggie Mae (the wife who puts up with these things) conferred her blessing on the idea of getting an ST just when the unbelievable deal came along. I don't have any experience with it as I write this since I just picked it up and we might reserve it for Christmas. So, I'll take all the advice and suggestions you have for me. I'll need to know what PD programs to use, what games and utilities to buy, how to best utilize the capabilities of this splendid 1040ST. Feel free to pass on your advice!!

On other fronts, The Colossal Computer Sale we sponsored was a qualified success. For the most part the vendors seemed happy, the attendees seemed VERY happy - most carrying at least some bargain back out with them - and the club made a little money. Thanks everyone for your support and help.

Congratulations to the Rayls and Unicorn Publications on their new venture, Atari Interface Magazine (AIM). Ceasing the publication of MAM, and starting their own, wholly owned publication should serve to clear the ownership, policy, and authority questions that have dogged MAM since the Rayls took over as publisher. Properly handled, the new venture should completely eliminate those problems. As a commercial, for profit enterprise, with user groups as one group of customers, the relationship should be much more straightforward.

Just over a year ago, CHAOS transferred PUBLISHING duties for Michigan Atari Magazine to Bill and Patti Rayl. Until that time, MAM was owned by the participating clubs and published by CHAOS. John Nagy acted on behalf of CHAOS as publisher and manager of MAM, and as the representative of CHAOS to the newsletter.

Only the production and management was transferred ("publishing"), - ownership never changed. CHAOS and the other participating clubs never transferred their ownership to the Rayls nor to Unicorn Publications, nor were they ever asked to do so. However (and this is the key to all the troubles and dispute), the Rayls began to CLAIM ownership, and further, defined it in a way that has never been discussed with the clubs. With their new, commercial venture, they are able to rightfully claim ownership and I'm glad to see the question come to an end.

With the continuing "ownership" problem CHAOS experienced various disputes and discourtesies which are not so bad when taken individually. But taken collectively they revealed a mindset that made us increasingly reluctant to deal with the Rayls. I hope summarizing them here will help you readers understand better our side of the dispute even as the situation is resolving. Please consider them collectively, as a pattern of behavior rather than separately.

The earliest problem that comes to mind is our request to include "FORWARDING AND ADDRESS CORRECTION REQUESTED" in the mailing area of the newsletter. We requested the statement so that we could be certain that our members who move would receive their newsletter and that we would receive their change of address. Without the statement, a bulk mailed item is thrown away by the Post Office and we are not aware that a member didn't receive their newsletter until the member contacts us. When that happens the 80 cents or more the club paid for the newsletter(s) has been wasted, and often re-expended in order to replace the member's missing newsletter. In other words, not placing the statement on the newsletter can cost the club $1.60, $3.20, or more for every wrong address. If a forwarding request is on the newsletter, the additional cost on mis-addressed mail is a one-time 30 cents. Even though we offered to reimburse them for the notices, the Rayls would not place it, citing the additional cost. That has never seemed reasonable since previous experience showed only 4 to 6 such notices altogether in a typical mailing run. Frankly, we're concerned that now dozens of newsletters are lost every month, one after another to a dead address.

Another problem arose last August after a member made a trip to California. During that trip, our member was shown a copy of a letter soliciting subscriptions to MAM. It's not that the solicitation was a problem, but rather that we were not given any information about it. As owners, we should have been kept fully informed by the publisher. And it would be simple courtesy to send a copy of such communications to participants, regardless of any ownership.

As mentioned last month, in the summer I was called and TOLD that the price to the club per issue of the magazine would be raised to 95 cents. I was rudely turned down when I asked for proof of need (information CHAOS had a right to as an owner). Yet, within a month, the information appeared in a letter from the Rayls printed in ZMAG (the online Atari magazine). Incredibly, when I asked why it was ZMAG's business and not ours, their defense was that while they had presented it to ZMAG as true, the information they had provided was incomplete and really meant nothing. Then they deferred further questions about finances, stating that as a private business, they had no obligation to disclose their costs or profits.

The October meeting itself was the first of its kind despite promises for regular meetings and contact right from the beginning. Even this meeting was called by the Rayls only when it became obvious that CHAOS would call one to try and resolve the policy dispute and ownership questions if they didn't. Until that meeting the only contact we had from the Rayls was in the form of phone calls, usually announcing price increases.

At the meeting, the Rayls issued their own ultimatum, stating that they owned MAM and that they would not publish MAM unless their TOTAL control and authority was recognized by the participating clubs. We debated the name/ownership question, and almost nothing else, for more than two hours. That five hours (inlcuding an average 3 hours travel time) turned out to be wasted when we found out a week later that the Rayls had already committed to changing the name of the magazine when talking to out-of-state groups.

At one point during the meeting, it was generally agreed (even by the Rayls) that the use of the name MICHIGAN ATARI MAGAZINE is key to any dispute of ownership. It was even suggested by Bill Rayl that one option for them would be to withdraw from publishing Michigan Atari Magazine, which they have now done, and publish a new publication, making fresh agreements with any club wishing to participate. It's a shame that since they had previously committed to such a change, they let us waste all that time debating the issue when they could have told us that the question was moot.

In another attempt to resolve the issue, John Nagy (not knowing of the out-of-state contact) suggested that the ownership issue could be put to rest if all the clubs signed away their ownership rights, perhaps in return for a formal advisory board. When I asked about authority or veto power of such a board, the Rayls flatly stated that anything but advisory capacity was unacceptable. I DID NOT expand my question any further. The words of the quote attributed to me, demanding "full veto power...including but not limited to who participates in MAM, where the magazine is sold and printed and the overall style and content of the publication", belong to the editorial writer and NOT to me.

I was also misquoted regarding "support" for the proposal. I expressed my reservations, but stated that I would not oppose it if the majority of the groups supported it. Not opposing it does not mean I committed to voting FOR it and not opposing the proposal is far from "supporting such a proposal if the other clubs were willing to do so". I only finally rejected the proposal, after finding out about the contact with the out-of-state club and discovering that the entire ownership debate had been a waste.

Then there is last month's editorial, berating me personally and CHAOS by extension. I've already mentioned several misquotes that created a false impression about me and my positions. Another direct misquote appears after the question of if I had discussed the CHAOS position with the membership at large. I did NOT SAY, as quoted in the editorial, "we don't do things that way". What I told Patti was that our participation in MAM is a Board decision. I did however, bring the situation to the attention of the membership, as we had done most of the summer, and then took a vote on our position. As written in the editorial, the membership overwhelmingly supported the positions I have taken.

My position regarding ownership has stayed consistent. I have insisted on protecting property rights the clubs have never given up. I do NOT claim that the clubs USED to own the MAM, but that the clubs' ownership continues and will continue unless expressly given up. The editorial writer's note that most representatives at the meeting did not know of their joint ownership was a deceptive observation, and even if true, would not have revoked the clubs' true ownership. It is true that some of the clubs represented at the meeting were not participants when the publishing duties were transferred, and apparently were not informed by the Rayls that their clubs were part of the actual owners. Also, some of the older participant's representatives are new since the transfer and were not aware of their club's owner status.

As for the editorial addendum where I "threatened legal action". When I contacted the Rayls I was initially conciliatory, letting them know my opinion - since they had already committed to publishing under a name other than Michigan Atari Magazine, they should do so and thereby render the ownership question a dead issue. By publishing a different magazine, as they now choose to do, they could negotiate completely the terms of participation with all of the parties with no questions of previous ownership. It was after they rejected my constructive advice that I told them we were prepared (approved by vote of our membership) to take legal action if necessary to defend our ownership rights. I would not have made such a statement unless I believed we could win - either alone or joined by other groups.

Even in the publication of the proposal itself, there was yet another disagreement regarding whether and when the proposal to transfer ownership would be printed in MAM. Commitee members I spoke with were very clear in their understanding that the proposal would be printed in the December issue. Since my column dealt so much with the proposal, I called to confirm that it would be printed. I was flabbergasted when the Rayls denied any commitment to print it, at least not until it was passed. I advised them that it would be in their best interest to follow through on the understanding that several of us had and print the proposal. They did so, but without any of the explanatory notes that John had included with it in the original. By leaving out the discussion summary, they made it appear as if the proposal was coming completely out of left field with no rhyme or reason for it at all.

The proposal was an attempt to draw this dispute to a close and bring all parties to agreement, even if some of us felt it was less than satisfactory. Fortunately, with the new publication, it is no longer needed.

To wrap this up, let me make it clear that my motivation in this controversy has been solely to defend CHAOS's ownership rights - NOT to put CHAOS back into the newsletter business. It would have been easier to stay quiet and let someone else do the work, but sometimes principles are more important than expediency.

Now, with the advent of AIM, we will evaluate our options and see which will best serve our needs, including participating in AIM, the terms of which are not yet finalized, participating in Energy, which would limit by far the amount of Atari information our members would receive, or publishing our own newsletter - alone, or in cooperation with other Atari user groups. We'll discuss the options at the January meetings. I hope you'll be there and express your preference and willingness to pitch in and help with whatever alternative we choose. With your help, whatever we do, we hope to do better than ever.

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GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Corp.

GAG meets on the second Wednesday of the month at the Neithercutt school, located at 2818 Crestbrook Drive, Flint. Meetings begin at 6:30 PM. Membership is $15 for one year. For information contact: Jerry Cross 736-4544 FACTS BBS 736-3920 or write: Genesee Atari Group PO Box E Flint, MI 48507

President's Report By Jerry Cross

As many of you know, there was a proposal in the November issue of MAM to pass control of the newsletter over to Unicorn Publications. I hope you all had a chance to read both the editorial and the CHAOS section also. By a unamimous vote of those who attend the meeting, this proposal was rejected. There were several reasons for this, most of which can be traced directly to much confusion about many points in the proposal and the general feeling that this is pretty much a power struggle over control of the magazine. From our club's point of view, it doesn't matter who controls MAM, but that whoever it is, must be responsive to each of the clubs needs and accountable for what goes into each issue. It was felt that the overall management of publishing the magazine should be given to one person (or group), but to give away all rights and input would not be in our best interest. The proposed "advisory committee" was not acceptable because none of the committee's recommendations would, or could, be implimented. Therefore, we can not accept the proposal in it's present state. I have requested that another meeting be held to try and iron out some of the problems that have developed.

This does not mean that our members will no longer receive MAM. I still think it is an excellent publication, and will continue to use it as a source to keep you informed about what is happening in GAG. If and when another alternative newsletter becomes available, I will decide what path we will take. It is sad that we must do this, since our club was one of the very first to join MAM. It has come a long way, and with luck will continue to do even better.

On to other stuff. Due to the increased cost in disks, we are forced to increase the price to $3 (up from $2.50), and 10 for $25. We hope this will only be temporary and will only last a few months. Also, for those who attend next month's meeting, Gil will be giving away one free disk with each purchase (limit one free disk only). If you haven't attended a meeting in a while, now is a good chance to stop by.

GKAUG ATARI GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets the second Saturday of each month at 11 am in the Dewing Hall, room 305, on the Kalamazoo College Campus, Corner of Academy & Monroe. Dues are $25/yr.

President:	Frank Fellheimer	657-6106
Vice President:	Dan Youngs	
Treasurer:	Dave Bryant	
Librarian	Dale Vincent	
Archiver:	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS:		(616) 657-2665

Unfortunately, I was not able to attend the December meeting since I had to work. It seems the boss is supposed to show up on Saturday over-time for some reason. Really seems silly to me. However, the Vice President and the Secretary took care of business for me and Bryant left the following information for me:

We just got our first good winter snow and I thought it would hinder the attendence at this meeting (Boy, was I wrong). You can't keep the devoted users down. We had 14 people attend, out of the 28 registered members we have. We postponed the Officers Election till the January 14 meeting, so please attend! One position will be vacated, Dave Bryant is leaving the treasurer's post, so we need another member to volunteer. The treasurer's duties are mainly keeping track of the funds, maintaining the members records, and mailing the labels for the MAM newsletter.

General discussion about the change of the local CompuServe phone number and what was the latest version of the ARC program followed. If anyone knows the answer to either of these, please contact one of the officers.

We demonstrated the new programs that are on the clubs BBS (we finally figured out the problem we were having with the download area, so things should be working by the time you read this.) We hope to have a online game soon.

Also a modification for the XF551 disk drive was shown. It allows you to format and write to the backside of a disk (like the 1050 drive) without having to notch a write protect hole on the disk. It also solves the problem with the index hole, which the XF551 looks for when it does a format or write.

Well thats all for now. Have a Happy Holiday, and see you at the next meeting (January 14).

** David Bryant**

Next meeting is scheduled for 14 Jan 89. I have the new "Converter" program to demo. Lets you convert Printshop Icons to ClipArt and Awardware. Makes many more icons available for my ClipArt collection.

Also, we had to bypass the elections this month since I wasn't there to count the votes. We will try again next month. We are looking for a new Treasurer to handle the checkbook and mail labels for the AIM magazine. We got "Perks" for you.

Frank Fellheimer

Great Lakes 'GLASS', Michigans only
Atari 'ST' only Users Group
ST
Support I ♥ my ST!

From The Desk Of The President... December 12, 1988

So much to do and talk about and so little time! But first, let me start out by wishing all of you a very merry Christmas and happy and prosperous New Year!

By now the December meeting is over and the nominations for the officer positions have been made. The actual elections will take place at the February meeting with the elected officers taking their seats at the February PLANNING meeting.

The 1988 year went fast and furious and 1989 promises more of the same. Even the Atari Corp. seems ready to promote and support the ST and Mega line in and for the USA. Writing about all of the things that have happened in the ST world would take volumes, as can be shown just by the list of successful publications. So, what is the "theme" for this article? Well, I'm not going to write about all of the news and rumors, there are others that can do that much better. Nor am I going to mention the software, which includes some excellent titles, both new and old. The hardware available (did you see the fax-modem at the meeting?) is overwhelming and better represented by the experts. No, I want to talk about YOU, the user and your user group. (This article is directed also at non-GLASS members and other Atari User Groups and their ST members.) <....now he gets up on his soap-box....>

I. Software Piracy..please, please, please, examine your own conscience and consider the damage you are doing to yourself and other users when you buy, accept, trade, give and download pirated software...it hurts all of us!

II. Shareware..it really does pay to support the good shareware programmer, if you use it after a reasonable trial period send a donation to the author, it's worth it!

III. Non-user group ST'ers..not only can you learn a lot about your machine and how to better use it but you also stay in touch with people, and there are a lot of friends to be made out there. User groups can be informative and FUN!

IV. User group members...support and contribute to your group. You have as much to give as you get, just by your presence. Submit an article about your experiences. Write a review of your favorite software, even if it's been done before. Some others are also new at this and haven't had a chance to see old reviews and your experiences and opinions mean something to them. Try being an officer of your group for a year, we need the new ideas you will bring, and we don't ask that you be experienced. We offer "on the job" training.

V. User group officers..I realize that 99% of all of your clubs started out as 8bit clubs but you have to realize that the 16bit machine is a different computer. I've watched many of you languish because you didn't quite know what to do to this new sister. Bring her into the family and support her. The 8bit machines will always be with us and rightly so, the support should never end. But you are cheating both systems if you think you can cover them in the time you used for only one. If you are going to be a two machine club, you can't do justice to either unless you provide enough time to both, meaning you should consider meeting twice as often, twice as long, or have separate clubs under one officership. Don't die out because you can't adapt, we need you! <he climbs back down from the soap-box...>

Well, misty-eyed, I bid fond adieu to 1988 and look forward with excitement to what 1989 might bring...Atari Shows?...New hardware and software?...Better knowledge of the use of my machine? Peace On Earth, Good Will Toward Men?

Steve Mileski <GLASS>

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Meeting: Wednesday, February 1, 1988, Wyoming Public Library, 3350 Michael S.W., Time: 6:30 P.M.

George Nosky President/Treasurer (616)942-1527
2440 Parkridge Dr. S.E. Grand Rapids, Mi. 49506
Gary Heitz Vice President (616)676-0112
Marvin Waid Secretary (616)866-1998
Chuck Baughman Librarian (616)795-7373
Tim Feenstra Membership Chair (616)784-6230

I hope everyone had a very merry Christmas, and I wish all a happy, healthy and prosperous 1989. By the time you read this, you will have elected your officers for the new year. Results of the elections and your newly appointed directors will be printed in the February issue of MAM. This is my last "newsletter", so I want to take this opportunity to thank each one of you for the help and support you have given me and your other officers and directors this past year. Without yor help we would not have been able to accomplish any of the successes?? we may have had. I can't recall of a single instance when someone was asked to do something that there was any hesitation. Matter of fact, whatever the request, you gave it 110%. I just said "when asked". This is not entirely correct -- many people volunteered. THANK YOU VERY MUCH. You made it a fun year.

GRASS welcomes Terry Reine. Terry lives in Grand Rapids.

Gary Heitz and Tim Feenstra are continuing their Basic Seminar. I've heard many favorable comments on their presentations. Don't forget, we want to get these classes started at 6:30 P.M. on our normal meeting night. If you missed our December meeting, you missed Gary Heitz's outstanding demo of GEine. Since we don't have a telephone line available in our meeting room, Gary used his VCR to tape almost an hour's program for us. He walked us through the various menus and services GEine provides. He then gave us an indepth demo on how to use GEine. This was one of these 110% efforts I talked about earlier.

It's getting close to dues time again. Your dues run out at the end of February and your MAM subscription runs out after the February issue. We will discuss this at the January and February meetings.

See you at the next meeting.

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

Future Meeting Dates:

January 17
February 21
March 21
April 18
May 16 (MACE Birthday Party)
June 20

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

Christmas Meeting Minutes

The December Christmas Party meeting was called to order at 7:45pm by Meeting Coordinator Bob Retelle, who recognized the following companies for donating door prizes:

Software Trends (Renegade, COLR Object Editor), Accolade (HardBall), Alpha Systems (MagniPrint II, Basic Turbocharger, Your Atari Comes Alive, Schematic Designer, Scanalyzer & Cheat), ICD (T-shirts), Intracorp (Murder on the Atlantic), Total Control Systems (GOE Cartridge), Rite Way (30 8bit disks, 2 cases & a Wico Boss Joystick), Rentertainment (First Word, Trivia Challenge, 10 ST & 10 8bit disks, and 1 case), Sector One (Haba Wills, House Estimator, H&D ToolBox, APX Software, 2 cases and 2 mugs), Word Perfect Corp. (WordPerfect v.4.1), Soft House (Better Dead than Alien, Haba Writer and Micro League Wrestling), Regent Software (Regent Word II), Merrill Ward (Celebrity Cookbook), Michtron (Slaygon, PinBall Factory, GFA Basic & Object, Major Motion, Jupiter Probe and GoldRunner) and Unicorn Publications.

Member Mike Lechkun discussed an article he had read in a newspaper stating that Atari is suing Nintendo. Mike noted the suit is the action of Atari Games, NOT our beloved Atari Computers.

Member Brian Wilmuth gave an impromptu demonstration of his BBS, showing off his MIO and hard drive.

Gordon Mella, of Word Perfect Corporation, led a discussion of the Word Perfect ST system and fielded questions from the members regarding current and future support. W.P. Corp has placed all future support plans "on hold" however "Word Perfect Corp will address whatever product is popular within the industry." *(Sounds like the same "hint" that Atari users have been expounding for many moons now... Hopefully someone at Atari is listening.)* Gordon also announced that the User Group Promotional Discount price of $155 was good only until 12/31. Gordon's "bag of tricks" contained a variety of gifts which he distributed amongst a very attentive audience. Not having a cable to connect the club ST to the projection TV made it difficult to demonstrate this incredible word processor to the entire group, however Gordon graciously led a smaller discussion while the meeting broke for intermission.

President Bill Rayl announced there would be a formal election to fill the position of Convention Manager in the January general meeting. The purpose of this position will be to pursue the possibility of MACE hosting an AtariFest in May. The decision to hold this convention has not yet been formally approved by the membership.

Door prizes were distributed by random drawing, the most notable of which included Word Perfect ST and the GOE cartridge. Other prizes included boxes of paper, disks and holders, T-shirts, library disks and software. Home-made cookies (courtesy of Pattie) and soft drinks were enjoyed by all until the meeting adjourned at 10 pm.

From Your President

The December Christmas Party was a success! I'd like to extend a sincere THANKS to **Gordon Mella** of **Word Perfect Corp.** for his excellent presentation under less than optimum circumstances (where is that Zenith Beam cable, anyway!?).

For those of you that missed it, Gordon told us a bit about the history of Word Perfect Corp. and the current freeze on ST development. He also gave away lots of goodies!

I'd also like to take this opportunity to personally thank each and every one of the local and national contributors that donated gifts for our party. Special THANKS go to **Total Control Systems** for donation of the 8bit grand prize of a *GOE Cartridge* and to **Word Perfect Corp.** for donation of *Word Perfect 4.1* for the ST.

Congratulations to MACE member **Randall White** who was the lucky winner of Word Perfect 4.1 and member **Joseph Nietupski,** the proud owner of one of the first GOE Cartridges available.

Looking ahead to our January meeting (Jan. 17), we hope to have a representative from **Soft-Logik Publishing** to talk about their *PageStream* DTP package for the ST. Also scheduled is an in-depth look at the GOE Cartridge for the 8bit.

Also at the Jan. meeting, we will be taking nominations and voting on a Convention Manager to help plan the Atari show which is tentatively scheduled for May 6 and 7 at the Airport Hilton in Romulus.

Hope to see you all at the meeting!

Bill Rayl

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the first Saturday before the 18th of every month at 2:00 pm at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: January 19. 1989, February 11, 1989

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Sec.	792-6029
Al Jennings	ST Disk lib.	790-1980
Ted Beauchamp	8 bit Disk Lib.	686-8872
Char Davis	8 bit Editor	686-4170

Club dues are $20 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 70 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

STill to Come!

MIDI and music is the topic for January! Mike Ranger volunteered to bring in his Yamaha PSS 680 keyboard and demo it along with EZ-Track on an Atari ST. This should be an interesting demo as the Yamaha has drum pads and contains over 100 different sounds! On the 8bit side, Ted Beauchamp will be demoing a public domain music program which supports the Atari Touch Tablet. The program offers more than 16 different instruments, and performs well with the touch tablet. I'll also endeavor to bring in a disk of the month containing (what else) music related software. This feature will be called 'Music Madness.'

The December Swap Meet and Christmas party turned out very well. We had a fresh pot of coffee (no surprises this time — Pattie – You know what I'm talking about!) and lots of goodies to eat. (Loved that apple coffee cake and all the cookies!) There was plenty of software and hardware for sale for both the ST and the 8bit. As usual, many people were taking advantage of the great deals and having a good time. It's merely a coincidence, but the swap meet is held just prior to Christmas. But poor Margaret, her hubby came along to keep watch over her after last years buying spree. And he did an admirable job!

The only surprise at the meeting was the Discovery Cartridge that LeRoy Valley brought. This cartridge allows you to back up ALL of your software. It handles everything that I've tried it on (which is more than I can say for the new version of ProCopy - 1.60), and also gives you the capability to read actual MacIntosh disks and convert them into Magic Sac format! This $200 cartridge offers more than the the $300 Translator!

Ted Beauchamp demoed NewsRoom for the 8bit. This program lets you create your own newspaper, and comes complete with over 600 graphics! won it. Congratulations Mike!

8 bit Equipment Volunteers for December: Ted Beauchamp, 800 XL, Disk Drive, Atari Touch Tablet Gerry Reno, Monitor ST Equipment Volunteers for December: Dan Mazurowski, 520 ST & Disk Drive LeRoy Valley, Monitor Neal Demo, Yamaha PSS 680 & EZ-Track

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).

USER GROUP INFORMATION FORM

Name: ______________________________

Address: ______________________________

City/State: ____________________ ZIP: __________

Phone: ______________________________

If you wish to receive information about one or more of the AIM participating groups, such as membership forms and disk catalog information, please complete this form and return it to:

Unicorn Publications
User Group Information
3487 Braeburn Circle
Ann Arbor, MI 48108

Please send me information packages on the following user groups:

☐ CACE ☐ CHAOS ☐ GAG
☐ GKAUG ☐ GLASS ☐ GRASS
☐ MACE ☐ TAG ☐ WAUG

I own the following equipment: ______________________________

The December meeting of the Washtenaw Atari Users Group was held at State Street Computer. The meeting was called to order at 8 p.m. by President Jon Brode who announced the feature topic would be Games/Entertainment. Jon also announced that WAUG has been approved as an officially recognized student organization at University of Michigan, which means the meetings will likely be moved. (The January meeting will be held at State Street as usual. Watch for further announcements!)

Jon reviewed some of the latest news concerning Atari computers, including a discussion about the ST Laptop. Librarians Mike Millage and Russ Crum announced disk specials, and Treasurer Dick Selke reviewed membership and financial status.

There was a demonstration of a game on two 8bit computers connected via joystick ports to allow opponents to play against each other. The game, Dual-Duel, is written in a graphics programming language called RGL. The author of the language submitted the programs for review to some members several years ago, then never returned to hear the results. (Aaron Pratt, if you're still alive, please contact WAUG!)

Several games for ST and 8bit were given out as door prizes, along with coupons for free library disks. The remainder of the evening was Free Form as members generally wandered around chatting and playing games on the computers in the store.

The feature topic of the January meeting will be Telecommunications, a great place to "get started" for all the people who acquired modems for Christmas.

Happy Holidays to All, From WAUG!

From the Prez...

Greetings fellow WAUGsters! It's a few weeks early for the State of the Union address, but AIM waits for no constitutionally prescribed dates. Things have gone well in the last year and we hope to make this year even better. We are on the verge of becoming an official student organization at the University of Michigan. If things work out, we will be provided with a meeting place, free of charge, and be given lots of money to play around with. We'd like to thank Robin Warner, proprietor of State Street Computers for allowing us to meet in his store while we were looking for a new home.

The topic of the January meeting will be Telecommunications. If you haven't come to a meeting lately, try to come to this one. We have had some excellent demonstrations recently, but unfortunately, attendance has been disappointing. So come to the meeting and bring along your favorite piece of telecommunications software to demo. We can't do it all by ourselves, we need your help. Special thanks to Harry Price for donating many disks to our 8bit library. Until next month, Jon Brode

From the Treasurer:

Our renewals for December were; Bob and Derek Fritz, Ken Antkowiak and Bill Root. These people know a good value when they see it! WAUG membership fees are $15, and may be made payable to: Dick Selke, 31139 Cooley, Westland MI 48185

From the Editor:

The next meeting of WAUG will be at State Street Computers, on January 10th, at 7:30. Information or answers to questions about WAUG can be obtained from the following two BBSs:

Molin's Den 420-0407
'Tari Forest 455-5616

Both of these BBSs support ASCII/ATASCII at 3/1200 baud, and are available 24hrs. Please upload any submissions to this column to 'Tari Forest by the 14th of the month. Use the ASCII save option of your word proccessor if available.

If you don't yet have a modem, you're missing out on a lot of free software, information and advice. Come to the January meeting for a sample of what you are missing!

Anton Malje, WAUG! editor

GLASS would like to thank the BASE Users Group (Bakersfield Atari Computer Enthusiasts) for permission to reprint.

The Creed

In the beginning there were fingers. And then there was an Abacus. And it was a start.

At this point in history, it was a long wait for silicon. We had to wait for a lot of small things like Ben Franklin, frying himself on a kite, Marconi, Jobs, the WOZ, and Bushnell.

And lo and behold, Bushnell discovered an Egg. And the Egg was called "PONG." And thus, the Home Video Game was born. And this added to the power that had been laid down by The Great Hackers That Came Before.

And finally Home Computers were born. And it was good.

But there was a dark cloud.

Once in their new homes, the Home Computer gave birth to the User. And the Users were alone in the wilderness. And they cried into the void. Finding no answer, they found themselves.

And the User Groups were formed. And it was good.

And they banded together. Tribe unto tribe. Each seeking it's own maker (or third party manufacturer). Apple unto Apple, Atari unto Atari, Commodore unto Commodore, IBM and it's clones, and Orphan unto Orphan.

A lucky few tribes found their makers. Most found nothing. Others were abandoned and know so. But still they came together. And it was good. The User Groups survived when the makers had forsaken them.

The User Groups came together in the dark and will be there until the door of obsolescence squeaks its hinges for the last time.

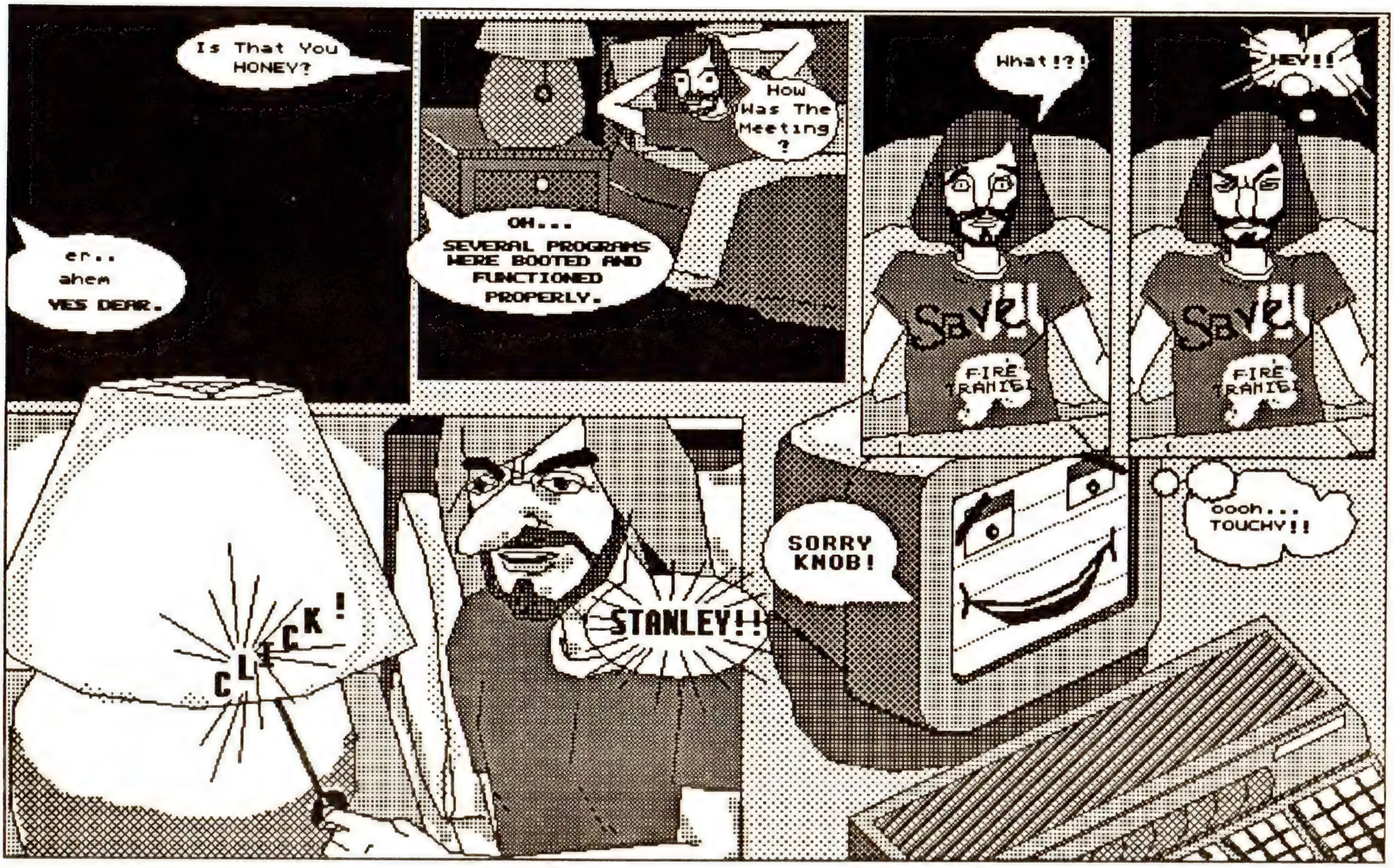
If you trust in the maker and he forsakes you, turn to your brethren. They will not forsake you. Seek ye out thy brethren for they shall help you find the light.

Yea, there are many soothsayers and false prophets that shall cause many doubts in your path and faith. Put your faith in your brethren for they have not designs on your soul (or wallet).

We banded together because we had no choice. We of the silicon tribes declare our allegiance to ourselves and our brethren.

"Let it be known from this time forward, we of the tribes do not bow down to any self serving God. For we will survive as we have always done, relying on each other and ourselves. Do not lie to us, for we talk to each other more than you will ever realize. Demi Gods come and go, trademarks last longer but even they can fade. Above all, we demand respect. For we are NOT the children of the computer industry. We are its FUTURE!"

If you would like to write to the BASE Users Group their address is PO Box 40203, Bakersfield, CA 93384.


Is That You HONEY?
How Was The Meeting ?
er.. ahem YES DEAR.
OH... SEVERAL PROGRAMS WERE BOOTED AND FUNCTIONED PROPERLY.
What!?!
HEY!!
CLICK!
STANLEY!!
SORRY KNOB!
oooh... TOUCHY!!

Ask Tim

by Tim Sharpe

I would like to thank my readers for the large volume of letters I receive each and every month. Regretably, I can't answer them all—but I shall try my best. And now, a question about computer piracy:

Q Last week I stopped at a convenience store to pick up some junk food on the way to my local computer club meeting. As I was coming out of the store, I nearly dropped a load of Twinkies as I watched three men quickly load my computer system into the back of a black pickup truck and take off. Has this happened to any of your other readers?

A Yes. It seems that computer piracy is at an all time high. The next letter demonstrates just how ridiculous this piracy problem has gotten.

Q I recently had a very unusual and frightening experience on my way to a computer club meeting. I had all my computer equipment loaded into the back seat of my car. At a stop light, a black pickup truck with a Jolly Roger insignia painted on the side pulled up next to me. Three men in pirate costumes carrying swords jumped from the back of the truck onto the top of my car. Two of them then jumped to the ground and entered the back seat of my car, while the third held his sword against my throat. After the two in the back seat had taken all of my computer equipment, the pirate holding me at bay withdrew his sword and slapped me in the face with a fresh fish. He then joined the others already in the truck and they all took off. Who WERE these people?

A Sounds like Bluebyte the pirate has struck again. This notorious villain is currently being sought by the FBI. He has no crime pattern and can strike anywhere at any time. So lock your doors and watch your back!

Q Is there something wrong with my computer if it smokes?

A No, but you should tell your computer that it is ten times more likely to suffer a premature death than a non-smoking computer. (You KNEW that one was coming, didn't you?)

Q I would like to enhance my ATARI 410 cassette recorder so that it runs faster. How would I go about doing that?

A You could try threatening it. If that doesn't work, buy a disk drive.

Q I have an opportunity to get an ATARI XL or a Soviet K1 computer system. Which should I buy?

A Take the ATARI XL. My Russian sources tell me that the Soviet K1 has only one kilobyte of RAM, one sound channel and can only be hooked up to a monochrome monitor. It's limited also by the fact that it is designed to run only Communist Party programs.

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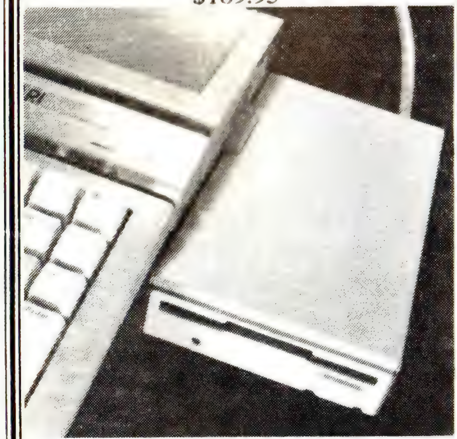

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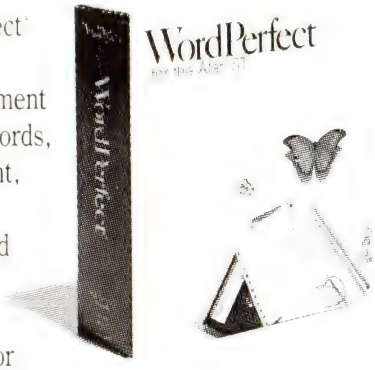

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ATARI INTERFACE MAGAZINE

Vol 1 No. 2

February 1989

HARDWARE ISSUE

Bring a Modem Into Your Life

The Data 24 and Baby Blue Modems from Irata Verlag Make the Switch to 2400 Baud Inexpensive and Easy

Building a Hard Drive for Your ST

A Look at a Tech Specialities Hard Drive Kit

XF551 Enhancement

A Hardware Kit from Computer Software Services

The Expander from Astra Systems

A Hard Drive Plus a Whole Lot More

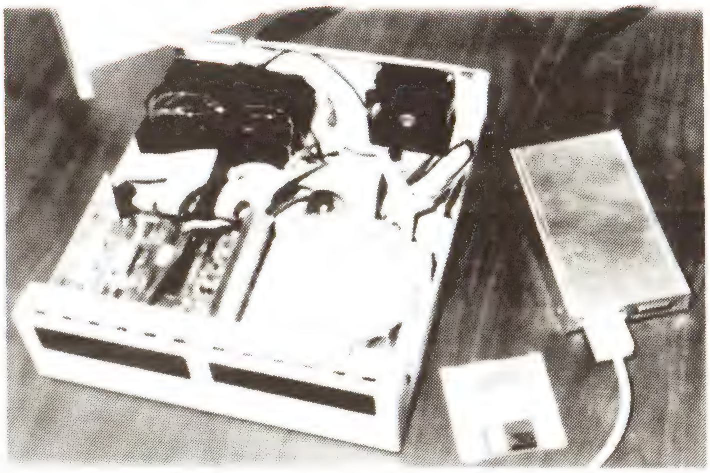
ST XFormer II

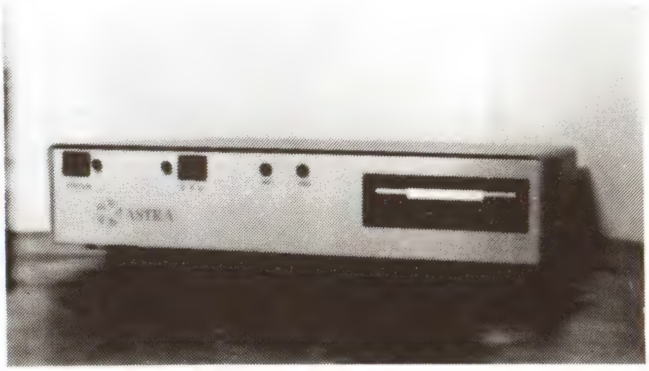
The Hardware/Software Emulator that Lets You Connect 8bit SIO Devices to Your ST and Run 8bit Programs Has Come a Long Way!

The Making of a Magazine

A Behind-the-Scenes Look at AIM

AND MORE...





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inSiDE AiM

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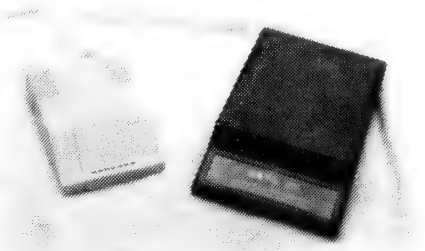

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On the Cover
The Astra Expander hard drive and Tech Specialities Hard Drive Kit
Photos by Bob Retelle

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker, Migraph
Photography: Bob Retelle

AIM is produced on a 520ST with 2.5 megs, HP LaserJet II, Timeworks' Publisher ST and PageStream

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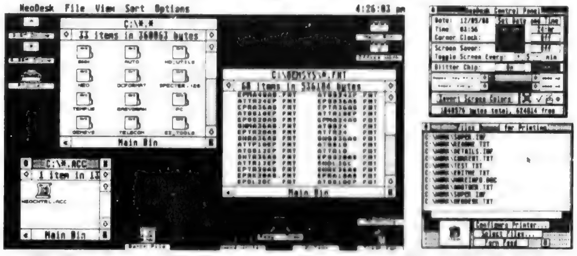

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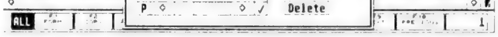

```
D:\DATAMNGR\STBILLNG\0988ST.DMF
                 Last  Content: Inches   Ad Info
Y 503-479-6635 A&D                       88 1/2 P  $300.00
Y 313-981-4838 A&M                       88 1/3 P  $208.00
N 614-267-3415 Accy                                  $0.00
Y 216-374-7469 Alph                      88 Mag P  $373.50
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N 801-350-8855 C-Sy                                  $0.00
N 617-597-5527 Cart                      eturned   $100.00
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Directory:    DMF DTP STY DOC MAL *
D:\DATAMNGR\STBILLNG\*.DMF
*.DMF                 Selection:
                      1087ST  .DMF
0188ST  .DMF
0288ST  .DMF
0488ST  .DMF
0588ST  .DMF
0688ST  .DMF
0788ST  .DMF
0888ST  .DMF
0988ST  .DMF
1087ST  .DMF
1287ST  .DMF
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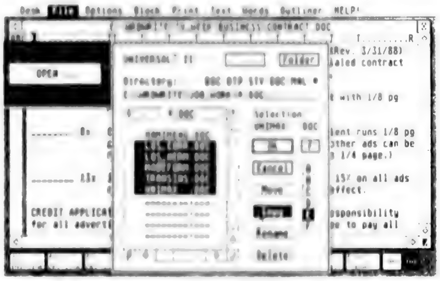

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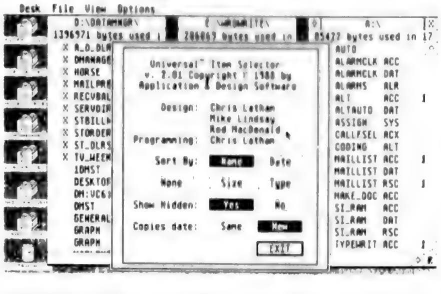

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Programming:  Chris Lathan

Sort By:      Name   Date
              None   Size   Type
Show Hidden:  Yes    No
Copies date:  Same   New

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X DMANAGE               ALARMCLK ACC
X HORSE                 ALARMCLK DAT
X MAILPAR               ALARMS   ALR
X RECVBAL               ALT      ACC
X SERVOIR               ALTAUTO  DAT
X STBILLN               ASSIGN   SYS
X STORDER               CALLFSEL ACX
X ST_DLRS               CODING   ALT
X TV_WEEK               MAILLIST ACC
  10MST                 MAILLIST DAT
  DESKTOP               MAILLIST RSC
  DM:VC6                MAKE_DOC ACC
  DMST                  SI_RAM   ACC
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From the Reader's Viewpoint

Dear Editor,

My name is Tim Feenstra, and I have been elected the new President of GRASS, the Grand Rapids Atari System Supporters. I am sending this letter to introduce myself and to let you know that I feel you have done a fabulous job of publishing MAM (now AIM). I have not heard any negative comments at any of our meetings, except the usual complaint of ST articles and reviews. I personally feel that for the most part, your 8bit coverage has been very good, with articles, reviews and modification specs that I have not seen anywhere else. In fact, the aftermarket OS modifications featured in the January issue has me thinking seriously about hot-rodding my XE into a multi-OS, expanded memory monster.

I would like to pledge my support to you in the upcoming year, so if I might be of service to you, please do not hesitate to ask. I will also stress to the GRASS membership that if they want more 8bit coverage, they should help by submitting informative articles and reviews to you. The world of the 8bit is not dead -- just a little tired -- and I await each new product with the expectation that soon the Atari will once again make a comeback in the home computer field.

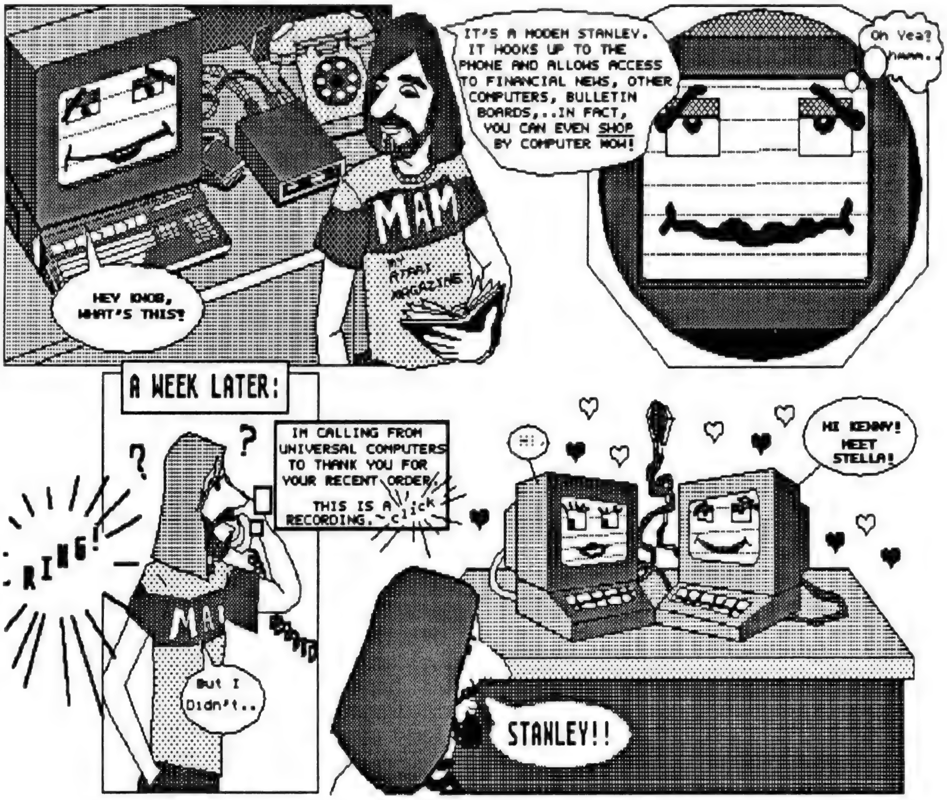
Keep up the good work. With internal problems resolved, I hope that the Atari Interface Magazine will continue to grow and expand into one of the finest publications in the country. You have a very good start, and I am proud that GRASS and myself have been able to participate, even just a little bit.

Thankx for a great magazine.
Tim Feenstra
President, GRASS

Dear Editor,

Thank you for your help on getting my 520ST fixed. Of all the Atari publications I subscribe to (six in all), MAM was the only one to tell me of Atari's Trade-in/ Replacement Policy. Because of the list you published in the July/ August 1988 issue, I was able to send in my computer and get it fixed. Thank you MACE and AIM!

Allan Frahm,
Hartman, Arkansas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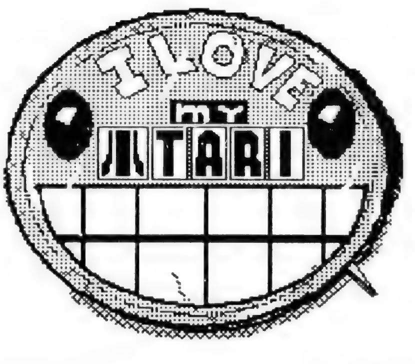
But I Didn't..
Hi,
HI KENNY! MEET STELLA!
STANLEY!!



Atari News and Comment

by Bill and Pattie Rayl

News from Sunnyvale

It's been a relatively quiet month. Atari recently cancelled a Developer's Conference to be held in Sunnyvale, CA. A spokesperson at Atari stated the conference was cancelled because there "wasn't anything new" to discuss.

Though not yet confirmed by an Atari official, reports from outside sources indicate that Atari is looking to sell the Federated Group which was purchased in 1987 for $ million. Federated has posted serious losses in the last few quarters.

If you purchased a Mega ST2 recently, you may have difficulty upgrading to 4 megs in the future. Atari has shipped a batch of Mega ST2s with a new motherboard that does not contain the wave-soldered holes that would hold the extra bank of RAM. As one observer noted, "It looks like Atari is enforcing their upgrade policy -- if you want more memory, buy a new computer."

DOS XE, the DOS that was to accompany the XF551 DS Drive for the XL/XE computer line, is now available. Originally slated for public domain release under the name A-DOS, DOS XE is not PD and may be purchased from Atari for $10.

Third Party Releases

Soft-Logik Publishing has shipped version 1.5 of PageStream. Past versions of this desktop publishing package have been frustrating users due to many bugs in the software. SoftLogik claims version 1.5 is bug-free and Dave Groves, SysOp on CompuServe's Atari Forums says 1.5 is "solid as a rock." [$149, SoftLogik Publishing Corp., 11131F S. Towne Sqr, ST. Louis, MO 63123, (314) 894-8608]

Migraph has begun shipping Touch-Up, the virtual page graphic drawing program that may become the package of choice for all serious ST artists. With the availability to import Degas, IMG, GEM, MacPaint, PrintMaster and IBM PCX format graphics, Touch-Up will add flexibility to any graphic arts or desktop publishing environments. [$99.95, Migraph, Inc., 200 S. 333rd, Suite 220, Federal Way, WA 98003, (206) 838-4677]

The Tweety Board from Practical Solutions has been making a lot of noise. Easy to install, the Tweety Board gives ST owners a 3-channel outlet for crystal clear, stereo sound. [$59.95, Practical Solutions, 1930 E. Grant Rd, Tucson, AZ 85719, (602) 884-9612]

SofTrek has released version 1.4 of Turbo ST, the "software Blitter" that now speeds up many GEM applications as well as TOS and TTP programs. Benchmarked tests indicate the Turbo ST is as fast or, in some cases, faster than Atari's hardware Blitter. Purchasers of the older versions of Turbo ST can upgrade by sending in $5 and the original disk, or for free at your local authorized dealer. [$49.95 SofTrek, Po Box 5257, Winter Park, FL 32793, (407) 657-4611]

Have you been searching for a place that still carries the hard-to-find Synapse products for your 8bit? Search no more. It seems that a mailorder outlet had been established after Broderbund acquired the assets of Synapse. Many hard-to-find Synapse and Broderbund packages that may not be carried at your local dealer are listed in their catalog, including SynCalc, SynFile+, MindWheel, Breakers and Brimstone. For more information, contact Software Direct, PO Box 12947, San Rafael, CA 94913, or phone (415) 479-1185 (M-F, 8:30 - 5, PST).

Online News

Recent rate increases for Telenet's PC Pursuit has the telecommunication community up in arms.

In the past, users could access 25 cities nationwide for a flat $25/month fee with unlimited usage. PC Pursuit was very popular with SysOps of BBSes like Nite Lite, Ddial and other software which allowed linking up through PC Pursuit to connect "chat rooms."

To fight back against high-consumption users, Telenet has recently increased the monthly fee to $30 and on May 1, the rate structure will be $30 for the first 30 hours, $4.50/hr for each hour between 30 and 60, and $7.50/hr for additional usage. The service will still only be available from 6 p.m. to 7 a.m. and a good portion of your online time will be spent trying to connect to busy nodes.

PC Pursuit users have cried foul and organized calling campaigns to executives of PC Pursuit and US Telecomm, the parent company of both Telenet and US Sprint, as well as encouraging users to cancel PC Pursuit accounts and Sprint Long Distance services. The furor over the inpending price hikes sparked a national boycott of Sprint and PC Pursuit in the middle of January.

Peter Naleszkiewicz, Outdial Services Product Manager at PC Pursuit has attended conferences on smaller services such as Portal and People Link. PC Pursuit subscribers seemed angered, frustrated and disappointed with the response from PC Pursuit during the conferences.

One user says, "Telenet took advantage of the PC Pursuit subscriber base in their quest to block the recent FCC action — regardless of how you slice it, without PC Pursuit, there would *not* have been that massive letter campaign to the FCC offices and Congresspersons!"

If you would like to add your voice to the growing number of unhappy PC Pursuit users, you can contact Telenet President Paolo Guidi at 12524 Sunrise Valley Drive, Reston, VA 22096, (703) 689-5454.

A number of alternatives to PC Pursuit have been popping up. Galaxy Telecomm Division of GTC, Inc., the publishers of BBS Telecomputing News and Galaxy Magazine, have announced Galaxy STARLINK. STARLINK is an outdial service permitting off-peak calls to BBSes in 91 cities for a $10 monthly fee and only $1.50/hr of connect time. There is a one-time signup fee of $50. For more information or to sign up, boot your computer and dial (804) 495-INFO.

Another service is the Mnematics MNETwork that gives you the option of calling day or night for $4.25/hr with flat-rate, untimed service available in some areas. For more details, call Mnematics Customer Service at (800) 322-3633 or (914) 365-0184.

And finally, Tymnet is conducting a feasibility study on implementing a service similar to PC Pursuit. To contact them about their starting such a competing service to Telenet and to show your interest, write to E. Cabness, Tymnet, 2560 N. First St, San Jose, CA 95161, Mail Stop F-32.

User Group News

The Michigan Atari Computer Enthusiasts (MACE) of Southfield, MI, formally announced plans for an AtariFest to be held on May 6 and 7 at the Detroit Metro Airport Hilton in Romulus. Currently, MACE is contacting Atari ST and 8bit developers and finalizing details. For more information, see the MACE club section in this issue.

On a sadder note, many Atari User Groups across the country have been struggling to survive in the unpredictable Atari marketplace. In a recent newsletter received from the Twin Cities Atari Interest Group of Minneapolis, MN, the club president, Charles Grimsby, announced that TAIG held its final meeting on December 18.

The club's newsletter editor, Nathan Block, said, "I will miss TAIG, I will miss it very much. I cannot tell you how much I gained from TAIG. I met so many nice and intelligent people at the meetings and I have made some friends there as well... If I had money, I would donate every penny to keep TAIG going."

Nathan requests that anyone wishing to discuss TAIG's fate or anything at all, please write him at 2656 Georgia Ave. South, St. Louis Park, MN 55426. As Nathan says, "If we all stay together, that in itself is an Atari User Group."

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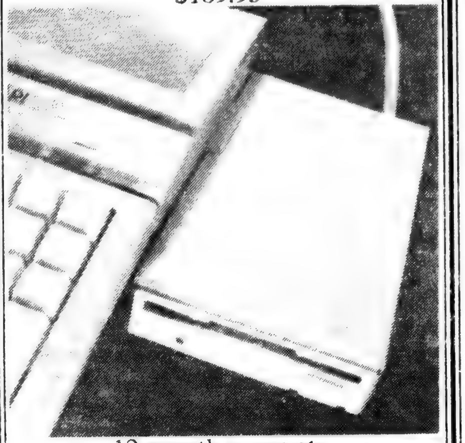

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The Making of a Magazine

by Bob Retelle (MACE,WAUG)

Because there's been some interest about just what's involved in producing a magazine like the one you're holding in your hands, I thought I might try to give an idea of what a typical month in the life of the Atari Interface Magazine is like. While I'm not an "official" part of the magazine, or Unicorn Publications, I see enough of what goes on to know just how much work it really is to produce something like this. My involvement, other than writing, is mainly in the area of "tactical support:" loading mail bags, filling out UPS forms, licking envelopes (yuccch!), and sticking on labels (yes, I confess...the fingerprints on your mailing label are probably mine!).

Creating the magazine is actually a fairly continuous process, but for this article, let's assume the previous month's magazine has just been delivered into the hands of the US Postal Service. This usually happens on or about the first of each month. After stopping to breath for a bit, the work on the next issue begins, which is where we'll start our tour.

The first step in creating the next issue is to make contact with the advertisers to get their insertion orders and space reservations. This can take three or four days of calling, calling back, and waiting for returned calls before everyone can be checked off the list. Instead of the three or four month lead time of the "big" magazines, where an advertiser has to submit ad copy far in advance of actually seeing it published, AIM works with a lead time measured in weeks. This can be something of a mixed blessing though, because while it allows the ads to reflect what's really available *now,* as opposed to what was hoped would be available when the ad runs, it can put pressure on the companies to get ads finished and in on time.

During this same time, the articles from the issue previous to the one which was just mailed out are archived and uploaded to both CompuServe and Delphi online services. Also, cover design for the current issue is looked at, to reflect any special theme for the issue.

As the advertising orders come in, the actual layout for the magazine can begin to take shape. Because the participating user groups receive AIM below cost, it's the advertising which pays much of the expense of publishing the magazine. Thus, the amount of advertising sold pretty much determines how many pages of articles can be budgeted for the month. The ratio is roughly one to three, that is, one page of advertising can pay for about three pages of articles. (When you contact a company which advertises in AIM, be sure to tell them that you saw their ad in the magazine. One of the eventual goals, as circulation grows, is to be able to give AIM to the participating user groups *free,* so helping the magazine grow will also be helping your user group!)

Part of the process of designing the layout is consideration of any changes to the overall style and look of the magazine, based on the issue just out. Ideas like greater use of graphics, changes in the number of columns per page and other style changes are worked on now, before the articles for the new issue are laid out.

The new articles and club columns will be coming in by now, either through the mail or by modem. With "electronic publishing," an article can be written, uploaded, edited, proofread, imported, laid out and finally printed in its final form, all without being "touched by human hands" (or blue pencils), and without a single drop of Whiteout correction fluid being expended! Often the entire process can take as little as several hours from a blank "sheet of paper" in the word processor, to the camera-ready copy from the laser printer. (The article you're reading now is a case in point!)

While the articles come in, hardware and software producers are contacted, to obtain copies of any new releases of their products which are distributed to the user groups to be reviewed for future magazines. Also, dealers are called to see if they'd like to carry AIM in their stores. This increase in the magazine's circulation not only helps by giving the advertisers more exposure for their ads, which could help lower the cost to the user groups, but can also directly benefit the clubs in other ways. Your club's articles and columns are now being read by Atari owners from Maine to California.

It may not be very likely that Michigan user groups would pick up new members from other states (though that has happened), but they *might* be interested in buying disks from your club's library, for example, if your club uses its column to publicize its library. If you know of a store that doesn't carry AIM, you can help your user group and the magazine, by showing them a copy of AIM, or by sending the store's name and phone number in to the publishers. This kind of growth, along with the possibility of adding new user groups, means greater circulation and more advertising, which means more pages, for more articles and more club news!

Actually, these kinds of contacts, and the contacts with advertisers is more of an ongoing thing. It's just that while there's a "lull in the action" of putting the magazine together that they can be concentrated on.

Before long, it's the 17th... deadline for the issue.

At this point, things change from the more abstract endeavors to the concentrated desktop publishing activities which result in the physical magazine. The first thing done is archiving the last month's issue to keep it "on file," and to prepare this month's magazine disk. Each user group has its own folder on the disk, and the articles and columns are put into the proper folder as they come in.

The articles may be in several forms, from straight ASCII text files to any of a number of word processor formats. Each one is loaded into STWriter to be edited and proofread, and then saved as an ASCII file. The articles are also spell-checked by the computer, even though the pages are also proofread "by hand." This process of editing the text usually takes about a day.

By now, a complete list of ads and articles has been made up, so the layout of the magazine can be finalized. Generally, related articles such as reviews or those following the issue's theme are grouped together. Ads smaller than a full page are selected to fill out the pages and present a pleasing appearance.

The last things put together are usually the table of contents and the editorial and "Atari News" pages, so the layout begins with the first of the regular articles. Just as the number of ads determines the total number of pages in the magazine, the amount of material sent in by the clubs for their individual user group columns determines how much space can be devoted to general articles. Within reason, the publishers will print anything the clubs care to send. If necessary, articles written by non-user group authors (if any) will be cut first, as well as articles written by the magazine staff, to accommodate the club material. If space is still tight, longer articles may have to be split and run as a two-part series, or held over for the next month's issue. (If the space devoted to your individual club seems smaller than that of other clubs, it's likely because your club didn't send in as much as the others. Now would be a good time to represent your user group by taking "wordprocessor in hand" and writing an article!)

Getting into the more "technical details," the magazine used to be created on SoftLogik's Publishing Partner, but now Publisher ST from Timeworks is used. A new version of PageStream, also from SoftLogik, has been released, and assuming there aren't any more serious bugs, it will probably be used in the future.

One very nice feature of the Timeworks program is the speed at which it prints each page. When using Publishing Partner on a half-Meg ST, only four pages could be loaded into memory at one time, and each page took 20 minutes to print! Can you imagine how much fun it is to set up 4 pages to print, then go to bed with the alarm set to wake you up in an hour and a half so you can load in the next set of four pages? A 40-page magazine could take most of an entire day just to print out. With Publisher ST and a used 2-1/2 Meg 520ST now, the entire printing operation takes far less time. Each page only requires 5 minutes, and about 10 pages can be loaded at once. The biggest drawback to using Publisher ST is that the program uses GDOS, so its fonts are limited to the sizes you have on hand. With Publishing Partner, you could re-size the fonts to just about any intermediate size.

At any rate, the articles are imported one by one into Timeworks' Publisher ST and adjusted to fit the columns by manually adjusting the hyphenation. Any graphics or pictures are imported into the articles, and space is left for ads which will be added to the pages later.

One interesting shortcut that can save a lot of time when doing a regular monthly layout like this is to make use of the previous month's pages, instead of creating an entirely new layout every time. Since the layout is standardized at three columns for the first page of an article, and two columns for additional pages, it's possible to just load in an "old" article, then delete the text from the columns. This leaves the pages and columns all set up and ready to import the new article. New graphics can be added to make each layout unique for the month. After adjusting the text to fit, the headings are changed for the new article, then the process can be repeated for the next article.

When the pages are finished on the screen, they're printed out for a final check. It's a little ironic with all the talk about "electronic publishing," but it's actually a lot faster and easier to go over text on paper than on the computer's monitor screen. If any errors are detected, they're corrected and printed again. (Incidentally, the magazine is being printed on a Hewlett Packard LaserJet II printer with 1.5 Megs of internal memory.)

Among the last things to be written are the Editorial for the month, and the Atari News pages. All month long, news sources like the Atari Forums on CompuServe, the Atari SIGs on Delphi, various UseNet newsgroups and many Atari related publications including user group newsletters from all over the country are watched for new developments and rumors that may be of interest to the readers of AIM. The close contacts with the advertisers and other third-party manufacturers are also good sources. All this information is distilled at the last minute to make sure it's timely and up to date. Finally, the Table of Contents is created from the actual pages of the magazine.

These pages are printed and checked, then the magazine's cover is finalized and printed. Depending on the theme of the issue and the content, the cover may be created directly in the desktop publishing program, using EZ-Draw, or by importing a DEGAS picture. In the case of actual photographs, space is left for the photos, which are added later by the printer.

The last step in the creation of the magazine is to manually add the advertising copy and the user group logos and headings for the individual user group columns by "waxing" them to the pages using a special heated layout wax applicator. (Sort of looks like your grandmother's antique curling iron!)

By now it's about the 22nd or 23rd of the month, and it's the printer's turn to work on the magazine. It's about an hour's drive up to the print shop in Fenton, but he does a better job, for less money, than the ones closer in. It takes about six working days at the printer, so the magazines are usually ready on about the 29th of the month.

During this week the laundry gets done again, along with planning for the *next* issue. (The actual production of the magazine is a very intensive process, sometimes involving 24 hour days to get it all done in time. Any problems or holdups can result in missing the goal of mailing the magazines out on the first of the next month. The Christmas and New Year's Holidays were a nightmare!) This time is also used to check on articles for the next issue, and to gather the mailing labels for this current issue from the member clubs.

After picking up the magazines from the printer, the process of mailing the issue out begins. (This is usually where I come in...those boxes are *heavy!)* Each club provides mailing labels for the magazines to be sent to its members, and any it wants sent to other user groups around the country. The labels are divided into Zip Code areas so they can be sorted, then they get stuck on to the freshly printed magazines (this is where my fingerprints usually become enshrined forever on your mailing label). The magazines are sorted, collated, flipped, flopped and finally bundled (with heavy twine, tied twice around each dimension), then counted and bagged (destination city on top). With all the regulations, restrictions and specifications the Postal Service puts on mailings like this, I'm surprised they don't want us to just drive them out to your house too!

The mailing to the clubs usually takes most of the day, and if all's gone well, the bags are deposited on the loading dock in Ann Arbor before 5 p.m. on the first of the month. The next day is spent preparing UPS packages of magazines to be shipped to Atari dealers all over the country, usually 6 or 12 magazines per package. Somehow, no matter how good our intentions may be, we manage to hit the UPS desk with 35 packages at what feels like 5:59 on a Friday evening. After many months of doing this, the people in the UPS office growl at us on almost a "first-name basis," but the packages get out. (I don't think I've ever personally spent more than $1.25 sending anything by UPS...it's awfully scary to watch the cash register come up with a $125 bill just for shipping, and the Post Office bill is even worse!)

And the next day, it all starts over..!

(Just one final note... I've been watching this magazine come together monthly, for over a year now. It's a fascinating process to watch, but one thing that's been very evident is that it's a *lot* of work. It's not a "Get Rich Quick" kind of thing, it's not even a "Get Rich Slowly" thing. It's the kind of thing done out of love for the journalistic challenges and dedication to the user groups it serves, and I've been very happy to have been even peripherially involved.)

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Orem, Utah

by Gordon Totty (MACE)

Famous cities of the world include Chicago -- hog butcher of the world, Detroit -- the motor capital, and Cincinnati -- famed for a dancing pig, who was the barnyard's Mr. Big. (If you remember that song, then you are (1) as old as I, and (2) demented.)

My nomination for a famous city of the world is Orem, Utah. For those who do not know where that is, it is near Lindon and Pleasant Grove, between American Fork and Provo, about 45 miles south of Bountiful, and west of the Uintah and Ouray Indian Reservation. Give up? Look 35 miles south of Salt Lake City.

Orem, Utah is the home of one of the best software houses in the world, WordPerfect Corporation, specialists in word processing and word processing related software. This article is not a review, it is a love letter to WPC for bringing WordPerfect to the Atari ST market, small though that market appears to be.

The motivation for this article came from the December meeting of MACE. We had a representative of WPC in attendance to describe the software and answer our questions. There were between a hundred and two hundred of us there. I did not count noses, but am estimating based on what the crowd looked like. What I did count was the number of hands that were raised when the representative asked how many owned WordPerfect -- just three of us.

WordPerfect is expensive, by Atari standards. Atarians like games anyway, not word processors, right? Who needs to spend $175 to $250 on a word processor, depending on source, when you can get STWriter Elite for little more than the cost of the disk it comes on? I understand all the reasons why WordPerfect does not seem to be selling well in the Atari market. Not the least of them is the size of the market, limited in the US by Atari Corporation's supply, marketing, and distribution problems. Alas, what a shame.

The shame of it all is that WPC came to the Atari market with higher hopes. They had planned to release the WordPerfect Library next, like they have already done for the Amiga. The Library includes a very nice set of related programs, especially the calendar for tracking appointments. It also includes a calculator, file manager, notebook, program editor, and macro editor. Plans like this have been shelved at WPC, while they wait to see what happens to the size of the Atari market. They are, like many of us, waiting to see growth.

The Atari version of WordPerfect is 4.1, two versions behind the latest and greatest WordPerfect 5.0 that is getting headlines in all the PC related magazines. Version 5.0 had been considered for the Atari market at one point. Not now. It is a major, and I presume expensive, upgrade from the 4.1 Atari level. (Version 4.2 is the other one before 5.0 and was, in my opinion, only a small step above the 4.1 version.) Why should WPC invest any more money in the Atari market?

They certainly would if a lot of Atari computers existed, and a lot of Atari owners were demanding and willing to buy the best software.

Our guest speaker told us, if I remember correctly, that WordPerfect has been modified to run on 17 different "platforms." The folks from Orem, Utah will market that product anywhere that it will sell sufficiently to pay them for the effort. I hope that the Atari market changes enough to encourage WPC to start on a 5.0 for the Atari.

Have any of you visited a B. Dalton computer store? How about Egghead Software? Neither carry Atari stuff. Software Boutique carries a few Atari titles. In any of these three stores, however, you will be able to get a feeling for what we Atarians are missing as you browse the IBM and Apple software displays. You will feel good as you recognize many packages that are available to you. But, you will also see many -- far too many -- fine products that are not available to you. WordPerfect is not in this latter group. WPC dared to "cross the line" and make the best word processor in the world available to you. (There is dispute over which word processor deserves to be considered best. I think all the debaters of the point would agree that if not the best, WordPerfect is one of the two best.) Buy it, before it is too late.

If you are not a WordPerfect owner, you do not know what you are missing! This product has so many bells and whistles I have not yet used many of them. For instance, each of the function keys has four uses, for a total of 39 functions. No, this is not new math; one of the functions is not implemented on the Atari.

WordPerfect comes on six disks, and is a little difficult to install if you have only one disk drive. But, I did it, and if I can anyone can. It works well with two disk drives, and works like a dream with a hard drive. It is completely "moused," and can be used with no difficulty without the mouse. I first learned to use it in the big blue world, at work.

This article is not supposed to be a review, and so I do not want to go into more detail. One reason is that I sold a review to another publication, and do not want to violate a trust. I assure you, if you are a serious word processor, you will *not* be wasting your money if you buy WordPerfect.

This article is supposed to be a love letter to WPC, so let me get on with that part. In my experience with vendors of software, hardware, and products and services of all kinds, I have never received service like I am getting from WPC. They promise lifetime customer support, with toll free numbers for you to call for help, and that is what they deliver.

Sticking just to computer hardware and software products, here are some examples of "help" I have received after I paid my money for something:

- No response to a four page letter. (Don't have time to read long letters.)
- No response to a one page letter asking what happened to the four page letter. (Don't have time to sort hundreds of letters looking for one.)
- "Gee, I don't know." (Uninformed, but honest reply. Bothers me when I have paid for support.)
- "Gosh, it's supposed to do that!" (Evasive. Questions my concern.)
- "Golly, it's not supposed to do that!!" (Evasive. Questions my concern, but makes me feel like a pioneer or discoverer.)
- "Ask your merchant." (He's supposed to give you the support; don't bother us.)
- "Write to the manufacturer." (I just sell this stuff; I don't write the programs....or give refunds on opened software.)
- No response, because the company has gone out of business. (A characteristic "response" in the software business!)

I hope the above does not make me appear hostile to the many excellent manufacturers, developers and vendors. I understand that you must give up something to get power without price, and full customer support is expensive. I am not looking for something for nothing. I just want to illustrate and contrast the difference between scanty and full support. Now, to get on with it, here are some examples of help I have received from WPC. To get help from WPC, you are instructed to be calling from your computer with the software loaded.

1) I couldn't load the printer driver because the manual is lacking in respect to instructions for this. (Believe me, the more than 600 pages of documentation lack little.) I called, and a very friendly person talked me through the whole procedure, step by step. When I hung up, the job was done. No more waiting. No hoping that I had listened carefully enough and taken the right notes. Done. Nothing more to do. Ready to print.

2) In another instance, I needed another printer driver for a printer that was not listed among the couple of hundred that WordPerfect supports. I called, and another friendly person selected the printer driver closest to the one I needed, based on a list that she had, and then modified it for me. This was done with me looking in my manual for codes that she told me how to insert in the driver on my disk. "On line..." "Real time..." Again, no waiting or further worrying. Fixed during a phone call.

3) I got a new printer and loaded the printer driver for it. After a while, I noticed that six characters were not printing. While on the phone with WPC, the appropriate character table was found and edited. Problem fixed. And, during the fixing of this problem, I learned how to "program" any key I select to print any character that the printer is capable of printing.

Examples of good customer support like the above represent a two-edged sword. Some will say, "For what it costs, you shouldn't have had these problems." Perhaps. But, given the problems, I defy you to find another company that handles customer help like WPC does. They excel at this. It is part of what they sell you. It represents significant value to you.

WordPerfect was released to the Atari market before it was really ready. The first versions were "buggy." Has this ever happened to you before? What did the company do? Sell you an upgrade? Not WPC. They will send you the upgrade free, probably without you having to call and ask for it. They have not committed to sell you what is in the box on the day you buy it. They committed to sell you a bug-free version of a world-class word processor and lifetime customer support. What a deal!

I cannot say enough about the good people from Orem, Utah. You will note that they have obviously converted me into a missionary for their product. But, love letters can get boring to "outsiders" so I'd better bring this one to a close.

I just wish their marketing gamble had paid off so handsomely that other big time outfits were anxious to cross the line into Atariland too. Well, maybe someday. I can dream....

MARS (312) MARS–INC 312/627-7462
Merchandising
1041B E. St. Charles Rd. Lombard, IL 60148-2059
STEALS & DEALS/NEW & USED ITEMS:
ITEMS ARE NEW UNLESS LISTED WITH A "U" BY IT. ALL USED ITEMS ARE QTY OF 1. ALL USED ITEMS HAVE DIRECTIONS. MOST HAVE NO BOX. A "B" MEANS AN ITEM HAS A BOX.

Second Sounds
Tired of turning your monitor speaker all the way up with unsatisfactory results? Then it's time for our:
Second Sounds Speaker
features:
Speaker: *heavy duty 6"(loud enough to wake up the neighbors with).*
Controls: *Volume, treble and bass.*
Price: $59.95
Required: *Any 8-bit system w/monitor port, or ST (with our 2nd Sounds Adapter).*

2nd Sounds Adapter
Male RCA jack ready for you to plug in our 2nd Sounds Speaker (or other speaker) into.
$call for pricing

BASEMENT SALE *(use but not abused equip.)*
Call for full list
800XL & 810 *$195.00*
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$285.00 (orig. $500)

Comet 720+ *82 tracks use as drive A or B.*
$175.00 New Item!

Nickelodeon Five-*Plays AMS, SID, Music Studi EZ Track & Music C.Set files. Midi compatible or run through your* monitor *speaker!*$19.95

Blood Notes $4.95
Complete walk-through of Captain Blood.

Some Spellers are Better than Others.

Before she won her regional spelling bee, Margaret Hollingsworth pored over seven different dictionaries for more than three hundred hours.

And while we'd all like to be champion spellers, most of us just don't have that kind of time.

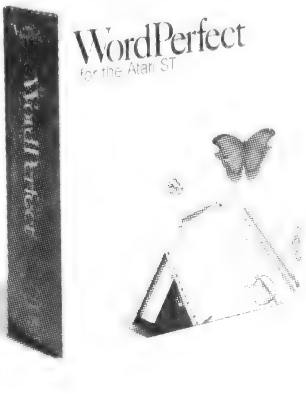
So may we suggest putting the WordPerfect Speller in your corner.

Not only will the Speller check your document (or any section of it) for errors and double words, it will instantly count the words in a document, page, or block of text.

You can look a word up phonetically to find the correct spelling, and the Speller will give you a list of replacement words with similar sound patterns. Or if you're looking for just the right word, and you know it begins with "s" and ends in "-ology," use a wild-card character to replace the unspecified letters. The Speller will show you a comprehensive list of your options.

With the WordPerfect Speller (included in your WordPerfect software for the Atari), more than 115,000 words are at your fingertips. No other speller can match that kind of power.

Not even Margaret.



WordPerfect
CORPORATION

1555 N. Technology Way · Orem, UT 84057
Tel (801) 225-5000 · Telex 820618 · FAX (801) 222-4477

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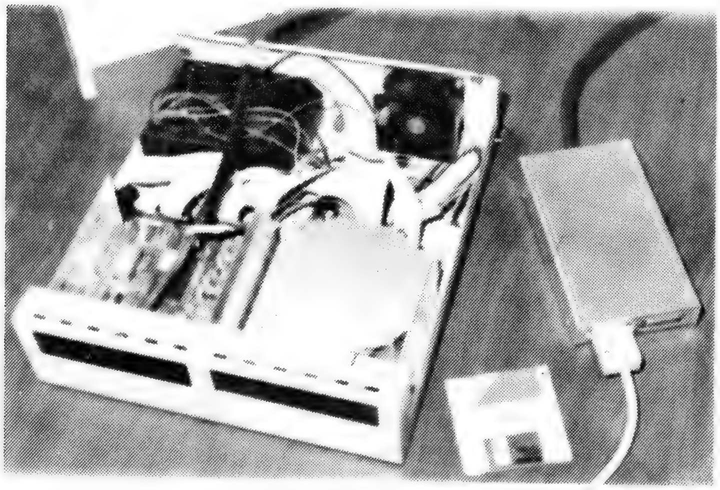
Building a Hard Drive for Your ST

Using a Kit from Tech Specialities, the Drive may be Hard, but Building it isn't!

by Bill Rayl

About eight months ago, the gods smiled upon me. A friend of mine, who happened to own an IBM clone, decided his 20 meg hard drive was too small. He moved up to a 60 meg drive. No longer having use for the old hard drive, he offered it to me at a price I couldn't resist -- free! I spent about .032 nanoseconds before gladly accepting the drive.

So, there I was with an Epson HD-860 half-height, 20 meg drive with no cables, power supply or case and no documentation. A call to Epson remedied the documentation problem. They gladly sent me a Product Manual and Maintenance Manual. I was also informed that a number of HD-860 drives had had problems and the drives were no longer in production. Still, free is free.



The next step was the biggest -- choosing a hard drive kit. After shopping around and comparing pricing, quality of parts and knowledgeability of the people I talked to, I finally decided on a hard drive kit from Tech Specialities of Houston, Texas.

The first time I called Tech Specialities about their kits, I spoke with Ky Vaumund, the owner and chief engineer. Having never attempted building a hard drive, I had lots of questions and Ky answered them with ease. Most importantly, his answers were simple and easy to understand. He made it all sound simple. I was sold. I chose the 13.25"x 15"x3.8" kit with 55W power supply, 115V fan, full SCSI/ DMA through host adapter, and room for three half-height drives. (price:$295)

In less than two weeks, the kit arrived at my door. Upon opening the box, I was surprised to find the entire kit had already been assembled! I had expected a jumble of cables, parts and numbered diagrams that I'd spend hours sorting out and staring at. Not so!

Upon opening the Mega ST-sized case, I found that all the cables were already connected. The host adapter, which interfaces the SCSI hard drive controller to the ST's DMA port, was actually an ICD host adapter with built-in battery-backed clock and an extra DMA port for daisy-chaining! Included in the box was the ICD hard drive utilities disk and 24 pages of docs that discuss building a hard drive with the ICD controller. Most of the documentation wasn't necessary, since the kit was already assembled except for the hard drive itself, but the docs had lots of interesting info in those 24 pages.

After spending about five minutes with the docs, I simply dropped the hard drive into one of the slots in the kit, plugged in the 20-pin and 34-pin drive cables and connected the power. During all this, I kept thinking it couldn't be this easy!

Then, I plugged everything in, turned on the drive and the ST and went to format the drive. Surprise -- the ICD software didn't list the Epson drive in the format options. Back to the docs and the section describing how to add a drive's specifications to the formatter. Between the docs and the Epson Product Manual, I got the information needed and in less than 10 minutes I was formatting away. In under 15 minutes, I had built a 20 meg hard drive, formatted and partitioned it and was busily installing my software!

It's been over two months now since the drive was built, and I haven't had a single problem with it. Now, all I need is for my IBM friend to decide his 60 meg drive just isn't big enough. After all, I still have room for another hard drive or two in the case!

For 520ST. 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.

Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A:Socketed, no RAM	$ 129
520B: 1 MB, socketed	$ 299
520C: 2.5 MB, socketed	$ 595
520D: 4MB	$ 995
520-1:1 MB, non-expandable	$ 249
1040A: 1 Bank sockets, no RAM	$ 110
1040B: Fully socketed, no RAM	$ 149
1040C:2.5 MB + 1 bank sockets	$ 595
1040D: 4 MB	$ 995
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 12-19-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own - $385
10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own $295
10 MB - $395 30 MBCDC - $565
20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:
10 MB - $295 20 MB 48ms - $398
30 MB full ht. CDC 45 ms - $465
Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.

Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available! Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

tech-specialities Co.
909 Crosstimbers, Houston TX 77022
(713) 691-4527/8

Distributors for:
Australia
Tech-Soft, 460 Stirling Hwy, Suite 37
Claremont, Western Australia 6011
Tel.: (09) 385-1765
Canada (East)
Computer Country, Paul Wilson
148 Waterloo Street, Stratford, Ont., N5A 4B4, Tel.: (519) 273-1011
West Germany
ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

The XF551 Enhancement

by David Bryant (GKAUG)

How many of you have taken your trusty double sided floppy disk, punched a write protect hole in the jacket, and flipped it over to write on the reverse side? If you're like me, you've done it several times. So I thought nothing about it when I got my XF551 disk drive. I just put the disk in and loaded those basic programs like nothing was different.

I was wrong. The first time I went to format a disk, (using Atari DOS 2.5) the drive protested and gave an error #173. I also had problems trying to write to the back side of disk in the XF551. I then got a gift from a friend, a modification for the XF551 allowing it to operate like a 1050. Now formatting or writing to the back side of disks is no problem. This handy mod is called The XF551 Enhancement, from Computer Software Services.

If you look at a disk, you will see a small hole near the large hole in the center. This is the index hole and some drives use it to tell when it is at the beginning of a track. The 1050 does not, so when you flip the disk, it doesn't matter if there is no hole. The 1050 uses a signal from the RAM I/O Timer chip to provide the index pulse to the Floppy Disk Controller chip.

The XF551 uses a index hole sensor to provide the index pulse, and that's where this kit is needed! After you install it, a switch on the back of the drive allows you to choose XF551 or 1050 mode. So you don't have to punch write protect holes in the jacket anymore.

The kit consist of an epoxy shell with the circuitry and a switch. About seven wires are connected to the circuit board and write protect sensor inside the XF551. Instructions included with the kit are easy to follow. I would remove the circuit board from the drive when soldering to the IP jumper. I located the switch above the Drive Select Switches and the epoxy shell next to it inside the rear cover. Everything goes together easily.

I wish to thank Computer Software Services, current cost is $29.95. Installation is available. They may be contacted at: 465 Kilbourn,. Rochester, NY 14618
Phone: (716) 467-9326

Best Electronics
2021 The Alameda Suite 290
San Jose, CA 95126
408-243-6950

ST/MEGA

Michtron Eprom Burner (up to 512K eproms) $199
Atari SH204 Host Adapter This is the cheapest Atari hard drive host adapter availlable. Can be used with standard hard drive controller cards like the Adaptec 4000A. Great for building low cost hard drive systems. $60
P.C. Ditto cable kit (3 ft cable with installed 14 connector one side and bare wires the other side and 34 edge connector + pin outs) $10 ea.
Because you asked for them we have brought in! 3 ft SC1224 and SM124 monitor extension cables! (M to F) For use with Goldstar and Samsung monitors with one sided short cables $25
13 pin Female cable connectors $4.75
14 Pin Female cable connectors $5.60
(Use these 14 pin Female connectors with a standard printer switch box and make a drive switch box for P.C. Ditto drives)
Mouse Feet (our feet have twice as much teflon material) $4 pk (4)
Mouse Eyes (Taiwan mouse only) 8pk (one mouse set) $5
Mouse Cleaning Kit by Tacklind $12.95
Mega Keyboard Covers $8.50 ea.

400/800/XL/XE

Digital Devices APE-LINK Kits (adds extra SIO Connectors to Your Atari Daisy Chain) Bare P.C. Board $10 Kit $21
1030 Modem Special ! 29.95
New 256K Atari Game Cartridges in stock. See our cataloge for listing!
Thomson Proburner Eprom Burner $149.00
XL Keyboard Mylars in stock now! $22 ea
In Stock 130XE Cartridge Connectors $6.30
Many people have asked which Mailing List program we use at Best Electronics, we currently use Super Mailer+ from Royal Software. Super Mailer program (D) $39.95
XL to XE Software Compatiablty Mod by Tom Lawless. This two chip/switch mod is for enhanced 800XL computers (256K-512K). $8
Hardware upgrade kits and P.C. boards that require the 41256K ram chips have been put on hold because of the high price of ram chips. We hope to ship again once ram chip prices start to drop down!

Bring a Modem into Your Life

by Patricia Snyder-Rayl

Ok, I'll admit it. I'm the telecommunications junky in the family. I'm always in the weekly conferences in the Atari areas on CompuServe and Delphi. It was for my benefit we started a bulletin board service (BBS) in the first place.

All this fanaticism doesn't make me an expert on modems, but I've certainly used my share of MOdulating/DEModulating devices, from a 300 baud Atari 1030 to a 1200 baud HabaModem (with only one LED to indicate the modem was plugged in) to several sleek, new 2400 baud modems.

The Baby Blue 24 Modem

One of these new boxes is both small in size and price tag. It's the Baby Blue 24 external modem available from Irata Verlag. For the color-conscious computer owner, the light (baby) blue modem accents the battlegray of the ST or Mega. For the quality-conscious computer owner, the Baby Blue 24 is an exceptional bargain and workhorse, not to mention its 5-year warranty.

Currently, Irata Verlag is offering this 2400 baud modem for only $135, and all you need to add is the RS-232 modem cable to join the masses of telecommunicators out there. Ok, you'd need a terminal program too. (If you ask 5 ST owners which software is best, you'll get 5 different answers, but my favorite and recommendation is Flash!) The modem is also small in size, measuring 6.5 inches long, 4.5 inches wide and 1.5 inches tall.

Our BBS, The Treasure CheST, is now running day and night off the Baby Blue 24 modem, and there hasn't been a single problem. In fact, one caller commented that the lines to our BBS had suddenly become clearer and he was experiencing less line noise! He wanted to know if we had changed the phone line, and was surprised to find out the only difference was Irata Verlag's modem.

The Baby Blue 24 uses the full Hayes command set (the commands sent to the modem telling it what to do -- like ATDT is dial out in tone mode), and one nice feature is you don't need to type the commands in upper case. The modem also understands extended result codes, and the documentation says the modem is compatible with Bell 103 and 212A, plus CCITT standards.

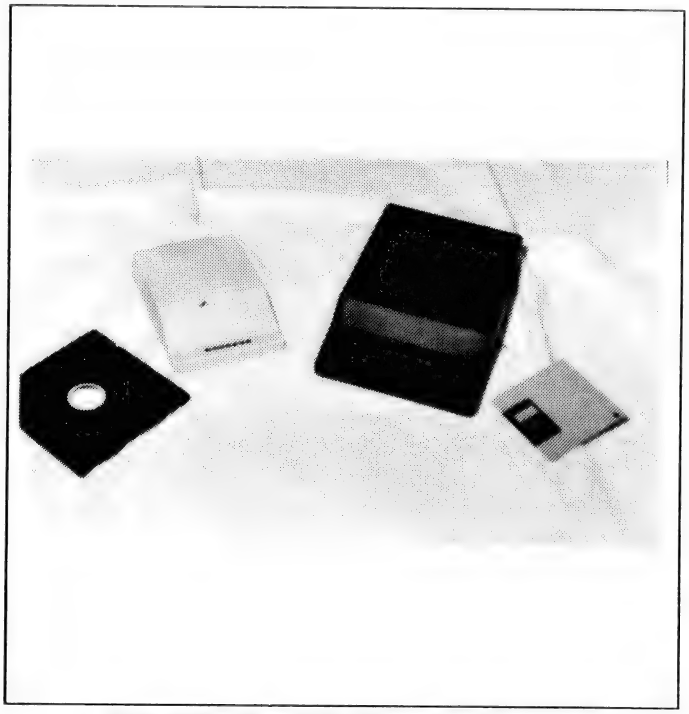
On the front of the Baby Blue is a row of LEDs. There are seven altogether -- one for Auto Answer, one to tell when a call comes in, one to indicate transmitting data, one to indicate receiving data, etc. There are also four DIP switches on the modem, giving you the option of setting the modem with these rather than through your software. The modem also has non-volatile memory if you wish to store your phone numbers in the modem instead of in your software package.

One last, but necessary feature, is an internal speaker. This speaker can be set to three different volume levels, not including on and off. Such a speaker is invaluable to hear the BBS you're calling has changed numbers or is simply no longer in service.

If some of these terms are not familiar to you, there is a glossary of terms in the back of the documentation for the Baby Blue 24. The documentation is over 40 pages, and has charts detailing S-registers, the factory default settings of the modem, the RS-232 pin assignments, and even ASCII character values in hex and decimal.

The Data 24 Modem

Irata Verlag is also distributing an upgradable 2400 baud modem. This modem is called the Data 24, and is an Incomm Turbo 2400 baud modem in disguise. It's size and price tag are larger than the Baby Blue 24, but you get the ability to add boards to increase speed, without having



The Baby Blue 24 & Data 24 Modems

to throw away your current modem. With the Data 24 modem, you can add 2400 baud error correction or go all the way up to 9600 baud!

This modem also has a 5-year warranty, four DIP switches, Hayes commands and extended result codes, internal speaker with variable settings and battery backed-up memory. This modem has 11 LEDs however, and the documentation includes appendices dealing with commands only available with the upgrades.

The documentation I had did not say how much the upgrades would cost, how the modem is constructed to accommodate them or what the procedure to upgrade involves.

We've performed the ultimate test on both the Baby Blue 24 and the Data 24 by running them for several days, at 24 hours per day. Both modems came through with flying colors! Neither modem had a problem communicating with the BB/ST software from QMI, Flash! or with the different services we call regularly.

My personal favorite is the Baby Blue 24 modem, but the Data 24 would be good for someone who has a little foresight and plans to go to higher speeds. For more information on the availability and prices on these fine modems, please contact:

Irata Verlag, PO Box 69-5530, Miami Beach, FL 33269
or phone 305-652-1038.

2400 BAUD MODEM $135.00

OUR BABY BLUE IS FULLY 100% HAYES COMPATIBLE USING THE STANDARD "AT" COMMANDS. THIS MODEM HAS FULLY TESTED WITH THE ST, AND MOST OF THE PROGRAMS MADE FOR COMMUNICATION. IT IS A SMART MODEM, GREAT FOR BBS. IT HAS AUTO ANSWER, AUTO DIAL (TONE OR PULSE)

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The Magic format disk is the most efficient and reliable format to use with your Magic Sac or Spectre. Either MFS or HFS, single or double sided disks can be converted. Once converted, no Discovery Cartridge or Translator is needed for your ST to access the Magic format disk.

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Other options, including a 2nd cartridge port, and the ability to use the Mac 128K ROMs inside with Spectre, are also available. Happy Computers does not sell the Mac ROMS or the Magic Sac or Spectre. These can be purchased separately.

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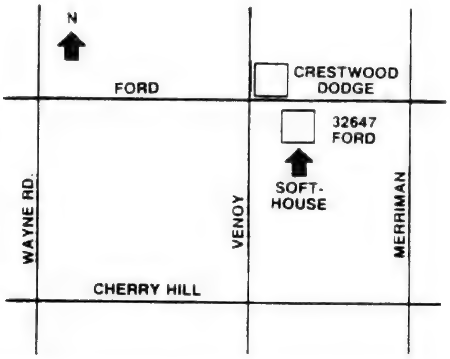

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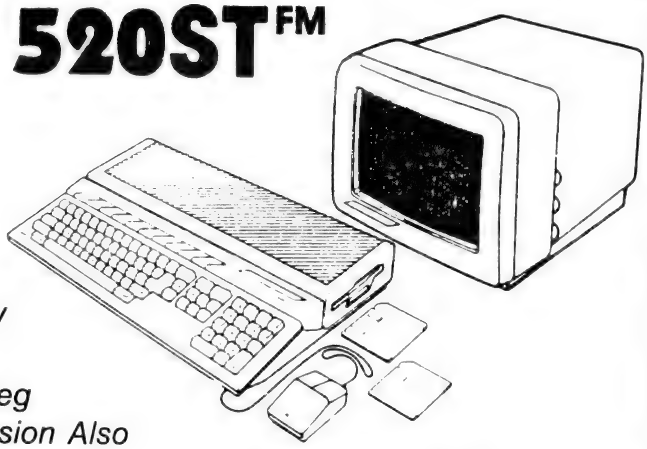

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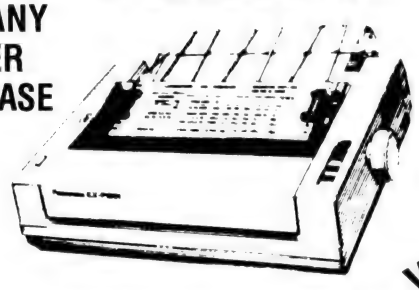

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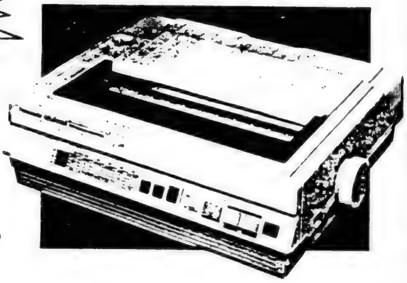

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The Expander from Astra -- A Hard Drive Plus a Whole Lot More

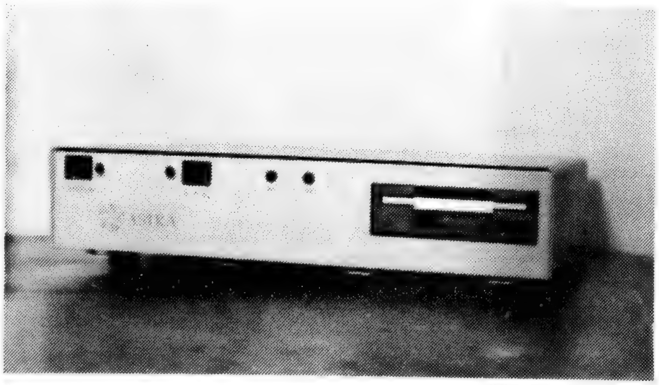
by Bill Rayl

If you are more than just a casual user of your ST, chances are you've been thinking (or dreaming) about adding a hard drive to your system. Once you've made the decision to buy a hard drive, you are faced with a multitude of possibilities. Many ST owners have been buying kits from companies like Tech Specialities or ICD and building their own drives. If you have a relatively cheap source for the actual drive mechanism, you can usually save some money using these kits.

There is at least one drive on the ST market that stands out from all the rest. The drive is the Astra Expander, and it gives you everything you need and more.

The Expander series of hard drives from Astra Systems of Santa Ana, California really lives up to their name. At a base price of $759.95 for the 20 meg, $819.95 and $999 for the 30 and 40 meg versions, the Astra drives retail for about the same price as hard drives from Atari or Supra. The difference is in what you get for your money.

There are many advantages to buying an Astra Expander over drives from the other companies. First, the Astra drives are truly expandable -- you can open the case and plug in another hard drive. In fact, the Astra system can hold up to three hard drives, for a total of 120 megs. Expansion kits are available from your local dealer or directly from Astra. The expansion kits were retailing for $479, $549 and $629 at the time of this review. These kits give you much of the flexibility that current build-it-yourself kits have. When you find yourself outgrowing your current system, the Astra drive can expand along with you.



Each Expander also comes with a built-in surge protector and four AC outlets along the back of the sleek and sturdy Mega-sized case. With this setup, you can plug your computer, disk drive, monitor and printer or modem directly into the back of the Expander. On the front of the Expander, you'll find two power buttons, one labeled "System" and the other "CPU." The CPU power button controls the power to these four AC outlets, allowing you to power your CPU and peripherals down and up independently of the hard drive. This is especially nice for Mega ST owners who would otherwise be reaching around in back of the CPU to power up or down.

An optional double-sided 3.5" disk drive can also be included inside the Expander case for an extra $125! If you are currently a one-drive owner, the Astra Expander with built-in floppy gives you an excellent and flexible system.

As for the components of the Expander, Astra has a reputation for building some of the sturdiest and best drives available. The Expander series drives are all high performance workhorses. Since the drives are the autoparking kind, the heads automatically find a safe place when you shut the power off. The drives also come with a one year warranty!

Another nice touch is the way Astra Systems tests each and every hard drive before it is shipped. Enclosed with the drives is a "checkout sheet." Every drive has to pass a number of tests before Astra lets it out the door!

The Astra Expander comes with 10 pages of documentation and software for booting and formatting the drive, as well as the latest version of George Woodside's excellent backup program, Turtle. Of course, you don't even need to format the drive if you don't want -- Astra has already done that for you as part of their testing of the system!

If you're looking for a hard drive system that offers high quality, value and flexibility, the Expander series from Astra Systems should be top on your list.

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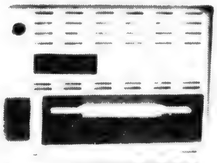

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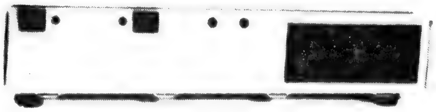

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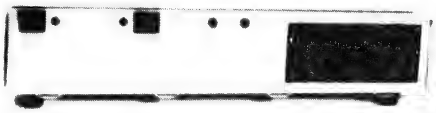

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ST XFormer II: Running 8bit Software in a 16bit World

by Bob Retelle (MACE,WAUG)

If you're like a lot of Atari ST owners, you probably "upgraded" from an Atari 8bit computer system. If so, you may have favorite software you wish you could still run, but isn't available for the ST. Or perhaps you've sold your 8bit hardware, but still have important business or personal records stored on 5.25" Atari disks. If this sounds familiar, the ST Xformer II may be for you.

Originally started as a programming exercise, Darek Mihocka has constantly improved the Xformer to the point where it has become a truly useful system. Please note a version of the ST Xformer, published last year in ST-Log Magazine, is extremely out of date and doesn't come anywhere near the capabilities of the current version 2.3. Darek has uploaded more recent versions of the ST Xformer to BBSes and online services as Shareware to demonstrate most of the features. By registering your copy, you'll receive full documentation along with a disk containing the complete emulator and several related utility programs. The registered version of the emulator also utilizes a special cable Darek has designed, so you can connect 8bit Atari peripherials to your ST!

Like most software emulators, the greatest drawback of the ST Xformer is its lack of speed. Darek recognizes this challenge and is continually working to improve the system. As it stands now, with Version 2.3, the ST Xformer is running at about 40% of the speed of a normal 8bit Atari computer.

Actually, designing the 8bit Atari emulator was more difficult than emulators for other machines. The IBM, Macintosh and CP/M machines are considerably less sophisticated than the 8bit Atari. Not only did Darek have to translate the 6502 machine language of the 800 into the 68000 machine language of the ST, but he also had to duplicate all of the complex functions of the custom chips in the 8bit. The results are very good, although some of the features are not fully implemented yet.

One particularly tough problem was getting the 8bit software INTO the ST in the first place. The GEMDOS file structure was incompatible with 8bit files, so you couldn't just transfer the files onto ST disks by modem and load them into the emulator. Darek finally hit upon the idea of creating two "virtual" disk drives in the ST's memory, similar to a Ramdisk but using the disk structure of the 8bit disk drive. The entire 8bit "disk" is saved out onto the ST disk drive as one large ST file. This system works quite well, although it's a little awkward. The emulator disk includes utility programs which will take a file from an ST disk and add it to the 8bit "disk" file.

After a little creative "prodding," Darek began experimenting with connecting 8bit peripherials to the ST. The result is a cable which plugs into the SIO port on a 8bit disk drive on one end and the ST's printer port. The registered version of the ST Xformer II has the routines built into it to allow reading and writing directly from the external 8bit disk drive. This makes transferring files easy and opens up the ability to boot the emulator directly from original 8bit disks. Virtually any DOS can be used on any compatible disk drive and at any density. The only problem I ran into using the cable was some copy protected disks wouldn't boot, probably because they depend on critical timing routines.

The addition of this direct-connect cable really moves the ST Xformer II into the realm of a truly useful tool. One use I've made of this setup is to download 8-bit files into my ST, using my favorite ST terminal program, then transferring the programs onto 8bit disks directly. No more having to boot up my 40 column 8-bit terminal program, or tediously transferring files by null-modem!

The results of my testing various 8bit programs were a little mixed. Most games are just too slow, and I had trouble with the copy protection on many of the game disks. One notable exception is text adventures. Zork, and the other InfoCom games run just fine, and I imagine graphics adventures should be OK too.

Applications programs should run well for the most part. I tried several including the Atari Home Filing Manager, the Computerized Card File from APX, and my old venerable Text Wizard word processor. AtariWriter and PaperClip also work with the emulator, but I understand Synapse programs (like SynFile) may have problems. One unexpected thing I ran into was many applications seem to use Players to highlight menu choices. Unfortunately, the Player/Missile support in the emulator is not fully implemented, so it's hard sometimes to tell just what's being pointed to on a menu.

Music was a little disappointing on the emulator, although that wasn't unexpected. The ST only has three sound channels while the 8bits have four. In most cases, you lose one voice, which can make the music sound very strange.

I tried both Pokey Player and Advanced Music System on the ST Xformer just to see how they'd sound. Pokey Player surprisingly ran at full speed. It uses interrupts to time the music, so there was no slowdown. Unfortunately, it suffered from the dropouts caused by only three voices. Advanced Music System uses timing loops in software to set the tempo, and thus sounded like a 78 RPM record being played at 33 1/3 RPMs. I was able to speed the music up manually, but even at maximum tempo, it still didn't cut it.

Graphics were more successful, even though some graphics modes, and all GTIA modes are not supported at this time. I was able to run several drawing programs and to display KoalaPad pictures. I had trouble with Atari Paint which refused to boot at all, probably because of copy protection. One feature of the ST Xformer is the ability to save a "snapshot" of the 8bit screen in DEGAS format on your ST disk. Originally this was to help Darek determine why an 8bit program crashed, but it will also allow you to save DEGAS versions of your 8bit graphics pictures.

There is no facility at this time to use 8bit cartridges on the ST, but just for fun I tried loading in a binary file image of my Atari Assembler/Editor Cartridge. Surprisingly, it seemed to work, and the debugger's disassembler went merrily along disassembling itself. Apparently the emulator did a such a good job of simulating the 6502 environment that the Assembler cartridge was completely fooled into thinking it was running on a 48K 800. The VALforth programming language seemed to work normally too.

So, is the ST Xformer for you? The answer depends on what you want to do with it. If all you want to run are games, the answer is NO. If you want to run applications software, the answer is a definate MAYBE, but you have to experiment to see if the programs are compatible. If you want to work with a unique computing environment, the answer is definately YES.

The registered version of the ST Xformer II allowing use of the drive cable is available directly from Darek Mihocka, Box 2624 Station B, Kitchener, Ontario N2H 6N2 Canada. The Xformer disk is $20, and the SIO cable is an additonal $23. (Send US funds, add $2 if you need single sided disks) Version 2.3 requires 1 Meg of memory and a color monitor.

Just as I was preparing this review, Darek told me version 2.5 should be released by the time you read this. It will only require 512K, and will be faster than the current version, but will be available ONLY to registered users.

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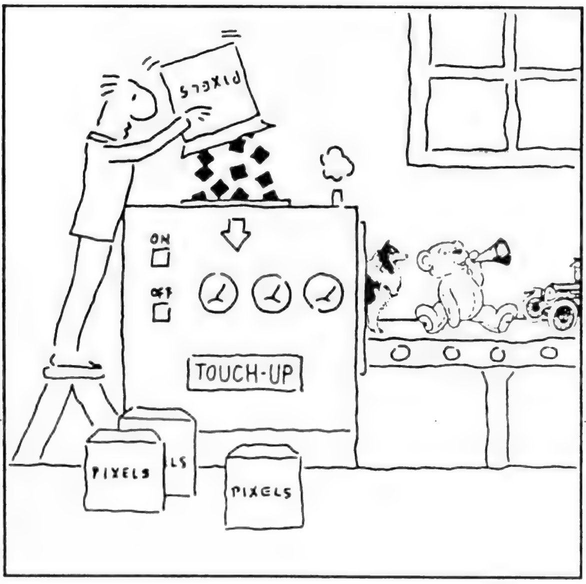

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Fight Night from Accolade

by Brian Baughman (GRASS)

with help from Dad, Chuck Baughman, GRASS

As you duck out of the way of a head blow, prepare to punch back in this neat game of boxing skill.

There are five variations of the game, which you can choose from a screen. These are:

Main Event, where you test skills against the world's toughest fighters

Boxing Construction, in which you create your own fighters and pit them against other fighters

Training, where you can practice handling you boxer on punching or speed bag or you can train against a boxer

Sparring, which is practice against another boxer for more training

Tournament, in which you are a fighter promoter pitting your stable of fighters against your opponent's boxers

A player can make his own boxers, but must use the body parts programmed into the computer's boxers. Some of these boxers are good, some are wimpy. When you play "Main Event," you must use the computer's boxers. The tournament feature is okay, but would be better if it were double elimination.

The game has good graphics and is joystick controlled. It required only about fifteen minutes to learn, including skimming the instruction book for directions.

Two human players can control their boxers against each other. I won the first tournament I was in and beat one of my friends every time we boxed.

Dad says... the kids seemed to have fun with the game. I will be interested to see how long this continues, as you can get to the point where you always win.

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1ST Word 1.0	37	35	34	41
GFA BASIC 2.0	22	69	13	65
Interlink 1.8	53	63	46	71
ST BASIC 1.0	221	517	219	567
ST Writer 3.0	18	116	17	127
Word Writer 2.0	34	31	35	37

Results obtained while paging through an appropriate data file.

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Turbo ST does not speed up programs that use GDOS fonts or that bypass the GEM operating system, such as PC Ditto, but is compatible with them. TOS, ST BASIC, ST Writer, 520 ST, 1040 ST, and Mega ST are trademarks or registered trademarks of Atari Corp.

Get In The Fast Lane — Buy Turbo ST Today!

ASTI Talks about...New Users and Old Software

by ASTI (GLASS)

Haven't had your machine for long, you say? And you're asking where you can find out which software has proven itself worthy of your hard earned dollars. Of course, we all know that first I would be inclined to point you to your nearest user group for support. But I will also include some of my thoughts and experiences here, with the software I and the Dictator cut our keys on. This isn't to say that what we use is the best, or best suited for you, but we are happy with it.

Word Processing

We use First Word for the light stuff. This was a WYSIWYG (what you see is what you get) word processor that came in our original package a couple years ago. The big sister of First Word is First Word Plus. It comes with a built-in spelling checker which is very handy.

For the more professional writing jobs we use Word Perfect. This is when we need a program that can handle Indexing, Paragraph Indenting, Automatic Hyphenation, Mail Merge, Footnotes, Endnotes, and other options, too many to list. Word Perfect is not as easy to learn because it is more powerful, but if you need the power it's there and the program is very professional. I am very pleased with it.

Spreadsheets

Spreadsheeting is done very handily with VIP from ISD of Canada. For the $129 list price, this is a very powerful spreadsheet, very similar to Lotus 1-2-3. After using Lotus at work, I was very pleased to find that VIP sheets could run on Lotus with very minor changes. VIP comes in both a text and GEM version. The TEXT version is good for the "power" user who likes to keep hands on the keyboard (no mouse usage) and wants the largest and fastest spreadsheet available. The GEM version is very friendly, with the mouse selection of menu items for large field definitions. I started with the GEM version but soon found myself going to the TEXT version because even that was easy to use.

DataBases

Well, I didn't need much power here so after starting out with DbMaster One (this also came with my machine), I found myself buying Base Two. Base Two ($49.95) is a non-relational data manager (meaning you can have only one data file open at a time) that I found very simple to use but having enough capabilities that it's use is limited only by your imagination.

I even have a file listing all of my friends and family and use it to report on everything from my Christmas mailing list to reports on Anniversaries and Birthdays. I use Base Two like a very complex Rolodex. Having all that data and being able to sort and search for certain information or types of information gives me a very powerful feeling.

Don't forget to support the author of your favorite Shareware by sending them a Thank You letter with a donation.

Games

Ah-hah, I knew you were waiting for this one! Well, I'm going to mention the games that I play the most and that have lasted the longest on the "come-back-to'em" list. Some are public domain and some are commercial. I've tried many and liked a lot, but these are the ones that are still with me.

Cards from Michtron. Even my kids are hooked on this one. It contains 5 different card games, including Black Jack, Cribbage, Klondike, Solitaire, and Poker Squares. Give Cards a solid 10!

Next is Megaroids (soon to come to the GLASS pd library). I've long been a fan of Asteroids, one of the original arcade games, and this program outshines the original Asteroid game because of the colors and details seen in the asteroids and attacking saucers. Megaroids is a public domain game that was made by MegaMax Inc. to promote their MegaMax C compiler (a programming language), in which Megaroids was written.

Another public domain program which I can't seem to wear out is Daleks. In this simple but fun program. You are a little computer person surrounded by robots who are trying to destroy you. Your only hope is to move around the room in a way as to make the dumb robots collide with each other, leaving a pile of junk that other robots can run into and also be destroyed

You have two tools to help you. The first is called a Sonic Screwdriver which, when used, will vaporize all robots immediately next to you. Too bad you can use this tool only once on each level of play!

You also have a teleporter to zap you to somewhere else on the board, unfortunately it might be right into the hands of the enemy, as you have no control as to where you will be zapped to.

Finally, there is Celest, also known as Celestial Caesars. There can be up to four players, but I prefer to go against just the computer. Here you start out as a troopproducing planet attempting to explore the rest of the checker board like galaxy. Some of the squares you will send your troops to will have enemy planets (also producing troops) that you have to defeat. Once defeated you get the production from that planet to add to your expanding empire. You select to play ten to twenty five rounds in which to explore and conquer.

This is a good strategy game, even if the program does lose some of your troops occasionally. This game is played entirely with the mouse and your hit percentage, as well as your opponents, is shown before battle giving you a chance to retreat with minimal loss. You score points for lands discovered, planets controlled, and troops owned. Just like Caesar of ancient Rome.

Utilities

One last area of programs that can't be ignored are the Utilities, which I call Tools and keep in a folder called TOOLBOX. Utilities are used for many purposes like formatting disks, copying disks, checking memory, checking drive speed, checking for computer viruses, making Ram Disks, recovering accidentally deleted files, making Print Spoolers, and more. I'll only mention a few of them here, get information on their uses at your local user group.

Undelete (soon to be in the GLASS public domain library) is a public domain program that allows you to recover files that you deleted accidentally. VKiller, a computer virus detector and destroyer. ArcShell and Arc.Ttp, a pair of programs used together to combine and compact several files for archiving.

Of course, where would we be without our accessories? The favorite, that I almost always use are SI-Ram, is a combined removable print spooler and ramdisk.

Needless to say there are many, many more programs and accessories but there isn't room here to mention all of them. If you have any questions regarding the use of ones mentioned here, or any others that you have, please write and ask about them. If there are any that you are especially happy with, let me know about them.

Don't forget to support the author of your favorite shareware by sending them a Thank You letter with a donation, that's a good way to help make sure good shareware keeps coming! Please write,

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Gridiron, the Football Simulator

Gridiron is for the Atari 520, 1040 or Mega ST computers.

Review by Edward Wehrenberg

Fellow football fans, Bethesda Softworks has come up with a program for those of us who can't quite get enough of the pigskin on television.

Gridiron, the Football Simulator, puts you not only in the coaches box, but on the field as well.

Not to be confused with a casual, time-spending affair, Gridiron is strictly for the true Atari gamer, who is willing to put in the time to learn and apply the necessary skills.

The one or two-player game is not copy protected, however, it uses a novel approach to anti-piracy.

Instead of the now-familiar, "Please type in the first word in the second paragraph on page 22," it has six pages of three-character codes, distinguished by rows and columns. The player is asked to divulge a certain page, column, and row's code to boot the game.

With more than 2,520 different possibilities, it is an effective means. The coded pages are printed on red backing, which helps discourage photocopying.

After choosing the options at startup (number of players, level, etc.), the view of the field is shown. It is from directly above, with the players depicted by colored dots. Each team has the regulation eleven-man squad, no six-man teams here! Each individual player is rated on both speed and strength. For instance, linemen are slow, but extremely strong, whereas a wide receiver would be exactly the opposite. This feature greatly enhances the realism of the game.

Included in the package is two play cards, which depict the 20 offensive and 20 defensive plays a player has at his or her disposal. As if they weren't enough, a very comprehensive play construction feature is also included. Players can save their own personal playbooks as well.

Play selection is accomplished with the mouse, as is all control of the offense. Offensively, the key is practice, practice, practice. At the beginning level, the defense will not cross the line of scrimmage which is ideal to learn to pass and hand-off.

Ironically, the most difficult aspect of the game is probably handing off without running directly into the running back and slowing his momentum. Once this is learned, you're ready for the higher levels. By the way, any scored touchdown results in a nice animation display of a player spiking the ball in the end zone, complete with a "Hi Mom," sign.

Defensively, the play is also controlled by the mouse in a one-player game, and the joystick in a two-level contest. In addition to calling the plays, you have the option of controlling any individual defender.

The two-player option is great fun. Players have the option of adjusting their team's individual player's talents to make up for discrepancies in skill.

All kicking functions are handled smoothly and realistically as well.

The game really doesn't skip a beat from a football standpoint. Fumbles, spikes, penalties, it's all there.

As with most games, the entertainment of the game is much more apparent once a decent skill level is attained. For beginners, there is frustration and disappointment. That is, until you complete that 67-yard screen pass during a linebacker blitz. The thrill will definitely keep you coming back for more.

The pro level, which originally seems lightening fast and unbeatable, will, after a number of games, probably seem lightening fast and unbeatable. The pro level is probably a match for any Gridiron junkie.

The graphics, while completely adequate and acceptable, I believe, still could have been better. Little men would have made the game that much more realistic, but the dots work okay. And they do provide a very realistic sense of motion and inertia principles.

Overall, the game is an excellent value which should provide hours of frenetic football action to serious joystick jocks.

Gridiron, the Football Simulator is from Bethesda Softworks, 9208 Burning Tree Road, Bethesda, Maryland, 20817.

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ATARI

Cascades Atari Computer Enthusiasts
CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Bob Kingsbury	789-7533
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	
Editor	Jim Boyce	522-4074

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

It's up. It's finally up. Well, ok. I know that I said the board would be up when you read my column last month, and I didn't lie about it, it was up. But this month I can say with certainty the CACE BBS is up and running. The phone number is (517) 787-4011. By the way if you call, make sure you leave a message that you are an Atari computer user. We don't require voice contact with a person so all you have to do is wait a day for the sysop to up your level and you can access the board. Right now we are experimenting with putting Zmag on the board, so you happen to like it you can download it off on your first signon.

There has been some talk of getting some STs together at the monthly meeting, and having another session of MIDI maze. So if any of you out there, reading this has some interest give us a call on the board, or at one the numbers listed above and we'll give you more details.

According to some of the magazines, the new Atari DOS, DOS XE, not A-DOS as originally announced, is finally shipping. The only problem is Atari seems to have forgotten several XF551 owners have sent in their warranty cards. Atari is charging about $10 for the disk and manual. I think that anyone who has sent in their cards ought to receive a copy of DOS and manual and not be charged an exorbitant fee to use the features of their disk drive. More will be typed on this as it develops. I plan on asking Atari why this miscarriage of justice is taking place.

The next meeting will be held on February 12.

Treasurer's Report by Craig Schaff

The CACE BBS is up and running!!! We are using equipment that belongs to the club, Brent Fisher, Harold LaRue, and myself. The main program was supplied by Mr.LaRue, and the Board can be reached at 787-4011. With exception of the monthly phone bill, the Bulletin Board isn't going to be an expense to the club... BUT, we do expect to gain a few new members from the exposure of the club on the BBS. We are in need of more disk drives!!! If you have an old one (810,1050 or anything else) sitting around collecting dust, let us know, we can work something out. Also if you own or know of someone with a power supply for a 800XL, let me know because I'm in dire need of one for my system!!!

The club is holding its own in the world of big finance. We are staying about the same with dues coming in, verses the expenses of the newsletter and other items. I'd like to welcome all of the new club members to the CACE club. The list of new members is being compiled as you read this, and will be printed in next month's issue.

If you need any info on renewing your membership, you can give me a call at 787-3970. Dues are $14.80 a year and you get a subscription to Atari Interface Magazine. If you like, you can still renew at $10.00 and not receive the subscription of AIM. The Atari Interface Magazine was formerly known as Michigan Atari Magazine (MAM). Your club has the lowest subscription rate around for this fine publication of AIM. We will except memberships via mail from any part of the country.

One last thing... Does anybody have a disk copier program that will completely copy an enhanced 1050 type disk??? That's all for this month... see ya later

Ask Tim by Tim Sharpe

Q I am an ATARI 1040ST owner who works in the Pentagon in the purchasing department. Can you recommend a good spread sheet program for the ST?

A Surprisingly enough, there is a spread sheet program that is tailor-made to fit your needs. It is called "Big Government Spread sheet" and is published by Kickback Software. BGS has many useful features, one of which is the multiplier option. You can designate the price of certain purchased items to automatically be multiplied anywhere from 10 to 100 times their actual value. Some items, such as hammers, have a minimum price value of $500 each. Anything less than the minimum price value generates a warning for the user.

You can also choose to have the totals on the spread sheet add up to less than they should, to facilitate embezzlement. And although I can't tell you more about the program (without a bribe), I can tell you that it is an absolute bargain compared to other spread sheet programs. The cost of the program is about $10,000.

Q I am left-handed, and it makes me furious that most 5 1/4 inch floppy diskettes have write-protect notches on the right side only. This makes it very difficult to stick those nasty, gummy write-protect tabs on the diskette. Do you think there is a conspiracy involved in this?

A Speaking as a right-handed person, I would just like to say that there are two ways to do things in this world: the RIGHT way or the wrong way. Hence the appearance of the right-protect tab on the write side (or vice-versa).

CAPITOL HILL
ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

Elected and appointed Officers of CHAOS

President	Leo Sell	349-0404
Vice President	Guy Hurt	484-7675
Sec'y-Treasurer	Gary Ferris	393-2593
8bit Representative	Bill Johnson	675-7166
16bit Representative	Brian Goluska	332-4415
Library Manager	John Baker	641-4430
Gen. Pub. Librarian	I. Pothacamury	332-0558
ST Pub. Librarian	Chet Kapusinski	676-4539
XE SIG Coordinator	Guy Hurt	484-7675
ST SIG Coordinator	NEEDED!!!!!	
BBS Sysop	John Nagy	487-5646

President's Corner by Leo Sell

February...halfway through winter. There has been scarcely any snow so far here in Lansing, unless you count the snow from Sunnyvale. I still have a long way to go before I know my way around my ST very well. It's something to do on these cold winter nights -- that is, IF I can wrestle the mouse away from my kids.

Next month is election month. The elections take place March 15th and will replace most of the ST SIG meeting. This is a GENERAL MEETING of CHAOS and it's important that you be there to register your vote. All officers, including the ST and the 8bit at-large members, will be elected. If you cannot be there, but would like your name placed in nomination, let me know.

There will be NO 8Bit meeting in March, due to policy enforcement at the Physics-Astronomy building. As per their policy, we may now meet there only if the building is open to the public. The building will be closed that Saturday. It will also be closed in the summer. Which means we need a NEW meeting place. If you know of some place we can have our meetings, please let me know. We must move by summer. If possible we need a place that is FREE of charge and that we can have on a permanent, year-round basis. Please check with your church, synagogue, lodge, employer, or the like, and let me know if there is something available.

Ran into some excellent customer support recently. I bought ProCopy, with the assurance that it was the newest version. Unfortunately it wasn't. But the documentation said that if I sent my registration and $1.50 for the price of a disk, Proco would send me the most up-to-date version of the program. I mailed the card and check on Monday, and received the new disk by Friday. Outstanding!!!.

Here are a few deals I've read about. Thought I'd pass them on to you so you can take advantage of them too.

E. Arthur Brown (800-322-4405) MAY still have Page Stream Jr available for $29.95.

Michtron is offering the following deals for a limited time:

* HiSoft BASIC for $39.97, or Power BASIC for $79.97. Send a photocopy of the copyright page of your current version of BASIC, the amount indicated, and $5.00 postage and handling.

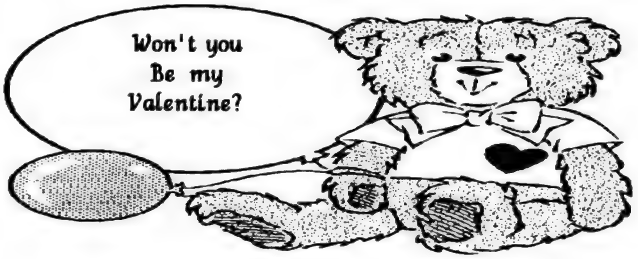
* Fleet Street Publisher - a well thought of desktop publishing package - for $50.00. Same provisos as above, with a photocopy of your present DTP package copyright page.

Both of these offers are exceptional. The BASICs are half price, while Fleet Street retails at $149.95. I've already sent for mine, both to take advantage of a great deal, AND to support Michtron. The address is Michtron, 576 S Telegraph, Pontiac, MI 48053

Speaking of supporting Michtron, I'd like to encourage all ST owners that are programming in BASIC, or plan to, to buy the new HiSoft BASIC from Michtron. Considering the excellent, long-time support Michtron has given ST owners, and the shabby treatment they received from GFA, I'd like to see HiSoft replace GFA as the defacto standard used. That's a big reason I'm buying it. Frankly, I don't program as much as I'd like, but when I do...

Once again, I'd like to beat the drum for volunteers. The disk library needs a great deal of updating and needs some willing and talented people to help out. And, any newsletter efforts we make need many hands to help. Give me a call and I'll be happy to tell you how you can help out.

Happy computing.



GENESEE ATARI GROUP

Serving the Flint area

President's Report by Jerry Cross

Because of recent changes in our affiliation with Atari Interface Magazine (formerly Michigan Atari Magazine), and the possibility of our club subscribing to a new newsletter called Zmag International, it may be necessary for our club to change the way our membership dues are figured. I am sure a number of you would like to continue to receive AIM, and from what I have learned from Zmag publishers, I am equally certain you will want to subscribe to Zmag also.

Since Current membership dues would not cover both of these subscriptions I am asking for your advice on how to procede. Another Michigan club is currently offering a system where a "base" membership would be paid, and you would then pay an additional amount if you would like to receive one (or both) of these magazines. By subscribing through GAG, you would benefit by getting a discount off the regular subscription price. Another benefit would come from GAG members who are also members of other clubs that also receive either Zmag or AIM. Some of our members are getting more than one AIM already, so this type of membership setup would help them also. Please think about this, and we can discuss the details at the next meeting. I also should have more details about the future of AIM, since another meeting has been scheduled for the first weekend of February.

Catalog updates are now being prepared and will be mailed within the next few weeks (you may even have them by now). After looking at the size of our catalog, I think it would be cheaper for our club to send out only the updated pages. If you would like to receive the whole catalog (over 50 pages!) we will send you one.

Finally, I would like to ask you to consider demonstrating one of your new Christmas toys at a future GAG meeting. The meetings have been getting sort of boring, and I would really like to do something to add some exitement and interest. Let me know if you are interested.

That's it for this month, see you at the next meeting.

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal Computers. This organization is not affiliated with Atari, Inc. GAG meets on the second Wednesday of the month at the Neithercut School, located at 2818 Crestbrook Drive, Flint. Meetings begin at 6:30 pm. Membership in GAG includes a subscription to AIM and access to our large library of PD software, Hardware, and Magazines. Membership:$15

For more information contact
Jerry Cross 736-4544
FACTS BBS 736-3920
Or mail inquiries to:
Genesee Atari Group PO Box E Flint, MI 48507

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG

GKAUG meets on the second Saturday of each month at 11 am in the Dewing Hall, Room 305, on the Kalamazoo College Campus, Corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Librarian	Dale Vincent	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Minutes of January GKAUG Meeting

We had only eight members show at the January 14, 1988 meeting. This was suppose to be the meeting for elections, but due to the poor turnout, we may be distributing some of the duties between the current officers. Frank Fellheimer will be President, Dan Youngs is our Vice President, Dale Vincent as Librarian, Dave Oldenburg is Club Archiver, and Alex Stevens is the Club's BBS SysOp.

Our Librarian reported that we have about six 5-1/4" disk with ST programs that needed to be ported to 3-1/2" disk. We also discussed whether we should offer for sale, any of the duplicate magazines in the library. Also we are going to make a disk purchase of about 100 5-1/4" disk and would like to know if any member would like to buy any at this bulk rate.

One of the members told us about how he connected a 65 meg hard drive to his ST computer. The drive is partitioned into 16 meg sections or as five seperate drives. He still must boot from a floppy disk first, and would like to know if it is possible to boot from the hard drive. If anyone has any information, leave a message on the club BBS.

We got a chance to see how an IBM laptop computer works from Dan Youngs. With the price range of IBM compatibles dropping, it may be a serious consideration for upgrading to some of our 8bit users.

We then demoed the SUPER-ARC/UNARC program, Version 2.0, by Bob Puff. This is two programs, one to ARC and one to UNARC. It is written in 6502 machine code and is not just a ported over version of the popular ARC programs for the IBMs. This makes it run very fast. It has some good features such as being able to view the seperate files in an archive set. Being able to add a file to an already existing archive set. Delete file and directory functions from within the program. It has a very nice menu to choose all functions from.

Remember to look at your expiration date on your magazine label. It is a good reminder that it's time to renew. This is especially important, as seven of our members need to renew this month!

David Bryant (Former Treasurer)

Great
Lakes 'GLASS', Michigans only
Atari 'ST' only Users Group
ST
Support I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

From The Desk Of The President...January 16, 1989

Why do I like the GLASS user group so much and what am I going to do to try to make it better? Two and a half years ago, I needed a user group to help me learn how to use and understand my computer. Like many of you, I bought several pieces software that not only would not do what I needed it to, but it didn't even work very well. I had a printer which I didn't understand, and a computer that didn't understand the printer either. I was new this area and didn't know where good computer stores where. And I found that I needed to upgrade my machine but didn't know how to go about it. The clubs I did find were still wallowing in 8bit Ataris and hadn't yet, or couldn't effectively, integrate this fine new 16bit machine into their club.

Now there's GLASS, an Atari ST only group, that spends all of its energy in attempting to stay up-to-date with all of the new things that surround this machine and help the users learn how to utilize as much of the power that sets before them as possible. The club is home for every level of user from beginner to hardware and software developer and all levels in between. We explore every area from business to music, to even (yes, Mike G.) games. We used our dues to buy the club three computers so we would not have to haul our own machines to the meetings. We purchased software and subscriptions to give away in free drawings to attending members. We put on seminars for ourselves and guests. We even had an open-house where we played Midi-Maze and gave away prizes to winners. (Prizes donated by local, friendly stores..Thanks guys!)

But now I am entering into my second official year as president and wish to share with you my hopes and dreams for helping the club to grow and improve, without loosing its special family-like feeling. First, I vow to improve the assistance to the newer members. It's hard for a newcomer to come into a room full of people absorbed in computers and feel comfortable enough to ask questions without the fear of looking dumb. One of the club's computers will be set up in a Newer Members area. Here, the beginner can learn about ramdisks, print spoolers, get answers to questions about hardware and software, and pick up some of the "Tips & Tricks" that so many of us take for granted.

Secondly, there expects to be one or more Atari computer shows in the Detroit metro area this year. I think many of us would enjoy attending and hope that we can do so by having and supporting a GLASS booth at the shows to promote our group and computer. Some of us may even be willing to be volunteers of the show and provide assistance to vendors. Watch for further bulletins on shows and requests for help.

Finally, we would like to see your personal participation in demonstrating some of your favorite software (10-15 minute sessions) and/or helping lead in some of the second half tutorial sessions. Atleast, let us know what particular piece of software you would like to see training in. In closing, I encourage you to help the newer and/or less-knowledgeable members feel at home with us by introducing yourself and sharing your computing experiences. Thanks for 1988 and here's to 1989!

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

Meeting: Wednesday, 1 March 1989. Wyoming Public Library, 3350 Michael S.W.. Time: 6:30 P.M.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mi. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)459-8351
Chuck Baughman	Librarian	(616)795-7373

President's Monthly: 11 January 1989

The holidays are over, and it is time to plan the upcoming year. As of this writing, I do not have the financial report yet, but I can let you know what discussions with the other officers have produced. First, the Atari fair should be well into the "getting ready" stage by now. Hopefully Jerry Borysiak will have secured a date at one of the malls that were discussed at earlier meetings. I am looking forward to a bigger and better fair, one that will let those Atari owners who have not found us yet that we are there for them to join.

We have also decided to stress useful and productive products for the monthly demos and raffles. The overwhelming response to the SpartaDos demo, expertly done by Greg Williams, has proved that we want more then just games for our trusty 8bits. By now you should also know that I have contacted ICD about a group purchase of the SpartaDos Construction Set. I would like to thank the folks at ICD. They were friendly and receptive, something that a lot of large orginizations loose on the way to the top. They also put out some of the best products for the 8bit Atari, so we should all try to support them in every way that we can.

The Basic Programing Conferences will continue. Who knows what our little calculater program will be able to do in a few months. For those who are not GRASS members, we have a little Calculator program that will continue to grow and expand as new programing commands are discussed and used.

As the Basic Programing continues, I'm planning a programing contest, and I hope all GRASS members participate. I'll try to make the prize worth the effort. You never know what you can do until you try.

Coming demos include a call to a local bullitin board, via the VCR. The tape with the Genie demo on it has a lot of room left for more telecommunication exploration. With that demo there will be an Atari 1030 modem up for the raffle. You won't want to miss that one if you do not already have a modem.

All in all I am looking forward to an exciting, fun, and informative year. If you know of a hardware or software item that you would like to see demoed, just let me know, and I'll see what can be arranged.

One last item. It is that time of year again, the new officers take charge, and all members pay their dues. George Nosky has said that he will get the notices out to all the current members next month. Please join again and let's all enjoy this new year togather. Come to the March meeting

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

Minutes of January General Meeting

The first general meeting in '89 was called to order at 8pm by Meeting Coordinator Bob Retelle, who started the show with what was probably the shortest "Atari News" discussion to date. The biggest news is the rumored impending sale of the Federated chain store, which should please most of the stock holders and Atari users around the world. President Bill Rayl announced he'd received the "new and improved" Page Stream just prior to leaving for this meeting. This proclaimed "bug-free version" came at a time when MACE was expecting a visit from a guest speaker from Soft Logic, so we'll be looking forward to a demo in the future. (We just don't know who's going to do it yet...!) Additional news included discussion of new software from Migraph, and more info about the new policy changes at PC Pursuit.

Bill read a news clip (Reuter's) that described a pending deal between AT&T and Nintendo. Seems Atari missed the boat again, as AT&T has been on the prowl recently looking for a company to jointly sponsor a national "games network." Nintendo purportedly will supply the gaming devices, while AT&T supplies the link to allow gamers to play against other gamers across the country. Seems the only thing standing in the way of immediate development is the standardization of connectors.

Member Chuck Masek gave a description of his newly acquired Tweety Board (Practical Solutions), including how he installed it. Chuck was highly complimentary of this product, and noted that it is getting rave reviews across Atariland.

Pattie Rayl lead a discussion of her efforts to negotiate a possible MACE/Atari-sponsored convention in May. It seems, once again, Atari is hedging on its verbal agreements to commit to any written agreement to guarantee advance funding or losses incurred by the group if the show fails. Many members expressed serious concerns that "We'll be there" may sound good on the phone, but it's invisible ink when it comes to getting anyone at Atari to sign a formal agreement. The most notable comment: "There should be absolutely no forward motion until a check is received from Atari." Mention of the possibility of another show in this area (sponsored by ST World magazine) at around the same date inspired one member to ask "When push comes to shove and Atari can't attend BOTH shows, who will they be loyal to?" A LONG discussion ensued, and many comments amongst the members were decidedly negative. When a vote was held to determine the club's official stance on pursuit of the show, 21 persons voted to continue while 11 persons voted to drop the issue. The lack of participation/interest on the part of the members is a serious concern to many of the club officers, as the success of this show could well hinge upon the willingness of the members to help. As per the Constitution, a vote was held to elect a Convention Manager whose duty it will be to form a committee (officially the "Convention Sig") which will "be responsible for coordinating all activities necessary for the planning and holding of a MACE sponsored convention." Pattie Rayl and Mike Olin both received nominations for the position, which Mike declined. Pattie did not receive any "NO" votes and now holds the position until A) 60 days following the completion of the convention, or B) 60 days following MACE's withdrawal of convention support.

Following a brief intermission, the 8bit Sig was treated to a demonstration of Antic's "Personal Finance and Education" software (which includes "The Personal Bookkeeper," "Life In-

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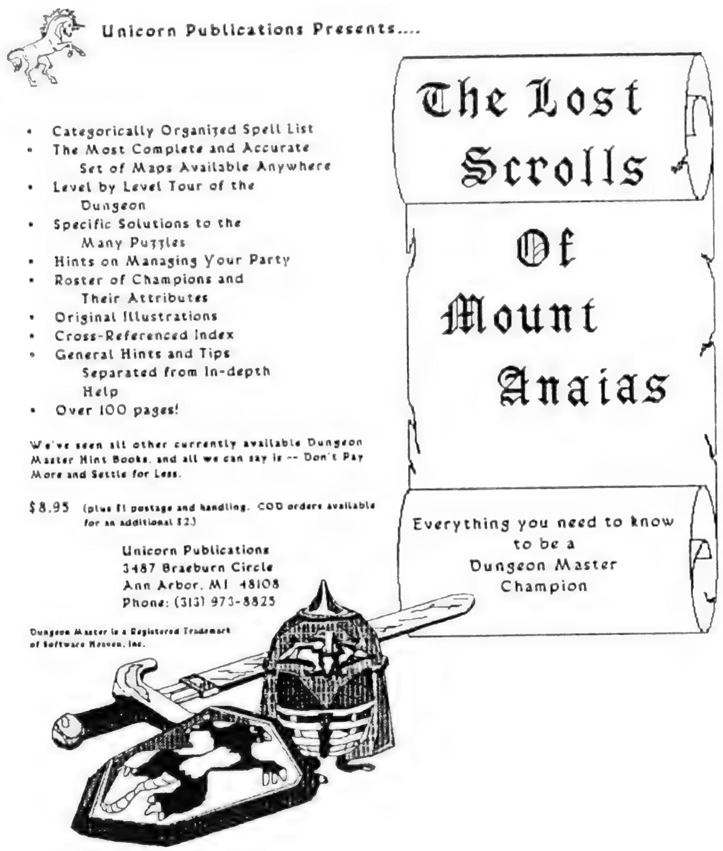

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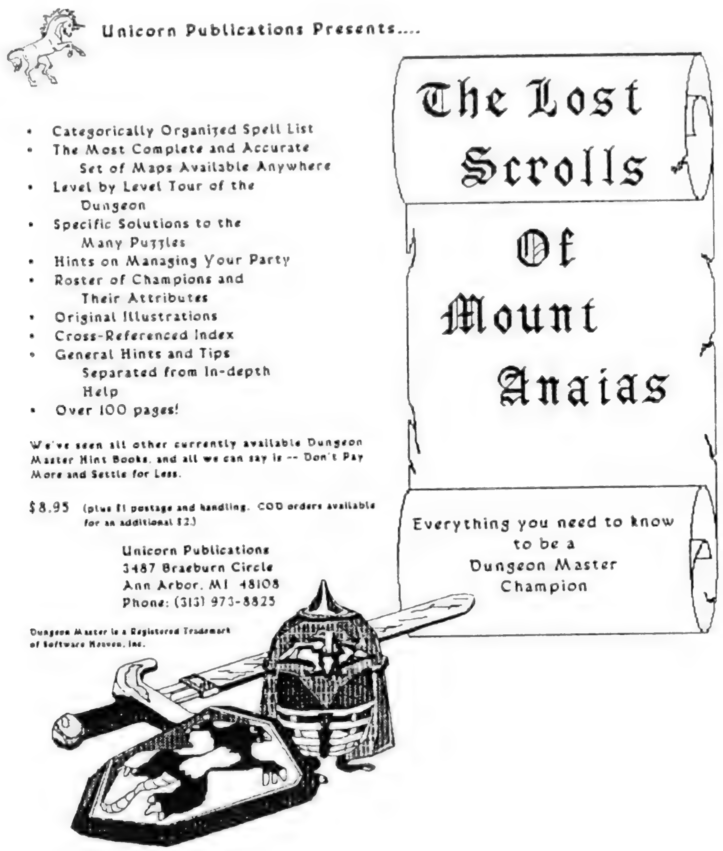

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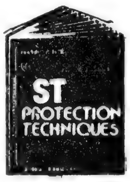

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ATARI INTERFACE MAGAZINE

Vol. 1 No. 3

March 1989

DIAMOND GOS
DIAMOND GO
Diamond GOS

Diamond – A Hands-on Review

An in-depth look at Reeve Software's and USA Media's Diamond Graphic Operating System

Hewlett Packard DeskJet

A look at the DeskJet printer and printer drivers made by Migraph and NeoCept

The Tweety Board

A Hardware Kit from Practical Solutions giving stereo to your ST

The Unintentional, Unwelcome Xbios-Virus

Some tips on how to avoid troubles when creating programs

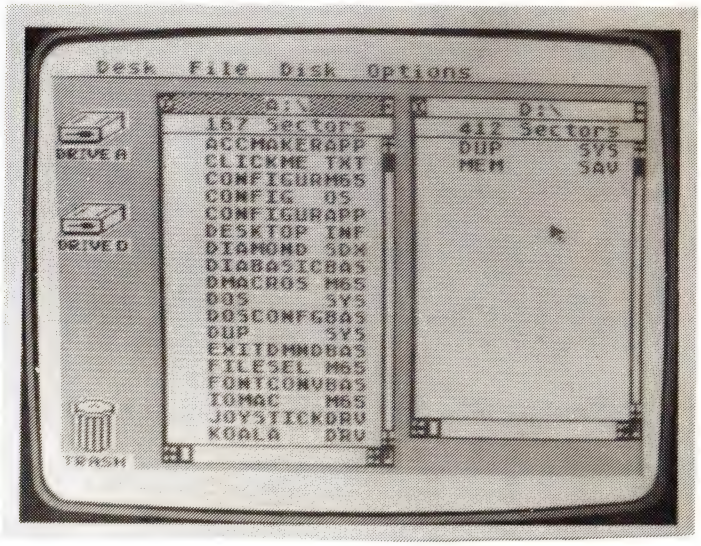
HiSoft BASIC – The New Standard?

Look out GFA, HiSoft is on the way!

Add a Generic 3.5" DS Drive to Your ST

A modification to common computer drives

AND MORE...



```
A:\
167 Sectors
ACCMAKERAPP
CLICKME  TXT
CONFIGURM65
CONFIG   OS
CONFIGURAPP
DESKTOP  INF
DIAMOND  SDX
DIABASICBAS
DMACROS  M65
DOS      SYS
DOSCONFGBAS
DUP      SYS
EXITDMNDBAS
FILESEL  M65
FONTCONVBAS
IOMAC    M65
JOYSTICKDRV
KOALA    DRV
```

```
D:\
412 Sectors
DUP      SYS
MEM      SAV
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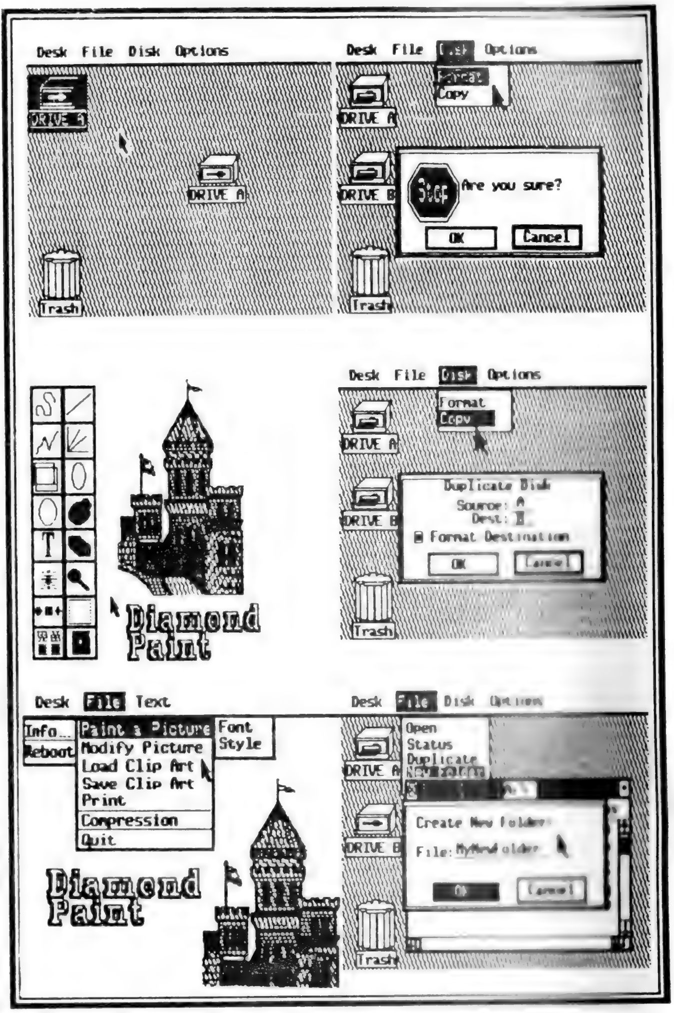
Desk File Disk Options
DRIVE A
DRIVE B
Trash
Format
Copy
Stop
OK
Cancel
Diamond Paint
Desk File Text
Info...
Reboot
Paint a Picture
Modify Picture
Load Clip Art
Save Clip Art
Print
Compression
Quit
Font
Style
Open
Status
Duplicate

Are you sure?

Duplicate Disk
Source: A
Dest: B
Format Destination

Create New Folder:
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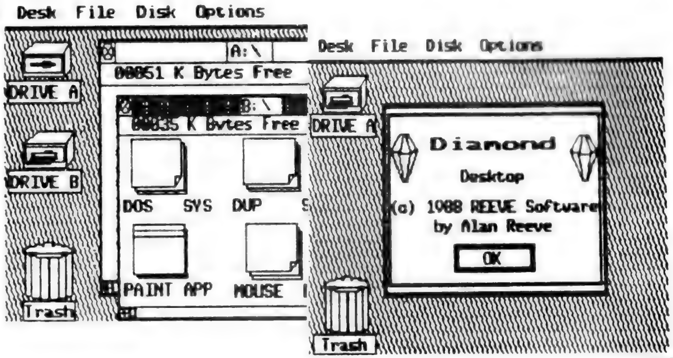
Desk File Disk Options
A:\
B:\
DRIVE A
DRIVE B
DOS
SYS
DUP
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OK

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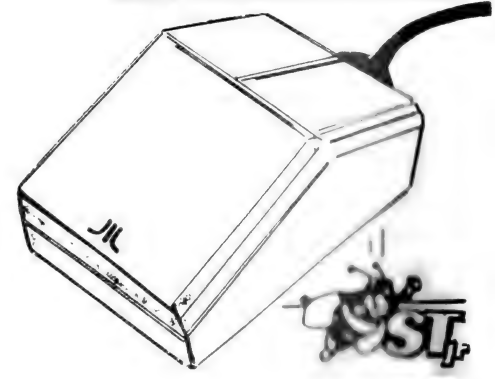

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On the Cover

The Diamond Cartridge from ReeveSoft and USA Media.
Photos by Bob Retelle

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Photography: Bob Retelle

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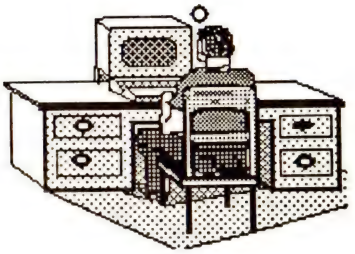

Editorial Ramblings

It's March, and from the way Dealers in the Michigan area are talking, Atari will have nothing to fear from the Ides. All the dealers we've spoken with are very upbeat about selling Atari Computers; they're well-stocked, with ample supplies waiting when they sell what they already have. Ads have been seen across the nation, and the hope is Atari will fullfill its promises for the Second Quarter '89!

This Spring and Summer should be good for the Atari Users in Michigan with two Atari shows in the works. MACE and Atari Corp. are sponsoring the Michigan Atari Computer Expo on May 6&7, and ST World Magazine is planning the World Of Atari series of shows, one to be held in Dearborn on June 24 & 25.

If your club hasn't been represented lately by an article in AIM, perhaps you'd like to write one! Remember, it's your contributions which help keep this a high-quality, User-oriented publication.

Bill & Pattie Rayl

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From the Reader's Viewpoint

Clubs and AIM

Dear Editor,

I just read the January issue of AIM. I've been intrigued by the conflict between the Atari clubs and AIM, the magazine they helped create.

I feel the conflict is over the "Personality" of the magazine. Over the last year or so, I've noticed AIM's personality has changed as the magazine has physically grown and changed. I'd rather see AIM have the personality of the old MAM, because I feel the old MAM more accurately reflected the personality of the club I belong to, WAUG.

I believe it's this change in personality which is scaring some people. They (and I) were hoping MAM's personality would freeze in just the form they enjoyed. I later realized this was a selfish viewpoint. Everyone has their own theory of how to create a perfect world (and not a one is correct).

AIM is independent. It will develop its own personality just like a growing child. I'm sure any personality conflicts which arise between AIM and the clubs or readers will correct themselves. The clubs and readers will continue to complain to AIM.

AIM will likely review all reasonable complaints, then make changes. Remember, without readers to subscribe or clubs to participate, AIM can not exist. They have to keep us happy.

For those not satisfied with AIM, I propose a disclaimer. It could appear on page 2 in AIM with the other disclaimers or at the beginning of any entry submitted by a club not satisfied with AIM:

"The Personality of AIM does not necessarily represent or reflect the Personality of (any/this) club. (The clubs/This club) participate(s) in AIM solely to bring a healthy exchange of information within the Atari community."

A few compliments:

A "Good Job" goes to Jerry Cross for his articles on call blocking. I was entirely unaware of the problem.

Another "Good Job" goes to Tim Sharpe for his funny questions & answers. I'm sure he hasn't received any response for his creative efforts.

Jay Skotcher,
WAUG

A Fix for a Disk Change "Bug"

Dear Editor,

Some time ago, Atari shipped quite a few disk drives with a "bug" which made the system not recognize a disk change.

I understand that such drives can be exchanged. If, however, you don't want to do that, or if you've upgraded a single-sided drive to a double-sided one and found that you were "lucky" enough to get a double-sided mechanism with this problem, here's a fix:

Article 11478 of 11544, Tue 19:09.
Subject: Re: Attaching a CHINON drive to the ST (the saga continues...)

To get the drive to acknowledge a media change, run a jumper from pin 2 to pin 28 on the drive's 34 pin connector. As you look at the mech from the REAR, pin 2 is the top left pin, 28 is the 4th pin from the right.

Atari's drives combine media change (pin 2) and write protect (pin 28) into one pin. This is why you can't get a media change without this jumper.

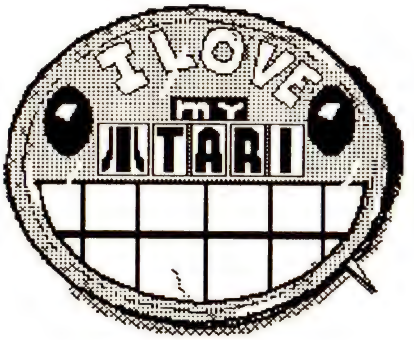
However, be sure and try to write to the disk after you do this. If the computer gives a constant "Disk write protected" warning, then disconnect the jumper. I have this problem. My Teac mechanism doesn't have a strong enough write protect signal to make it with the two wires connected. However, I doubt you will have this problem.

Chris Freemesser Rochester Institute of Technology Bis spaeter!

I've performed this modification on the Tandy drive I bought a few months ago, and it works fine.

That Tandy drive has a Teac mechanism, so the problem mentioned in the posting doesn't necessarily apply to all Teac drives.

Rod Smith,
WAUG



Atari News and Comment

by Bill and Pattie Rayl

It seems that March, the herald of spring, may be heralding the beginning of a new season for Atari in the US. The promises made by President Sam Tramiel for the new year are definitely coming true, and '89 may be "The Year of Atari."

Reports in the past few months have indicated Atari was purchasing twice the amount of parts and stepping up production. We are about to see the results, as Atari begins its US push. Atari has reportedly set aside a large chunk of money for a National advertising campaign. Michael Pender of Moody Blues fame narrates three of these ads, one for DeskTop Publishing, one for MIDI and one centering on the 1040ST compared to other machines. The national ads being produced by Atari have "trailers" for local dealers to add their names and information.

Unlike the past rumors of national ad campaigns, these have reportedly been seen in a number of regions in the US.

Atari has also lowered the price of the 104ST to $799 for monochrome and $999 for color systems. With the highly competitive pricing and national advertising exposure of the 1040ST, Atari is strategically positioning itself for a major US push that has ALREADY begun.

Our favorite computer producer has also reportedly opened an R&D facility in Chicago, IL and has taken steps to get a dormant chip manufacturing plant in Santa Clara, CA into high gear.

Atari Trade-Ins

In another push to sell more STs, Atari is instituting a deal allowing 8bit Atari owners to trade in their working or non-working machines for a $150 discount coupon good toward the purchase of an ST! Registered Atari User Groups and dealers should have all the details by the time you read this.

For those still not ready to part with their 8bits, it seems Atari has run out of stock on older modem disk drives and modems. Owners who have been sending in non-working 810s and 1050s, along with $75, have been receiving XF551 double-sided drives as replacements. Old 1030 or XM301 modems sent in with $40 are being replaced by Atari's 1200 baud SX212 modem. Maybe it's time you retired that old hardware? Contact Atari Customer Service at (408) 745-2367 or (408) 745-5759 for details.

DOS XE Sent to User Groups

Registered Atari User Groups have all recently received a package from Atari Corp. containing DOS XE and a well-organized 135-page manual. According to the letter from Cindy Claveran, Atari User Group Coordinator, the DOS may be freely copied and distributed, but users wish to receive a manual should send a check or money order for $13.50 to Atari Customer Relations, 1196 Borregas Ave, Sunnyvale, CA 94086. The new DOS has support for the XF551 DS drives, subdirectories, date stamping of files, batch files and many other features. The DOS has had mixed reviews from the first wave of users, but DOS XE has many nice improvements that may win over users of the older Atari Disk Operating Systems.

A letter has reportedly been sent to Registered Atari User Groups indicating that each group can purchase an ST for the club at cost. As of this writing, the letters had not been received by the clubs.

New MIDI Keyboard from Atari

In keeping with its high profile in the MIDI Music industry, Atari has announced that a new MIDI keyboard will soon be available and will reportedly be shown at the World Of Atari show in Anaheim, CA on April 22-23. The keyboard was reportedly designed by Mick Fleetwood of Fleetwood Mac, a prominent advocate of the Atari ST for MIDI applications.

John Townsend of Atari Corp. recently announced that TOS 1.4 has finally gone into production. For an excellent look at the new TOS and what it can do for you, check out the new issue of Atari Explorer.

Atari Explorer is beginning a new magazine for XEGS owners and Atari gamers everywhere. The magazine is called "The Atarian" and $15 gets you a six-issue subscription and Atari Game Champion T-shirt and patch. The Atarian, 7 Hilltop Rd, Mendham, NJ 07945.

Diamond GOS SuperCartridge Shipping Now

In the "race" to release a top-notch cartridge-based GEM-like environment for the 8bit Atari, ReeveSoft and USA Media have pulled into the lead with their "Diamond GOS SuperCartridge." According to Shelley Merrill, 175 cartridges have been shipped to eager Atarians. It seems there were some changes made to the system after the first 50 cartridges had been released, such as allowing parameters to be passed when executing COM files (such as ICD's time setting utilities). See the Diamond review elsewhere in this issue for more information.

GOE and Turbo-816 Update

Release of the GOE cartridge from

Total Control Systems (TCS) has been a bit behind schedule, according to David Sullivan. As of this writing, Dave has been burning EPROMS for the last couple weeks and getting the cartridges ready for shipment. An online notice from Dave states:

"I realize many of you have been waiting for GOE since late October, and I know it is hard to wait for an exciting new piece of Atari 8bit software; but I do not want GOE to be a product that is simply a toy. If GOE and the Atari 8bit are going to have a successful future together, then GOE must be a program that you will use. GOE will not be shipped until it is complete and fulfills your needs."

In a phone conversation in late February, Dave said the cartridge is now ready! The special advance order price for GOE is no longer in effect, but User Group discounts are still available. All people who pre-ordered GOE and have been patiently waiting will receive a "free bonus disk containing some exciting new software." $79.95, Total Control Systems, 4156 Tolowa St, San Diego, CA 92117, (619) 270-0111

TCS has also been working with DataQue to insure that GOE is fully compatible with the Turbo-816 kit.

The 8/16 kit hardware/software upgrade for Atari 8bit owners has been in the hands of 22 betatesters for a few months now, and DataQue has announced the following price breakdown:

Turbo-816x, pre-assembled $119.95 + 4.05 s/h
Turbo-816k, user assembly required: $99.95 + 4.05 s/h
1200 XL version of Turbo-816: Add $10 to above pricing

The following discounts are available to user group orders accompanied by a copy of the club's newsletter and to dealers: 2-5 kits, 10% off; 6-10 kits, 15% off; 11-20 kits, 20% off.

A programmer's kit is also available for $39.95 ($19.95 to registered Turbo-816 owners). The kit includes macros, system equals and other technical documentation to get you up to speed. For the latest information on Turbo-816, you can call the DataQue BBS at (419) 529-5197.

Yet Another 8bit Cartridge -- Express!

In the months since he left ICD, Keith Ledbetter has been pretty busy. His Express! terminal program has been totally rewritten and will be available on an ICD "piggyback" cartridge by June 1 of this year. The cartridge features, among others, drop-down menus similar to the IBM and ST; XEP-80 support; a full-screen editor with cut and paste, line tagging and search and replace; ability to run external programs; exit to DOS without losing carrier and more. The cartridge also supports the extra memory in your 130XE or upgraded 8bit, allowing up to 90K capture buffers on the XE. File transfer protocols include Xmodem, Xmodem CRC, Xmodem 1K (Ymodem), Ymodem Batch, ASCII and external windowed protocols. The cartridge supports all modems with an R: handler (1030, XM301, MPP, or 850-connected Hayes compatible). Retail price is $69.95 + $4 s/h, but if your order is received before June 1, you can deduct $10 for the cost. Orion Microsystems, 2211 Planters Row Dr, Midlothian, VA 23113.

Get Practical!

Purchasers of Practical Solutions' new Video Key can get a coupon good for a FREE Mouse Master, Monitor Master, or Drive Master. The offer is good on Video Keys purchased between December 1, 1988 and March 15, 1989. Coupons are available from you local dealer or you can send in your name and address, along with the "golden key" emblem from the front of the Video Key box and a receipt showing date of purchase. Indicate which of the master items you want and send it in postmarked by March 30. It's that simple.

Also available from the wonderfully inventive people at Practical Solutions is a new and inexpensive MIDI thru/out cable. This cable gives you separate connections for MIDI In, Out and Thru for compatibility with all MIDI equipment. For only $14.95, this cable is recommended for MIDI users everywhere. For details, contact Practical Solutions at their new location, 1135 N. Jones Blvd, Tucson, AZ 85716 or (602) 322-6100.

PC Ditto II

Avant-Garde is nearing completion of pc-ditto II, the hardware/software IBM emulator that runs at 4.77 MHz (full XT speed). Reports are that the emulator is cartridge-based and will be unveiled at the Anaheim World of Atari show. Registered owners of pc-ditto are eligible to receive a coupon good for 50% off the as-yet-unannounced price of pc-ditto II. New purchasers of version 2.0 of pc-ditto will automatically receive version 3.01 of the software free of charge. Avant-Garde, 381 Pablo Point, Jacksonville, FL 32225 or (904) 221-2904.

Apple //e Emulator for the ST

The December/January issue of T.H.E. Journal, an education publication, contains an announcement concerning an Apple //e emulator for the Macintosh, IBM PC/2 and Atari ST. The ST version, named "II in an ST," contains utilities for disk conversions and program development. Discount purchases and licensing deals are available to educational institutions. No prices were given. The announcement also mentioned the ability to network up to 50 work stations. Computer Applications Inc., Raleigh, NC.

MichTron Bargains on HiSoft and Fleet Street 2.0

MichTron is offering an outstanding half price deal on HiSoft BASIC and HiSoft BASIC Professional. Simply send in a photocopy of the copyright page from the manual of any commercial BASIC and you can purchase HiSoft for only $39.97 and Professional for only $79.95 (plus $5 s/h for either). This offer is good until March 31, 1989, so don't delay. See the review of HiSoft BASIC elsewhere in this issue.

MichTron is offering a similar deal for Fleet Street Publisher 2.0 from England. This package has been out in Europe for over six months and is bug-free. Normally retailing for $149.95, owners of any commercial DTP package can send in a photocopy of the manual's copyright page and get Fleet Street 2.0 for only $50 (plus $5 s/h). This offer expires on March 31, 1989. MichTron, 576 S. Telegraph, Pontiac, MI 48053 or (313) 334-5700.

Turbo–ST User Group Purchases

SofTrek's version 1.4 of Turbo–ST, the "software Blitter" that speeds up text and many GEM functions has been getting rave reviews from users everywhere. Now, User Groups can take advantage of some great deals on this must-have utility. Any User Group that can get three or more members together can buy Turbo–ST for only $35 each. On top of that, if 10 members of a club become registered owners, SofTrek will supply your group with a FREE copy of Turbo–ST. Your club can, in turn, update the copies owned by those registered users. SofTrek, PO Box 5257, Winter Park, FL 32793 or (407) 657–4611

Three New Game Releases for the ST

France-based Titus Software has been moving strongly in the ST entertainment area with hits like Crazy Cars, Fire and Forget and Offshore Warrior. Their newest release, Galactic Conqueror, is a space game combining the fast action of a coin–op machine with a good dose of strategy. According to Mike Vulpillat of Titus, the game "introduces for the first time on computer a high speed, full screen rotation when you realize a roll" with your fighter. "You can find as many as 40 sprites together on the screen, all moving in different directions." The game also features the largest sprite ever seen on a computer to date — the Imperial Enemy Ship. There are 416 planets in the game, just waiting for you to liberate them from tyranny. What are you waiting for? $44.95, Color, Titus Software, 20432 Corisco St, Chatsworth, CA 91311 or (818) 709-3693.

Magnetic Images has announced release of The Lost Dutchman Mine, a graphic adventure for your ST. Set in the Old West, the game features digitized sound, MIDI compatible music, real-time game play and over 100 mines and caverns to explore. $49.95, Color, Magnetic Images, PO Box 17422, Phoenix, AZ 85011 or (602) 265–7849.

In the midst of a debate over piracy of the F–16 simulator, Falcon, Spectrum Holobyte releases Orbiter for the ST. Orbiter is a space shuttle simulation that has been a success in the Macintosh and IBM markets. The program features a very detailed simulation and comes with excellent (and necessary!) documentation on all phases of the game. $39.95, Color, Monochrome version available for an additional charge, Spectrum Holobyte, (415) 522–3584.

Elwood Incident Draws to a Close

In the December issue of MAM, we reported on an incident in which a CompuServe (CIS) user under the name Elwood accused ST Report's Ralph Mariano of piracy. The final page on the Elwood story appeared on page D3 in the January 27, 1989 issue of the Flint Journal. Under the headline "Suspected phone hacker arrested in Genesee Twp," the article states:

"Armed with a search warrant, troopers went to the home of an 18-year-old computer hacker from Genesee Township who allegedly cracked telephone company long-distance codes and was making illegal long-distance phone calls, including some to foreign countries. Seized in the raid was a variety of computer equipment and hundreds of disks, some of which [Detective Sgt.] Jenkins said may contain pirated programs, including programs on how to bypass telephone company security codes."

Atari Show Updates

The World of Atari Show at the Disneyland Hotel in Anaheim, CA on April 22–23 promises to be a big event. Featuring everything from the Atari 2600 to the Mega4, seminars and workshops, the show should be an unqualified success. The next stop for the World of Atari is Dearborn, MI on June 24–25. Additional shows are planned for San Jose, CA and possibly Dayton, OH and Seattle, WA. Call (503) 673–2259 for more details.

The MACE-sponsored Atari show that they've been working on since September, 1988, is shaping up nicely, with commitments from ICD, Migraph, Alpha Systems, USA Media, Gribnif, SofTrek, ST Informer and Index Legalis. The Michigan Atari Computer Expo looks like another "must attend" event. User Group Information packages have been sent out to clubs in the Midwest. If your club has not yet received a kit, call (313) 973–8825 to get in on the User Group specials. The show will be held May 6&7 at the Detroit Metro Airport Hilton in Romulus, MI. Tickets are $5 at the door, $4 for User Group members. Tickets may be purchased in advance from area User Groups or directly from MACE. Contact Michigan Atari Computer Enthusiasts, PO Box 2785, Southfield, MI 48037 or (313) 973–8825 for more information.

ST Report Releases Hardcopy Newsletter

ST Report, the popular online ST magazine found on the major services and many BBSes, has announced a hardcopy newsletter available for $15 for 12 issues. According to Ralph Mariano, the newsletter is accepting no advertising in order to bring unbiased reviews to its readers. For a FREE sample issue, call the Bounty BBS at (904) 786–4716 or send email to ST Report on any of the services, leaving your name, address and phone number.

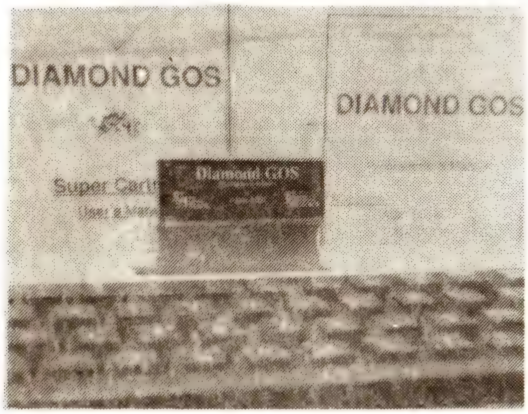
Syndicate Publishing Announces Z*Net

The producers of the online ZMagazine and STZMagazine have announced Z*Net, a User Group newsletter supplement "designed for inclusion in participating newsletter-magazines already being produced by Atari User Groups." The supplement comes camera-ready and contains national news and information. Individual clubs that chose to use the inserts pay a $25/yr fee and are responsible for the actual newsletter production and distribution, but Z*Net pays 20 cents per distributed copy above the first 100 distributed. For clubs that are currently producing a 12–page or larger newsletter with a circulation of over 100, or clubs that can "band together" to produce such a newsletter, they may find Z*Net well worth looking into. For more information, call Ron Kovacs at (201) 968–8418 or John Nagy at (517) 487–5646.

Diamond -- A Hands-on Review

by Michael Beard (TACE)

I originally heard of the Diamond Graphics Operating System through what was once Merrill Ward and Associates, but is now known as USA Media. Merrill Ward was promoting another product at the time, GOE, now being sold by David Sullivan of Total Control Systems, 4156 Tolowa Street, San Diego, CA. 92117 (619) 270-0111, and I had ordered the GOE cartridge. However, with no notice, Merrill Ward changed its name and moved.



When Merrill Ward moved, they also discontinued promoting the GOE cartridge and started promoting the Diamond GOS on disk. I had already paid $5 for a demo disk of GOE, and then had to pay another $46.36 for the disk version of Diamond. Included in this price was to be the Diamond Write and Diamond Paint programs, also on disk. However "...soon to be released..." and "...within two weeks..." stretched into over four months without seeing any sign of either of the two programs.

At the time, there were two versions of Diamond, one a 64K disk-based version and the other a 128K disk-based version for the 130XE. I ordered the 64K version and was promised I would also receive the 128K version to enable me to show it to the local user group of which I am the president.

However, (you will get tired of seeing that word in this article), upon arrival of the package from USA Media, there was only the 64K Diamond on disk, no Write, no Paint nor the 128K version.

The 64K disk-based OS had several bugs, not the least was incompatibility with SpartaDOS. I then placed several calls to Mr. Merrill, to inquire into the whereabouts of the 128K OS.

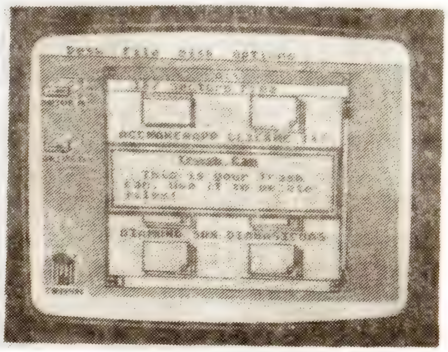
I was told that due to piracy of the 64K version, the 128K version was being stripped of functions to be made into a demo disk, awaiting the conversion to a cartridge. After repeated calls to Mr. Merrill, I finally received the 128K DEMO version. There was little improvement over the 64K version, not enough to go into here.

Mr. Merrill had verbally agreed to allow me to purchase the cartridge for only $10 and then purchase the Diamond Write and Diamond Paint at a later date at full retail, or I could pay $30 plus shipping and handling for the cartridge and then get the Write/Paint software, when released, at no extra cost. I decided to go with the $10, to save money now and to worry about the software purchases at a later date.

However, Mr. Merrill changed his mind and would not allow me to order only the cartridge. I called several times to attempt to speak with Mr. Merrill, but was always referred to another number or told he was not home After two weeks of chasing Mr. Merrill around the country, he called my home and spoke to my wife, demanding that I quit "harassing" him with phone calls. I was finally able to reach him and place my order, again, for the Diamond cartridge.

After spending over $100 on phone calls to USA Media over several months, asking about the status of the cartridge "conversion," I finally received the cartridge on January 30, 1989. In all, I spent over $180 on the Diamond products and have only received the disk based OS and now the cartridge. There is still no firm date set for the release of the Diamond Paint or Diamond Write programs.

When I received the Diamond cartridge via UPS, I immediately took it to



my computer room and plugged it into my "old" 800 as a test. Unfortunately, DOS XE, which is on the "boot up disk" which you must have to boot up Diamond, is not compatible with the old series of computers. I then plugged the cartridge into one of my 800XLs and it worked! I went to the <Config> menu and "installed" a second disk drive to the desktop. I then tried to read a directory of D2:, or B as it is referred to by Diamond, and received a disk error message.

Desk File Disk Options
Diamond
OK

The disk in drive B was a SpartaDOS disk, and the system had been booted with DOS XE. DOS XE will not read SpartaDOS, and so the error message. However, I did not realize this immediately, as I had never used DOS XE before (and never will again), and so I attempted to read the directory of drive B again. I received the same error as before, of course. I then noticed that the entire system was locked up! I could not "click" on any of the icons, nor would any of the "drop down menus" drop down. The mouse pointer would move just fine but was quite powerless.

Simple, you say, just don't try to read SpartaDOS with DOS XE. Well it is not quite that simple. Because, no matter what DOS you boot up with, you cannot use ANY other DOS at the same time. I.e., if you boot with SpartaDOS, you cannot use ANY file or program on any other type DOS disk. Yes, I know SpartaDOS usually will read MyDOS and Atari DOS format disks, but it will not when you are using Diamond. If you try to mix DOSes, you WILL lock the system up on the second try to access the disk! To get SpartaDOS to work with Diamond, I had to take Diamond out of the computer, boot SpartaDOS back up and copy the files from DOS XE to the SpartaDOS disk, and then reboot with Diamond.

You can get Diamond to work with the older series, 400/800, if you use SpartaDOS 1.1 or the SpartaDOS X cartridge. The same copy process must be followed to get any other DOS to work. You have to copy the files to the other DOS format with Diamond removed.

To format a disk with Diamond is a pretty straight forward procedure, or so you are lead to believe. Simply click on the drive you wish to format, once, then go to the <DISK> drop down menu, and select FORMAT. Answering yes to the Dialog box query, "Are you sure?" will result in the disk in the drive selected being formatted. However, if you use SpartaDOS, you cannot access the disk after formatting it or the system will lock up. Since you cannot use SpartaDOS command files that require parameter, ie. RD.COM, XINIT.COM, DATE, TIME, etc., you cannot format a disk with Diamond when you boot with SpartaDOS, nor can you SET the time or date.

If you boot with MyDOS 4.2, or versions thereof, you get a scrambled free sector count in the window header bar, and then another free sector count of 708, followed by the files that were on the disk BEFORE you formatted it, followed by another free sector count of 0625 (with DOS.SYS, DUP.SYS and the RS232 handler AUTORUN.SYS files on the disk before you formatted it). The FORMAT option in the <DISK> drop down menu seems to work fine with Atari Dos 2.0 -- correct sector count and it even erases the files that are on the disk you format. I did not use DOS XE beyond when I booted Diamond for the first time, nor do I plan to in the future. DOS XE is another great DOS from Atari, following in the infamous footsteps of DOS 3.0 and DOS 4.0, but that is a subject for another review.

When you attempt to get a directory of a MyDOS disk, only the first 3 digits of the sector count for each file is shown. For example, if a file is 0010 sectors long on a MyDOS disk, it will appear to only be 001 sector long when using Diamond directories. The total free sectors at the bottom of the file listing, however, shows all 4 digits! Directories of SpartaDOS, DOS 2.0 and DOS XE seem to work fine. If you try to read an Atari DOS 2.0 directory when using MyDOS, (which is Atari DOS compatible), it will not read the directory correctly. SpartaDOS directories do show the time/date as advertised, but as stated earlier there is no documented way to set either the time or the date using Diamond with SpartaDos.

With the Super Cartridge from ICD, that Diamond is built in, you can reportedly switch to a cartridge plugged into the top of Diamond. This feature seems to work with no problems, with cartridges like PacMan and Space Invaders, but DOES NOT work with BASIC XL from OSS/ICD. I cannot vouch for the compatibility of Diamond with any other cartridge from OSS/ICD, but the prospects would seem bleak indeed. To switch to the top cartridge all you have to do is select QUIT from the <FILE> drop down menu and the top cartridge is turned on and Diamond is turned off. To get back to the desktop you have to turn the computer off and then back on as even a cold start switch will not bring it back.

Loading a binary program with Diamond is simple. Just double click on the drive that the file you want resides and then double click on the filename when it appears in the directory. Another way to accomplish the same task is to click once on the drive icon and then go to the <FILE> drop down menu and click on OPEN. This "opens" the drive and shows the directory. Then do the same for the file you want to run. It is the same no matter which way you decide to do it.

I tried booting the Express telecommunication program from Diamond and was pleasantly surprised to find all of Express's features worked as usual! To exit Express, I usually hit the RESET button and exit to SpartaDOS. However, when I did that with Diamond installed, a row of repeating Ctrl-A's filled the screen. I hit my cold start switch, which resulted in my being returned to built-in BASIC. When I typed DOS I received the D1: prompt instead of the Diamond desktop. I was forced to turn the computer off and then back on to get back to the desktop.

One nice feature of Diamond is the drop down menus. If any of you have ever used an ST, you know how irritating the drop down menus are at the top that drop down simply by placing the pointer on one of the menu titles, but will not go away until you click the mouse. With Diamond, the menus appear automatically, by placing the pointer on the menu title, but they also disappear as soon as you leave the menu box area! No more clicking on empty space to close a drop down menu.

If you have two windows open, which is the maximum you can have open at one time with a 64K machine, and you bring the directory window that is on the bottom to the top, the directory must be re-read into memory. This takes two passes of the disk drive to do. If any portion of an icon is covered, the entire icon disappears. When using SpartaDOS, if you use the keyboard instead of a mouse-type controller, the key presses are stored in memory and displayed when you quit to BASIC!

The touch table driver that came with the cartridge on the boot up disk locks the system up when it is accessed. There is as of yet, no calculator for the Diamond desktop, nor can you change the desktop colors. There seems to be only two types of file icons, one for .APP extenders and one for all of the rest. According to Mr. Merrill, the Diamond cartridge is supposedly upgradeable through replacement ROM chips. However, my Diamond cartridge is GLUED together, so I am not sure exactly how I am to replace the ROMs, when/if Diamond is updated.

When copying files you can do it any one of several ways. One way to copy a file is to click on the file, hold the mouse button down and drag the file to the destination. You can also duplicate entire disks by dragging one drive icon onto another. You can multi-file copy by "tagging" specific files. To "tag" a file, simply hold down the shift key and "click" on the files you want to copy. When you have selected the files you want, drag them to the destination. That's it! You can also use the COPY function in the <DISK> drop down menu. There are a few restrictions that seem to be undocumented (bugs?):

- 1. You cannot single file copy or duplicate a disk to or from an MIO.
- 2. You cannot copy to or from a folder, also known as a subdirectory.
- 3. You cannot multi-file (tagging) copy to the MIO.
- 4. You can duplicate a disk to the MIO, however the MIO is then only the size of the disk you duplicated.

All of the above restrictions apply to SpartaDOS. Since Atari DOS does not support subdirectories, and MyDOS is only supported as Atari DOS, you cannot use subdirectories with MyDOS.

To duplicate a SSSD disk, it only takes 18 passes! Thank goodness for two drives! Oh by the way, for those of you with Happy 1050s, you will have to turn off your Warp Speed as Diamond will not read directories of disks that use Warp Speed!

In all, I feel that it is a shame to have one of the best computers on the market; have support for that computer dwindling more and more each day; have such high expectations for this desktop for the 8bits; and then receive such a disappointing product. I am not saying that I could do better, as I cannot even program in Assembly, and I do feel Alan Reeves deserves a lot of credit for trying. But if I had it to do over, I would not spend over $180 on Diamond. I would spend it on a hard drive for my 800XL, something that works and that I could use everyday.

Now, I know that Diamond does not sell for $180, but for the same price that Diamond sells for, you could purchase the new SpartaDOS X from ICD. Now that's a product you could use every time you turn on your computer and from what I have seen, it works! Of course, I do have a very impressive desktop to impress my Brand X computer friends with, that is until it locks up again. If the bugs I have mentioned, and there are others, receive attention and are remedied, Diamond may yet become a viable product, but don't hold your breath.

After writing this review, I may never again receive support from Mr. Merrill, but I try to call things as I see them. If you have any comments, please call the TACE BBS at (405) 793-7980 (3/12/2400 baud 24 hours a day) and leave a message.

Reeve Software
29W150 Old Farm Lane
Warrenville, IL. 60555 (312) 393-2317 (301) 868-5494

Editors' Note: Having received a Diamond Cartridge in late February, I've noted some differences between the cartridge I have and the one Michael Beard has received. It seems changes were made after the first 50 cartridges were shipped, including the inclusion of the ability to passs parameters to .COM files. The disk I received was configured for DOS 2.0, though the documentation did say it was configured for DOS XE.

To copy to or from a subdirectory (SpartaDOS or DOS XE only), simple open a window containing the files to copy and a second window in which you open the folder. Drag the files from the first window to the second window. I've tested this with DOS XE and it works.

Switching from one DOS to another while using the Diamond Cartridge is definitely NOT recommended! Using Atari DOS 2.5 or DOS XE on a 130XE with RAMdisk set up worked quite well. Also, the cartridge I received was not glued together and comes apart to reveal a cleanly designed board with socketed PROM inside. I have not tested the cartridge with SpartaDOS, nor have I used anything but the ST Mouse driver.

Overall, the cartridge performed well on the 130XE with problems occuring only when going from one DOS to another. The two-window directory limit is not a restriction on 64K machines only — the Diamond Desktop does not allow more than two directories open at one time, but the documentation does state that your own applications can have up to four windows open.

Hewlett Packard DeskJet

by LeRoy Valley (TAG)

Instant success. Revolutionary. I gotta have one! Once in a great while a new product arrives that impacts the entire computer community in this fashion. Not just the Atari community, but the ENTIRE computer community.

The Hewlett Packard DeskJet printer is such a product. Offering printing resolution comparable to a Laser printer (300 dpi) at about 1/3 the cost, it puts professional desktop publishing within reach of the home computer owner.

The DeskJet is an ink jet printer capable of printing graphics at a maximum resolution of 360 dpi (most programs only support 300 dpi). Instead of using pins that strike a ribbon to print on paper (hence the term "impact" printing), ink jet printers actually spray ink through nozzles, and the print head never touches the paper.

Due to it's method of printing, the DeskJet is virtually silent when in operation. All you ever hear is a slight whisper as the print head moves back and forth across the paper. Printing speed is high -- 240 cps in draft mode and 120 cps in letter quality mode -- and print quality is excellent. Draft mode printing puts the NLQ mode on dot matrix printers to shame, and letter quality printing is indistinguishable from a high quality daisy wheel printer!

Paper handling is accomplished with the built-in sheet feeder (sorry, no tractor feed) which accommodates both letter (8.5" x 11") and legal (8.5" x 14") sizes. The sheet feeder holds about 100 sheets of paper. HP was even thoughtful enough to provide you with the ability to feed in envelopes! (But only 1 at a time...sigh). In operation, the DeskJet loads sheets from the lower portion of the feeder, and deposits finished sheets in the upper portion.

Ink jet printers have been notorious for clogging up (due to improper cleaning, bad ink, or worn out nozzles), but HP has solved this problem by using a disposable ink cartridge that includes the nozzles! Each time you replace the ink cartridge, you get a new set of nozzles. No muss, no fuss, and best of all NO cleaning! Replacing a cartridge is as simple as snapping it in place.

The right hand side of the DeskJet sports two cartridge slots and a key pad for changing settings. The cartridge slots can hold a variety of goodies like font cartridges, a 128K buffer cartridge, and an Epson FX-80 emulation cartridge.

The emulation cartridge is a MUST. With this plugged into one of the slots, your DeskJet looks and acts just like an Epson FX-80 printer.

The stock DeskJet is compatible with the HP LaserJet line, and many programs do not supply you with drivers for HP LaserJet printers. (Like Print Master and Certificate Maker). Also, the only internal font supplied with the DeskJet is Courier, and it's only available in pitch settings of 10, 16.67, and 20. You get standard text options like bold, underline, and super/subscripts, but you don't get italics. The Epson FX-80 cartridge gives you Pica, Elite, and compressed, and also gives you italics! Looking at all the font cards available, the emulation card is the best buy.

BUT...(you knew there had to be a but, didn't you?), when the emulation cartridge is plugged in, you've got an Epson printer. You can't switch off emulation mode with a hardware switch or an escape code. The only way to make your DeskJet act like one is to remove the cartridge! It's a simple task, but it annoys me! I'd love to be able to software select it... heck, I'd settle for a simple switch located on the cartridge.

DeskJet

Now that you've got that new DeskJet printer and you're using it for desktop publishing, what would you give to reduce your printing time considerably? $40 or $50? Well, then, read on!

Both Migraph and Neocept have released GDOS drivers specifically designed for the HP DeskJet printer, and both claim that their driver will enhance the performance of your DeskJet printer. Since these drivers are GDOS drivers, they will only enhance your DeskJet's performance for GDOS applications. Programs in this realm include Timeworks Publisher ST, Easy Draw, Word Up, Athena II, LDW Power, Super Base Professional, and anything else that uses GDOS.

Both packages simply replace your existing driver and your fonts with the custom driver and 300 dpi fonts (unless you already have 300 dpi fonts). After installing the drivers, the first thing that I tested was the speed of each driver. I tested both drivers on four applications. Both drivers were considerably faster than the standard drivers. As an example, printing the same page with all three drivers on Publisher ST, I got the following results:

NOTE: The other font cards that are available simply add a new font to the DeskJet. They don't affect the operation of the printer and they can be left plugged in all the time.

HP sells a 128K buffer that takes up one slot — you can even plug two of them in and get a whopping 256K! I opted for an external 256K buffer. It was considerably cheaper and I've still got two cartridge slots left to plug in goodies!

The key pad has 8 keys on it. The lower four keys let you do a form feed, select the font, select the mode (Draft or Letter), and set the printer On line or Off line. The upper four keys let you move the paper in fine increments in and out, feed envelopes, prime the ink cartridge (this is only done when a new cartridge is installed), and reset the printer.

Now that you've got an idea of some of the features that this printer has to offer, the next question is "How does it perform?" Since it's compatible with the HP LaserJet printers, any program which supports that printer also supports the DeskJet. I've tested it extensively with Timeworks Publisher ST, Publishing Partner, Page Stream, Word Up, Easy Draw, and Athena II. The output in all cases is superb. In fact, when compared with the Atari Laser Printer, the output is actually sharper and shaded images look much better! The only drawback to the DeskJet (when compared to a laser printer) is speed. With laser printers we're talking upwards of eight pages a minute! With the DeskJet, you're looking at about 8 - 10 minutes per page (in a desktop publishing environment).

To perform an actual speed comparison with the Atari SLM804 Laser printer, I used the same Timeworks DTP file for both printers. The file included both text and graphics. The time to print the test document on the SLM804 was 52 seconds, while the DeskJet took 3 minutes and 26 seconds. The next speed comparison was a simple screen dump using the ALT-HELP sequence. The SLM804 took 18 seconds to print the screen while the DeskJet took 2 minutes and 5 seconds.

Using a print buffer speeded up the final output by about 20% and cut the cpu time by 50%! Printing a full page from Publisher ST took 17:25 without a buffer and 12:00 with a buffer. (These figures were obtained using the standard HP LaserJet driver supplied by Timeworks. Using a driver specifically designed for the DeskJet can reduce these times considerably. See the driver review below.)

What else do you need to know about a printer? It's quiet, it's extremely fast (compared to a dot matrix), and output is superb.

Should you buy a DeskJet instead of a 24 pin printer? The answer is YES. It's not that much more money, and the output is considerably better (the resolution of most 24 pin printers is 180 dpi, the DeskJet's is 300 dpi). The biggest argument I hear against the DeskJet is that it can't do labels. WRONG! Avery Laser labels (#5260) work great!

Should you buy a DeskJet instead of a laser printer? You have to make that decision yourself. A laser printer is considerably faster, but it also costs *a lot* more. Yeah, yeah, tell me about

Drivers: Migraph and Neocept

	Computer Finished	Page Ejected
Standard	17:25	17:25
w/buffer	12:00	12:00
Neocept	10:00	10:55
w/buffer	4:20	8:35
Migraph	10:36	10:58
w/buffer	4:15	8:45

The "Computer Finished" column indicates when my computer was done sending data to the printer. The "Page Ejected" column indicates when the printer finished and ejected the page. As you can see, the buffer really reduced the throughput time! The times posted by the Migraph and the Neocept drivers were so close, that I have to call it a tie. Both drivers also allow you to either print out documents at either 150 or 300 dpi, but the methods that each uses are different.

The Migraph driver requires you to either install two different sets of fonts and then switch between assign.sys files (an easy proposition using G+PLUS) or you can use their Outprint program (supplied with the driver) and select the driver you want to use. I found this method somewhat awkward to use. The Neocept method was much easier. Using the standard Atari Control Panel, simply select Draft or Final from the printer setup screen. That's all there is to it! A very nice touch! Score one for TurboJet.

Documentation for the Migraph software included two 8.5" x 11" pages with enough information to help you get it installed. Neocept provides you with a professionally done manual which includes instructions to install their product for Word Up, Microsoft Write, Easy Draw, Publisher ST, and Other programs. Neocept even includes an INSTALL.TXT file for Publisher ST. After replacing the file on the Timeworks Master disk with this one, you'll be prompted for the TurboJet disks when doing an install. Very nice touch! Score another one for TurboJet. Migraph was nice enough to include a screen dump program for the Deskjet. It works well and it's very fast. Once again, nice touch. Score one for Migraph.

Score is TurboJet 2, Migraph 1. I use TurboJet because of the ease of switching between final and draft modes, but I really like the screen dump program from Migraph. TurboJet, by Neocept, retails for $39.95. The Migraph HP DeskJet driver retails for $49.95.

the laser printer you saw in Computer Shopper for $799. Then add another $300 for the HP laser emulation board (that is, if you're planning on using the printer for anything useful), and add another $500 to upgrade it to 1MB.

You don't need 1MB? If you're printing full page graphics you do. Laser printers (due to their design) have to print a full page at a time, and 512K just doesn't cut it. Now you've got $1600 tied up in your laser printer -- just to print faster than me. Oh, and by the way, you've got to keep that sucker clean. You don't want any streaks or blurs on your printouts, do you?

The only maintenance on the DeskJet is to replace the ink cartridge about once every 1000 pages (this figure can vary anywhere from 500 - 1500 pages depending on the type of printing you do) and put paper in the feeder. For the average home computer user, I think that the DeskJet is a tremendous buy!

I purchased my printer from Applied Progressive Electronics (1-800-447-1176) for $675 + $12 shipping. The Epson cartridge was $55, and the ink cartridges were $14. The folks at APE were very helpful and they are authorized HP dealers.

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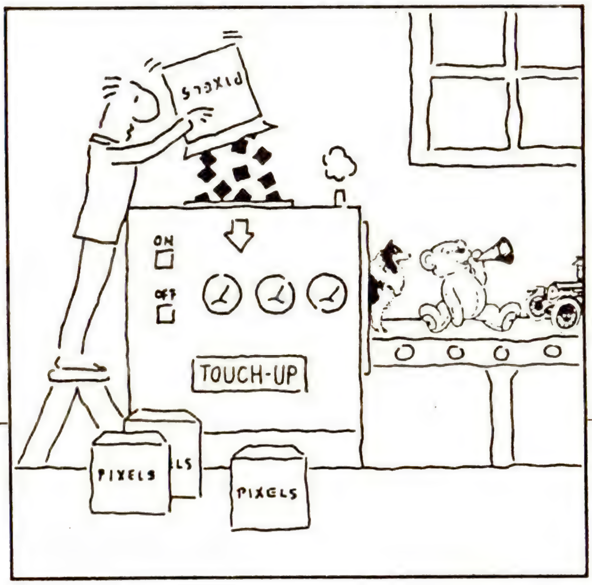

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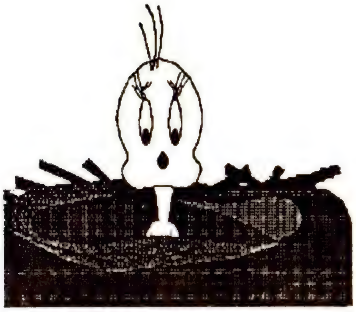

The Tweety Board From Practical Solutions

by ASTI (GLASS)

This is one hardware review that brings great pleasure and appreciation for the capabilities of my Atari ST.

The Tweety Board's purpose is to bring the terrific sound that's hiding inside the ST out to be appreciated by the computer user. The ST computers employ a 3 channel sound chip from Yamaha for use with the MIDI ports in the recording and producing of MIDI music. Some of which is done professionally by famous groups like Fleetwood Mac.

Some computer owners have MIDI capable keyboards, synthesizers, digital drums, and other instruments through which they can appreciate the three channels of sound (voices?) from the ST. But the rest of us have only had the small single monitor speaker with which to listen to the sounds from this computer, not knowing or experiencing the beauty locked in the heart of the ST.

All three channels from the sound chip are merged into one channel internally in the ST to produce the MONO sound. Now comes the Tweety Board!

The advertisement read "Easy Installation, no soldering!" When the Tweety arrived (UPS, only 3 days after ordering!) and was removed from it's packing, I found myself holding a small printed circuit board with cables dangling from each end.

Playing it smart by going to the small manual first, I was impressed by the neat, complete, and thorough instructions provided. The booklet included separate instructions for the 520ST, 520STfm, 1040 ST and the Megas.

Seeing as the installation was going to be demonstrated before the local user group, I figured it would be proper to try it at home first. First I tried installing it in the club's 1040ST.

Wow, that was easy and fast! Took me 17 minutes and only one try. These instructions work! So, let's see what kind of sound this thing will produce.

First, let me explain that the Tweety provides for 3 channels of sound. Keeping in mind that the output of the Tweety has to be fed to an amplified speaker, how does one deal with a stereo amplifier that has only 2 channels?

"This Tweety Really Sings!"

Not to worry, Practical Solutions included a small splitter patch cord that allows you to combine any two of the three channels.

So, without further ado, I plug the two channels into the input of the stereo with six foot patch cords from the local electronic store (Radio Shack), put the speakers on each side of the computer desk for good sound separation, and run a music program on the computer that normally outputs to the monitor speaker.

Dyn-O-Mite! Awesome!

The sound is clear, clean, mean, and in STEREO! Okay, let's not get excited, boot up a game. Shazam! The sound effects are realistic.

Oh-oh, the dictator is telling me to turn down the noise...no problem, slip on the ole' headphones.

Back to the music, this is great, now all of the music files that I downloaded from the local BBSes can really be appreciated!.....But I'm digressing from the planned hardware review. Let's be more business like. Ahem.

Within another 1/2 hour the installation was made in a 520ST and 520STfm with the same results. It's true, there's true stereo sound here!

The installation demonstration at the GLASS user group goes just as smoothly, less than 20 minutes (some screws were already pulled from the case to save time) and everyone can see how easy it was to install.

Another club member also purchased a Tweety and described his permanent installation and how he used a separate amplifier and speaker with his stereo to get all three channels of sound, which is even more impressive.

Question: If one channel is monaural and two channel is stereo, what do you call three channel? Triaural?

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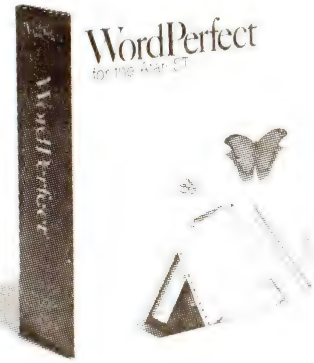

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The Unintentional, Unexpected, Unwelcome, Uncontrollable XBios-Virus

by Dorothy Brumleve

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Recently, I've written several children's programs in GFA Basic in which data files can be saved to and loaded from disk. These programs use no form of file selector box — the program knows what the file names are/will be, and simply clicking a LOAD or SAVE box on the screen initiates the procedure.

I've done very little error-trapping in my programs, but since multiple disk accesses add considerably to the potential for user error, I decided I would install some "traps" in my latest program. Without such traps, my young users are presented with a GEM alert box, proclaiming in decidedly adult language they must "Remove the Write-Protection" for example. I would rather that my users never see such a message.

It so happened that my husband, Tim, had written a MIDI-related program in which errors were handled gracefully. Tim's code checked for errors while saving a file, such as write-protection, an improperly formatted disk, and no disk in the drive, using an Xbios call as follows:

```
A%=Xbios(9,L:Buffer_address%,
L:1,Device%,Sector%,Track%,Side%,
Num%)
```

He attempted to write to a nonexistent sector. If the disk was good, the result of the call should be "-8" which means the sector wasn't found.

To check for an improperly formatted disk or no disk in the drive when loading, the critical call was another Xbios command:

```
A%=Xbios(8,L:Buffer_address%,
L:1,Device%,Sector%,Track%,Side%,
Num%)
```

Now, almost all the books discussing system-level commands such as Xbios include a little warning to the effect that you'll be sorry if you use this command. And I was sorry.

I made a copy of Tim's listing and proceeded to transfer the relevant code to my own program. I added cute little alert boxes to announce each error; in these, a declining scale was played while an informative message was displayed and the word "Argh!" was written five times down the screen.

All seemed to go well at first. In testing my program, if I tried to SAVE to a write-protected disk, sure enough, my cute little alert box appeared ("Maybe you need to close the little hole in the corner of the disk. Argh!...") and then the program would resume.

If I tried to SAVE or LOAD when no disk was in the drive or the disk was inappropriately formatted, again my alert box appeared ("Oops! Do you have a disk in the drive? Argh!...") and the program would resume. And if I tried to load from a disk that didn't have the file the computer was looking for, my alert box announced the error, and the program would resume.

Yes, the program would resume, and it resumed to do evil works.

If I attempted to load from a disk that did not have the sought-after file, the computer would never bother to read the disk directory of a subsequent disk! And it would do bad things to the subsequent disk, and the disk after that, and the disk after that. It would simply announce that the file was not found — even if I knew the file was on the disk in the drive!

After the first few tests of my new code, I came down to the desktop to take a good look. Sure enough, none of the disks had the expected file! But I was sure I had saved it on every one of those disks! What was happening? Obviously, my program was deleting the file.

Back to coding, I changed some things around and ran some more tests. When I returned to the desktop this time, a very big surprise was waiting.

It seems that the directory of one of my test disks had been supplanted by the directory of another, but the files themselves remained intact (they were simply renamed). For example, if I ran "GFABASIC.PRG" on this disk, I wound up looking at a previously-compiled version of my own program, not at the GFA Editor screen.

No, my program wasn't really deleting files, it was rearranging the directories on my disks. Some of the disks involved in this first test were important ones. This explains why I no longer have a single copy of any version of this program written before I put in the Xbios commands.

Ten disks later, I thought I had the problem licked.

Normally, the If Exist(Filename$) command will cause the computer to look at the directory and see if the filename is present, but somehow the Xbios commands were interfering with the function of my subsequent If Exist. If I forced the computer to read a directory by using the Files or the Dir commands, the error-trapping seemed to work.

Unfortunately, both Files and Dir cause the directory to be displayed on the screen, something I did not want to happen in my program. I finally discovered that I could cause the computer to Open, Close, and Kill a new file, and after that, it would read the disk. The error-trapping was then successful; I could load from a new disk even if the previous load from another disk had been unsuccessful. However, the kinky directory-swapping/overwriting/deleting didn't end. Error-trapping at the expense of disk directories isn't worth it.

I gave up in disgust and told Tim about my miserable state of frustration. What? Hadn't I looked at his code? he wondered. He scoffed; I must have made serious mistakes in the transfer between his program and mine, and he spent virtually all of the next twenty-four hours failing to prove it.

The main problem, as I saw it, was this: when you are presented with a file selector box, you can force the computer to read the disk by clicking in the upper margin of the box frame or on the "X" in the upper left-hand corner. I needed some way to convince the computer to simulate that action even without the benefit of a file selector box. Tim did his coding on the computer I usually use for programming, so while it was busy, I went downstairs to my communications computer and shot off a rambling and incoherent letter, including my code, to my friend John B. Holder of Marathon Computer Press. John has been into computing since he was a small child, and I figured, if John doesn't know how to do it, then no one does.

Turns out, no one does, at least not with GFA Basic. I had tried, Tim had tried, and now John had tried, and the program still didn't work. And so I took out the Xbios commands, the error-trapping, the cute little alert boxes with a declining scale and "Argh!" written five times down the screen. My latest program has no more error-trapping than the first, and my little users still have to deal with a GEM alert box if they try to save to a write-protected disk.

The episode was not without some positive features: I am positive, for example, that I will not copy any Xbios command out of someone else's program without extreme caution. I am positive that I will heed the little warnings in programming manuals. And I am positive I'll never experiment with the Xbios command using a disk unless I'm ready to reformat it anyway.

[About the Author: D.A. Brumleve, M.A., is involved with children and computers in a variety of ways. The mother of five children, ages 2 to 10, she serves as the adult facilitator of the Children's ST Users Group in Urbana, IL. An avid programmer, she has developed a beginners' course in GFA Basic and is the author of PreSchool KidProgs (MichTron) and numerous freely-distributed programs for young ST users.]

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HiSoft BASIC -- The New Standard?

by Michael Bonkowski (MACE)

In the beginning, when a user purchased an Atari ST, he or she was left with ST BASIC or Logo. Or if you could afford it, you could buy the Atari Developer's Kit which gave us C. So, we plodded along with ST BASIC and hoped that something better came along.

Soon, GFA BASIC became a standard. It allowed the user to program in an environment free of the multi-window interface of ST BASIC. And being BASIC, most users quickly adopted it as the "unofficial" language for the ST. But, certain abilities, like the ability to create desk accessories were beyond GFA's reach. But, dear ST users, a "Superior" BASIC has arrived.

As I write this, Michtron and GFA Systemtechnik have parted company, and Antic will soon be GFA's new U.S. Distributor. Meanwhile, MichTron has an "ace" in the hole -- HiSoft BASIC and it's powerful counterpart, PowerBASIC.

For the sake of example, I am going to compare HiSoft BASIC version 1.23 to GFA BASIC version 2.00. HiSoft is completely GEM Based. All desk accessories are available under the "DESK" drop down menu, whereas GFA uses a non-standard menu bar. HiSoft BASIC is a compiler BASIC, meaning that all programs will run at almost machine language speed. No "Run-Time" programs are required. The files that are created are .PRG, .TOS, .TTP, and if you purchase PowerBASIC, you even get the ability to create .ACC files! Try doing that with GFA.

Meanwhile GFA, is a interpreter language. All programs that are not compiled require the GFA Run-Time Program. Even with the Run-Time Program, the BASIC is still interpreted. The only way the user can have a compiled program is to purchase the GFA Compiler, at additional cost. HiSoft BASIC allows the user to load and run ST BASIC programs directly; no conversions are required. GFA would require a large amount of conversion to accomplish the same thing.

PowerBASIC also allows the use of User programmable libraries written in assembly language. It also includes "Program Profiling" which allows the programmer to find out where the program spends its time, on a line-by-line or a procedure basis. It even includes a stand-alone compiler without a editor, for users who prefer a CLI-type environment.

After booting the program, I tried first to run ST BASIC programs. But, as soon as I tried to run it, it generated a error. I found that some of the variables commonly used is ST BASIC are reserved words in HiSoft BASIC. One such word is MOUSE. No problem, since HiSoft BASIC has a Search and Replace feature. I replaced all instances of MOUSE with MICE, and the file ran fine.

This BASIC is compatible with Microsoft BASIC, QuickBASIC, and Fast BASIC. Although, Fast BASIC requires the use of a conversion program which is included. So, I tried the following, I took a file which I wrote in Atari Microsoft BASIC II, and ported it over to the ST. I ran the conversion program in the DCopy 1.9 to convert the file from 8bit text to 16bit text. After doing that, I loaded the file into HiSoft BASIC and ran the file. Now to be fair, the file I used was a text adventure which made no special calls to the OS.

Now for a Acid Test. I took a demo written in GFA called "The Hat Demo" and attempted to convert it into HiSoft. After spending approximately two hours converting it, I finally managed to get it to work. I must state that I am not fully familiar with GFA, and I, being a carry over from Atari BASIC on the 800, cannot program without line numbers.

Now, according to the GFA version, the program should take approximately 4 to 7 minutes depending on resolution and whether the program is compiled. My version took seven and a half minutes compiled. I found out that a MOUSE -1 command hides the mouse pointer. Now my version finishes in just a hair over four minutes. That's even without adding any other features that are HiSsoft specific.

You can also add GEM windows, Dialog Boxes, etc. using a INCLUDE command. This function should be recognizable to all the C programmers out there. There is even a program included on the disk to convert C programs into HiSoft. And since the files are saved in ASCII, you can easily use a different text editor or word processor should you dislike the HiSoft Editor.

MichTron included on the HiSoft BASIC Disk several example programs, including the Byte Sieve, Byte Calc, and Tower of Hanoi. The first two programs listed are the same two programs that give the listed benchmarks in the magazine ads. The other one is a program that really shows what a compiled BASIC can do. Watching flashes on the monitor screen while the program moves the pictured rings around is a sight. You can't even keep track what ring is on which post, unless it doesn't move often. Also on the disk is a file called CHECKST.PRG. Should you have a problem with the BASIC, this program supplies MichTron with enough information to hopefully find the problem and correct it.

Michtron also offers a upgrade option to HiSoft BASIC owners. Should you wish to upgrade to PowerBASIC, just send your owners manual, original disk and difference in the price between HiSoft BASIC and PowerBASIC.

Now, since this superior BASIC is in a early version, there a bound to be bugs. So far I have found no MAJOR bugs, but one minor bug exists. I am not going to go into detail of the bug, because it is minute problem.

I could suggest some improvements even in the manual. For example, the manual contains 387 pages, and NO Index! And of the 387 pages, almost 200 pages describe the reserved words. Now, that's fine for someone who knows a lot about BASIC, but for a newcomer, you would need to get a book to learn to program BASIC first.

Also, as this review is being written, MichTron is continuing its special offer. If you send a photocopy of the copyright page of ANY commercial BASIC, you can receive HiSoft BASIC or PowerBASIC for HALF PRICE! You can get HiSoft BASIC for $39.97 or PowerBASIC for $79.97 (Plus $5.00 shipping and handling). According to the article, this offer ends March 31, 1989. So hurry!

Overall, this BASIC is a welcome alternative to the GFA BASIC dominated ST world. If you enjoy programming in a structured environment, HiSoft allows this. And if you prefer programming with line numbers, like I do, HiSoft is your best bet. My own opinion is "Good Bye GFA" and get your hands on HiSoft BASIC or PowerBASIC. You won't be sorry you did. I'm not!

[Author's Note: As I was just about to send this review out in the mail, I read that MichTron has renamed PowerBASIC to HiSoft BASIC Professional.]

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Space limitations don't allow a more detailed description. For complete catalog contact:

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Amaze Yourself with the Amazing Construction Set!

by Bob Retelle (MACE,WAUG)

The Amazing Construction Set Demo is a little gem of an ST program that's been floating around on BBSes for a couple of months. I downloaded a copy from the AtariArts Forum on CompuServe a little while back, and just got around to looking at it last week. Anyone with a combination of one or more kids and any number of rainy days will love this "amazing" program!

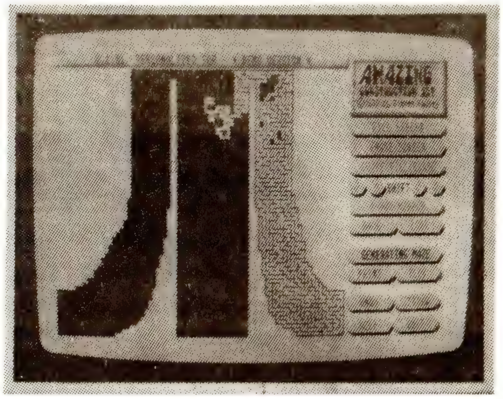
Written in Personal Pascal by Steven Pauley, the Amazing Construction Set (ACS) combines a simple drawing program with maze generating and printing routines, all wrapped up in a very professional-looking package. The ACS is being commercially distributed directly from the author for $14.

The demo version is fully functional, but the ability to Save pictures to disk has been disabled, and some of the final options are limited to being used twice. The program will run on any Atari ST with a color monitor.

Basically what the ACS does is to let you draw simple shapes and pictures, then it turns them into mazes similar to the ones you sometimes find on paper placemats in restaurants.

The program comes with quite a few pictures to use as samples, or to modify further. Simple shapes like Pac Man, hearts or smiley faces work best, with the size of the picture determining the level and complexity of the maze you created.

The drawing section is done on a 78x63 grid and includes the basic functions of draw and erase and filling or clearing the entire screen or a specific section. Once a drawing is completed, the program checks to see that all the borders are continuous, then the maze is created within the outline. You can even select from among several choices for the Start and Finish of the maze. Each maze is created randomly, so every time you run the "Generate Maze" function a different maze will be created. A very helpful Undo function is available to recover from "oops" situations.



To give a better idea of what the ACS is all about, the illustration shows an Atari symbol I made up in a couple of minutes. With a little more time, I could have evened up the sides and made it completely symmetrical, but even the quick drawing isn't too bad once it's fully converted into a maze.

The picture shows the program in the middle of creating a maze within the outline of the Atari symbol.

Once your maze is completed, you have several options. You can solve the maze on the screen or have the computer solve it as you watch, but the most useful option is to print the maze out on paper. The ACS works with any Epson compatible printer and allows printing in three different resolutions.

I tested the program using two bored 12-year-olds on a dreary winter day. The testers' comments ranged from "Oh, neat!" to "This is TOO hard!" The documentation mentions that the larger sizes can be difficult to solve, but they stuck with it, resulting in some quiet times for everyone. Next time, they want to make their OWN mazes!

The author mentions that his 8-year-old son likes to run the program, and the Amazing Construction Set can be a valuable creative tool for children of many ages. Teachers could make good use of the ACS, and I'll bet that a club newsletter or two could be spiced up with a maze in the shape of the club logo!

The full version of the Amazing Construction Set can be obtained by sending $14 to:

Steven Pauley
2547 83rd Court North
Brooklyn Park, MN 55444.

The author mentions that he will also include four other programs he's written, on the disk with the ACS. This uniquely creative application is highly recommended!

Prism Magazine for the 8bit Atari

by Bob Retelle

This month AIM has something special for its 8bit readers — the first edition of Prism Magazine, a disk based magazine with games to play, articles to read, a useful utility program and some educational programs.

Like most things in life though, there's a catch. This isn't a NEW enterprise, or one that's likely to be continued. This first (and most likely, last) issue of Prism Magazine was created in 1982 but never released. Now, through your User Group and Atari Interface Magazine, you can own a real "collector's item!"

Back in 1982, there were a couple of "Disk Magazines" available for the 8bit Atari, but John Wilson and I weren't very satisfied with the ones we saw. John and I had been writing games and programs for the Atari, and before that, Ohio Scientific computers, both for my company, Pretzelland Software, and John's Unicorn Software.

We decided that we could do better than the existing disk magazines, so we formed Magnetic Publications and eventually came up with the name "Prism Magazine." (I think it had something to do with the colorful nature of the Atari... boy, it HAS been a long time!)

We planned on six issues a year, with each disk as full as we could make it (the editorial on the disk proclaims our unofficial goal of an "ERROR 162" for every issue). We had hoped to attract other programmers and writers, but we figured we could fill at least the first year's disks ourselves if necessary. Besides programs and articles, we also wanted to include useful subroutines and character sets our readers could use in their own programs (which they would hopefully then submit to us for publication!).

John had been working with the Voice Box synthesizer from the Alien Group company and was interested in including speech in many of our programs. We'd considered adding Voice Box dictionary files containing phonetic translations we'd worked out for the programs, as well as those submitted by our readers.

Since then, John has worked out a VBI routine for the Cheap Talker speech program that allows a program to speak without having everything screech to a halt (you may be seeing this application in a future issue of AIM).

Since both of us had young children, we wanted to include educational programs, and since we were both game players, we were going to start a "National High Score Hall of Fame" to be included in each issue. Also, the programming techniques used in the games on the disks were going to be the subject of a series of tutorial articles.

PRISM
MAGAZINE
NUMBER ONE

After much planning, we got our programs together and I wrote the "shell" program that handles loading and displaying the text articles, and also loads and runs the games.

The first issue was assembled, the DOS was played around with (we expected that the disk would be pirated, but we hoped that the entire disk would be copied and kept together), and the write-protect tab was stuck on the very first Master Disk.

Unfortunately, the timing of our project was all wrong. The Atari market was starting to die out (the first time), and it didn't seem like a good time to try introducing something new. The disks went back into their holders, where they've remained until now.

Recently though, John and I were talking about the "good old days," when you could control an entire character set with just one POKE, and the only "memory management" you had to do was worrying about running out at 48K!

(For an idea of just how old this disk is, check out the line at the end of the Editorial that says "Atari is a trademark of Warner Communications!" John suggested that it would be better to just give the Prism Magazine disk to the User Groups, rather than have it go to waste.

Since AIM doesn't have a disk edition yet, what we're going to do is to make the disk available to the User Groups, and to upload a Diskcommed version to CompuServe and club BBSes. The individual files are still copyrighted by John Wilson and myself, and the entire disk is copyrighted by Magnetic Publications, but it may be freely distributed, as long as it is unmodified.

If you'd like a copy of the Prism Magazine disk, but you don't have access to any of the club libraries or BBSes, you can send $3 for shipping and handling to

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108.

The contents of the disk are an Editorial, introducing the magazine and some of the ideas behind it, then a short "In This Issue" file introducing the articles and programs.

Then there's an educational program written by John Wilson to introduce very young children to the concept of naming colors.

The program uses the Alien Group Voice Box to speak directly to the child, and to give supportive encouragement. The instructions on the disk give details on how to customize the program to include your child's name. This program can ONLY be used if you have a Voice Box connected to your computer!

Next is a Utility program that John wrote to aid programmers who want to include machine code subroutines in their BASIC programs. It will convert a binary file into DATA statements which can be ENTERed into a program.

The first of our games is one I wrote called "Air and Sea Patrol," inspired by an old 2600 game cartridge. (I used to waste countless hours standing in Sears playing that game on the demo units!)

It uses the seldom encountered Wide-Playfield option, and has Display List Interrupt and Vertical Blank Interrupt machine code for color, sound and character set animation. You have to blast planes and submarines with your destroyer, while avoiding their bombs and torpedoes. Anyone who's ever used an Ohio Scientific computer will probably recognize the character set in this game!

The next game is "Kamikaze Saucers," which John wrote, and which uses Vertical Blank to move players and strings to move the graphics. It's a horizontal scrolling, rotating gun turret, in which you have to defend against the alien saucers that are crashing into your station.

"The Playground Maze" is an educational "arcade" game that I wrote for preschoolers. Many times smaller children are attracted to computer games, but find most of them too fast or challenging for their motor skills.

This game is completely nonviolent, and can be played at the child's own pace. It introduces problem solving and gives practice in counting and the alphabet. There's a little man lost on the play ground, and the child has to lead him back to his house, through all the obstacles that are scattered around.

The fourth game is a logic puzzle from John, called "The Rings of Atari." It's modelled after one of those simple looking, but devilishly difficult chinese wire puzzles. All you have to do is turn off all the lights.. ah, but there's a slight catch...

Finally, there's an article giving tips on how to win at "Wayout," one of my favorite 8bit games, from Sirius Software. We'd planned on running a series of these "Playing Tips" articles for popular Atari games.

If you like what you see on the Prism Magazine disk, let us know through AIM, and we'll see what else we can dig up and dust off. John has several other games that he's finished, or are near completion, and I have a few things that I just KNOW are around here somewhere.

If there's enough interest, we can either run the programs and articles here in AIM, or maybe even put together some more "issues" of Prism Magazine!

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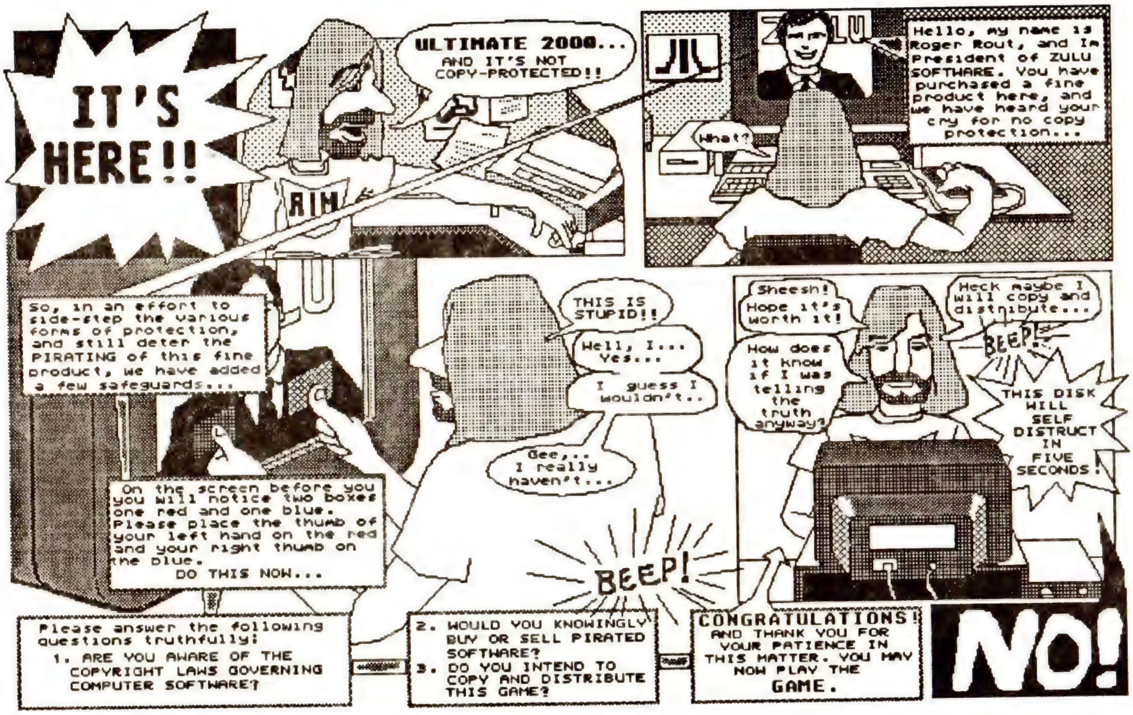
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Sheesh! Hope it's worth it!
Heck maybe I will copy and distribute...
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1ST Word 1.0	37	35	34	41
GFA BASIC 2.0	22	69	13	65
Interlink 1.8	53	63	46	71
ST BASIC 1.0	221	517	219	567
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Word Writer 2.0	34	31	35	37

Results obtained while paging through an appropriate data file.

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Turbo ST does not speed up programs that use GDOS fonts or that bypass the GEM operating system, such as PC Ditto, but is compatible with them. TOS, ST BASIC, ST Writer, 520 ST, 1040 ST, and Mega ST are trademarks or registered trademarks of Atari Corp.

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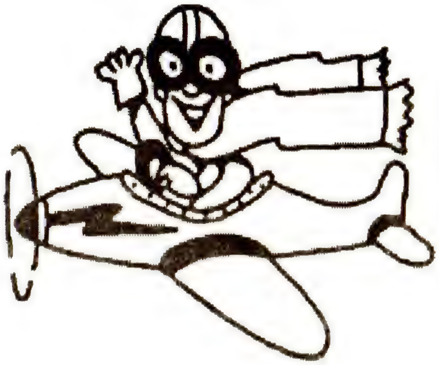

for more information about the Michigan Atari Computer Expo, please contact Pattie Rayl at (313) 973-8825 or 3487 Braeburn Circle, Ann Arbor, MI 48108

Add a Generic 3.5" Double Sided Drive to Your ST

by James Lacassagne

Purpose

This document is a description of the hook-ups and modifications that I found necessary in adding a 3.5 inch double sided drive to my Atari 520 ST. It is intended solely as a guide to anyone who is interested in saving a few dollars by using an "industry standard" drive in place of the Atari SF314.

Warning

This installation seems to function properly for my system, but I cannot guarantee anything. Also, the only way that a saving will result is if a suitable power supply is already available, or can be obtained at a very low price.

Requirements

One 3.5" Double Sided Drive w/Installation kit. Cost: $130. The Unit I used was a Toshiba ND-352 which came with a multi-purpose mounting kit. BE SURE that the unit is XT compatible!! (720K, etc.)

One 5V/12V DC Regulated Power Supply (at a cost of around $25). The supply must be capable of supplying 5V.+/-5% @200 mA and 12V.+/-5% @300 mA. I saved some money here by using the same supply that I used for adding a 5 1/4 inch drive as described in numerous articles in magazines and on Bulletin Boards.

One 34-pin Card Edge Connector ($3). Yes, This is the "industry standard" used on all XT's and Clones. I got mine at Radio Shack.

One standard Atari 3.5 in Disk Drive Cable ($8). Preferably, use one of the After Market types, 6' or so in length.

One Disk Drive Case (cost ?). This is optional — I still haven't found a good cheap one, but the drive seems to work fine.

Procedure

There are two ways to proceed with this project depending on whether you want the new drive to be A or B. The Drive B method is the simpler, so I will start with it.

Cut the Standard Drive Cable in half (Save the other half for another project--maybe!). Strip back about 2" of the outer insulation from the cable. DO NOT cut off the shield wire (a layer of wire woven around the multiple conductors in the cable). Carefully unweave the shield, and twist it to form a wire of its own.

Since the 34-pin connector that I used was designed for ribbon cable, some ingenuity is required here. Each pin on the connector ends in a V shaped stud designed to separate the ribbon cable wire and cut only its insulation when the cover is forced in place. Since most of the wires in the cable go to the top row of the connector (the even-numbered pins) and the shield goes to the bottom row (along with the wires from pins 3 and 7 of the Atari connector) I divided them accordingly and routed them above and below the connector cover.

Very carefully, I pushed each wire far enough into the corresponding Vstud to hold it in place. I then forced the cover down, forcing the wires the rest of the way into the V. By trial and error I found that the two ground wires (pins 3 and 7) in the cable did not provide a sufficient ground path, causing unreliable drive operation.

I overcame this by (gasp!) tying the shield to ALL of the odd numbered pins on the connector. (That's what the twisted shield wire is used for.) Carefully lay it over the bottom row of Vstuds before putting the connector cover on. The connections follow:

(NOTE: the colors mentioned are for an Atari Cable and you should check if you are using an After Market Cable.)

Standard 34 pin	Corresp. Atari	Signal	Color
2	*	media chng	
4	N/A	in use	
6	N/A	d4 sel	
8	4	index	yellow
10	5	d0 sel	green
12	6	d1 sel	violet
14	N/A	d2 sel	
16	8	motor on	brown
18	9	direction	orange
20	10	step	grey
22	11	wrt data	pink
24	12	wrt gate	lt. blue
26	13	track 0	lt. brown
28	14	wrt prot	lt. green
30	1	read data	red
32	2	side 0	white
34	*	rdy/med ch	
(any	3	logic gnd	blue
odd)	7	logic gnd	black

Assemble the Disk Drive and Adapter kit. It should have come with a power cable adapter with a std XT connector on the end. You can either buy a mating connector or cut it off and splice directly to the wires. (Generally, pin 1 (red) is 5V, pin 4 (yel) is 12V, and pins 2 & 3 (blk) are Ground.) The Installation Kit may refer to a jumper on pin 34, but this can be ignored.

Now, the only modification to the drive can be made. On the Installation Kit PC Board, a Jumper must be soldered between pin 2 and pin 28 of the Drive Connector. (This is the one that actually connects to the Disk Drive. It is identical in pin layout to the Std connector, with pin 2 on the top left as you look at it.)

This connects the Media Change signal on pin 2 to the Write Protect signal. (Thanks to Analog2 for pointing me in the right direction on this one.) These are both open-collector, active low signals, and can be safely wired together.

This should be all that has to be done to make the drive work. Simply plug the cable into the OUT connector of the first drive or the 1040, and away you go.

If you have a 520 and want this to be drive A, the procedure is the same, except DO NOT CUT THE CABLE IN HALF. Instead, strip a 3-4 in. section in the center of the cable, cut and unweave 1/2 of the shield.

Lead the wires over the Vstuds as before, but cut the wires from the Atari connector pins 5 & 6 (computer end). Pin 5 wire is connected to the Std connector pin 10 and pin 6 wire is connected to the remaining end of pin 5. (The part that will go to the second drive.) This brings the ds1 signal to the ds0 pin on the second drive, just like Atari does it. You can cut off the remaining pin 6 wire if you like, since it doesn't get used. Don't forget to attach the shield to the odd number connector pins.

If you have understood and followed my directions, the drive should function properly. If not, there is not much that can cause damage. My version will read and format and write double and single sided disks without any problems. If you encounter any difficulty, I can be contacted through Delphi as JIMSL or CompuServe No. 72257,1613.

Atari, Radio Shack, and Toshiba are Registered Trademarks.

USER GROUP INFORMATION FORM

Name: ____________________

Address: ____________________

City/State: ____________________ ZIP: __________

Phone: ____________________

If you wish to receive information about one or more of the AIM participating groups, such as membership forms and disk catalog information, please complete this form and return it to:

Unicorn Publications
User Group Information
3487 Braeburn Circle
Ann Arbor, MI 48108

Please send me information packages on the following user groups:

☐ CACE
☐ GKAUG
☐ MACE
☐ CHAOS
☐ GLASS
☐ TAG
☐ GAG
☐ GRASS
☐ WAUG

I own the following equipment: ____________________

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COLOR SYSTEM
$999

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MICROSOFT WORD PROCESSOR – ADD $100

SLM804
LASER
PRINTER
SPECIAL PRICE
$1295
FREE DESKTOP
PUBLISHING TRAINING –
W/PURCHASE

SH205
HARD DRIVES
Take your pick
20–MB $595
W/ 1 YR. WARRANTY
ADD $50

40–MB $695
W/1 YR. WARRANTY ADD

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INCLUDES
MEGA4ST 47 FONT POSTSCRIPT CAPABILITY SLM804
LASER PRINTER *40 MB SH205 HARD DRIVE*
CHOICE OF ST PUBLISHER *or PAGESTREAM TRAINING*
$3,995

Center For Computer Resources
3895 W. Twelve Mile, Berkley, MI 48072 (313) 547–5540
Hours 10–5 MON thru SAT; FRI 'till 7PM

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Ladies and Gentlemen, Trolls and Tramps, Cross-eyed Mosquitos and Bull-legged Ants. I always wanted an excuse to use that phrase. Anyway on with the news. We have finally gotten a copy of the new DOS XE from Atari. I had originally received the manual but the disk, it seems, slipped out of the envelope as it was about to be shipped to us. Atari enclosed a letter with the manual that stated that the club's copy (the one that I am referring to) may be freely distributed to the club members. The only drawback of this is that the manual is a great help when it comes to figuring out how to use this DOS. Atari must have figured on this also since they stated that if anyone wished to receive the manual and the disk those persons could send Atari $10 plus another $3.50 for shipping and handling. If anyone would like the address, please contact me. Now I have to admit that this is probably not a bad deal; the only thing I don't like is the fact that XF551 owners have to also send in money for a DOS that they where supposed to have received with their disk drives. Well I suppose that I have ranted and raved enough for this month, so on to other things.

We had a relatively good turn out at the meeting last month, even a couple of new members showed up. We did not unfortunately have the proposed MIDI maze competition as was thought, but all in all I still think that we had fun. I can't wait to see if the 8bit version of MIDI maze comes out, but I have also seen how development for the 8bit has been going the past few years. So all that I will say is don't hold your breath. Since more ST users have been joining the group recently, perhaps we can again have an ST public domain library though of course that all depends on the reaction of those members who are interested.

On another note if anyone has an 8bit disk drive or a modem that they are not using please contact the club as we would like to talk to you.

Well I would like to think that my column this month is not quite as ragged as last month's, of course I also gave myself a little more time this month too. One final note from my thoughts for this month. The March meeting will take place on the 12th which is a Sunday and the time in which we will be there will be between the hour of 1pm to approximately 4pm. I hope to see you all there.

Treasurer's Report by Craig Schaff

First things first, I would like to welcome all of our new members: Jason Steffes William Freiberger Ken Mehi

A message and reminder, if you are receiving AIM and your dues expire, you will receive the CACE newsletter until your dues are renewed or until two months has passed. If you are receiving the CACE Newsletter, you'll receive it for two month after the expiration date on your mailing label. Your expiration date is on the upper right corner of the mailing label for both AIM and the CACE newsletter. If your date has been circled in RED, it means that your dues has expired and that it may be your last issue.

If you would like to renew your membership in CACE and receive the Atari Interface Magazine, you may send a check or money order to the club at the above address or you can pay at the club meeting. Club dues are $14.80 per year with the AIM magazine. You may renew at any time, even if you still have a while to go on your current membership.

If you haven't heard, your club has a "bulletin board" up and running. You may call any time, as it is open and operating 24hrs a day, seven days a week. There is no charge at all, and if you mention that you are a club member, your time on-line will be upped to 45 minutes! The BBS is open to all computer types with a modem. If you don't have a modem, borrow a friend's or use a friend's system! There is Electronic Mail messages called E-Mail, that will send and receive messages to and from other members of the BBS. There is a General topic board that you can join in on on going conversations of any topic, and if you need help or have a tip that needs asking/answering you can leave it here on the General Topic board. There is a FOR SALE board, If you have ANYTHING that you want to sell, or you are looking for that one certain item, leave a message on the FOR SALE board. Also there is a CACE members only board, if you are a CURRENT member of the CACE club, you'll have access to this board. In it you'll find information about upcoming meetings as well as highlights from past meetings. Plus you'll hear it here first about the up-coming picnic, trade fairs and shows. The Bulletin Board (BBS) also allows uploading and downloading programs and files for ATARI 8bits only (sorry, but for now the disk drive that handles the files is on the fritz, no up/downloading as of yet). The Phone number for the CACE BBS is 787-4011. It makes no difference if you have a 300 or 1200 baud modem, it'll handle it.

Well my space is up, I'll see ya at the meeting or on the board. bye!!!

CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

President's Corner by Leo Sell

This month marks our first with the new relationship we have with AIM. In keeping with our belief that our club and club members are best served by a club controlled and owned newsletter, we are now publishing our own newsletter as well as participating in AIM. Yes, you heard right. We will be continuing a limited relationship with AIM. I'd like to thank Unicorn Publications for the opportunity to participate in this way and get the best possible subscription rate for our members.

It's certainly going to be a challenge not to repeat myself too much in writing three columns. Actually it's inevitable, so I hope you'll forgive me. It looks like a busy spring and summer coming up. We will be participating in (and needing help with) most of the following computer shows:

MAXIT — The spring Computer Show, sponsored by the Michigan Computer Consortium. MAXIT will be April 9 at the Clarion on South Cedar.

Atari Expo — MACE, one of our sister Atari User groups, has scheduled an AtariFest for May 6 and 7. As of this writing, we have received no information about club participation, but assuming everything works out, we'll likely be there.

World of Atari — This show, sponsored by ST World magazine, is taking place at the Hyatt Regency, Dearborn on June 24 and 25. Atari Corporation, as well as other big names in Atari computing, will be there. Based on what I've heard, this should be a real high quality event. We're waiting for details on club participation, but I certainly intend to attend.

Hope this finds you well. Happy computing.

GENESEE ATARI GROUP

Serving the Flint area

President's Report by Jerry Cross

Lots of things happening in the next few months. This month you will be receiving two newsletters. AIM, and a new publication that is jointly put out by CHAOS and GAG. More information on this will be given out in a special mailing this month.

We are looking for volunteers to help out in a few shows coming up in the next few months. If you can help out in any way notify one of the club officers. These shows include "The World of Atari" in June, an AtariFest put on by MACE, and a few computer swap-n-shops during the summer. It's important for Atari clubs to be represented in these shows to let folks know Atari is still around and where users can go to for help and support.

Also, just a reminder for those who can't attend the monthly meetings. GAG disks are available from Discount Computers on Corunna Road. They are open 7 days a week, and this makes it very conveniant for you to get the disks you want. Thanks to Lou Stones' help, we have signed up several new members through his store, and have sold a lot of disks.

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at Neithercutt School, located at 2818 Crestbrook Drive, Flint. Meetings begin at 6:30 pm. All are welcome. GAG membership includes a monthly newsletter, access to our growing magazine library, and public domain disks.

Membership: $15 yr.
For Information contact:
Genesee Atari Group PO Box E Flint, MI 48507
Jerry Cross 313-736-4544
FACTS BBS 313-736-3920

For Sale: Atari 800
Indus Disk Drive
Cassette Drive
300 Baud Modem
All Cables, plus some software and games

$275
Call (313) 697-5576
and ask for Tony Donofrio

GKAUG

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Librarian	Dale Vincent	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Great Lakes Atari ST Support

'GLASS', Michigans only 'ST' only Users Group

I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

From The Desk Of The President...February 6, 1989

NOTE Would the person who called and left a message on my answering machine inquiring into how to join GLASS please forgive me for not returning your call? You see, you forgot to leave your name or number, so I wasn't able to. Please call again!

This year is going to be interesting for GLASS, the Atari community, the Atari Corp, various Atari publications, the Atari hardware and software developers, and YOU...the Atari user!

Atari Corporation...is promising stronger communication and support for the user groups. We did receive a package containing containing a DOS-XE Master Diskette (5 1/4 disk) and an Atari DOS-XE:XF551 disk drive manual, and some "I LOVE (heart) ATARI" bumper stickers. There was no cover letter explaining this wonderful gift. Atari seems oblivious to the fact that we are an avowed 'ST' user group. If any of you members also have a use, need, or desire for the DOS-XE Manual and Disk they will be given to the first member that contacts me.

At the last General Meeting the following items were given away; ST joystick port extender cables (to Jerry Majeski), Cross Town Crazy 8's, the game (to Joe Gumbleton), and the February 1989 issue of START Magazine with disk (to Fred Wixon). The following peoples numbers were selected but did not receive the gifts because they were not here; Richard Melmine, JoAnn Roth, Jackie Appleton, and Myron Bell. Remember! There is no cost for the give-away, all you have to do to be eligible to win is be a paid member and be here!

The Atari publications, START, ST-Informer, ST-World, and others, continue to bring us excellent information, reviews, news, and opinions. Thanks guys, you're doing a fine job!

You should get the February 1989 issue of Radio-Electronics. Inside, in a section called Computer Digest, there is a glowing review of the Atari ST line. Regarding a new kid on the block, I'd like to mention the Atari Interface Magazine or AIM. Of course, we all know that this is the replacement for the Michigan Atari Magazine from Unicorn Publications and that it has retained the original flavor and content. Several Michigan user groups besides GLASS currently use AIM as their club journal.

The Atari ST user has become more knowledgeable about their computer and the myriad of things that can be done with it, whether it's Word Processing, Desk Top Publishing, Midi-Music, Art work (graphics), Data-Basing, Telecommunications, Educational Programs, or Financial Planning. In spite of some of the 'gloom & doom' feelings that abound regarding the future of the Atari computer line I can say that I LOVE MY ATARI ST!

The GLASS users group is growing. By the end of the February meeting we have a total of 42 active 1989 members. Considering that we started out on January 1 with zero this is a good sign of the strong approval of GLASS by it's members. New members include Mike Cornwell of Roseville, Chuck Masek of Sterling Hts., and Dennis Thornton of Rochester Hills. We welcome you to GLASS and hope to see you every month, because it's at the General Meeting where everything happens. The following members re-joined this month Thomas Heiden of Warren, Jack Flegg of Fraser, and Rich Schneider of New Baltimore. Welcome back! I would like to acknowledge that many of our members drive 30 miles or more to attend the meetings, so we must be doing something right.

This month I would like to introduce you to GLASS member Neron Nesmith. Neron and his wife Judy, live in Livonia (quite a way to come to a user group meeting) and he works for a Brighton firm called ESP (for Electronic Personnel Services) and is currently attached to the Cadillac Group of Dearborn. Byron originally hails from Dearborn Hts.. In his early 30's, he finds a certain fascination for the Atari ST. First getting his ST to help him write term papers and the like for college classes, he soon discovered an interest in it's musical abilities. His hobbies are electronics tinkering and ST computing.

When asked to make a statement about the Atari ST his reply was, "I continue to be in a state of amazement about the quality of the professional software available for the ST. It's some of the most powerful, sophisticated, and yet user friendly programming I've ever seen!" When asked what some of his personal software favorites were he had trouble deciding between Universal Item Selector II, Multi-Desk, and the Mavis Beacon Typing Tutor.

His opinion about GLASS is that it is "Fun, friendly, and refreshing in it's approach to it's members." He liked us enough to accept the position of Executive Secretary for 1989. Neron, welcome aboard! Your involvement and high praise for GLASS is appreciated and we hope you continue to enjoy our company! And to Mrs. Nesmith (Judy) we say "Thank you" for sharing Neron with us.

Steve Mileski

GRASS

GRAND
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ATARI
SYSTEMS
SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 5 April 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mi. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

President's Monthly: 17 February 1989

Well, this month I have good news, and I have bad news. First, the bad news is that our Spring Atari Fair has been postponed. It appears that it will be held this fall with the inclusion of other computer clubs (Apple, IBM, and Commodore). More later as the details get worked out.

The good news is that the SpartaDOS Construction Sets have arrived and will be passed out at the March meeting. If you ordered one and did not come to the meeting, thank you, I'll put it to good use. Just kidding, contact me, and we'll get yours to you.

The past couple weeks have found me working with SpartaDOS, And I personally feel it is the best Disk Operating System available for the 8bit Atari, at any price. Once I got a little familiar with the commands and the use of sub-directories and batch files, it was easy to do most any type of disk task with ease. It is also very simular to the MS-Dos system that a lot of us use at work. It is comforting to know that you no longer need to know how to use two 'different' operating systems. With SpartaDOS and a few Public Domain and Shareware programs, anyone should be able to perform all the tasks they wish, and at a very reasonable price tag. ICD has a fantastic product here. If you do not already have SpartaDOS, and you do a lot of disk work, you should consider it.

A new addition to the meeting this month is the electronic questionaire. With it I hope to get insight into the needs and thoughts of the members. I also suggest that newer members use it to ask those questions that they are to shy to ask at the meeting. Terry Reine will also use it to update the member hardware list, and possibly add a user software list for those who need info on a piece of software they plan to purchase. Let's all use this new tool to it's fullest, and help other members get the information they deserve.

The little Calculator is coming to an end this month. Gary Heitz has done a nice job adding functions and explaining how they are programed. Next month we start a new project which will be decided at the March meeting. Thanx Gary, we have all been learning.

Still no word on the Diamond Operating System we ordered. If anyone can help us to procure one, please give me a call. I'm very excited about the new O.S. modifications, and would like to see a couple of them demoed before I make a choice of which one is for me.

Dues are due!! If you missed the March meeting, be sure to send them to George Nosky so you don't miss a single issue of AIM. If you don't join or rejoin, you could miss the best year yet. Dues are still just $22.00 a year, including the AIM subscription.

Lastly, I would like to thank Gerry Borysiak for his wholehearted effort toward the Atari fair. I'm sorry it did not work out with all he has done to get it set up. Thanx Gerry!

See you at the April Meeting! Good computing, Tim

M.A.C.E. M.A.C.E.

MACE

MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

Atari Expo Update

If you weren't at the February General Meeting of MACE, you missed out on getting the latest news about the Michigan Atari Computer Expo. I thought I'd fill you in on some of the more important details!

As you know, the Expo is scheduled for May 6&7, at the Detroit Metro Airport Hilton, located in Romulus. The show times are 10 a.m. to 6 p.m. on Saturday, and 10 a.m. to 5 p.m. on Sunday. Ticket prices to non-User Group members are $5, and children under 12 get in free of charge.

The Exhibitor Kits were mailed on February 1, and already (as of Feb. 20th) we've got half of our booths committed for by large and small developers. Some names you may recognize are ICD, Migraph, Alpha Systems, Innovative Concepts, SofTrek, USA Media, Gribnif Software, BEST Electronics, ST Informer, Index Legalis, Mars Merchandising, Astra Systems, Total Control Systems and others! Some of the local dealers coming to the Expo include Rite Way, Computer Concepts, Joppa Computers and Basic Bits 'N' Bytes, just to name a few. The list of names increases weekly as "maybes" become "yeses!"

User Groups will be able to obtain booths free of charge near the ticket sales, and User Groups members will be able to obtain discounts from any vendors participating in the User Group Discount program. This discount would be above and beyond any special show prices! If you'd like to help at the Expo by "guarding" a door, taking tickets or other odd jobs, you would be eligible for the Gold Card Program. For more information on this, please call me at (313) 973-8825.

A few people have expressed the feeling that the show ST World is working on in June was in the works before MACE thought of having a show, and we're being greedy or stubborn to butt heads with this other show. Nothing could be farther from the truth.

MACE has been working with Atari Corp (Sig Hartmann and Cindy Claveran to be specific) since the end of September when Sig Hartmann called and spoke to Bill. I had the unhappy task of informing Atari of this "competing" show as they didn't know ST World had anything planned for this area.

It wasn't until January that ST World had a date and hotel set for their show, by which time we had already begun organizing the Exhibitor Kits to send to developers. By the end of October, we had set the date for the Show with both the Hilton and Atari, plus contacting developers to let them know what was in the works. Discussion of the show was held at the November General Meeting, the minutes of which appear in the December issue of MAM.

We've got the word out to developers, User Groups and attendees alike with our announcements in publications like Analog, ST Log, ST X-press, ST Informer and the Griffin Gazette (not to mention AIM!). A press release has also been posted on GEnie, CompuServe, Delphi, MACE WeST and East and the Treasure CheST, and the same press release appeared in a recent ST Report.

On another note...if you need to renew, please do so, and my thanks go to those members who have just committed to MACE for another year (or more in some cases)! If you're not sure when you need to renew, please check the label on this magazine or catch me at our General Meetings.

Pattie Snyder-Rayl

PS. The February Meeting Minutes weren't available for publication because the General Meeting was after the deadline. They will appear in the April issue.

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: March 18 and April 15, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are $20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

Washtenaw Atari Users Group -- February 14th, 1989

President Jon Brode's variation on "Hear yea, hear yea" brought the crowd (about 15 people) to order at 7:45 p.m. The meeting was held at State Street Computer. Jon noted there was no pressing club business and the feature topic as "Utilities."

ST Librarian Russ Crum described the contents of the special disk he put together for this meeting, including the latest version of ARC Shell (now up to v1.97c), Mouse-ka-mania, DC Formatter v3.0, and DCopy v3.07. Russ also announced a new update to the catalog disk, and reminded members they could get the update for free by returning a previous copy of the catalog disk.

8Bit Librarian Mike Millage announced his disk special included a repeat of last month's SuperARC, DiskCom3, some speedup utilities for the XF551, and that he would be demonstrating these along with DOS XE, the long-awaited Double-Side, Double Density DOS package from Atari.

Mike Olin demonstrated the use of ARC Shell, in combination with DCopy. Mike also showed Mouse Double (a speedup utility for ST mouse operations), SuperBoot (a utility that allows the user to define which programs run in the AUTO folder, which Accessory files will load, and select from multiple DeskTop Info files) and the AUTOFOLD.PRG from the Michtron Utilities Plus disk (which allows the user to reorder the files that appear in an AUTO folder.)

Upcoming meetings: March 14 - Databases

April 11 - Printers

May 9 - Education

June 13 - Elections/Flea Market

Meetings begin at 7:30 p.m. The next meeting will be at State Street Computer in Ann Arbor.

Ask Tim

by Tim Sharpe

Q Every now and then my 1050 Disk Drive stops dead in its tracks, sits idle for a few seconds, and then starts running again. I was told by some friends that you never give good advice and that you just make up your answers as you go along. But I'll trust you on this one. What's making my drive behave like this?

A I was almost tempted to just throw your insulting letter away, but I've decided to answer your question to prove once and for all that I do NOT "make up answers as I go along."

Your problem is a simple one. It has to do with the ATARI Operating System (OS). The OS contains a "time-out" feature which causes devices to quit working--yeah, that's the ticket. The time-out feature allows devices hooked up to your ATARI to temporarily stop working so they can enjoy a coffee break--yeah, that's the ticket. This ability was programmed into the OS to allow extra-terrestrials to write coded messages onto the diskette during this coffee break--yeah, that's the ticket. They have to do this because everyone knows that our government won't tell us anything--yeah, that's the ticket...

Q I've recently heard a rumor that the large state of Texas is going to be split into to smaller, equal states. One will be called "Old Texas" and the other will be called "New Texas." Is there any truth to this rumor?

A Hey, read my lips: No New Texas!

Q Hello. I'm sure that the first time you read this letter you will assume that it is a practical joke. I assure you that it isn't. I am writing to you from the future: specifically, the year 2200 A.D. As you can see, the U.S. Postal Service has gotten much better at delivering mail (but the cost of the postage stamp was outrageous!) I discovered your existence from a copy of a magazine that was found in a time capsule. It's being displayed in an ATARI museum, and although I can't remember the name of the magazine (I think it sounded like a brand of toothpaste), I did manage to get your address. I've got a degree in Computer History, and I just wanted to let you know that ATARI went bankrupt in the year 2001 A.D. It seems ATARI had two major problems that they could not overcome: lack of advertising and not coming through on products that it promised to release. In 1999 they advertised heavily in the small farming communities of Cornville, Iowa and Wheatville, Kansas; but, alas, national sales did not rise. Was it common practice in your time for computer companies to advertise only in small communities?

A Don't act so surprised, ATARI users—we all KNEW this would happen some day, didn't we?

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March 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
			GRASS GEnie ST CO 10PM 1	**GLASS** GEnie 8bit CIS ST 10PM 2	3	4
CIS 8bit CO 10PM 5	6	Delphi CO 10PM 7	**GAG** GEnie ST CO 10PM 8	CIS ST & GEnie 8bit CO 10PM 9	10	**CHAOS** ST SIG **GKAUG** 11
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CIS 8bit CO 10PM 26	27	Delphi CO 10PM 28	GEnie ST CO 10PM 29	CIS ST & GEnie8bit CO 10PM 30	31	

Comparison Chart of the Three Major Services
All Rates are listed per hour

	CompuServe	GEnie	Delphi
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1200 Baud	$12.50	$35.00	$35.00
2400 Baud	$12.50	$35.00	$35.00
Nighttime			
300 Baud	$6.00	$5.00	$4.80*
1200 Baud	$12.50	$5.00	$4.80*
2400 Baud	$12.50	$15.00	$4.80*

*Delphi Rates are $4.80 per hour when signed up with the Advantage Plan, otherwise the rate is $7.20.

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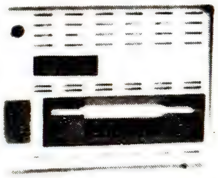

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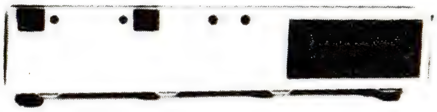

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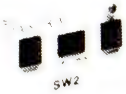

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ATARI INTERFACE MAGAZINE

Vol. 1 No. 4

April 1989

UTILITIES ISSUE

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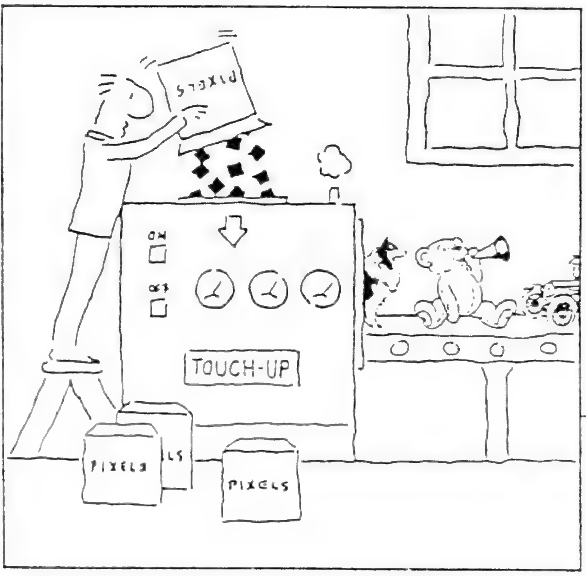

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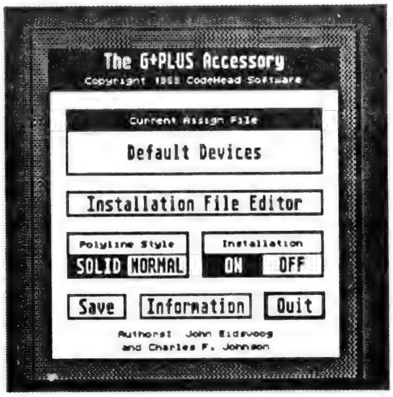

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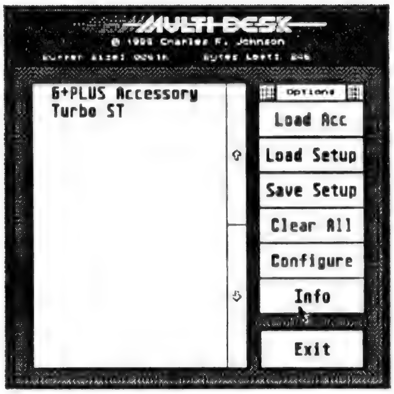

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Turbo ST
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Load Setup
Save Setup
Clear All
Configure
Info
Exit

MultiDesk 16

On the Cover
Photo of Atari Mega ST and ICD's FaST Tape Backup system. Photo courtesy of ICD.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker
Photography: Bob Retelle

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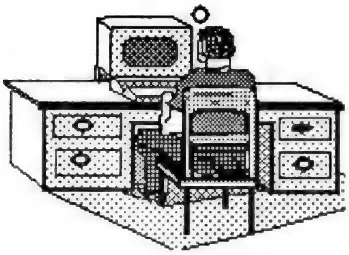


Editorial Ramblings

Welcome to the April issue of Atari Interface Magazine. Things have been pretty upbeat around here in the past month!

With the plethora of Atari-oriented shows coming up this month and in the months ahead, Atari users across the country should get quite a boost. All of us in the Atari community benefit when the general public gets a chance to see what these great machines can do!

This month also brings a new participating club to Atari Interface Magazine. The Tinker Atari Computer Enthusiasts of Moore, Oklahoma is the first non-Michigan user group to become a participant in the magazine. In the past, TACE had been part of Puget Sound Atari News (PSAN), the excellent cooperative publication out of Seattle, Washington. Welcome aboard, TACE!

We're also in the midst of "playing around" with a new program under development by Bob Retelle. His program takes a Degas color picture and performs a color separation on the picture. Basically, if the process gives high enough quality, Bob's program will allow us to have "full-color" covers at a very reasonable price. In fact, if our little experiment turns out well, this issue of AIM may be our first full-color cover. If not, then it's back to the separating board (after all, someone already did the drawing) for a few minor touches. We won't know how the full-color test looks until we take the rest of the issue up to the printer. Fingers crossed...

The theme for this issue is "Utilities." This issue contains reviews of some of the very best commercially available utility programs for the ST, including MultiDesk, SolaPak. Turbo ST and G+Plus. Also in this issue is a review of "The Atari ST Book" by Ralph Turner, a highly recommended book for all ST owners.

For all you 8bit owners, we have a special treat. If you haven't been living in Siberia for the past couple years, you've probably heard of Bob Puff. One of the most well-known 8bit programmers to appear in recent years, Bob Puff has been involved in such projects as MyDos, DiskCommunicator, SuperArc and SuperUnArc. In this issue, Mr. Puff gives us a behind-the-scenes look at the making of DiskCommunicator and SuperArc and UnArc.

All this, and much more, awaits you inside...including the "Checkout Chatter" insert from Gordon Totty of MACE. Don't look for this one at your local grocer...you can only get this April Fools' treat from us!

See you next month.

Bill & Pattie Rayl

From the Reader's Viewpoint

I am finding it very disturbing that many of the people who should be actively involved in pursuing the enjoyment of Atari computer products are, in fact, at odds about the upcoming Atari shows. It absolutely amazes me that people who should be happy about having an Atari show in the Midwest (and overjoyed there will be two!) are digging in the dirt to find something/anything minuscule which can be turned into a mountain.

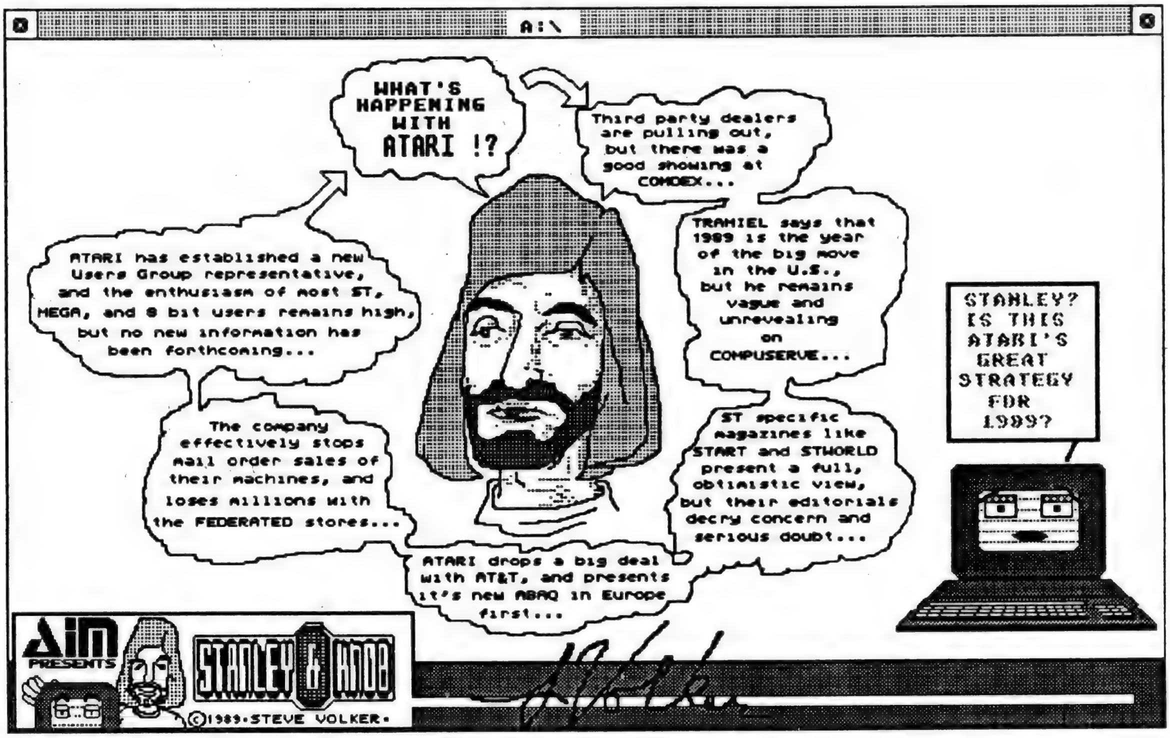
Just what the hell is wrong with having two shows in Spring '89???

It seems that Atari is going to support both shows, it seems that Atari will be attending both shows, and it seems there is going to be plenty of vendor support for each. So why must there be so much animosity? Isn't it about time the members of the Michigan Atari Community pulled together instead of trying to pull someone else down? Isn't it about time the Atari User Groups in Michigan started living up to their charters and constitutions? Isn't it about time the swords and daggers were put away and replaced with the tools of building? Aren't we all in it for the same reason: for the greater enjoyment of our investment in excellence?

Frankly, it makes me sick to see so much back stabbing going on just when we are finally beginning to see some positive forward steps in Atari product support from the manufacturer. Each and every one of us has screamed for this day. Each and every Atari owner, developer, and vendor has everything to gain from these endeavors.

C'mon people, WAKE UP! If you can't see that having two shows is like having your cake and eating it too, then I submit you have your eyes closed. Rather than finding fault with every decision that has to be made, find it in your enthusiasm for Atari computers to HELP, not hinder. It is not hard to figure out that if you're not part of the solution, you're part of the problem.

Michael Olin, WAUG Officer, MACE Officer, Concerned Atarian


A:\
WHAT'S HAPPENING WITH ATARI !?
Third party dealers are pulling out, but there was a good showing at COMDEX...
TRAMIEL says that 1989 is the year of the big move in the U.S., but he remains vague and unrevealing on COMPUSERVE...
ATARI has established a new Users Group representative, and the enthusiasm of most ST, MEGA, and 8 bit users remains high, but no new information has been forthcoming...
The company effectively stops mail order sales of their machines, and loses millions with the FEDERATED stores...
ST specific magazines like START and STWORLD present a full, obtimistic view, but their editorials decry concern and serious doubt...
ATARI drops a big deal with AT&T, and presents it's new ABAQ in Europe first...
STANLEY? IS THIS ATARI'S GREAT STRATEGY FOR 1989?
AIM PRESENTS
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Atari News and Comment

by Bill and Pattie Rayl

With only a few days before COMDEX, to be held in Chicago on April 10-14, Atari Corp. has remained relatively quiet as to what, if any, presence they will have at the show. In a letter sent to a number of user groups across the country, Sig Hartmann mentions that Atari will be at COMDEX. At the time of this writing, Atari has publicly made no statements such as those heard about last Fall COMDEX.

Atari Shows

Just over a week later, the Anaheim World of Atari Show, sponsored by ST World magazine is generating much more enthusiastic commentary from Atari employees and spokespersons. Showcasing the entire line of Atari products, the show promises to be an event to remember. Seminars and in-depth Workshops are planned, and Fleetwood Mac is scheduled to appear, showing off the MIDI capabilities of the ST.

The Anaheim show will be held on April 22 and 23. Admission is $5 for one day or $7 for both days, children under 12 admitted FREE. Specials are available on tickets to Disneyland and other area attractions. For more information, call (503) 673-2259.

On May 6 and 7, "high management from Atari" will be attending the Michigan Atari Computer Expo, to be held at the Detroit Metro Airport Hilton in Romulus, Michigan.

The two-day event, sponsored by the MACE user group, will feature over 30 exhibitors including WordPerfect Corp., ICD, Migraph, Alpha Systems and others. Planned seminars include drop-ins by DataQue's Chuck Steinman who will be showing off their Turbo-816 8bit hardware upgrade and Darek Mihocka, who has announced that the FINAL version of his ST Xformer will debut at the Expo.

One special feature of the show is the User Group Discount Program, giving extra discounts to attendees with proof of user group membership.

Admission for the show is $5 for both days, children under 12 admitted FREE. Advance tickets are available from some Michigan, Ohio and Illinois user groups or directly from MACE for $4. For more information, call (313) 973-8825.

Atari Corp. will then be hopping a few miles over to Dearborn, Michigan for the Detroit World of Atari show, to be held at the Dearborn Hyatt Regency on June 24 and 25. Though online reports state the Detroit World of Atari show may not have all the attraction slated for the Anaheim show, all indications are that this will one great show.

Amid conjecture from some sources concerning the close proximity of two Atari-specific shows not quite two months apart, Sig Hartmann of Atari has stated that Atari representatives will attend both Michigan shows. User groups and dealers in the state will benefit greatly from the exposure these shows will bring.

At this time, no firm dates have been set for future World of Atari shows, though plans are in the works for other shows across the country.

Cindy Claveran Leaves Atari

In a conversation with Cindy Claveran on Monday, March 20, Cindy indicated that she would no longer be working for Atari Corp. by the week's end. With about 7 and-a-half years at Atari, Cindy indicated that moving on was "not going to be easy." Cindy was Atari's developer contact for a number of years and recently held the position of User Group Coordinator for Atari.

In all of our contacts with Cindy, we always found her to be helpful and very supportive of Atari and Atari user groups. We will all miss her.

Emulators, emulators,emulators

As mentioned above, Darek Mihocka's ST Xformer is nearing its FINAL update. The Atari 8bit emulator for the ST will have full modem support and a few other, as yet unannounced enhancements. For more information on the Xformer, contact Darek at Box 2624 Station B, Kitchener, Ontario, Canada N2H 6N2.

The "*//* in an ST" Apple *//e* emulator mentioned in last month's issue seems to have died an early death. Reports are that Apple has stepped in and put a stop to the whole project.

On the Macintosh emulation front, reports are that Gadgets by Small is nearing release of their GCR hardware to be used with the Spectre 128 cartridge. The GCR will allow for FULL SPEED direct reading of and writing to Macintosh formatted disks. For more information, call (303) 791-6098.

The Atari ST has yet another emulator to add to its already impressive list. The Sinclair QL emulator, available currently only in Europe for about L200 (pounds sterling), or about $350.

For those of you unfamiliar with the QL, it was "the first inexpensive 680000 family-based home computer." Popular in Great Britain, the machine supported full multi-tasking and built-in networking hardware/firmware. Production of the QL ceased when Amstrad bought the computer division of Sinclair Research Ltd. back in 1986, but the machine retains much of its popularity. There is even a QL compatible machine available from West Germany called the Thor XVI.

The QL emulator on the ST consists of two disks and a board containing a QL video chip and some other necessary hardware. Installation of the board is as easy as removing the ST video chip, plugging in the QL board and inserting the ST video chip into the supplied socket on the QL board.

Similar to other emulators for the ST, you must supply your own copy of the QL ROMs to make the emulator work. This will probably be the biggest stumbling block to the QL emulator gaining much of a following here in the U.S. market. The emulator reported functions at nearly twice the speed of the QL and will directly read and write QL formatted disks with no drive modifications. Even the multi-tasking works perfectly!

For more information on the ST QL emulator, contact Strong Computer Systems, Bryn Cottage, Peniel, Carmarthen, Dyfed, Wales, United Kingdom SA32 7DJ, Phone: (0267)231246.

Tetris Released for the ST

Spectrum Holobyte has released yet another game into the ST market, this time the highly popular Tetris, already available on a number of computer systems and game machines. The first arcade game to reach The West from the Soviet Union, Tetris is a simple but colorful strategy game that will be a hit with youngsters of all ages. Look for Tetris at your local dealer or contact Spectrum Holobyte at (415) 522-3584.

Regent Software News

Regent Software, makers of the popular Regent Word II wordprocessor and Regent Base and The Informer database programs has a couple products hitting the market. In a post on CompuServe, Frank Cohen announced the Regent Word Student Editor, a wordprocessor that is "easier to use than Word Writer and has a better dictionary." At only $24.95, this one will fit easily into the budget of even the stingiest accounting students!

Of even greater import to all wordprocessing fans, Regent Word III is nearly finished. Programmed by William Robinson (of AtariWriter fame and currently working on projects for CinemaWare as well), Regent Word III will allow direct use of GDOS and Macintosh format fonts, as well as importation of IFF graphics. With a projected price of between $79 and $99, Regent Word III should make a big splash when it hits the market.

That's about it for this month. For those of you attending the MACE Expo, see you there (Unicorn Publications will have a booth at the show). Until next month...

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Developing an Atari Show
The Michigan Atari Computer Expo

by Pattie Snyder-Rayl (MACE)

Way back in September, after just being re-elected as an officer of MACE, I was thrilled to hear that Sig Hartmann at Atari wanted MACE to do a show. I thought nothing could be better for MACE's image than to pull off a terrific show. Also, it had been quite a while since the Detroit area had a show, and some time since MACE was the host of such a show.

The October officers' meeting was filled with discussion of the merits and problems of doing an Atari show, and debate focused on Atari's commitment to User Groups and how we would involve the other Michigan clubs. The officers did decide Michigan Atari Computer Expo would be the name of the show.

The result of that meeting was to continue looking into the arrangements for a show, and MACE would pursue all of its options. The dates of May 6 & 7 were then fixed with Atari.

By the November officers' meeting, a place was picked and there was even a firm chosen to supply the rods and curtains for the booths. The officers had finalized a plan to include the other clubs in the show, without giving them any of the headaches of planning it, and we had repeated assurances from Atari about their commitment to User Groups. The officers approached the subject to the members at the November General Meeting and obtained the go-ahead to keep looking into arrangements.

At the December Christmas meeting, there was some more discussion of the Expo and mention of ST World's planning to produce a show in our area, but we had no dates for this show, and our dates had been set at least several months earlier with Atari Corp. Then, in January, as per our Constitution, MACE voted at the General Meeting to produce the Expo and to elect a Convention Manager to handle the details and create a show SIG. MACE was gracious to elect me to the position, and I've had both fun and frustration managing such a convention!

The Michigan Atari Computer Expo is set for May 6th and 7th at the Detroit Metro Airport Hilton off of I-94 in Romulus. All of our booths are full of developers, distributors and dealers.

We have User Groups from inside the state and out coming to the Expo to "strut their stuff," and many who aren't interested in a free booth are still bringing "van-loads" of members to see the faces behind their favorite Atari products.

These faces include representatives from

- Word Perfect
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- USA Media
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- Total Control Systems
- AccuStar
- Mars Merchandising
- Hurricane Systems
- Joppa Computers
- CodeHead Software
- Nice And Software
- DataFree Corp.
- Electronical Software
- Unicorn Publications

Local dealers include Sector One, Basic Bits 'N' Bytes, United Computer, Computer Concepts and Rite Way.

Seminars are scheduled with many of the exhibitors and others like Darek Mihocka, creator of the ST Xformer, and DataQue's Chuck Steinman, who will be showing off the Turbo-816. Bob Puff, creator of many 8bit PD utilities, will be at the show and also may do a seminar. Other seminar topics include MIDI and MIDI Publishing, Hard Drive Kits, ST-Like Desktops for the 8bit Atari, and Copy Protection Pros and Cons.

Members of User Groups will receive discounts on products from the many different exhibitors participating in the User Group Discount Program, and those members of User Groups who can donate four hours of time to the show are eligible for the Gold Card Program which means they can get discounts above and beyond the User Group rates, plus being admitted for free to the show!

If you're a member of a User Group and wish to help MACE out and get a Gold Card in exchange, please contact me at (313) 973-8825. If your club wishes to reserve a booth for the show, please contact me at that number. Remember, a User Group can obtain a booth for no charge.

Even if your club doesn't wish to have a booth, your club can make money off the show! MACE is offering an advance ticket sales program where your club can sell tickets for any price up to the $5 price printed on the tickets, paying MACE only $2.50 per ticket sold. That means your club can give you the best price available on tickets before the show opens in May!

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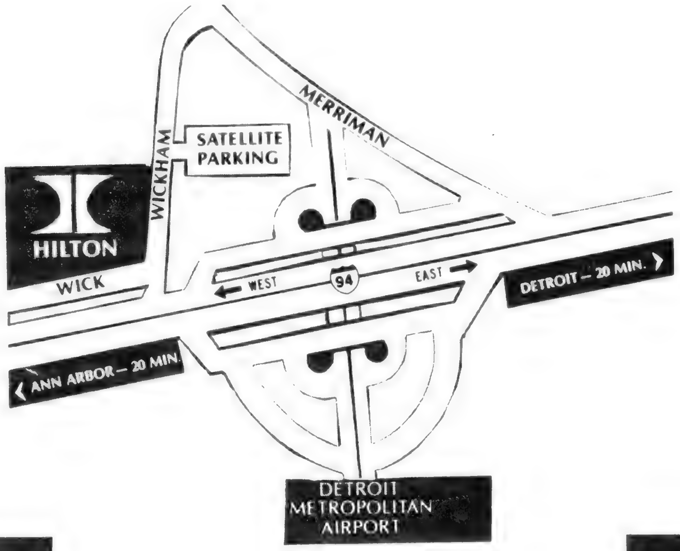
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For advance tickets, contact your local Atari user group or send $4 per ticket to MACE, c/o Convention Manager, 3487 Braeburn Circle, Ann Arbor, MI 48108. Make checks payable to MACE.

FOR MORE INFORMATION, CALL (313) 973-8825

A look at 8bit Utilites -- Diskcomm and SuperArc/Unarc

by Bob Puff

If you download quite a few files for your 8bit from a local BBS, or especially from the online services, you've no doubt used Super Arc and Diskcomm at some point in time. But have you ever wondered how these utilities were born, or what went into their making?

Diskcomm

First, let's talk about Diskcomm. Back in January of '85 (right after getting my Atari 1030 modem for Christmas), I saw a need to be able to transfer entire disks over the modem not just single files. Disk Communicator version 1.0, a simple BASIC program, satisfied that need.

The concept behind Diskcomm was to read all the data on a disk, sector by sector, then save it as one large file. Since files can be easily transferred, the other user would download the file, then "uncompact" the large file back into a full disk. This sector by sector method is needed for full-boot disks, but also had its uses in grouping a whole bunch of files. The program became very popular locally (Rochester, NY), and I created newer versions.

Along came other programs similar to Diskcomm, some making smaller files of the same disk: I knew my work was cut out for me! After adding more compaction types, warp speed for XF551s, modified 1050s and Happy drives, 130XE type extra memory support, and totally re-writing the program in all machine language, the current version 3.2 was released in late '87.

There is a special extender reserved for Diskcommed files — .DCM. If you encounter a file ending with .DCM (such as MYDOS.DCM), Diskcomm 3.2 is needed to recreate the original disk. The procedure is quite simple. Boot up your favorite DOS, and binary load Diskcomm. If you are using an upgraded computer, the program might ask if you will allow it to use this extra memory. If you are using the extra memory as a RAMdisk, then answer N. Otherwise, Diskcomm will use it to reduce the number of disk swaps needed on a single drive system.

You should now be at the main menu. Use the [C] and [D] commands to change the source and destination drive numbers, respectively. Now press [B]. You will be prompted for the source name. Enter the FULL name, and hit RETURN (in this example, enter "MYDOS.DCM"). Follow the prompts, and you will end up with a working disk! The source file need not be kept any longer.

As with any program, after it has been out for a while, you see where things could have been done better. The addition of ".DCM" to the filename of files created, easier access of subdirectories, and Happy fast-write are a few suggestions I have received from users. Perhaps in the future, those as well as a possible MIO RAMdisk backup option will be incorporated. Have any other suggestions? Let me know!

Super Arc

Super Arc is in a way similar to Diskcomm, but file-oriented instead of sector-oriented. The purpose of Arc is to take one or more files, compact them as much as possible, and store them as a single file, characterized with an .ARC extender. Super Arc uses three of the five total types of compression: Storing (no compression), Packing (strings of the same character are "packed"), and Crunching, which is the method most often used. (There is no easy way to explain that one!)

The Super Arc/UnArc project was started in the summer of 1988. AlfCrunch had hit our city, and was beginning to be widely used. I was amazed at how small the programs were; only a few dozen sectors in length. I said "If he can do it in that little bit of code, well!..."

Super UnArc

Through the help of a friend, I got the C source to the IBM version of Arc, and studied it for a week or so. Work on Super UnArc then began. The Storing, Packing, and Squeezing code were done in a couple days, but the Crunching code took a bit of thinking. The IBM code uses a lot more memory for tables than is actually necessary.

After a few more days of studying a book on the C language (I had never done anything in C before -- just Atari Basic and 6502 machine language!), the code was written. I was not very happy with its speed, however, even though it was much faster than the old ARC 1.2.

I went through another week of printing my crunching code out, studying it, comparing against the original, and finding ways of "tweaking up" things here and there. Finally, I released version 1.0 on GEnie for beta testing, and tackled Super Arc.

Here's when I got the big scare. All the time Super UnArc was being written, I never really looked at the code that created the arc files. They used tables that amounted to around 30K in length! The standard 8bit, after DOS, BASIC, and other drivers have been loaded, has around 32K of free memory. Certainly 30K of tables would not leave me enough room for the actual program!

However, after more digging into the source code, I found a way to conserve 10K in the tables, so they are only 20K long. Once again, the process of speeding up the code was in order. After a few weeks, it was ready for beta testing. I certainly had a "crash course" in C programming!

Super UnArc will probably be the program that is used most often. Let's say you download a file called MYGAME.ARC. When you set up your terminal for the download, it is a good idea to include the extender of .ARC. That way, you will remember to unarc it.

Boot up Super UnArc, and select [A]. Now enter the filename of your file (you need not type the extender; Super UnArc automatically adds it for you). In this example, you would enter "MYGAME." There's a little catch here that most people miss: If you did NOT put an extender on your filename when you downloaded the file, you need to enter a period after the name. An example of this: if the file on your disk were to be called MYGAME (no extender), Super UnArc will look for MYGAME.ARC. Adding the period after the name will disable the addition of .ARC, and find the file.

Assuming you entered the name correctly, Super UnArc will ask you for the destination filespec. You need only type the drive number (and RETURN) for the destination drive. There are other things that you technical users can do here, but for the most part a number is all that's needed. That's it! Told ya it was simple... :-)

Now let us compare Diskcomm and Super Arc. Diskcomm will compact a floppy disk sector by sector, resulting in a 10-20% size reduction. Since it does the entire disk, all the files on the disk can be grouped together. DOSes, Print Shop icons, and any disk that relies upon data in certain sectors can be backed up / transferred using Diskcomm. Super Arc will compact only the files seen by the DOS you use. It will usually reduce the data by 30-40%. There is no limit to how many files you can store in an arc file. Use Super Arc for file(s), and Diskcomm for those full-boot disks.

I hope this article has helped to clarify the use of the above programs. I hear that Phil Katz, author of the PKARC/PKPAK programs in IBM-land, has released PKZIP, a new standard of file compaction similar to, yet better than Arc. If and when this becomes the new file compaction standard (and if it does not use large look-up tables!), I'll do an 8bit version. (Super Arc is compatible with any .ARC file created on the PC, including "squashed files" done with PKPAK.)

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Turbo ST -- The Software Blitter Made Better

by Bill Rayl

Since its arrival on the ST market, Turbo ST from SofTrek has been proving itself a useful addition to many an ST boot disk.

However, a number of ST owners have been reluctant to spend $49 for a product that speeds up text functions only. If you have not yet purchased Turbo ST because of price or because the product did nothing to speed up GEM and graphics functions, read on.

As with any good product backed by a company committed to supporting its products, Turbo ST has been steadily improving. Turbo ST version 1.4 now offers substancial speedup in scrolling and paging using GEM-based programs, as well as fantastic increases in TOS applications.

Just how much of a difference can Turbo ST make? Using a 1040ST, monochrome monitor and version 1.0 of TOS ROMs, paging through a 9035 byte "README.DOC" file using Flash 1.51 took 27.1 seconds.

Using the same setup with Turbo ST installed, paging through the text took only 17.3 seconds, a speed increase of over 50 percent. Using a color monitor provides consistently greater speed increases.

In a side-by-side comparison, Turbo ST even beats the hardware Blitter! Using a Mega ST with version 1.2 ROMs and Blitter, Flash 1.51 took only 14.9 seconds to scroll through the README file. Turning off the Blitter and using Turbo ST, it only took 14.5 seconds to scroll through the file!

Using the hardware Blitter and "software Blitter" together, the scrolling time was reduced to only 14 seconds flat.

Paging through text rather than scrolling line by line, Turbo ST delivers speed increases up to seven times faster than the ST alone.

In a test using the Devpac ST assembly editor (version 1.22) to page through a 24527 byte source file, version 1.0 ROMs crossed the finish line in 39.2 seconds. The same setup, using Turbo ST 1.4, came in at a remarkable 5.6 seconds! Even the Mega ST and Blitter couldn't compete, with a time of 16.5 seconds.

Those are some very impressive numbers, but they're nowhere near as impressive as actually watching Turbo ST in action on your machine.

The Invisible Blitter

Although you can't help but notice the benefits from Turbo ST, the software itself is totally invisible to you and to your ST. Using Turbo ST is as simple as copying TURBOST.ACC to your boot disk or hard drive. When you boot your computer, Turbo ST will automatically be installed and start working.

While Turbo ST is installed and active, the software intercepts calls made to GEM concerning text and screen functions. Instead of the built-in, and demonstrably slower, functions of the ST's operating system, the faster routines used by Turbo ST get executed.

To see the difference in speed Turbo ST makes, simply view a text file on your screen with Turbo ST installed. Then, go to the pull-down Desk menu on the ST desktop, select the Turbo ST desk accessory entry and then "Remove" Turbo ST. Now, view that same text file again.

That brings us to a feature of Turbo ST that, potentially, could be very useful to you — the ability to deinstall the accessory without rebooting your computer.

If a package is released in the future that does not function well with Turbo ST, a simple click of the mouse eliminates your problems. Once you're done using the uncooperative software, you can turn Turbo ST back on kick your ST back into overdrive!

Currently, Turbo ST is fully compatible with most of the recent versions of ST software packages on the market. There are minor incompatibilities with GFA BASIC 2.0 and the shareware Deluxe SlideShow program, but only in low resolution. Easel-ST has a problem with Turbo ST's improved Fill Rectangle routine, and a separate version of Turbo ST compatible with Easel-ST is included on the Turbo ST disk.

Version 1.4 of Turbo ST also supports G+Plus from CodeHead Software. Previous versions of Turbo ST caused printing problems with GDOS programs, such as Timeworks Desktop Publisher. Using G+Plus and Turbo ST together, those problems have been solved.

User Group Program

With the recent enhancements, including the speedup of GEM functions, Turbo ST has become one of the "must have" utilities available and is well worth the $49.95 retail price to anyone who uses their ST more than on a casual basis.

Members of Atari user groups can

take advantage of some excellent deals from SofTrek, getting Turbo ST at reduced cost and FREE upgrades. Here's how the user group deals work:

Any user group that can get three or more members together can buy Turbo ST for only $35 each. On top of that, if 10 members of a club become registered owners, SofTrek will supply your group with a FREE copy of Turbo ST. Your club can, in turn, update the copies owned by those registered users.

Not everyone out there is going to need what Turbo ST has to offer. If you use your ST primary for entertainment, the power of Turbo ST isn't going to make your arcade games play faster or smoother. Also, programs that totally bypass the ST operating system calls will not be affected by Turbo ST.

All in all, Turbo ST is an excellent value for anyone spending any length of time using their ST for word processing, database management, programming and any other productivity-oriented activities. With Turbo ST, when you say jump, your ST doesn't even wait to ask "How far?"

[Editors' Note: SofTrek will be exhibiting at the Michigan Atari Computer Expo in May answering questions and taking orders for Turbo ST. They will be offering a discount to User Group members off the already reduced show price on Turbo ST.

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Turbo ST vs The Blitter (% speed increase)

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	Blitter	Turbo ST	Blitter	Turbo ST
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Data Manager 1.1	83	94	85	88
1ST Word 1.0	37	35	34	41
GFA BASIC 2.0	22	69	13	65
Interlink 1.8	53	63	46	71
ST BASIC 1.0	221	517	219	567
ST Writer 3.0	18	116	17	127
Word Writer 2.0	34	31	35	37

Results obtained while paging through an appropriate data file.

Ask for Turbo ST at your local dealer or send $49.95 plus $2.00 shipping and handling to SofTrek, P.O. Box 5257, Winter Park, FL 32793. Florida residents add 6% sales tax. Visa and MasterCard phone orders accepted. Call (407) 657-4611. Upgrades to version 1.4 are available for $5.00 U.S. plus your original disk. Offer expires 60 days from the date of this publication.

Turbo ST does not speed up programs that use GDOS fonts or that bypass the GEM operating system, such as PC Ditto, but is compatible with them. TOS, ST BASIC, ST Writer, 520 ST, 1040 ST, and Mega ST are trademarks or registered trademarks of Atari Corp.

Get In The Fast Lane — Buy Turbo ST Today!

8Bit Uses for an ST Mouse

by Brent Fisher (CACE)

Now is the time for all good men, naahhh that's not it.

Oh, hello everyone. I was just thinking of something else in preparation of this fine feature article that I am writing to...well you might call it a rebuttal...no, better yet call this a reply or even just a continuation of an article by Jay Pierstoff called Commodore 1350 Controller that I saw in issue #147 of Zmagazine.

I realize that this article (it is a reprint from a July 1986 issue) is a couple of years old, so I will try to not be too hard on it, but still I think that a few points need to be covered. First, it is now possible to purchase an ST mouse and it readily hooks up to any 8bit computer.

With the ST mouse, you can play a very mean game of Missile Command. To be quite honest, that is the only reason I bought my mouse. You would be surprised at how well your scores do after you get a mouse pad.

You say "What good will the mouse do if you can only use a joystick with Missile Command?" Well, you see, that is not entirely the case. Way back when Atari released the cartridge (I really don't know when they did it but I know it was one of their first), they released it with a little extra that Atari apparently didn't know about.

Way back in the days before Tramiel, when Atari was owned by Warner, the company didn't allow their programmers to put their names on the games that they programmed. So the programmers sometimes added a little bonus that the company wasn't privy to, such as the one in the Missile Command cartridge (and probably exists today in the XEGS version).

If any of you own a CX22 Trackball, you may have noticed it has a switch on the bottom left-hand side that says "Joystick" and next to that "Trackball." Well, it seems the ingenious programmer knew about this product coming out and added a Trackball handler to his creation. I know, I know, you're saying "Get on with it already," but hey, if I didn't give you some Atari lore who would?

Well anyway, if you press the 'Control' key and the 'T' key together you will notice the screen will flash and as soon as you plug in the Trackball you will have proportional control over the targeting cursor.

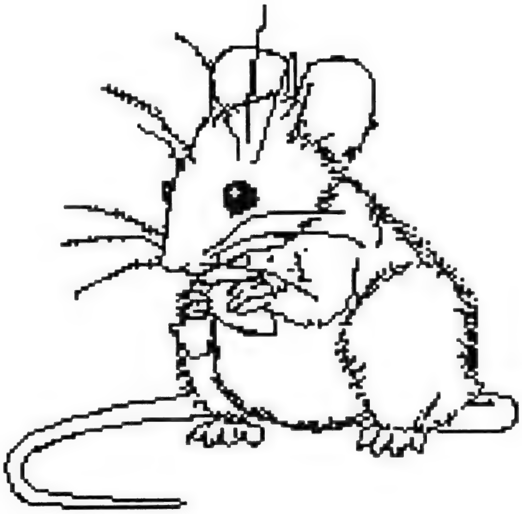
"Ah ha," you say, "but what has this to do with my ST mouse?" Well, if you plug in the mouse you will notice it also gives you proportional control over the cursor in Trackball mode.

While we are sort of on the subject of the Track-ball, Mr Pierstorff also mentions that the Commodore mouse acts just like a joystick. Well, that's fine, but those of you who own a Trackball also know that, as I described in the previous few lines, the Trackball it will also work as a joystick.

I realize that there are not as yet many applications for an ST mouse, but there are a few. For instance, both of the new graphic operating systems are said to use the ST mouse for pointer movement, and the public domain program Icon Shop allows the use of the mouse also.

Another point mentioned is that Atari has not released an 8bit mouse as yet. Well, near as I can tell, we really don't need one, especially if you pick up a Trackball. I have seen these gems advertised for around $7 to $10, and they really do make a good investment.

[Editors' Note: Don Neff wrote a very fine article in the May, 1988 issue of the Michigan Atari Magazine on modifying an Atari or Wico Trackball for use with both the ST and 8bits. If you don't have that issue and would like it, please send $2 for a copy to the Unicorn Publications address. Other back issues of MAM and AIM may be obtained for the same price, except for Feb. and Sept. 1988 issues of MAM, of which only photocopies of articles are available..]



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Goodbye GDOS, Hello G+Plus

by Bill Rayl

Without a doubt, some of the most useful and well-thought-out utilities available for the ST have come from the programming minds of Charles Johnson and John Eidsvoog.

Before teaming up as CodeHead Software, both programmers had already released a number of excellent commercial and PD/Shareware titles. Under the CodeHead name, they've released one truly outstanding product after another. This article focuses on one of those products — G+Plus.

What is GDOS and G+Plus Anyway? To put it quite simply, G+Plus is a replacement for Atari's GDOS (Graphic Device Operating System). Those of you who use program such as Degas Elite, Word Up, Fontz, Timeworks DTP, Easy Draw and SuperBase Professional have all used GDOS to some degree. GDOS is, primarily, an add-on piece to the ST operating system that handles loading of fonts and "device drivers."

Commercial packages such as those mentioned above include Atari's GDOS, a number of GDOS-compatible fonts and device drivers for various printers, plotters or other output devices.

The GDOS "patch" resides in the AUTO folder of your system boot disk. At bootup, GDOS reads in a file called ASSIGN.SYS, which must be found in the root directory of your boot disk. The ASSIGN.SYS file is a text listing of all the fonts and device driver(s) recognizable by GDOS.

Using GDOS gives your ST the ability to send high quality output (such as the page you are reading) to any output device, assuming you have a working device driver for that device.

All that sounds great, but GDOS is not perfect. The first thing you notice when you start using GDOS is that your ST seems a bit more sluggish. You aren't imagining it — GDOS does slow your ST down.

Also, if you use more than one program that incorporates GDOS, you face the problem of either creating one master ASSIGN.SYS file or having individual boot disks for each and every program using GDOS. That can get to be a real headache.

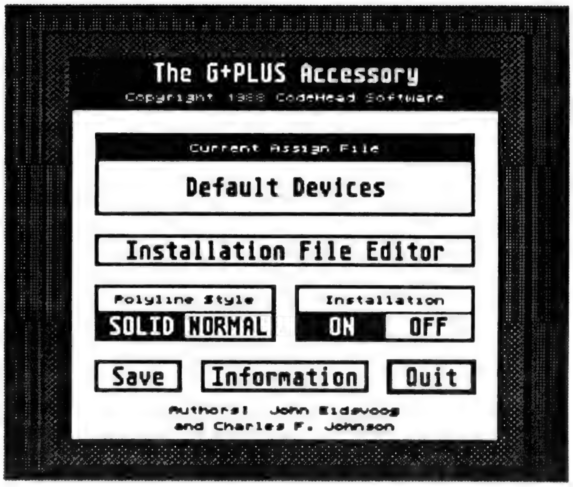
G+Plus takes all the headache and hassle out of using GDOS programs. G+Plus is actually two separate programs. The G+PLUS.PRG program is the actual replacement for GDOS.PRG from Atari. Simply delete GDOS.PRG from the AUTO folder of your boot disk and put G+PLUS.PRG in its place.

Similar to GDOS, the G+Plus auto-boot program will attempt to read in an ASSIGN.SYS file from the root directory of the boot disk. Unlike GDOS, however, G+Plus does not require the ASSIGN. SYS file to be present at that time. When running a GDOS program, simply hold down the Alternate key on your ST and G+Plus will present a Dialog Box from which you can load the proper ASSIGN.SYS file.

The "other half" of the G+Plus utility package is G+PLUS.ACC, a standard ST accessory file. It is not necessary to install this accessory to use the G+Plus auto-boot program. However, the accessory gives you even more flexibility and adds a feature that speeds up your ST, even when not using GDOS programs!

To install the accessory, simply copy the G+PLUS.ACC file to the root directory of your boot disk (the same disk that now contains G+PLUS.PRG in its AUTO folder). From now on, everytime you startup your ST using this boot disk, both parts of the G+Plus package will be installed automatically.

Once installed, moving the mouse up to the "Desk" drop down menu and selecting the "G+PLUS Accessory" entry, you will be presented with a dialog box just like the one below.

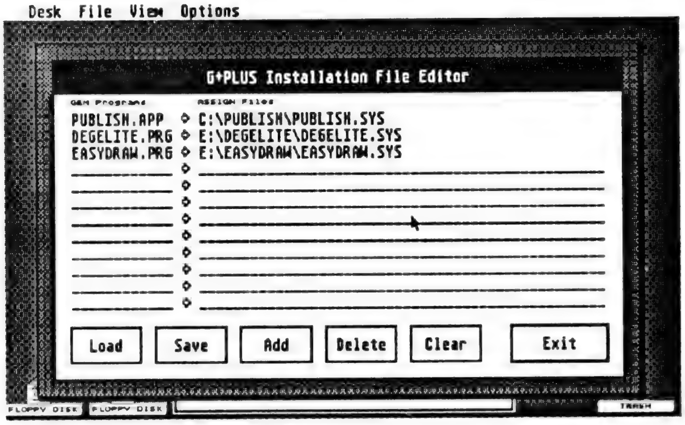


G+Plus Means Flexibility

The "Polyline Style" entry allows you to select Normal or Solid mode. Using Solid mode, G+Plus actually speeds up the GEM desktop line drawing routine. This speedup can be demonstrated quite visibly by running a program called ZOOMTEST.PRG included on the G+Plus disk. If you wish to have Solid mode as your default, clicking on the "Save" button at the bottom left of the dialog box will modify the G+Plus accessory to reflect your choice.

Clicking on the "Installation File Editor" option brings you to the screen shown at the bottom of this column. Using this feature of G+Plus allows you to predefine up to 12 different GDOS applications and to associate a separate ASSIGN.SYS file to these applications.

As you can see from the Figure, it is possible to customize the ASSIGN.SYS files by changing their names to more accurately reflect which files work with which GDOS programs. Saving this "installation file" to a file named INSTALL.INS in the root directory of your boot disk will enable G+Plus to automatically recognize the proper program and ASSIGN.SYS file combinations.



```
PUBLISH.APP  ◇ C:\PUBLISH\PUBLISH.SYS
DEGELITE.PRG ◇ E:\DEGELITE\DEGELITE.SYS
EASYDRAW.PRG ◇ E:\EASYDRAW\EASYDRAW.SYS
```

You can also set up more than one "installation file" and switch between them by clicking on the "Load" button shown at the bottom left of Figure 2. This allows you to pair up GDOS programs with their ASSIGN.SYS files for more than the 12 application limit of one "installation file."

Also contained on the G+Plus disk is the excellent article by Douglas Wheeler entitled "Everthing You Wanted to Know About GDOS." This article explains the ins and outs of GDOS in easy to understand terms. The G+Plus manual also gives a brief description of GDOS and ASSIGN.SYS files. Also included in the 32 page manual are two pages of technical information describing how developers can use the advantages of G+Plus in their GDOS programs.

There is an ever-increasing number of programs coming out for the ST using GDOS fonts and device drivers. Using G+Plus to replace Atari's GDOS makes using these programs much easier and far more enjoyable. If you currently use programs with Atari's GDOS, switching to G+Plus will make a world of difference. Like upgrading your computer's memory or adding a hard drive to your system, once you've moved up from GDOS to G+Plus you'll wonder how you ever survived without it.

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MultiDesk -- The Accessory for Your Accessories

by Bill Rayl

To put it bluntly, before MultiDesk hit the market, I hated desk accessories. Sure, there are literally hundreds of great and highly useful desk accessories out on the ST market, both public domain and commercial. But, before MultiDesk, I used very few of them.

Partly, this was due to the ST allowing for only six desk accessories at a time. Another reason was that, once installed, a desk accessory hangs around until you reboot your machine or switch resolution. Unless you did a lot of careful planning, and created a separate boot disk for every conceivable situation, chances are you'd end up either wanting an accessory that wasn't installed or wasting precious memory with an accessory you didn't need.

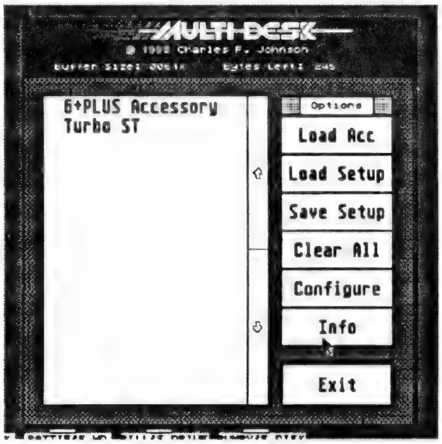
Consequently, I chose my six "most necessary" desk accessories and used them at all times. Keeping track of a handful of boot disks just never appealed to me. Lots of useful accessories that I would have loved to put on my boot disk -- including calendars, appointment books, notepads, and even games -- never saw the light of day after the first usage.

And then came MultiDesk.

MultiDesk, the Accessory

CodeHead Software's MultiDesk removes every conceivable limitation from using desk accessories on your ST. First, it allows you to load in up to 32 desk accessories. Itself a desk accessory, MultiDesk can be loaded into itself, virtually giving you the ability to load as many desk accessories as your computer's memory will allow.

As with all desk accessories, simply placing MULTDESK.ACC on your bootdisk and then rebooting your computer will install MultiDesk. Moving the mouse pointer up to the "Desk" drop down menu in the upper left corner of your screen and clicking on "MultiDesk" will present the dialog box shown below.



With MultiDesk installed, you can load and unload desk accessories at will. You can even load desk accessories while running GEM programs that allow access to the "Desk" drop down menu. Accessories can be loaded from any drive or folder, giving even more flexibility.

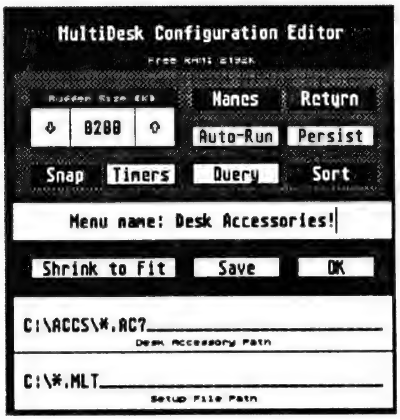
To load individual accessories, simply click on the "Load Acc" option and you will be presented with the familiar Item Selector. Select the accessory you wish to load and click on OK. Your selection will now appear in MultiDesk's accessory box. To access the accessory, simply click on its name.

If, for some reason, you need the memory being used by the accessories you've loaded, selecting the "Clear All" option will allow you to remove all the accessories loaded into MultiDesk. This frees up that memory for other uses, a handy feature if you own a standard 520ST.

MultiDesk also has the ability to automatically load up to 32 accessories at bootup. If you have a set of accessories that you always wish to install, simply load them in one by one. Then, select "Save Setup," which will allow you to save a listing of all accessories currently loaded into MultiDesk. At bootup, MultiDesk looks for a setup file with a particular name. If that file is found, MultiDesk will load in the accessories listed in this file.

The "Save Setup" feature also allows you to group accessories in a logical way. These setup files can later be loaded from the desktop at any time. For example, you can save a setup file of all your game accessories, such as Breakout, Othello and Minos. Then, when you want to take a break from wordprocessing or databasing, simply select the "Load Setup" feature of MultiDesk and let the games begin.

Selecting "Configure" while in MultiDesk takes you to the Configuration Editor shown on the next page. In this dialog box, you can influence the way MultiDesk treats accessories when loaded and executed. For example, the "Auto-Run" feature determines whether or not an accessory is automatically run when loaded. Each of the options is thoroughly explained in the 22 page manual accompanying the MultiDesk disk.



8288

Menu name: Desk Accessories!

C:\ACCS\*.AC7

C:\*.MLT

MultiDesk, the Program

For those of you out there who never use accessories, simply because they take up memory, MultiDesk is just what you need. "But wait a minute," you say. "You just told us MultiDesk IS an accessory." Well, it is...but, it's also a program! Simply by renaming MULTDESK.ACC to MULTDESK.PRG, you can actually run MultiDesk from the desktop, load in and use accessories. Once you're done with the accessories, clicking on "Exit" in MultiDesk will take you back to the ST Desktop, freeing up the memory used by the accessories and by MultiDesk. Using MultiDesk as a program, you can have your accessories and your memory, too! This works great with accessories for setting your screen colors or for calculators and calendars. And it all works without the need to reboot your computer!

If you're a user who keeps multiple boot disks just for your accessories, then MultiDesk is for you. If you use only a few (or no) accessories but feel you're missing out on literally hundreds of top notch accessories, then MultiDesk is for you. If you never use accessories because of the six accessory limit or because you have "better" use for your ST's memory, then MultiDesk is for you. In other words, if you own an ST, then MultiDesk is for you!

MultiDesk ($39.95)
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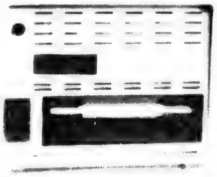

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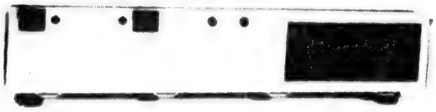

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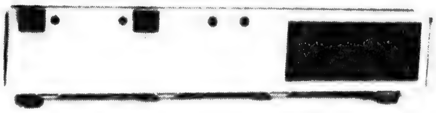

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SolaPak
The Accessory with It All!

by Patricia Snyder-Rayl

Do you use a print spooler accessory or a ramdisk accessory or clock accessory or a screen saver accessory or any combination of those?

Perhaps you're tired of all the trouble you have to go to, not to mention the memory these individual programs take. Then SolaPak v. 3.04 is for you!

SolaPak is a print spooler, a resettable ramdisk, a screen saver and a clock program all rolled into one. Each of these features has more to them than most of the other ramdisks, print spoolers, etc. available elsewhere, plus the program itself takes only 12K of your computer's memory with all its features installed, not including whatever size ramdisk you choose.

Additionally, SolaPak is constructed to make changing your set up as easy as one, two, three. On the SolaPak disk is a program called SPMOD.PRG. This slick little program displays a chart of the different functions of SolaPak and you only need to use the mouse pointer to click functions on and off. This program is also where you choose what printer you have from the extensive list, or you can easily create your own printer driver.

SolaPak's Documentation

If you're a new ST owner, the detailed documentation will help you figure out what you need to do, step by step, and even includes the "basic training" information on how to copy files, disks, etc. for the very novice user. The documentation is on disk and needs to be printed out for future reference, but contains in its 30 pages everything you need to know to get SolaPak up and running in any manner of configuration.

The author, Tim Hunkler, even suggests changing the name of SolaPak in your auto folder to help you remember what the function of the configuration is, for example, SolaPak may be named Ram300h.prg to remind you the program is set up for a ramdisk of 300K called Drive H. It is these helpful tips and the depth to which the program's function are explained that really make the documentation shine.

SolaPak's Features

SolaPak's ramdisk and printer spooler work together so you don't need to set aside space for each feature. The print spooler borrows space from the ramdisk you've set up (if you're using the print spooler alone, then some memory would be set aside), allowing you to put up to 8 files into the queue (line) to be printed. Each of those files can have different attributes, plus SolaPak can be set up to automatically double or triple space your text and create margins, etc.

The printer spooler also comes with a feature called the Printerceptor which makes it possible to "flush" out the buffer if you decide not to print something you have already queued up (among other things). The printer spooler itself allows you to pause, stop printing and delete files from the queue.

The ramdisk takes up as much memory as you tell it to...ie, there is no waste. If you want a 300K ramdisk and you do a "Show Info" on the drive, you'll see you have 300K available to use. Others give you as little as 289K to work with.

The screen saver and corner clock are very useful in and of themselves. The screen saver even has a "check modem" feature. If you have a modem connected to your computer, it will turn the screen on when a change in status is detected.

This means BBS SysOps can put SolaPak in their auto folder and run their BBS program The screen saver will turn off the screen when noone is online and turn it on again when someone calls. If you don't have a BBS running on your ST, you may be interested in the more common feature of the screen saver — the screen is turned off after a period of inactivity and a touch of the keys or mouse will reactivate it, avoiding image burn-in.

The corner clock is resettable each time you boot the computer, or if you have a clock chip, the clock will read the time and date from it. The clock sits in the upper right corner of the screen, and only takes up about half an inch of screen space. In high resolution, the clock can have two fonts — digital or regular — but the clock will work in all resolutions and even works in TOS programs!

This is the feature I like best of all the features in SolaPak. It helps me keep track of the time I'm on the computer so I don't miss something important I've got planned. It's too easy to lose track of time when you're concentrating on killing those last aliens or writing that last paragraph that's got to be worded just so!

I highly recommend getting SolaPak, since it contains the most commonly used desk accessories all rolled into one program, and it does everything so well. SolaPak sells for $30, and is well worth the money, especially if you've got a tight memory budget or use accessories often.

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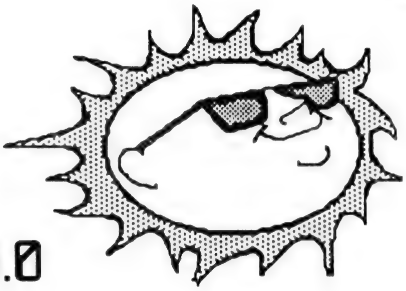
SOLAPAK



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The Atari ST Book
Tips for Beginner and Advanced ST Users

by Bill Rayl

Here is a book that all ST owners should have on their shelves. The Atari ST Book by Ralph Turner provides a wealth of hints, tips and little known "secrets" concerning the Atari ST line of computers. Whether you own a 520ST, 1040ST or Mega, and whether you're a beginner or advanced user, you should own a copy of this book.

For the new ST owner who feels lost and bewildered, the Atari ST Book provides step by step instructions on copying files, setting the Control Panel and using the Item Selector.

Individual chapters deal with such often confusing topics such as RAM-disks, the AUTO folder and desk accessories. Each topic is presented in easy-to-understand terms. In the case of the AUTO folder chapter, for example, the chapter begins by defining what an AUTO folder is and what it can do for you. Next, step by step instructions help you create an AUTO folder. Then, the chapter details what kinds of programs will run in your AUTO folder at bootup and gives you some troubleshooting tips.

For the more advanced users, The Atari ST Book covers topics such as Installing an Application, Modems and Telecommunications, Word Processors (with a section detailing the features of the most popular word processors available for the ST), and even a section on Chess and the ST.

Other topics covered in the book include Printers, Files and Their Management, Cold and Warm Boots, Public Domain Software and a Miscellaneous section that contains some very useful hints and suggestions for all ST owners.

Included in the book is a list of magazines from around the world that contain ST coverage. The list includes addresses, phone numbers, and information concerning the type of coverage and number of issues printed per year. A few of the magazines on this list have come and gone already, mostly U.S. magazines like ST Applications, but the list should be helpful to anyone wishing to obtain information on the European magazines.

The 160 page book includes Table of Contents, Introduction, 17 informative chapters, two Appendices, and a very thorough four page Index that makes using the Atari ST Book even easier. Also included with the book is a "Free Consultation Coupon" from the author. Simply send in the coupon, along with a self-addressed, stamped envelope and letter containing a question you'd like answered or problem you're having with your ST. Mr. Turner will then try to answer your question or solve your problem...free of charge.

Over all, The Atari ST Book made for very pleasurable reading. Mr. Turner's easy-to-understand yet thorough discussion of each subject presented is a blessing to all novice ST owners. Having owned an ST since early 1986 and using that ST on a daily basis, I consider myself an advanced ST owner. Even so, I found a number of tips and pieces of information that I never knew about the ST. I highly recommend this book to all Atari ST owners. Furthermore, all user groups supporting the ST should purchase at least one copy of The Atari ST Book as the information in this book can easily be adapted to New User classes.

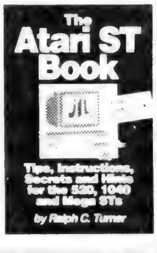
BEFORE

"I used to feel like a dummy. But with* The Atari ST Book, *I've learned to embed printer codes in text and use a word processor to alter my* DESKTOP.INF *file."

AFTER

In the past, many of the ST's features and capabilities hadn't been adequately explained in language that the average user could understand. But now the 159-page *Atari ST Book* provides step-by-step instructions that help both beginning and experienced users get the most out of their STs. And no knowledge of programming is required!

"Very useful on every level, from rank beginner to the most advanced ST owner." (*ST Business Magazine*) "Hard copy of a year's worth of user group meetings run by a master teacher." (*ST Informer*) "Genuinely helpful...multitude of tips...pure pleasure." (*Current Notes*)


The Atari ST Book
Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega STs
by Ralph C. Turner

$16.95 + $2.00 shipping. Check, money order, VISA/MasterCard. Index Legalis, P. O. Box 1822-41, Fairfield, IA 52556 (515) 472-2293

The Collector

by Gordon Totty (MACE)

The truth of the matter has finally dawned on me. At last, I know what I am. I have "found myself." I can look at my image in the mirror now without the lost, anxious expression on my face. How often did I used to wonder: what, why, who? Now, I enjoy the power that comes with knowledge. Like Popeye, I am what I am. Beyond that silly sailor, I am a collector!

Why else would there be three computer sytems operating in my home? Why else would I own almost a dozen word processing programs? (My only regret about my word processing collection is that I never purchased the magnificent program that O.S.S. used to publish, The Writer's Tool. This one has become scarce now. The other day I was surprised to come across Letter Perfect, and was pleased to see that this "oldie" is still on a shelf, even though it was in the closeout sale area.)

The only explanation for the piles of books, magazines, and disks that clutter my study is that I am a collector. I could not possibly use all of this stuff in one lifetime. There is far more software than I need. But I *want* it. And after I fiddle with it for a while, *I want to try something different.* But, hallmark of the collector, I do not want to dispose of the stuff that I do not fiddle with anymore. "You never know, might need this some day. Might come in handy." Sure, pal, your house might be exposed to a massive dose of radiation, and only one word processor survive. You'd be glad you still had that one to use to write to dear old Mom and tell her that you are turning green and glowing in the dark!

A collector. No question about it. Many of you, too, I suspect. I see that acquisitive look in your eyes at the meetings.

Another clue to the breed is the "need" to buy the latest, improved program. "But, honey, *this* word processor has a new, automatic,, comma,,, feature,,,,. The ad says,,, you'll never be at a loss,,, for a comma,,,,,again. I *NEED* it!"

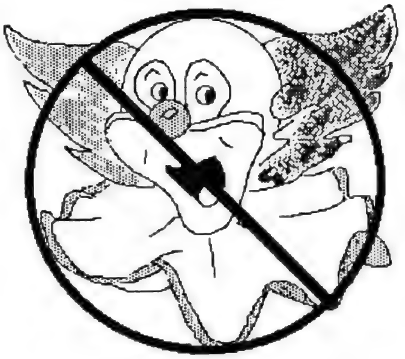
That's me. Heaven help me, what fun it is!

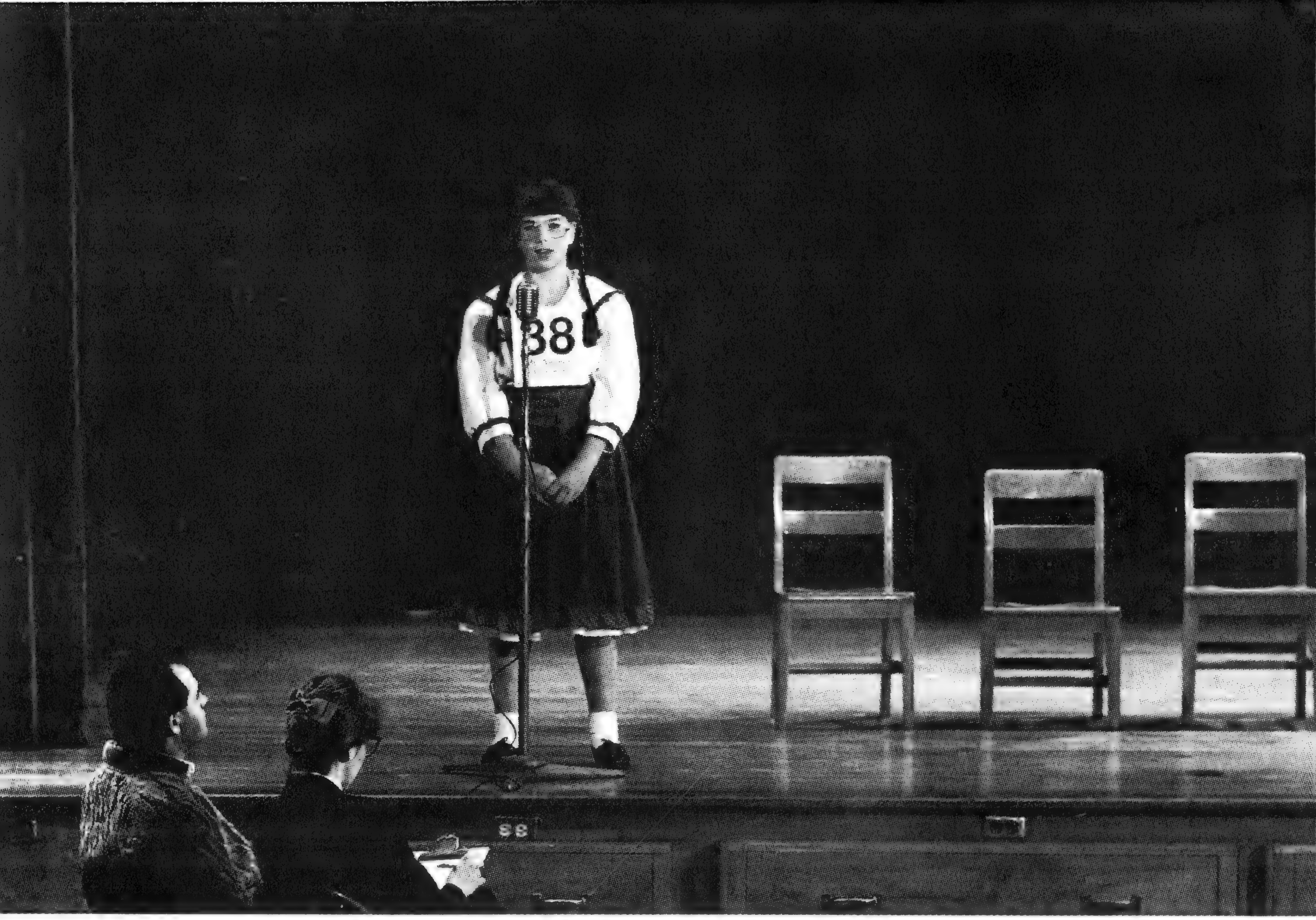
That is the only explanation for my recent purchase of *Timeworks Desktop Publisher ST.* I need a desktop publisher like I need another hole in my head. But, this is the latest rage. Gotta get in on it and quickly, before it is too late. Everywhere I turn I see another article about DTP. So, I had to buy one to fiddle with. Fortunately, the Timeworks program is reasonably priced, depending on how hard you shop around. I paid $79, and consider it cheap because it comes with a fancy manual and six disks. The disks alone are worth about $7.20 blank, but these have stuff on them! A good three-ring binder costs three or four dollars empty, but this one comes with paper.

This article is not intended to be a review of Desktop Publisher ST. I do not yet know enough about the package, or indeed the whole concept, to write an informed review. I will tell you, however, that I am very pleased so far. The program is reasonably priced; you get a lot for your money (kidding about collector mentality aside). It is fun to use.

Also, it is very easy to use. Timeworks has a chapter in the documentation titled, Quick Start Mini-Manual. That is about all I have read so far, and in short order this chapter has you creating documents. Elsewhere in this month's issue is a two-page sample of my first effort, a gag newspaper called Checkout Chatter. A gag newspaper is designed either to tickle you into a smile or gag you into a desire to retch. My little effort will tickle you, right in the back of the throat.

[*Editor's Note:* Gordon's first edition of Checkout Chatter, destined to become a collector's item, has been included as an insert to this month's issue. Unless the postperson has discovered the premier issue of Checkout Chatter and recognized the potential collector value of this fine rag...er...ah...piece of literature, you should find your copy enclosed. Enjoy.]





Some Spellers are Better than Others.

Before she won her regional spelling bee, Margaret Hollingsworth pored over seven different dictionaries for more than three hundred hours.

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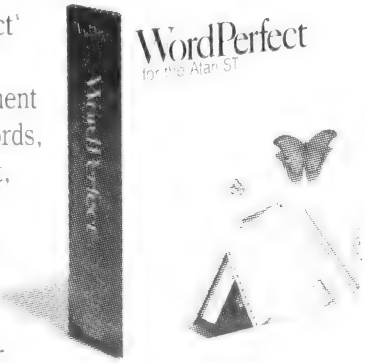

With the WordPerfect Speller (included in your WordPerfect software for the Atari), more than 115,000 words are at your fingertips. No other speller can match that kind of power.

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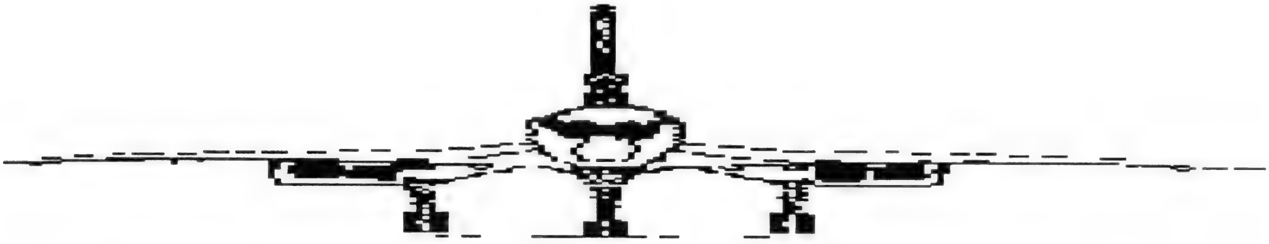
Falcon

by Ed Wehrenberg

When Spectrum Holobyte first released Falcon, an F-16 flight simulator, it was for the IBM and Macintosh. Being an ST owner, I was filled with resentment and disenchantment. I almost (secretly) wished I had an IBM just to play that game. I had seen the IBM version and thought it was awfully good.



Now that the game is made for the ST, I am glad I don't have an IBM because the ST version is so much better!

I haven't seen Falcon AT however, and that is supposed to be great. I can only speak for the ST version and in a word, it's incredible! From the graphics to the scenarios, everything in the game is top notch. It even includes a way to dogfight your friends miles away through the phone lines, if you have a modem.

The simulation begins with selecting a pilot from the roster. The roster is blank at first, but as you play it, the pilots' names stay on the roster, assuming they don't get killed in action. Merits build up for each pilot on the roster so you can keep track of how each pilot is doing. That's great if you have a spouse or a friend that plays so you can keep close tabs on how the "other guy" is doing.

After choosing a pilot, you move to the mission screen, where you choose your rank, which is directly related to degree of difficulty, and the mission.

Missions range from the "Milk Run," in which you blow up three towers with no enemies around, to flying against the best air threats the enemy can offer in the final scenario. After that, it's on to the armament screen, where you choose your ordnance that you'll take with you.

At the lieutenant (easiest) level, there is unlimited armament. You must be choosy, because taking too much can weigh down the aircraft. On the other hand, you never want to be caught behind enemy lines without enough firepower. If it sounds complicated, it's not. A bit lengthy maybe, but it's all very self-explanatory.

Finally, it's onto the runway, in the cockpit of the F-16 Fighting Falcon, one of the most lethal aircraft in the world. When flying, you'll marvel at the detail in both the ground targets, and the enemy MiGs (Russian fighter jets) that harass you. The speed of the graphics and animation is great, it doesn't bog down at all.

I can't say the same for the two-player modem dogfighting action however. It was just too slow to enjoy, but no-doubt would be enjoyable at 9600-baud through a null-modem cable.

There is way too much flight detail to cover in one article, but suffice it to say that it is the most realistic and enjoyable combat simulators ever for a computer.

It takes a few missions to learn the aircraft and how to fly it, and even more missions to learn how to successfully employ the vast amount of missiles and bombs you have at your disposal. No matter how much you practice, the Colonel level is a challenge for anybody.

I thank the folks at Spectrum Holobyte for providing an in-depth and detailed manual. It alone is worth the price of the game. Merits are awarded for each successful mission, with more merits being awarded for higher ranks.

Spectrum Holobyte thought of just about everything in the ST version of Falcon, I just wish there was enough room in this article to tell you all about it!

Computer Abuse
How to Detect it and Avoid it

by Ted Beauchamp (TAG)

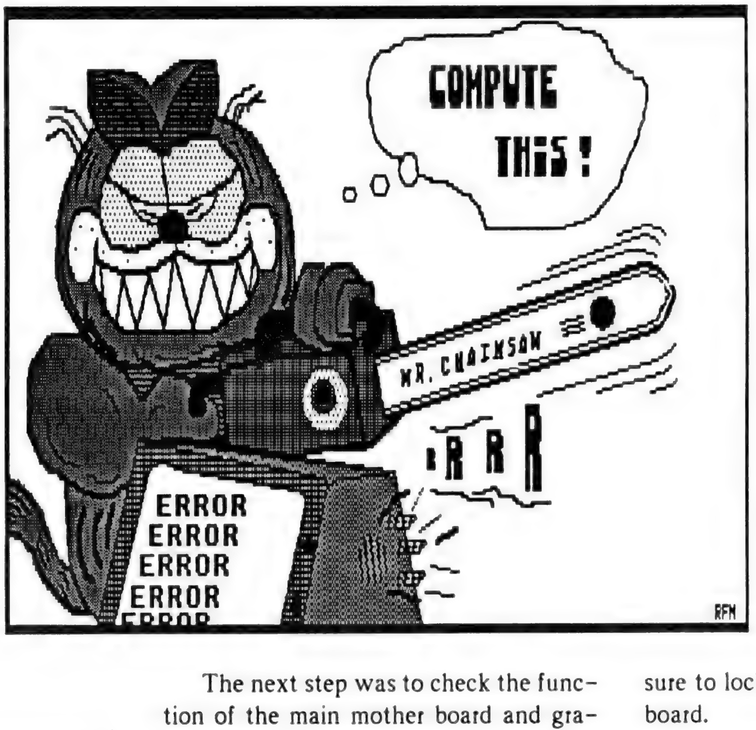
NOTE: The following is a true story, dealing with harsh realities. Discretion is advised.

A co-worker of mine was driving down a rural highway in an adjacent county when he saw a computer set out with the trash in front of a house. Being a curious person, he turned his car around and stopped to examine the computer.

He found that it was a Blue Chip IBM XT clone. The entire computer, including two 5-1/4" floppy drives, the monitor, and the keyboard, was all there.

He placed everything in his car and drove away. The next day he brought the computer into work to show our resident computer expert.

The main CPU case was bent and showed repeated stomps from a muddy boot. The front of the housing was broken around the drives but the drive door latches were ok. The monitor rattled badly when shaken and had obviously been dropped and/or kicked repeatedly until major components were broken loose inside.



Probably the most glaring example of the abuse this computer suffered was the condition of the keyboard. It appears that the keyboard was placed against the assailant's knee and bent like you would break sticks to make kindling wood. The keyboard was bent such that most of the keys in the middle third of the keyboard popped off.

If you think that this was just a case of someone taking out their frustrations on a totally useless piece of equipment that was unrepairable read on.

After prying the cover off the main CPU he found that most everything seemed to be intact. He removed the drives, hooked them to a temporary power supply and connected them to one of our company computers, both drives read and wrote perfectly.

The next step was to check the function of the main mother board and graphics card. The computer was hooked to a different monitor and keyboard and a diagnostic utility run on the computer. No problems were found.

The CPU cover was sent down to the shop floor to be straightened and the computer was put back together. Several people were interested in speculating on how or why this happened.

My first theory before seeing the computer was that perhaps the computer was being transported in a car that was involved in a bad accident.

However, after seeing the muddy boot prints on the case and the way the keyboard was bent, it was obvious that this was intentional.

The most popular theory by those asked, seems to be that the computer was a target of abuse in some sort of domestic dispute.

Perhaps the non-computing spouse of the computer's owner became jealous of the computer and decided to gain back lost attention. Perhaps the dispute had nothing to do with the computer itself, but this was the simplest way to get even.

One other possibility is that the computer suffered because of a poor software application that frustrated the owner to the point of violence.

In closing, remember that your spouse or lover needs some attention sometimes and that if you do have a disagreement make sure to lock up more than just your keyboard.

If you are a programmer, remember that the users might not always use your program as you intended them to, that would make you a personprogrammer. Also remember that ALL software needs documentation!

An Impromptu Review of Bill Williams' Necromancer

by Dick Brudzynski (CIS)

Necromancer is now available on cartridge for all XE/XL computers and game machines by Atari.

Necromancer author Bill Williams always found new ways to use a joystick. In an early APX game, Salmon Run, one had to pilot a fish upstream by a combination of jumping and swimming movements that was quite unlike anything ever seen before (or since).

In a later work for Synapse, Bill had an Alley Cat which the user had to keep madly jumping on a clothesline trying to hit a target some distance away. Unlike most "jumping" games there was an element of randomness, unpredictability and gravity in the joystick control. The player could never be quite sure of hitting the target.

Necromancer was Bill's most notable achievement in new forms of joystick control — the action was "spongy." The user would move the joystick and it would take a fraction of a second for the corresponding action to take place on the screen, the action always lagged behind the joystick movement, and you could return the stick to neutral and watch the action complete itself on-screen.

With a Bill Williams game, you knew you'd always have to learn to use the joystick in a way that you hadn't used it before -- always interesting, always challenging.

A second notable feature of a Williams game was the emphasis on romance as the object of the game. In Salmon Run, the player piloted his salmon upstream and, if successful, was rewarded by a big wet sloppy kiss from his lady fair (complete with smoochy sound effects). His Alley Cat was prompted in his adventures by his desire to impress his girlfriend. Both the Salmon and the Cat got the girl at the end of each level and were rewarded by increasing levels of on-screen bliss. I imagine that the successful completion of all the levels of a Williams game would probably result in a degree of ecstasy known only to the Finnish Commission on Eroticism and Public Health.

All of Bill's works projected a sense of joy and good humor — they were true "feel good" games.

Necromancer was a distinct departure from Bill's usually light-hearted style and the closest he's ever come to a traditional blow-the-enemy-away game. Our necromancer protagonist is charged with the responsibility of restoring light to a world from which the light has been stolen. Actually there are three games which are part of the game in Necromancer.

In the first game, we have to arm our Necromancer with the tools he'll need to successfully complete the second game. Our Necromancer must grow an entire forest to use in the second game. In the course of this process, he and his forest are under attack by trolls and venomous spiders which grow ever stronger.

Here is a really brilliant twist — a gamer who tries to counter the opposition by becoming increasingly stronger will lose badly. The correct strategy in this section of the game is to maintain and gradually diminish the Necromancer's strength so as to finally expire at precisely the "right moment" when the forest is at its most powerful. A gamer who tries to "stand against the wind" will lose his entire forest; a gamer who knows when to bend and eventually break will pass on to the second game well-armed.

In the second game, our Necromancer has an opportunity to prevent his adversary (an evil mage) from arming himself (with more venomous spiders). The goal is to use the trees to prevent the adversary from hatching spiders from five levels of crypts. Each spider prevented from hatching denies a tool to the adversary in the third game.

All five levels are basically the same game but as the gamer progresses through the levels, he has to learn precisely when to change strategies in order to preserve his forest and diminish the evil mage's minions to the max.

In the third game, our necromancer faces a duel to the death with the evil mage. In this game, Williams presents the gamer with a difficult problem to solve. The necromancer is under constant strength-diminishing attacks by the mage's minions. He can reduce the attacks by attacking the minions. He can regain strength by attacking the mage. He can progress to the next level by attacking the mage's hiding places.

The trick in the third game is to find the right combination of attack-the-minions, attack-the-mage, and attack-the-hiding-places so as to pass onto the next level with the maximum remaining strength. This is a problem I've been unable to solve despite years of play. Knowing Williams' style, I keep playing because a real graphic treat awaits the player who successfully completes the third game.

A Bill Williams game is always distinctly different from anything else. Describing it is like trying to give a narrative description of a Beethoven symphony, the Mona Lisa or a first kiss. Atari deserves to be commended for bringing Necromancer back from the grave.

From time to time I wonder whatever became of Bill Williams. I like to think that Bill is still hacking away out there somewhere. By all means, pick up Necromancer. It's truly a unique creation that will stimulate brain cells near death from too many mazes, shoot-em-ups, jumping games, etc. By the way, the graphics, music and sound are impressive.

Batman, The Caped Crusader

by Bill Boles (MACE)

With the long-awaited Batman movie slated to hit the theaters in June of this year, it seems that people are going bat-crazy and various companies are jumping on the bandwagon, producing T-shirts, posters, games and other promotional items, not to mention a rise in sales of Batman comic books (finding a back issue with the Joker in it is almost impossible). One would imagine that the folks at DC Comics are very happy.

Now Data East has joined the race for bat-bucks with the release of Batman, The Caped Crusader. However, this game is no cheap attempt to make a quick dollar or two; this is a nicely done program that features excellent graphics and playability. The game comes on two disks (actually, each disk is a separate adventure).

In disk one, "The Penguin: A Bird in the Hand," the Penguin has set up a seemingly honest business as an umbrella merchant, but his real plan is to take over the world with an army of robot penguins. Your job: stop him. The game begins in the batcave where you must collect items to repair the Bat-Computer. Once this is done and you find your way out of the cave, you find yourself outside of some buildings. As you walk along collecting various items that are needed to complete your quest, you will be attacked by the Penguins thugs who, when beaten off, will drop a packet of food which you can eat to replenish your energy level (represented by a picture of Batman's face which slowly changes to a skull).

By pulling down on the joystick and pressing the fire button at the same time, a status/activity screen will appear. This screen is used to keep track of items found and to use those items by selecting one of them and then placing them in the "use object" icon. This screen also contains the energy level indicator mentioned earlier.

Soon, you will find the Penguin's warehouse. This is where the game gets tough. Not only do you have to deal with the thugs, but now you are under attack by toy airplanes that bump into you and robot penguins which open up, revealing a gun that shoots at you. The penguins are easy enough to destroy, but as of yet, I have not figured out what to do about the airplanes. This sort of thing continues until you have captured the Penguin (something I have not yet accomplished), and brought him in.

In disk two, "The Joker: A Fete Worse Than Death," the Joker has captured Robin and is (Holy Hostage!) holding him for ransom. This second adventure begins in Gotham City Park where you must find your way into the city sewer system and eventually to the fairgrounds where the Boy Wonder is being held. Basically, this adventure plays the same way as the other except the thugs of the first game have been replaced by fat killer clowns, and the sewers are populated by vicious rats. Some parts of the sewers require that Batman wear a gas mask or suffer a sharp drop in his energy. If your energy runs out, you die, and so does Robin.

I wish I could tell you more about this adventure, but I have not played it much due to the fact that I have become obsessed with beating the Penguin first. This is a very enjoyable program. The graphics and animation are excellent, and the playability of the game keeps you coming back to try it one more time.

The only complaint I have is that when the game is loaded in, the drive keeps running and has to be shut off before the noise drives you buggo (you'd think they could have put a command in the program to tell the drive to shut itself off). Other than this slight problem, I would not hesitate to recommend this game to any ST'er. "Robin...to the Batmobile!"

For 520ST. 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.
Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A: Socketed, no RAM	$ 129
520B: 1 MB, socketed	$ 249
520C: 2.5 MB, socketed	$ 495
520D: 4 MB	$ 795
520-1: 1 MB, non-expandable	$ 199
1040A: 1 Bank sockets, no RAM	$ 110
1040B: Fully socketed, no RAM	$ 149
1040C: 2.5 MB + 1 bank sockets	$ 495
1040D: 4 MB	$ 795
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
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hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
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-optional delay circuit for CPU allows fully automatic power-up!

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2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
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20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:
10 MB - $295 20 MB 48ms - $398
30 MB full ht. CDC 45 ms - $465
Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.
Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available!
Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

tech-specialities Co.
909 Crosstimbers, Houston TX 77022
(713)691-4527/8 FAX: (713)691-7009

Distributors for:
Australia
Tech-Soft, 460 Stirling Hwy, Suite 37
Claremont, Western Australia 6011
Tel.: (09) 385-1765
Canada (East)
Computer Country, Paul Wilson
148 Waterloo Street, Stratford, Ont., N5A 4B4, Tel.: (519) 273-1011
West Germany
ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

Cascades Atari Computer Enthusiasts
CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Greetings and Salutations to all of you out there in Atariland. This month's newsletter offering is going to look a bit like January's I am afraid, since it seems all of the writers for this end of the publication have taken leave of their keyboards and gone out to party for ST. Patrick's Day (whoever heard of putting a deadline on the biggest partying day for green beer anyway). Though I was able to drag Jim Boyce away from his bar stool for a few sectors of AW+. Speaking of Jimmie's AtariWriter+ column, hopefully we will be getting it all set up so that Unicorn Publications can finally start reprinting it for their larger audience.

Well, on to the news for this month. MACE has sent out their information packs and we, as a lucky user group that is know to them, have received one. In it they describe the show that they will be putting on in Romulus, and also what sort of discounts that group members who show that they are part of a user group will be allowed to have. If you group members reading this are interested in going to what I think will be a great Atari show, please contact me or Craig for more and better details, especially about the discount tickets and the gold card plan. By the by, the show is to be held on the first weekend of May or in other words, Saturday and Sunday May 6th and 7th.

Now for some news on the other Detroit Atari show. If any of you have been reading Zmagazine (what do you mean you haven't been downloading it from the C.A.C.E. BBS, the number is 787-4011, add a 1-517 for those of you who are reading this in other than the Jackson area) you will have heard of the World of Atari shows that will be touring the country. The first stop will be in California in April and the next stop will be in Detroit in June, said to be on the weekend of the 24th and 25th. So if you are an Atari fan this looks to be your summer to enjoy some local Atari support from the big company itself.

Since you all have been so kind to read this column to this point let me inform you our next meeting date on April 9th at 1pm sharp so don't be late, we will probably run it to 4pm or so as we have to last couple of months. We will be converging upon the East Side Lounge in beautiful, lovely Jackson.

CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

Things have been pretty exciting here in Mid-Michigan. We're pleased with the reception our new Great Lakes Atari Digest has received. By incorporating the Z-Net Atari newsletter supplement, we're able to offer some of the most up to date news available. The Z-Net portion looks great. If you're an Atari club and you're not on our exchange list and would like to be, drop me a line. We're in the midst of preparations for a plethora of computer shows. MAXIT is taking place at the Clarion Hotel here in Lansing on April 9. The MACE show is at the Airport Hilton on May 6 and 7. And the World of Atari show comes to the Dearborn Hyatt Regency on June 24 and 25.

GENESEE ATARI GROUP
Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:
The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

ST Librarian murmurings Gil Merciez

Available in April will be a catalog disk of the entire ST library. I ran across a program from the Milatari Group which catalogs a disk library by both disks and individual files. This disk will be available for the normal $3 charge. This disk will be updated monthly, however, and you can receive the latest update by simply returning your original disk at a GAG meeting. There will be no additional charges after the initial $3 charge. Thanks go to Jack Keene, our assistant librarian, for preparing this disk.

In an effort to bring a better value to GAG members you will notice that more new disks that appear in the library will be on double sided disks. In the immediate future most of the games disks and utilities disks will remain on a single sided format. The single sided disk drive is no longer being sold with the 520 ST and the 1040 and Mega's have always been sold with double sided disks. If you are one of the few ST owners who own only a single sided drive, the handwriting is on the wall. Arrangements can be made, however, to purchase many of the double sided disks in a single sided format. See either Jack or myself for details. There will be a $1 charge to cover the cost of the extra disk.

In April look for an additional couple of clipart disks as well as an astounding digitized sound demo (38 seconds worth) of an extracted guitar solo from Pink Floyd's "The Wall" album. With the gradual conversion to double sided disks you may find that there will not be as many new disks per month, but the volume of programs will not change.

President's Report

As many of you know by now, there will be a huge Atari show held in Dearborn, put on by ST-World. Both GAG and CHAOS are involved with the show, and have promised to do whatever we can to support it. So...

You may also have attended one of the past AtariFest shows held in 1987/88. If so, you recall that there were computers everywhere in the convention hall! There were one or two in each booth, plus a whole bunch that were being used for the MIDI-MAZE game. Where did they come from?

Well, back then a few were brought from the individual companies, but the vast majority were supplied by Atari. Sadly, they are all gone, sold to the famous "highest bidder". So, those folks attending any of the future AtariFest's or World of Atari shows must now fend for themselves and supply their own computers. Well, the clubs are being asked to lend some of the vendors their own personal computer equipment to use during the show. Yes, I know how much that computer means to you, and how reluctant you are to part with it. But this is our chance to show the vendors that user groups are willing to help out.

Call Jerry Cross at 736-4544 and let him know what equipment you can let the vendors use. The day before the show arrangements will be made to pick up your equipment and check it to be sure it works properly. After the show it will again be picked up and inspected. If anything should turn up missing or damaged, ST World has guaranteed to repair/replace it. That's it! So please think about it.

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Librarian	Dale Vincent	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting of GKAUG will be Saturday, 08 April 89 for those of you who may have noticed that I did not get an article in the AIM magazine last month. Sorry... I was on vacation in DisneyWorld, enjoying the sun.

Our monthly meeting was a pretty good one. We tried to demo "No Frills" Print Shop Utility Disk, and the converter. We only had one monitor that we could use this time so it was somewhat cumbersome to show since I really couldn't see what I was doing most of the time...nothing new I suppose.

We also demoed "Text Pro" an excellent word processor and available to our membership.

Bob George brought his ST in along with his 64Meg hard drive. He built this baby on his own, and its a real beauty. We got some real insight on the importance of a mouse in computing when we tried to load an 8bit emulator into the ST and run a couple of programs...what really happens when a computer "locks up"???

Dave Bryant is retiring from his treasurer position and we are currently looking for someone to take over his duties. Not a hard job really... call me, we have "Perks". Bill Berner will be taking over the librarian position from Dale Vincent when Dale decides to move to Florida. We have enjoyed his participation in the Club. Thanks Dale.

Alex Stevens is still making various modifications to the BBS and is doing a fine job. He is adding a couple of on-line games, so this should give you something else to occupy your time. We will also be adding another drive to the system so there should be more room to up/down load programs.

Next month:

1. ANALOG #71
2. PS UTILITY DISK
3. CONVERTER COMPANION
4. CONVERTER UPGRADE

There has been some discussion of changing the time of our meeting (AGAIN??). We can do what we want with this... give me some INPUT!

Frank Fellheimer

Great Lakes Atari ST Support 'GLASS', Michigans only 'ST' only Users Group I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS
GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 3 May 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mi. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

President's Monthly: 17 March 1989

Those great folks at ICD have done it again. This time they are giving us a great deal on US Doublers, a modification that will give the 1050 disk drive true double density, and ultra high speed I/O when used with Sparta-Dos. If you missed the meeting, and you want to get in on this order, call me today. I'll be ordering them in time to give them out at the May meeting.

Speaking of May, at the May meeting the use of local BBSes will be demoed using the VCR method that worked so well for Genie. There will be a Modem up for raffle at that meeting, so you won't want to miss it.

By now you should know about the Atari Fair in Detroit in May. I plan on attending, and hope we can find a couple members who own vans or station wagons that would like to take other interested members to the fair. If you would like to attend the fair, and have not signed up, let us know as soon as possible so we can line up enough transportation.

Greg Williams and I have had a couple conversations about the formation of little sub-groups with mutual interests, or perhaps a second, informal meeting to do the things there is not time to do at the regular meetings. If you have a comment or suggestion about this just pass it along and we'll see what we can do.

Lastly, I would like to pass along a few opinions about public domain and shareware software. The past few weeks I have been trying to get switched over to SpartaDOS and have been very hesitant about changing the DOS that comes on commercial software. I would rather put these disks in the closet then take the chance of hosing them up beyond repair. So now I am looking for public domain and shareware programs to fill the gaps left by the commercial products. The search was not long, as I found almost everything I needed right in our own club library. I now have a disk with all the programs I need to keep up with the clubs work. Textpro is a very good word processor (I am writing this on it now), and I even found a spell checker (which I have not tried yet) that should work with it. I have used Express for communications for a couple years now, and it works fine with SpartaDOS. There are lots of different databases, appointment calendars, and notepads to be found.

I do not intend talking anyone out of purchasing a good program (the few companies that support 8bits should be favored) if the program is what you want, but for many of those obscure needs, there are usually several public domain programs that fit the bill. Check out your library catalog for the programs you need, I think you will be just as suprized as I was at the wealth of quality useful programs that are there for the taking.

Come to the May Meeting!! Good Computing! Tim

M.A.C.E. M.A.C.E.
MACE
MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

The February general meeting was a bit of a snafu... Somehow the management of the Southfield Civic Center relocated us to another, smaller room without notice. Amidst the din and confusion, members who had arrived with boxes of goodies for the Swap Night started setting up and displaying their flotsam. By the time any sense of organization took hold, many people had already left and so a "General Meeting" was never convened.

The next meeting will be held on 3/21. The feature topic will be Spread Sheets and Taxes.

Michael Olin, MACE Rec. Sec'y

Miscellaneous Tidbits

MACE needs your help with the Michigan Atari Computer Expo. If you can donate four hours of your time to MACE for the show, you are eligible for a Gold Card, which gets you lots of discounts on merchandise at partipating exhibitors. MACE needs people to take and sell tickets, hand out brochures and generally be helpful to exhibitors. Please call Pattie Rayl at (313) 973-8825 if you can help.

MACE will be raffling off SoftLogik's PageStream at the April 18th meeting, whose feature topic is discussion of final arrangements for the Expo. The May 16th meeting is MACE's Birthday Party. There will be lots of goodies to be had at this meeting, so be sure you're membership is current and join us there!

MACE has received a letter from a Mrs. M. Hamlyn in England wishing to correspond with fellow 8bit Atarians. If you'd like to write to her, she can be contacted at 37 Sedgeley Grove, Elson Gosport, Hampshire, England PO12 4NL.

March General Meeting minutes were not available at deadline for printing in this issue and will appear in the May issue.

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at PO Box 7697, Moore, OK 73153 or at the TACE BBS (405) 793-7980, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Michael Beard	(405) 793-7978
Technical Advisor	Ron Hamilton	(405) 387-5649

The View from HQ by Michael Beard

Welcome to our new monthly newsletter. Due to circumstances beyond our control, TACE is not able to financially afford to continue receiving the Puget Sound Atari Newsletter magazine, that we have been for the past year or so. At our last meeting, the members present voted to switch to the Atari Interface Magazine, AIM, which you are now reading. Anyone wishing to continue receiving PSAN in addition to their AIM please contact myself or any of the listed Officers for information.

The TACE BBS is now running a Beta-test version of Oasis 4.3. It features full ANSI/ST VT-52/ATascii/Ascii/Commodore color/graphics! That's right, color menus/prompts for IBM users, ST users and Commodore users, as well as ATascii graphics for 8bit Atari users, in addition to ascii for Apple and other "plain" ascii computers. New Teen and Adult SIGs on the BBS. Give it a call at the listed number!

Many thanks to the Rayls for the help in getting this changeover set up as smoothly as possible. I also want to take this time to express my deep felt gratitude to Jim Chapman of PSAN for his superb work on the PSAN magazine and his support in the past. I sincerely hope that he understands our reason for changing to AIM and that we can continue to work together to support Atari in any and all ways possible. THANKS Mr. Chapman!

Secretary/Treasurer Report — March

In case you have not noticed, the club has decided to switch over to Atari Interface Magazine, which used to be the Michigan Atari Magazine. The reasons for this are many. PSAN, which is a very good magazine, had upped their price to $1.10 an issue per person. This would make it necessary for the club to have 36 members to break even (because of the BBS and other expenses). With AIM (the magazine you should be reading now) we had to pay only $.85 an issue per person, needing only 25 members to break even. We have, at present, only 35 members in the club. We were not even breaking even with the current magazine.

The magazine you should be holding in your hands right now is a high quality magazine published by an independent publisher called Unicorn Publications. It has a BBS specifically for receiving submissions. All in all, it was felt it was a prudent move. If, however, you wish to still receive PSAN, you may subscribe to it through the club for $1.10 an issue (you may also subscribe to Current Notes through the club, please contact Michael Beard for further information).

It should be noted that all submissions should be in by the 17th of the month in order to make it into the next month's magazine, and the decision to go with AIM magazine was not unanimous, but was a majority decision. Remember, this magazine is included with your club dues, also the BBS is included.

It has been noted that South Western Bell has advanced the notion of charging BBSes in the area a business line charge. As a result of this, TACE will no longer be offering a "BBS membership," as charging for the use of the BBS in any way would cause us to be a "business" and therefore have to pay business rates.

The following librarian positions have been deleted: PC-Ditto, Macintosh, and CP/M. The ST librarian position is currently open.

We received a cassette in the mail recently from Poland (with an offer to sell us the publishing rights...

Also, an offer. If you pay $10 now, you may receive a free disk of the month at every meeting for a year. That reminds me. The disks of the month list is quite extensive, so here goes:

From Patnor Enterprises, P.O. Box 370782, El Paso, TX 79937: "Disk 33-Side I(Games/Recreational)"

Panic-combines typing practice with a fun game. Antiship-sink as many ships as you can. Roundup-gets those cattle into the corral. Targets-target shooting. Hangman-a good version. Lunar Lander-descriptive title. Pac Invaders-version of the game. Bee-animated flight. Reverse-get the numbers in proper order. Castlehex-rescue the Book of Known. Santap-how well can you rule the Kingdom of Paravia.

"Disk 33-Side II(Games/Recreational)"

Jackpot-slot machine. Tiger-get the doctor to the boat past the man-eating tiger. Arty-artillery practice. Lander-on Mars, Earth, the moon, or Vesta.

Wordguess-just that. Puff-puff-the magic dragon. Filerup-Qix like. Grubs-get 'em before they escape. Pokersquares-a different way to play poker. Yahtzee-a dice/card game.

"Disk 57-Side I((Games/Recreational"

Ionpower-pinball game with great graphics, requires 2 joysticks. Eggsnatch-from the ants. Caves of Ice-can you escape fast enough? Motie-strategy capture game. Big Boggler-a word game. Music Flash-flash card to teach you to read music.

"Disk 57-Side II(Games/Enertainment)"

Jellyfish-eat the organisms without the pink jelly fish getting you. Paratroop-shoot 'em. Requires paddles. Slots.002-slot machine. Lumarmis.002-lunar landing simulation. Space Cavern-zap creatures to get to the next room. Speed Demon-get around the track and avoid the pot holes. Tricky Track-a not so easy racing game.

"Disk 59-(Games/Recreation)"

Includes a special load menu. Speedski-slalom, watch the trees. Cosmic Defender-avoid spaces debris and alien ships while maneuvering through space portals. Avalanche-Q-Bert like. Space Race-2 players, many options. Popcorn-catch them-get promoted or fired. Bombers-score points against the computer, or a second player on bombing runs. Mazewar-zombies and wizards at war in a maze. Up to 4 players can compete.

"Disk 60-(Games/Recreational)"

Two Gun-shootout between you and the computer, or between you and another. Bonk-(binary load file) collect diamonds while avoiding alien attackers and wall. Incoming-defeat incoming space ships and helicopters. Roto-collect gold in space caverns while not allowing power pack to run down. Money Hungry-Pac man flavor. Firebug-get the fire bugs before they get you. Is fast. Good graphics. Elevator Repair-get to the top and repair the elevator. Good color usage.

"Disk 93-Side I(Applications)"

Index-user friendly disk cataloging system. Well documented. Eztype-redefinable keys to type pre-designated strings of characters. Documentation. Fonts-14 of them.

"Disk 93-Side II(Applications)"

Board-prints graphics 7,8 & 9 sideways, or upright(printers not stated). Orbits-compute various orbits for the different planets. Instructions. Disklib2-disk indexing system. Gas-gas piping system for various requirements.

"Disk 96-Side I(Games/Recreational)"

Football-a basic football game. You against the computer. AdventureX5-text adventure in space. Can you safely leave planet Klybex-7? Santa-great game. Help Santa deliver the goodies down the chimneys, or land on the rooftops to get down the chimneys. Various threats.

"Disk 96-Side II(Games/Recreational)"

NFL Football-all team statistics. Most plays available. Very good simulation(most likely no graphics).

"Disk 81(Educational)"

Word Builder-for 2nd through 8th grades. Designed to build word skills.

"Disk 92(Educational)"

Various files.

"Disk 106-Side I(Games/Recreational)"

Blue Thunder-fly helicopter through various defenses to rescue prisoners and return them to safety. Letter Quest-decipher the words. Mouse Trap-a runt-time Action game. A superb game. Startrek-can you conquer the galaxy for the Federation?.

"Disk 106-Side II(Games/Recreational)"

Empire-you are the emperor of an empire. How will you run it? And so on. Pachinko-Japanese parlor game.

"Disk 139-Side I & II(A Potpourri)"

Dragonquest 3.14-graphics adventure. A maze of spooky caverns in search of treasure. Infiltrator-text adventure. Limited number of moves to infiltrate and destroy energy center. Isle of Bonita & Mary's Prayer-2 AMS songs. Black Hole-pinball game. 1 to 4 players.

And from C & T ComputerActive, P.O. Box 893, Clinton,OK 73601: "PD006-Game Disk #6"

Number Battle, Showdown, Tank Battle, Dog Fight, and more. A routine to create a game menu.

"PD007-Game Disk #7"

Gauntlet-M/L 48k planetary attack game. 50 screens, 17 types of enemy ships with 10 types of weapons. Snowball-2 player M/L snow fight. Norad-simulates breakin into NORAD. Xevious-another M/L game.

"PD077-C.U.B.S. EdPack #1"

Math programs plus World Geography and 2 USA states and Capitals lessons.

"PD085-Astromony & Meterology"

Various files.

"PD203-Game Disk #23"

Squirm.OBJ-create a path for the shuttlebug. Mushroom.OBJ-centipede-like. Clown.BAS-make sure the clown does not fall. Baloons.BAS-shoot the baloons. Tightrope.BAS-walk the rope. Quester.BAS-text adventure. Prochess.OBJ-a chess game for pros.

"PD204-Game Disk #24"

Mosiacpz.BAS-a puzzle to solve. Tag2.BAS-2 player game of tag. Tank.BAS, Dungeon.BAS-second one is a text adventure. Spyplane.BAS-stop the production of enemy killer satelites. Spyplane.DOC, Dragon.BAS, Prison.OCT, Spaceray.BAS.

That is finally that. 'Til next time. Stephen C. Moffit

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: April 15, May 13, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are $20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

STill to Come!

The month of May will find TAG in HOLLYWOOD!! Er, that is, TAG will see a program that allows you make your own movie — just like in Hollywood. Steve Volker will be demoing Art & Film Director by Epyx. This program offers new and unique features for creating art masterpieces! It even has extensive animating features! Show up and see this exciting new program! (P.S., Steve is EXCELLENT at manipulating graphic programs, so this demo should be exciting.)

The eightbitters will be demonstrating how to transfer files between a Radio Shack laptop computer and the Atari 8bit computer. Gerry Reno will be showing users what type of cable is needed, and also the software that is required for the transfer!

RelicST to Relish!

The ST meeting was filled with new goodies and software! LeRoy started by showing us his Tech Specialities 80 MB hard drive. This beauty has two Seagate ST-251's packed into a case only slightly larger than the Supra 20 MB hard drive! The kit (from Tech Specialities) comes complete with the case, power supply, ICD host adaptor, SCSI card, and hard drive. A 40 MB hard drive is only $750! And you can add a second hard drive at any time!

LeRoy then demoed his new Mitsibushi mulitsync monitor. This monitor lets you display all three of the ST's resolutions on ONE monitor. Color looks as good as (or better than) the original JVC monitor from Atari, and Monochrome looks excellent! Plus, this is a 14 inch monitor. Compare this to the standard 12 inch monitors! The goodie that LeRoy used to connect this GEM (pun intended) to the ST is called the Synapse and is made by Void Productions.

After LeRoy finished making us drool over all this new (and impressive) equipment, we moved on to the demo of the Spectre 128. This neat little goodie from Gadgets by Small lets you run Mac software on your ST! Not only that, but it runs it 20% faster than a real Mac! If you've ever seen a real Mac with that pitifully small screen, then you can really appreciate what a 14 inch screen would look like. Everything that LeRoy ran worked smoothly and was QUICK!

The Spectre 128 can be had for $140 (from LeRoy), and the Mac ROM's (required!) cost $75-$100. The best comment from the club was "Boy, it sure is spooky seeing that MacIntosh welcome screen on an ST!".

Pieces of Eight By Ted Beauchamp (TAG)

The review for this month was a program published in Compute! in 1985, called The Home Financial Calculator.

The program will calculate future worth of investments with different deposit and interest conditions. The program will also calculate loan schedules for long or short term loans. While I have seen several programs that do this, this one has more options available than most of the other ones. There are five separate investment options available such as Future Value with Periodic Interest or Future Value With Cash Flow, etc. Under the loan menu you will find five options from Regular Loan Payments to Single Payment Loan.

Not only can you find the payment amount of a loan, or the final net worth of an investment but the program allows you to solve for other factors such as the interest rate required to reach a certain amount in a certain time with your initial investment.

Another feature that is useful is the ability to rerun the calculation after changing one variable. The program will redo the calculations so you can compare the different in the results.

The program also has a built in calculator with one memory. You can store the results of any manual calculations in any of the variables that the program uses or recall any of the variables and use the calculator functions on them, such as dividing a monthly payment into weekly amounts to fit your budget.

The program to be reviewed next month is the Syncalc spreadsheet program. We would like to have someone with some actual experience with this or another spreadsheet program there to show the practical advantages of using a spreadsheet.

Equipment volunteers for March:
Neil Demo 520 ST and drive
Steve Volker Color Monitor
Ted Beauchamp 8bit Computer and disk drive
Hank Kaufmann Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).

The March '89 general meeting of the Washtenaw Atari Users Group was held on Tuesday, 3/14, at State Street Computer in Ann Arbor. The meeting was called to order at 7:50pm by President Jon Brode who announced the feature topic would be DATABASES.

There were several new faces at this meeting, and several "old" faces which haven't been seen in awhile. A WAUG welcome to Mark Chaffee of Farmington Hills, Cletus Haines of Tecumseh, and Lisa and Doug Burns of Ann Arbor who joined our happy "family" of Atari afficionados; and to Harry Price who, on remembering that WAUG is still the best place to be on the second Tuesday of every month, renewed his long-standing membership.

ST Librarian Russ Crum announced that his Disk of the Month included no less than three public domain database programs and related support files.

Member Bill Rayl, officially representing MACE, spent several minutes discussing plans for the upcoming Atari show MACE is co-sponsoring with Atari Corp. Bill announced the show dates and location, and described some of the discounts that have been arranged for user group members, with additional discounts available to those persons who take part in performing some of the labors of putting on a show of this type. Bill noted the show is being "geared as a User Group Show, and not just a vendor-oriented show."

Anton Malje demonstrated a database program for the 8bits that maintains circuit diagrams for electronic "home-brew" projects, and was followed by Mike Millage's demonstration of Software Inventory Organizer which Mike uses to maintain information about his 8bit disk library.

Russ demonstrated Regent Base on the Mega, and also some quick samples of the programs on the Disk of the Month.

The meeting lasted until about 9:45. The next meeting of WAUG will be held on April 11, the topic will be printers, May 9: Education, June 13: Elections and Flea Market.

Stopping Computer Piracy

by Sledge Hammer (Michigan Atari Group Not Usually Mentioned)

Hello, I'm Sledge Hammer, the President of Sledge Hammer Hardware & Software. I was appalled when I saw Tim Sharpe's article in my copy of Atari Interface Magazine on the volume of computer piracy. Computers are being stolen. People are being slapped in the face with fish. It's disgusting. I decided it is time to fight back.

I started my quest by dedicating all our resources towards solving this epidemic problem. First, we started by studying the most commonly used anti-piracy techniques. Testing soon showed these simple low cost methods (exotic disk formats, add-on hardware devices and such) are too easily foiled by ingenious pirates. Research stopped, waiting for new concepts to develop.

The answer came to me one day while I was target practicing by I-94. Violence is the solution. Trust me, I know what I'm doing. My new concept: Inflict severe pain with extreme prejudice whenever one of these sleezeballs tries to pirate or plunder again. After I posted bail, I called a meeting with the people in R&D to explain our new tactics against piracy.

In just days, our R&D department was turning out prototype solutions which could stop these scumsucking pirates dead in their tracks. I personally enjoyed the monitor with the top mounted revolving machine gun. When activated, it would mow down anything within 30 feet. These new anti-pirating tools had one flaw. If they were accidentally tripped, the innocent operator would be killed. This was unacceptable. I issued an executive order to R&D. If there is a chance innocent people would be injured by one of our products then I want to be darn sure that same product has the capability of taking out enough people to insure one of them had to be a pirate.

After a tremendous decline in the number of employees working in R&D, they found the solution. Here's how it works. All our hardware now comes with special software which asks your name, age, height, weight, favorite color, and shoe size when you boot up your system. After the information is entered, the computers checks to see if it is correct. If the information is not 100% correct, our software tells our hardware a pirate is probably using your system. The reactors are set to the "uncontrollable runaway mode," (If you read the April 1988 issue of MAM you know we power all our hardware products with tiny nuclear reactors.) which results in a catastrophic nuclear explosion. The result: You've just stopped a pirate dead in his tracks.

Now you can help fight piracy by using our hardware. It's simple. Just use our products as you normally would. Within the year, with your help, we will have removed every computer pirate from existence.

Just a couple warnings:

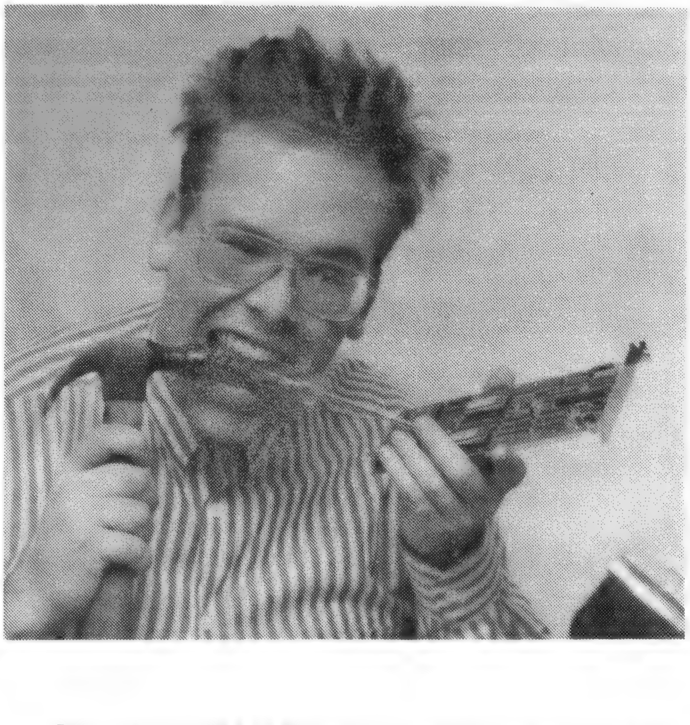
1. It's not wise to let friends or family use your computer with our hardware. They may make a mistake answering the questions.

2. Be very careful when entering your data into our system. We've learned from studies pirates don't make the same mistake twice, so we don't give them a chance by disallowing any changes in answering the questions.

Even, by chance, if you make a mistake signing on, the area of complete destruction is so large you're likely to take out at least a dozen or so pirates within a hundred mile radius.

So watch for the signs. If your computer gets fried by an electromagnetic pulse, you see a mushroom cloud in the distance, or you witness an eerie glow beyond the horizon that won't go away, then you know one of our products has just eliminated a pirate from the face of the Earth.

Here at Sledge Hammer H&S, we know what we're doing.



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April 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
						TACE 1
CIS 8bit CO 10PM 2	3	Delphi CO 10PM 4	**GRASS** GEnie ST CO 10PM 5	**GLASS** CIS ST & GEnie 8bit CO 10PM 6	7	**CHAOS** ST SIG **GKAUG** 8
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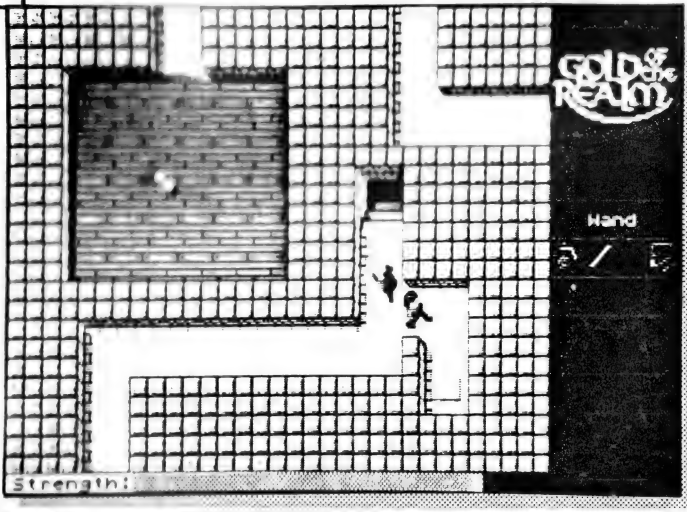

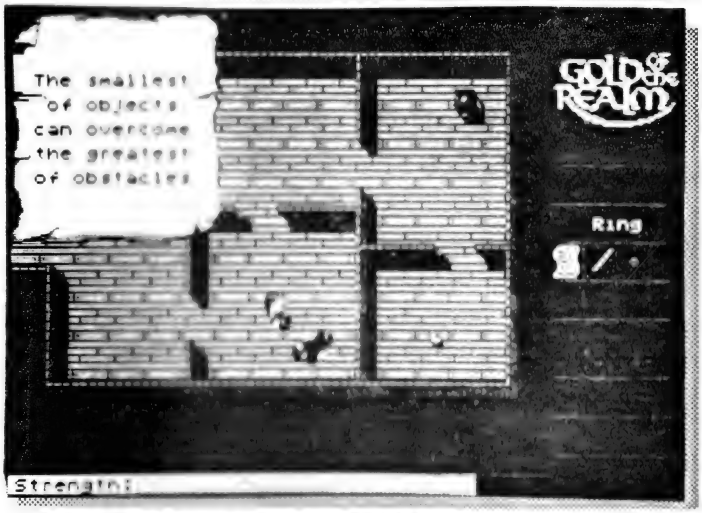
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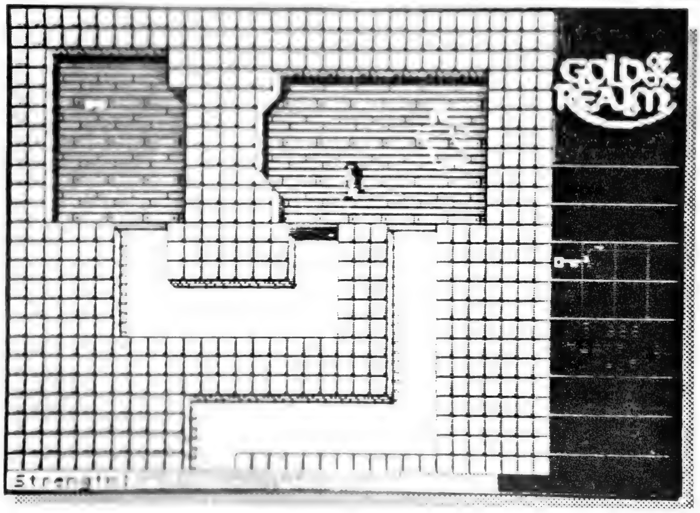

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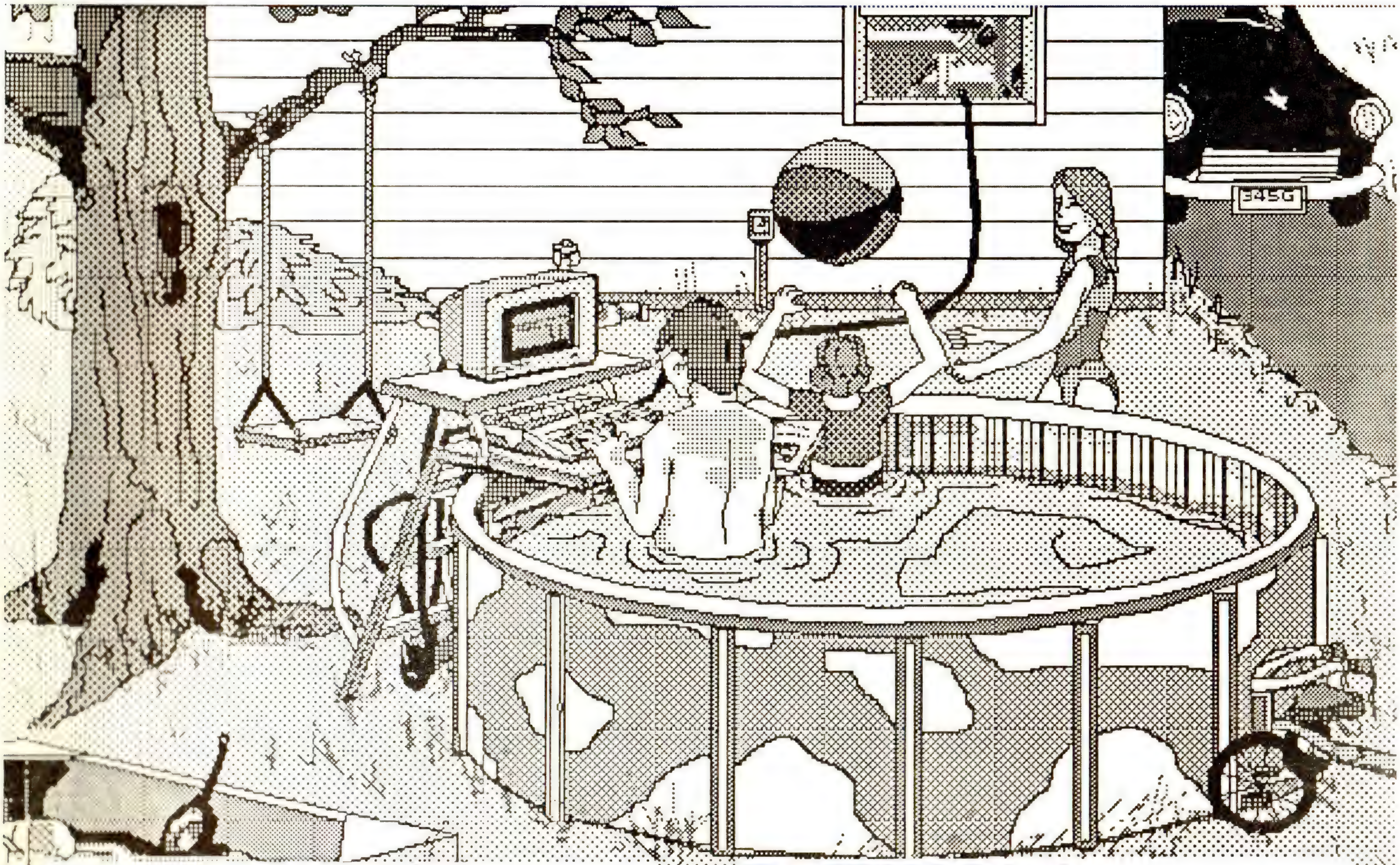

Computers & Education

The use of computers in the classroom is discussed by G.L. Ray (TACE)

MultiScan Monitor for the ST

Leroy Valley (TAG) shares his experience with Void Productions' monitor and interface combo that can display all ST resolutions

DeskTop Publishing on a 130XE

G.L. Ray (TACE) gives us a look at using an 8bit Atari to produce a school newspaper

The GRASS Calculator

An excellent on-screen calculator for the 8bit Atari. Atari BASIC type-in program from the Grand Rapids Atari System Supporters

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A bit of deductive reasoning from Gordon Totty (MACE), who discusses tracking down the cause of his ST hardware woes

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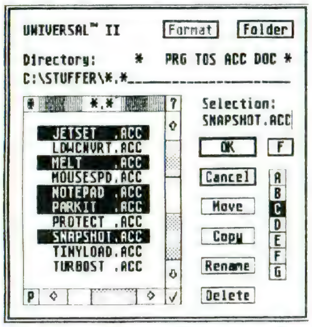

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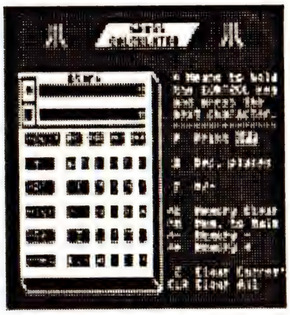

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SSSTANLEY
&
KNOB

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On the Cover
A touch of Summer for all you Atarians out there. Artwork by Steve Volker (TAG).

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker, Migraph
Photography: Bob Retelle

AIM is produced with a 2.5 meg Atari ST, HP LaserJet II, Timeworks' Publisher ST, PageStream, and Migraph's Easy-Draw

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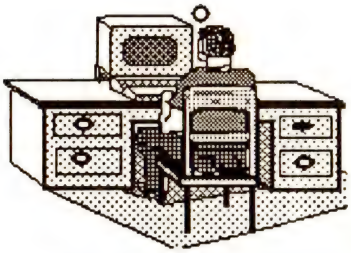

Editorial Ramblings

COMDEX has come and gone, as has the Anaheim World of Atari show. Atari Corp. attended both events and there was lots to see for all.

The Michigan Atari Computer Expo will be over just about the time you read this, and contrary to any misinformation spread by a certain online "publication," Atari has stated they will have representatives at the Expo. At least one Atari U.S. executive has told us he will be at the show, and there will even be some Atari Canada execs at the Expo. Looking at that online publication's track record, the Atari community should be used to the factual inaccuracies they present. Perhaps that's why some online users have nicknamed them Z*Rag and ST Z*Rag?

Look for an in-depth feature on the Expo in the next issue of Atari Interface Magazine.

The second in the promised series of World of Atari shows nationwide will be taking place in Dearborn, Michigan on June 24 and 25. Atari will be attending this show as well, giving Michigan area Atarians a double dose of exposure. Atari Interface will give you complete coverage of this show as well.

See you next month.

Bill & Pattie Rayl

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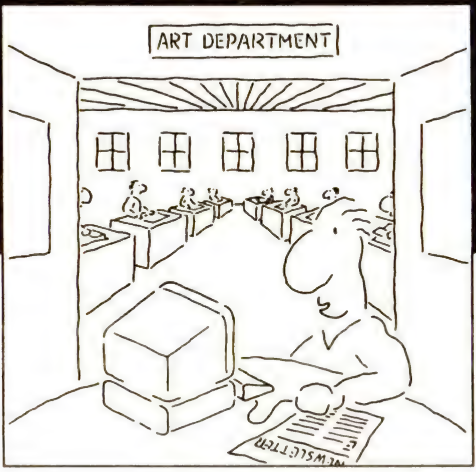

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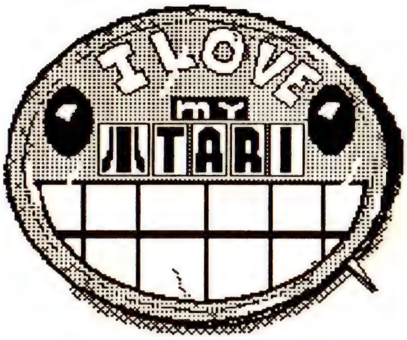

Atari News and Comment

by Bill and Pattie Rayl

Atari Corp. News

Sig Hartmann was recently promoted to replace Vincent Giametteo as the Executive Vice President of Atari Corp. and the President of OEM Sales. Giametteo was only recently promoted to the position Hartmann now holds, and it seems the Atari revolving door is still active.

Antonio Salerno, recently employed at Borland, is now in charge of Developer and Technical Support and Equipment Sales for Atari, duties recently performed by Cindy Claveran. His official title is Vice President of U.S. Software.

Other changes at Atari include the much-talked-about closing of the Federated chain of electronic stores. It seems the chain was quietly closed after the initial closing of 15 stores in the Western U.S. and the layoff of over 400 employees. Atari announced it was treating Federated as a discontinued company in the fiscal report from December, 1988 where Federated showed a loss of more than $100 million in the last quarter of '88.

Atari had a strong showing at the Spring COMDEX show in Chicago recently. The new Atari Portfolio created quite a stir with coverage by USA Today, NBC and PBS's Computer Chronicles. The Portfolio is a small, hand-held, MS-DOS compatible computer with 128K and a 40x8 column screen. The Portfolio can be expanded to 640K and has ports for parallel and serial connections. The Portfolio comes with a word processor, spreadsheet (which creates files compatible with Lotus 1-2-3), database software and appointment book built-in. The Portfolio retails for $399 and uses Ram cards as disk drives.

The STacey, Atari's Laptop computer, was also on display to COMDEX goers. The STacey's base price will be $1499, with option configurations for adding a 20Meg hard drive for a total of $1999. The STacey is ST compatible, and has all the standard ports of an ST. Instead of a mouse, a small trackball is built-in to control the "mouse" cursor. There have been conflicting reports on whether Atari will change the name of the laptop from STacey to the Atari "Transportable."

Michigan Atarians may have the opportunity to view the STacey and Portfolio for themselves at the upcoming World of Atari Show in Dearborn, MI on June 24 and 25. This is the second in a series of shows planned by ST World Magazine, the first of which was the Anaheim World of Atari show. The Spectre GCR Macintosh emulator and the PC Ditto II were both displayed at the Anaheim show. No more information on the Anaheim show was available at this printing.

New Products

A new Macintosh emulator for the ST will soon be released from San Francisco-based CEKA. The emulator plugs into the Mega expansion bus and doesn't use Mac ROMS! For 1040ST owners interested in the emulator, CEKA has developed a board that can be placed inside the ST with only five solder points. The emulator will retail for around $350. For more information, call CEKA at (415) 474-2641.

A new hardware product is being developed for the 8bit Atari. This product, currently under the name "The Black Box," is a parallel interface for the XL and XE computers. Bob Puff, creator of such 8bit utilities as DiskComm and SuperArc, put his skills to developing a hard drive interface with built-in RS-232 port and parallel printer port. The interface will be retailing for $159, and you may add 64K extra RAM for a printer buffer for an additional $40. An extra board can be installed allowing disk drives to be connected to the "Black Box." No price is yet available on this board. Bob Puff claimed users will be able to connect ST drives to the interface (perhaps in the XF551 case?). Using special software, users will be able to read ST-formatted disks on their 8bits, allowing information to be easily transferred between the two systems.

Online News

GEnie recently raised its hourly rates for the nighttime hours and lowered its rates for daytime use. GEnie is now $18 per hour during the day at any baud rate. After 6 p.m., the rates are $5/hr at 300, $6/hr at 1200 and $12/hr at 2400 bauds.

The Byte Information Exchange (BIX) is offering two FREE online accounts to each User Group in exchange for including a BIX brochure in a club mailing and a small announcement in each newsletter and on any club BBS. In addition, each member of the User Group will receive a substantial discount on the BIX charges. Recently, BIX has changed from an hourly rate to a flat quarterly rate of $39 for an annual subscription. Users calling through Tymenet may opt for a $15 per month flat-rate fee for unlimited usage. For more information, please contact BIX at (800) 924-9281.

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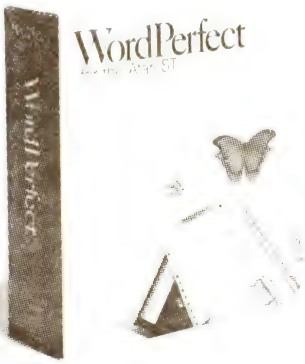

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I Love a Mystery...

Except When the Stakes are So High!

by Gordon Totty (MACE)

This is an authentic "whodunit," a real mystery with lots of puzzles to solve, suspense, scary stuff, a good guy, a bad guy, and lots of lessons learned the hard way, which is the best way. This is a tale told by an idiot, me, and I hope that it signifies something useful to you.

It stars me as the defective detective, and as the bad guy. Late in the show, it stars Mike Olin as a guy in a white hat who comes to my rescue.

Stories today need sex in them to grab attention, so let's get right to that first. It is good to be back, and feel your hot eyes poring over my turgid prose. As your moist, plump thumbs smear my ink, everything I say seems fuzzy and out of focus.... There, that should hold your attention for a while. Now, let's get sensible and act my age, although acting your age might be more fun for me.

It was a dark and stormy night in early February, 1989. I was alone in my study, unaware of the events that were about to befall me and plunge me into the depths of despair for the next several weeks. The love of my life, the Atari 1040ST, was in my arms and, in spite of the cold, I was sweating from exertion. I had rolled the little beauty up in the air and ripped out her mouse, with no small effort. I struggled to insert the plug from a MicroFlyte joystick into her mouse port. At last I succeeded and put the computer back down.

If you have never tried this, you might think I am exaggerating the effort it took. I am not. It is a tough job, especially if you have the older mouse plug without the metal band around it. That plug is tough to pull out. Inserting it, or a MicroFlyte plug in its place, is harder still. The port is hard to reach, and you have to approach it at a near-perfect angle, which the designer decided should be almost impossible to do with the clearances he allowed. Picture me with low light under the computer, my neck straining because of the bifocal burden, only one hand free for the job because the other hand is holding the computer up, and you might begin to understand that I was sweating in February.

You see, in addition to the physical strain, I was worried. Five cables come out of the back of the computer, and I didn't want to stress (or strain) them too much. I have had experience with a cable failure at work, and do not want to repeat the experience at home. Also, dangling out of the cartridge slot on the left, I have a cartridge accessory. It was swinging around in space as I wrestled with the plugs.

After succeeding, I booted Flight Simulator II to try out the new stick. I didn't like it. It seemed to operate in a very sporadic manner, but I didn't think anything of it at first because the instructions said that I might have to set or calibrate it.

The next day, the MicroFlyte stick would not operate at all. I tried everything I could think of, and concluded that it was broken. I packed it in its box, and sent it back to the folks who asked me to try it out. I asked them to let me know if it was broken, because I had begun to notice that strange things were happening. Ho, ho. Hee, hee. (Where are you, Red Buttons?)

At first, the reinstalled mouse would not operate. The cursor could not be moved with the arrow keys. The MicroFlyte has its own built in computer chip. Could a bad chip have "attacked" my good mouse port chip, or circuit, or memory? A Trojan horse joystick? A virus? Holey moley, Batman! Leaping lizards, Annie! My love was running a fever, and the new stick was the only thing it had been exposed to, right?

(If you have solved the mystery at this point, with only one clue given, you are an EXPERT! I am not. I was completely in the dark at this point, and beginning to entertain dreadful fears. The 1040 is the monkey on my back, and thinking of a trip to the shop was already making me act like Frank Sinatra in "Man With A Golden Arm," or Don Murray in "A Hatful of Rain.")

Things got better; then they got worse. The next morning, I booted up before going to work, as if to check whether the events of the previous night were just a nightmare out of Edgar Allan Poe. Everything was working. I rubbed my eyes, and looked again. Everything was working! I soared off to work. Life was good again. Birds chirped in February. But not for long.

Other problems began to occur, with a frequency of once or twice per week. I should point out that I turn the computer on about five out of every seven days. My wife would tell you, "Seven out of seven is more like it!" but she exaggerates a lot.

One day, I booted up and tried to use my word processor. Things worked, but in slow motion. Commands took five to ten seconds to be implemented. I rebooted, and everything was fine. I wondered if perhaps I had not followed the instruction for starting the hard drive (turn it on and wait about 15 seconds before turning on the computer). What gives here? This was the strangest problem I had ever seen.

Another day, using 1st Word with the hard drive off, I was typing an article for a magazine. I was thinking, between typing bursts, and just leaning back looking at the screen. I was not touching anything. All of a sudden, the cursor-arrow turned into a "busy bee" and then the infamous row of bombs appeared. The machine locked up. I lost my file! (Honest, folks, it was the best stuff I have ever written in my life, but no one will see it now. It is gone into some electronic limbo. It now has as much meaning as that tree that fell in the forest that noone heard.)

The next day, a helpful expert at the office told me his theory that the program tried to do an automatic backup to the hard drive, which was turned off. When it failed, it crashed. I thought there might be something to this theory. I had booted with my normal boot disk, which includes the hard drive booting software and Universal Item Selector II. I could hardly wait to get home from work to check the 1st Word documentation. I don't use that program much, and wasn't familiar enough with it to know, while at the office, that there is no automatic backup feature. Well, it was a good theory for a while. It made me feel good all afternoon that day.

February was a cold, dry month. The furnace ran quite a bit. Our furnace was not equipped with an automatic humidifier. There was a deep, dry, chill in my bones.

(How are you hackers doing? Anyone got the answer? If I wasn't so cheap, I'd make this a contest and award prizes for the earliest correct answer ... assuming I know what it is!)

Another day, I was typing a letter to dear old Mom using my word processor and the hard disk. Out of the blue, I was treated to the sight of six or seven bombs! I didn't do anything wrong; this was unfair. Total lockup; another lost file. Sorry, Ma. Maybe I'll call.

I have used Atari computers, a 400, 800, XL, XE, and ST, for over five years. Since drop kicking the 410 recorder out the door, I have never lost anything. I have laughed at the advice about backing things up. I have ignored all the safety rules. I have enjoyed very reliable computers, disks, and disk drives. What I was enduring now was alien to me. Perplexing. Frightening. Frustrating. I resorted to strange practices. I implemented the automatic backup feature of WordPerfect, and set it for timed backup at every ten minutes. Extreme conditions call for extreme measures! I was in a foxhole; I was beginning to get "religion."

One other evening, I was entering records in my data base. I had about 50 records posted, when I turned away from the machine to get some more data. When I looked back, I was astounded to see the desktop. No bombs. No lockup. But, no saved file, either!

I shut off the hard drive, and rebooted from drive A. While inputting data, I saved to drive B after every ten or fifteen records. I entered 120 records with no problem. I am now a frequent saver, even when I do not have an automatic backup program to think for me.

Later that evening, the system crashed while switching disks in drive A.

More help from the experts at work! It was suggested to me that static electricity could be the culprit. Even though I wondered how I might have caused a crash and lock up while not touching anything, I immediately put a large evaporation pan in the room with the computer. Also, I resolved to install the furnace humidifier that had been sitting in the basement, brand new in its carton, for over a year. It was installed in a day or two. After all, I do have my priorities to think about.

By this point in time, late February, I had developed a list of suspects. Like good detectives, let us consider them one by one. They are waiting for us in the parlor.

The Hard Disk. Not a leading candidate. Two problems occurred when it was off, and I had no trouble at all during the first five weeks of its use. Of course, just because it was running right for a while doesn't mean it will be right forever. After all, a bank robber is not a criminal, until he pulls his first heist.

DeskCart! and/or its associated boot software, including the Universal Item Selector. I booted with this every time that I had a problem, except for the first instance with Flight Simulator II. However, this combination worked flawlessly for about a year preceding February. Besides, for the software, I would expect a problem on booting, but not later in the middle of an application program. What do you think?

Static electricity. For a while I was sure that this was the problem, except that I continued to have difficulty after raising the humidity. Do you think I need more humidity? An anti-static mat? I have a friend who sent two PC keyboards to the shop with jolts that leaped from his fingers.

Mouse, or the mouse port or pins. The mouse was not directly active during most, if not all, problem incidents, so this was not a strong suspect. Nevertheless, it is a rodent; like a rat it is not to be trusted!

Computer. The trusty, reliable, Atari 1040ST might be starting to fail. Since the problems usually occurred after some period of use, I suspected a heat related failure.

MicroFlyte's joystick. Could it have caused damage to the computer's circuits? After all, I had no difficulty prior to attempting to use this product, and all kinds of difficulty afterwards. (Anyone know what post hoc ergo propter hoc means? It refers to a fallacy in logic based on few or single instances of an occurence. The fallacy is to conclude, "after this therefore because of this", or something like that. Well, can the Latin crap, this hoc was my main suspect for a long time!)

Well, all you "Murder, She Wrote" fans, whodunit? All of the suspects that I gathered above are innocent except one. That one was guilty, but not in the way I then considered to be likely.

Let's get back to the tale of tears. There were more shed before the truth leapt up and punched me in the kisser. Hey, I wasn't crying, for crying out loud. I'm a private eye guy on a case, and tougher than a two dollar steak!

Late one night, when I didn't expect it, my word processor displayed three bombs and the computer locked up. Another lost file.

On shutting down one other night, with the hard drive off and the desktop showing, I bombed while taking a disk out of drive A. This was getting to be a habit, a bad habit.

With a different database program, and 40 records waiting to be saved (what happened to saving every ten or fifteen? .... how quickly I forgot), I looked up and saw ten bombs on the screen! I rebooted and in five minutes got three bombs. In both cases, I was not touching anything when it happened. Also, there was no disk activity. Earlier that evening, the kids had used a game for 45 minutes with no problem.

Throughout this period, no game ever bombed or locked up. (Could this be why the Atari is a good game machine?) Trouble always happened with productivity software in use, or during shutdown from productivity applications. This is one reason I suspected the boot disk. It is not usually used with games.

I tried to provoke a lock up or bomb out by wiggling all the connecting cords and cables. Nothing produced bombs except wiggling the DeskCart!, an unnatural act. I decided the problem lay elsewhere.

The grief continued. I was far closer to solving this than I realized at that time. Have you got any ideas? Who or what do you want to put the pinch on?

Four days later, while using my word processor, two bombs appeared and I was kicked back to the desktop. The computer did not lock up; I was just kicked out of the application program without an opportunity to save the file. The file was largely recoverable because I was using an automatic backup option. I decided to reset the backup option to do a save every five minutes.

That same day, I finished typing a letter, saved it, and tried to print it. The computer immediately locked up, with four bombs displayed on the word processing screen. The busy bee icon was frozen on the screen. The busy bee was a dead bee. Nothing worked. I rebooted, and recalled the file, which I had saved, and printed it with no problem.

For many days, I had been considering what I would do while the ST was in the shop for repairs, which is where I was sure it was heading.

Fellow detectives, I have read that the number of bombs displayed is valuable information pertaining to what went wrong. I was recording the number for possible use by a service technician. So far, I had noted two, three, five, six, (maybe seven, once),eight, nine, and ten bombs, sometimes with total lockup and sometimes without. Sometimes I was just returned to the desktop. I love a mystery, don't you? My hair was falling out over this one!

I do not like contemplating a potentially expensive repair. My flesh crawls at the thought of the ST being gone from my home for one, two, or more weeks. I had visions of being told, "Sorry, we had to send your unit to Taiwan. The airfare was high, so we sent it by ship — out of New York." And then, in my nightmare vision, I would read that the Panama Canal was closed for repairs. The worst nightmares are those that only go away when you are asleep, if you can get to sleep. My brain was constantly considering possibilities, probabilities, suspects and clues. This case must be solved!!

I could have bought an ST520 during the recent MACE swap night for $200. Why, oh why, didn't I do it. It would serve me well, while the 1040 is in the shop. Thinking like this made me realize the degree to which I have abandoned the XL, which sits right next to my ST. When this dawned on my consciousness, I began to focus on the fun that I might have renewing acquaintances with the XL, my old girl friend, and I found some small comfort in that thought.

The next day, I began to unravel the mystery. The case was cracking like an Easter egg in the hands of a hungry five-year-old. From here on, it would be like taking candy from that baby.

I was again putting records into a database. As is my custom, the material I was reading from was on my left, to leave the mouse clear for use on my right. I put some material away, and put a disk case in its place. The disk case touched the DeskCart! cartridge. Wham!!! Nine bombs — locked up — 27 records lost, but I sat there smiling, with a cigarette hanging out of my mouth and my beat-up hat perched on my head at a cock-eyed angle. Eureka! (Oops! Forget that Greek stuff.)

"Gotcha, you varmint!" I drawled. (Oops. Forget that Western stuff.)

The truth slammed into my guts like a hot slug from a cold 45. At least, that's what I thought. How many of you are prepared to blame the cartridge? Read on, maybe more of you will join me in blaming the cartridge. Let's slam it in a chair, under a hot light.

I decided to run some tests:

1.) From the desktop, I wiggled the cartridge slightly. The computer rebooted. I did this twice, just to make sure it was no fluke. Bingo, and bingo again.

2.) I loaded my word processor and touched the cartridge. This time I got three bombs on the screen and a locked up computer. This is getting interesting.

3.) I loaded my database and slightly lifted the cartridge. Again, I got three bombs, but this time the computer did not lock up. Instead, I was kicked back to the desktop. On continuing to use the computer I noted weird effects. Mouse operation was erratic, with very slow reaction from the computer to commands input by the mouse. I hit the reset button to start over, and was again surprised. The computer locked up during rebooting.

At this point, I believed that I had rather successfully duplicated all of my problems, merely by disturbing the cartridge. Could the cartridge be failing? Is this what happens when the battery in DeskCart! is failing?

I slid into my old trench coat, shoved the suspect cartridge into my pocket, and drove my beat-up Mustang to United Computer, where I bought DeskCart! over a year ago (warranty expired, naturally). Mike Olin (cheer) tried it out on a machine in the store. It slid into the port very snugly; it is loose in my machine. Tapping, banging, and wiggling it did not produce any problems. Good grief, now what?

Mike suggested that the problem likely was in the slot itself, and that maybe the contacts were too loose. He told me how to try to fix this myself, without opening the computer. He cautioned me that everything should be turned off before I touched anything. He reassured me, that this type of repair, even in the shop, would be quick and easy. I went home and tried his advice. It worked.

Total cost of repair: $0. Time to perform repair: 5 minutes (10 if we count how long it took me to find my jeweler's screw drivers).

Mike Olin is a "brother" from MACE. He knows more about computers than I do. This is why I belong to MACE, for support. Mike also works at United Computer. This is why I do a lot of my shopping locally, for customer support. In fact, I was so grateful for the free advice that I went out of my way to make a purchase while I was still in the store. I now own Atari Planetarium for the ST. Some of you will remember the impressive demonstration of the 8bit version of this program at a MACE meeting a while ago. What goes around comes around ... and sometimes it is something good.

Now, for the big wrap up, the final reel in this thriller. The lessons I learned, or re-learned, are:

- Always back up your files frequently. Even computers that have operated flawlessly for years can get into unforseeable difficulty some day. Be prepared; be protected.
- Use all of the protection features that may be available to you. If your word processor has automatic back up, activate it.
- Be careful about moving your computer. Installing the MicroFlyte joystick was harmful to the cartridge port. I should have removed the cartridge first, instead of letting it dangle in space and possibly further deteriorate its loose connection to the computer.
- Beware of hasty conclusions. At various points, I was sure the problem was coming from my innocent hard disk, certain software, the DeskCart! cartridge itself, or had been caused by the MicroFlyte joystick. All such conclusions were false. Sorry, DeskCart! Sorry, MicroFlyte.
- Support your user group and your local merchant. They can support you. Thanks, Mike. You ended my six week nightmare.

Now, the big sleep comes easy again.

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1ST Word 1.0	37	35	34	41
GFA BASIC 2.0	22	69	13	65
Interlink 1.8	53	63	46	71
ST BASIC 1.0	221	517	219	567
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Word Writer 2.0	34	31	35	37

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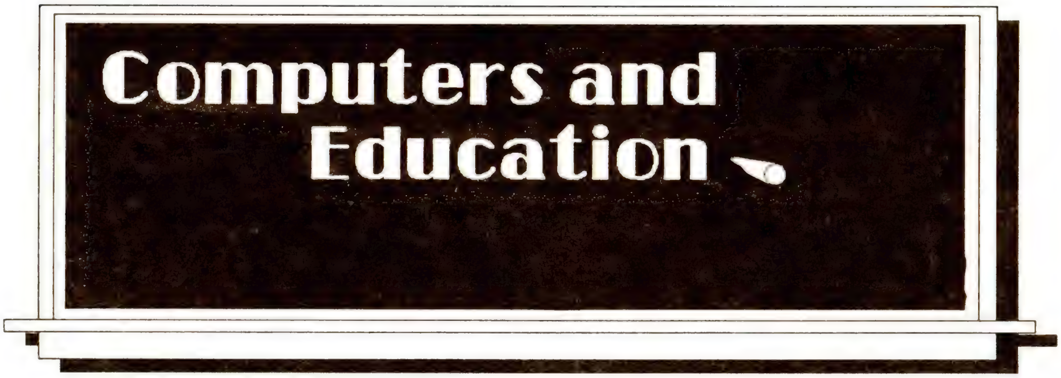

Computers and Education

by G.L. Ray (TACE)

I don't get on a soapbox very often. But I encountered something this past week that moved me to write this piece. The subject I want to explore is the connection between computers and the classroom; how many computers are needed and how they should be utilized.

Let me explain how I use computers in my classroom. I have two 130XE systems of my own which I take to school to use in my classroom. I also have two Panasonic 1091i II printers connected to MPP 1150 interfaces. I teach 7th- and 8th-grade art in a medium-sized junior high school. We utilize the computers in several ways.

First of all, as a teacher, I use the computer to record and average grades. Another way I utilize a computer is to maintain a student database. Such information as student phone numbers, addresses, and parents names can come in very handy. I also use my word processor continuously to produce handouts, quizes, and assignments. I can keep lots of assignments and handouts on one easily found disk. (My file cabinets are not known to be very tidy. On the other hand, my disk library is a model of efficiency.)

If the above were the only reasons for a computer in the classroom, for me it would be enough, but the students utilize the computer also. First of all, students use the computer as a means of creating art. I use Rambrandt, the design studio software from Antic Magazine, as a tool for creating artwork on the computer screen. As an assignment, each student is to create a drawing on the computer, print it out, and mat it for display. A second assignment is to create a graphic printout with various application programs, such as Printshop, PrintPower, and Awardware.

The most ambitious project for my students has been producing a school newspaper. Students utilized the word processor, Printshop, Crossword Magic, and a WordFind program from Antic magazine in creating their first newspaper.

Now, what value do the students receive from using a computer? Don't real artists paint with brushes not joystcks? Is a computer really necessary to teach art?

Well, yes and no. I could teach art with nothing but a pencil and a sheet of paper. But I choose to also include brushes and paints, pen and ink, screen printing and numerous other materials and tools. The computer is just another tool I utilize in teaching design, creativity, and all of the other aspects invovled in an artwork.

My view on the use of the computer in the classroom differs with the traditional viewpoint. The traditional view puts the computer in a computer lab where students learn to program in BASIC, utilize a word processor, and maybe some drill practice on math or history facts. Computers are used to learn about computers or to take the place of flashcards.

I have two strong arguments against this format. First of all, who gets access to these computer labs? Usually, only the top students. The majority are left out in the cold. Second, how can computers in a lab setting prepare students for real world applications? Computer labs dwell on computer programming/operation and drill practice, not on problem solving and creativity.

I believe that the computer can be utilized in every subject taught. An English teacher can let students type their own poems and short stories. An Economics teacher can assign students to key in the latest figures into a stock market simulation. Science fair projects can be accentuated with graphics, signs, and banners using Printshop. I could go on and on, but you get the picture.

In the real world people don't use computers to learn how to program in BASIC. They use computers for spreadsheets and word processing and desktop publishing and telecommunications. Computers are used as a tool to solve problems. And that is exactly how computers should be used in the classroom. Computers should not be removed from the rest of the curriculum, but integrated within it. Teach students how to utilize the computer to get things done...on the job training, so to speak.

How many computers will this take? Several computers will be needed in each classroom, obviously more than most schools wish to spend. But yet, maybe not. Not all teachers are ready, or willing to take this approach. Some teachers that I work with are terrified with the computer. Let's just start with those adventurous souls ready to expand the education process, and put a few in each classroom, always expanding each year as there is need.

And whoever said that computers have to be IBM or Apple? I could install three to four Atari systems for each IBM or Apple and accomplish every bit as much. You see, it's not the computer system used that is important, it's how the computers are put to use. The principles are the same.

Our school has received a $50,000 computer grant for our library. But we can only buy certain EDUCATIONAL software to run on IBM or APPLE computers. And we can't have more than a certain number of computers unless we put them in a computer lab format. And what does all of this accomplish? It gives teachers something to let students do when they get finished with their regular assignments...they can go to the library and PLAY on the computer.

I am sure that other views on computers and education have their good points, but to me, we are missing the boat. Let's integrate computers into all aspects of the curriculum, allowing all students to learn how computers can enrich their lives. Let each classroom have computers as part of their equipment. Teachers can then use the computer in any number of creative ways right there in the classroom. They can even let the kids PLAY on the computers when they get their regular assignments done, and run some of that EDUCATIONAL software. But, just think of the many other things that could be done....

Best Electronics
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408-243-6950

ST/MEGA

Michtron Eprom Burner (up to 512K eproms) $199
Atari SH204 Host Adapter This is the cheapest Atari hard drive host adapter availlable. Can be used with standard hard drive controller cards like the Adaptec 4000A. Great for building low cost hard drive systems. $60
P.C. Ditto cable kit (3 ft cable with installed 14 connector one side and bare wires the other side and 34 edge connector + pin outs) $10 ea.
Because you asked for them we have brought in! 3 ft SC1224 and SM124 monitor extension cables! (M to F) For use with Goldstar and Samsung monitors with one sided short cables $25
13 pin Female cable connectors $4.75
14 Pin Female cable connectors $5.60
(Use these 14 pin Female connectors with a standard printer switch box and make a drive switch box for P.C. Ditto drives)
Mouse Feet (our feet have twice as much teflon material) $4 pk (4)
Mouse Eyes (Taiwan mouse only) 8pk (one mouse set) $5
Mouse Cleaning Kit by Tacklind $12.95
Mega Keyboard Covers $8.50 ea.

400/800/XL/XE

Digital Devices APE-LINK Kits (adds extra SIO Connectors to Your Atari Daisy Chain) Bare P.C. Board $10 Kit $21
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New 256K Atari Game Cartridges in stock. See our cataloge for listing!
Thomson Proburner Eprom Burner $149.00
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Many people have asked which Mailing List program we use at Best Electronics, we currently use Super Mailer+ from Royal Software. Super Mailer program (D) $39.95
XL to XE Software Compatiablty Mod by Tom Lawless. This two chip/switch mod is for enhanced 800XL computers (256K-512K). $8
Hardware upgrade kits and P.C. boards that require the 41256K ram chips have been put on hold because of the high price of ram chips. We hope to ship again once ram chip prices start to drop down!

Atari/Imagen UltraScript Postscript Emulator

by Richard L. Brice

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The Ultrascript Postscript Emulator for the Atari SLM-804 Laser Printer is probably one of the most exciting products to surface for the ST series of computers. When it was first introduced, the SLM-804 was extremely limited in it's capability. The Diablo 630 emulation was flaky at best. The GDOS output routines were much improved from previous releases but user hostility toward GDOS curbed interest in the printer. It was cheap, but other low cost lasers offered Epson emulation and HP Laser Jet (an industry standard) emulation as basic capability. It simply wasn't a good business decision to buy the 804. The advent of Ultrascript changes all of that. Postscript emulation for the "dumb" 804 makes it a real value. Should the emulation be developed for other printers using the Mega ST the serial or parallel interface is still slower than the DMA interface of the Mega/804. Crude benchmarks show that Ultrascript will deliver a printed page approximately 10 times faster than the Apple Laserwriter Plus running with a Mac SE. What we have here is real value.

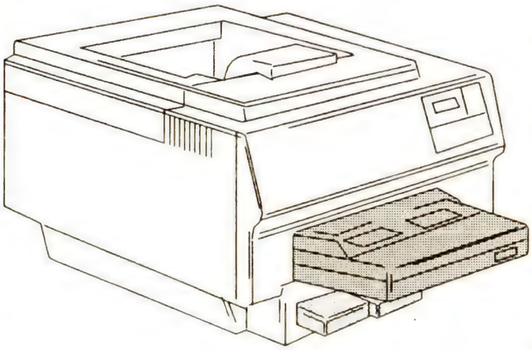
Ultrascript currently requires that your application be able to print a Postscript file to disk which may then be processed by the emulator later. This does not, in my opinion, present a problem. Do your work, exit to the printer, setup, print, and go have a beer. The print function ties up the computer anyhow so I would just as soon batch print everything at once. Either native "Quickdraw" or GDOS routines may be used for draft print-out as you go along.

Now, how do we use the system? What programs are available for use with Ultrascript? Surprisingly enough, several first rate programs are in place. By accident or design, Pagestream from Soft Logik is optimized for Postscript. That program is possibly one of the most powerful page layout programs available for any computer regardless of price. Fleet Street Publisher from Michtron is another Postscript compatible for the ST. Fleet Street has its charm in the ability to have GEM screen fonts while accessing Postscript fonts for output. With a little work and a good GEM font editor (Fontz! from Neocept is recommended) you can achieve a true WYSIWYG screen display with Fleet Street. The Timeworks Desktop Publisher can also write a Postscript file to disk. Unfortunately, the interface is, in my opinion, a kludge. A file called "PUBLISH.PS" is written to disk each time you invoke the print command. This file is constantly overwritten. It is also impossible to change the screen fonts or to add additional Postscript fonts to the font list. It is unfortunate that Atari chose the Timeworks program to bundle with the SLM-804 Postscript package. It is an excellent program, but just not suitable to the vast capabilities of Postscript. Thanks to Gadgets by Small, we aren't necessarily limited to Atari programs. The Spectre 128 opens up the world of MacIntosh programs. Of all the page layout programs for the Mac, Pagemaker seems to offer the best interface with Ultrascript. It seems than any Postscript file saved from Mac applications contains a prologue written by the Apple Laser Prep program. This prologue is totally incompatible with Ultrascript. But, take heart, Pagemaker uses Aldus Prep which is completely compatible with Ultrascript. Further, both Illustrator and Freehand run well on Spectre allowing for high quality Postscript illustrations which may be placed and printed through Pagemaker. While total Mac interoperability can not be achieved due to the eccentricities of Apple Laser Prep, you can get Postscript output through Pagemaker which should satisfy any requirements you might have. Although I have not made any investigation of the PC world, I would assume Pagemaker provides the same bridge capabilities from the IBM.

Before I digress into a discussion of how to make Ultrascript work with specific programs, let me spend a little time on how the program itself works. You may install it on your hard disk. The test article was evaluated using a Mega 4, with 30mb hard disk, and the SLM-804. The "4" provides sufficient memory for the complete Laserwriter Plus fontset plus the entire Lucida font set with no problems. I cannot say what the font limit is as yet but we are working on that. The program, when run, is simplicity itself. You are presented with a screen that looks very similar to the Outprint screen from Migraph's Easy Draw. The program works almost identically to Easy Draw Outprint. There are 35 "slots" for filenames. You add names to the list and invoke the "Print" command and Ultrascript does it's thing. Simple enough. You have options for multiple copies as well as an option to enter the Ultrascript Executive. In a month of heavy use, I have never had the program "lock up" or "bomb". If it encounters a problem it advises that it has encountered an "offending command" and is "flushing to end of job" and then stands by for the next print command. This is, by far, one of the most solid ST programs I have ever encountered.

As to how you get it to work with the various programs available, let me review each in turn:

PageStream. As I mentioned, the program is optimized for Postscript. You may use the PageStream fonts after you have converted them to PS output files as per the instructions that are included with their font converter. Unfortunately, their fonts are not that good and in that their Postscript output routine defines each font, it writes some incredibily long files. To make PageStream recognize the Ultrascript (resident?) fonts you must do several things, again using the Font Converter. The UMETRICS file provided with Ultrascript contains AFM files for each font. These AFM files may be loaded into the converter, and the program automatically writes a corresponding .FM and PSF file. A screen font may then be generated by importing the Pub Partner font and generating a .12H screen font. You must assure that the ID numbers agree with those recommended by Soft-Logik (see their doc file on the converter). Unfortunately, PageStream screen font representation is wretched because they use the one 12 point font and scale up or down from that. The good news is that the alignment is ok. You merely have to endure a not so WYSIWYG screen presentation. I don't consider that to be a show stopper, considering the other capabilities of PageStream. I am working with Soft-Logik to solve the screen font problem.



Timeworks Desktop Publisher. The program works. A PS driver is now available that outputs to disk, subject to the restrictions mentioned above. Here's how you interface the program with Ultrascript:

1. Rename the PS driver to PRINTER.SYS and copy it to your GEMSYS folder.

2. Run FONTWID.APP and say yes to the query on Postscript printers and select Laserwriter Plus.

3. Run PUBLISH.APP. You will see that Laserwriter fonts are available for selection at any point size. The problem is that only eight are available. Helvetica Narrow and Dingbats are not accessible. Further, the screen representation uses only Swiss (for all sans serif fonts) and Dutch (for serif). This includes Chancery. A very un-WYSIWYG presentation which is marginally acceptable. If Timeworks DTP is all you have then it will work but don't expect to tap the full capabilities of Postscript with it.

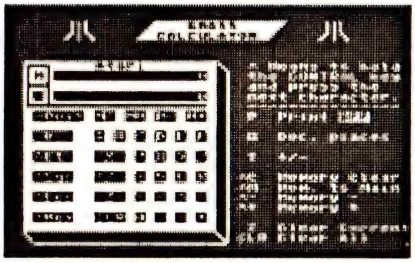
Fleet Street Publisher. FSP allows you to include new Postscript fonts and to assign GEM screen fonts to the Postscript fonts. GEM screen fonts are easily generated by Fontz using the public domain screen fonts for the MacIntosh. To explain how the fonts are harmonized in the program would take pages, but you do it with the Set Defaults option. My only suggestion is to read the section in FSP documentation on Inside Fleet Street Publisher and Set Defaults...several times. The good news is that you have, with FSP, a true WYSIWYG presentation. The program has a lot of flexibility in working with type but is somewhat limited in graphics (pretty much limited to bitmap stuff for now). All in all, however FSP may present the ideal low-end layout package for use with Ultrascript. The 2.0 version now sold by Michtron is much improved over the original.

Other GDOS Programs. In theory, all GDOS programs should work properly with the PS driver. Easy Draw functions fine. There is a problem getting Write and WordUp to recognize the fonts.

MacIntosh Programs. As I mentioned previously, most of those MacIntosh programs used by desktop publishers run with no problem on the Spectre 128. Aldus Pagemaker creates a Postscript file that is compatible with Ultrascript. Therefore, almost anything you can do on the Mac can be placed in Pagemaker and output as a Postscript file. The procedure for this is fairly simple. First, you have to have made a choice of some laser printer with the chooser. Having done that, select print from the file dialogue. Hold down the ALT key and click on the OK button. Wait for the Postscript options menu to show. De-select "download bitmapped fonts". Select "Write Postscript File to Disk" and choose either Normal or EPS. Remember to save the file on an MFS formatted floppy in order to transvert the file to the ST for Ultrascript printout. That's all there is to it.

I do believe that the advent of the Ultrascript emulator brings the ST out of the realm of a "Super Game Machine" and into the realm of a serious 16-bit business computer. It realizes the true potential of the SLM-804. You can now realize the dream of an inexpensive, high quality, and extremely fast personal laser printer. The speed is important. Although I have not run any controlled benchmark tests, preliminary experience shows that Ultrascript and the 804 turns out a Postscript page approximately 10 (yes I said 10) times faster than the Laserwriter Plus. Worst case, a Mega 4, Megafile 30, and an SLM-804 (with Ultrascript) gives you the same capability as a 4 meg MacIntosh Plus with hard drive and a Laserwriter Plus with 3.5 megs of RAM for under $5,000. I invite you to price out the Mac package.

Any dedicated Atari ST user needs to consider the implications of Ultrascript. With it, the Spectre 128, and the new PC Ditto II hardware IBM PC emulator for the ST you have a triple threat capability that is real.



The GRASS Calculator

by Gary Heitz (GRASS)

The GRASS Calculator was created as part of the Grand Rapids Atari System Supporters' BASIC programming class. We started by explaining cursor controls and simple PRINT and POSITION statements.

A simple calculator was used to demonstrate these commands and to explain the math operations. As time went by, the simple calculator became more involved and grew as new features were added.

One unusual feature that was included affected how the calculator's memory worked. On a normal calculator, you store something in memory but unless you have a pretty good memory yourself, you can easily forget what you stored there. The GRASS Calculator has two number displays. One is like that on any calculator — the main display. The second one always shows what has been stored in the memory.

The other features of the GRASS Calculator are:

- Print - will print to a printer just like a more expensive printing calculator will do.
- Change decimal places - will either display your number normally with no alterations to any decimal places, or it will round the number's decimal places to the nearest hundredths.
- Change signs - This feature is like the +/- key on most calculators. It will change the current number from positive to negative or vice versa.
- Four memory keys - Memory + (add to memory), Memory - (subtract from memory), Memory (display the contents of memory in the main display), and Memory Clear (clears the memory).
- Clear and All Clear - Clear erases the number you are currently entering (good for when your finger goes a little crazy on you and hits the wrong key). All Clear will clear everything in the main display. It does not clear the memory, though.
- Root and Square Root
- Decimal to Hexadecimal Conversions
- Hexadecimal to Decimal Conversions
- Percent - This will convert a number into its percent.
- Quit - I added this feature because it allows for a clean exit from the calculator without having to hit the RESET button.

Because the GRASS Calculator is not just for adults with perfect coordination, which does not include myself, I have added some "safety" features. The BREAK key will not work. The two other keys that will get you nowhere are the Atari, or inverse, key and the Caps key. If you hit one of these keys by accident, there is no need to worry; they will be ignored.

Here's an idea for any BASIC programmers out there or anyone interested. If you renumber this program to begin with a high line number, like 30000, you can do your programming and GOTO the first line of the calculator to use it and QUIT when you are done with your calculations. This way you don't have to keep loading and reloading the program you are working on.

One last thing to mention. The two inverse letters that precede each line in the type-in program are checksums. They work the same as any BASIC program that you find in Antic or ANALOG. You can use either of their type-in programs to type in the GRASS Calculator.

I hope you enjoy using it.

[*Editor's Note:* The type-in program for the GRASS Calculator begins on the following page. A copy of the program can also be downloaded from the AIM area on the Treasure CheST BBS, (313) 973-9137, 300/1200/2400 baud.]

NOTE: The following listing contains "shorthand" versions for many non-printable characters. Examples of some of the codes and their descriptions are:

[Inv] = Press the Inverse Key once
[Norm] = Press the Inverse Key again to toggle back to normal mode
[# Sp] = Type # number of spaces
[# X] = Type # number of character X (i.e., [3 *] means type 3 asterisks)
[^X] = Hold down Control while pressing the X key
Sft X] = Hold down Shift while pressing the X key

In all these cases, DO NOT type the brackets; the brackets serve only to delimit the "non-printable" characters.

Also, any time you see what appears to be control characters outside of brackets, such as ^C, these characters should be typed as the ^ (caret) followed by the character in the listing.

One or two spaces in the listing are displayed as spaces and should be typed as shown. Only when more than two spaces appear together are they represented in "shorthand."

```
LZ   10 REM SAVE "D:GRASSCAL.BAS
GJ   20 REM .[Inv][^Q][27 ^R][^E][Norm]
QI   30 REM .[Inv][Sft =] Grand Rapids Atari System [Sft =][Norm]
AG   40 REM .[Inv][Sft =][8 Sp]Supporters[9 Sp][Sft =][Norm]
BG   50 REM .[Inv][Sft =][27 Sp][Sft =][Norm]
CO   60 REM .[Inv][Sft =][8 Sp]Present the[8 Sp][Sft =][Norm]
BI   70 REM .[Inv][Sft =][27 Sp][Sft =][Norm]
MS   80 REM .[Inv][Sft =][3 Sp][^H][Norm] GRASS  Calculator [^H][Inv][3 Sp][Sft =][Norm]
BK   90 REM .[Inv][Sft =][27 Sp][Sft =][Norm]
SG  100 REM [Inv][Sft =][8 Sp]Written by:[8 Sp][Sft =][Norm]
KJ  110 REM [Inv][Sft =] Gary Heitz & Tim Feenstra [Sft =][Norm]
JJ  120 REM [Inv][^Z][27 ^R][^C][Norm]
QU  130 CLR
WR  140 DIM OP$(1),CL$(15),IN$(15),DISPLAY$(15),HEX$(15),DEC$(1),TEMP$(17)
RQ  150 CL$ = "[15 Sp]"
GB  160 GRAPHICS 0:GOSUB 1900
VC  170 POKE 710,0:POKE 709,12
JV  180 POKE 752,1
XN  190 CLOSE #1:OPEN #1,4,0,"K:"
QN  200 REM [Inv][3 *] DISPLAY [3 *][Norm]
HQ  210 POSITION 2,1
OI  220 ? "[4 Sp][^B][Sft =][^V][5 Sp][^H][Inv][3 Sp]GRASS[4 Sp][^H][Norm][3 Sp][^B][Sft =][^V]"
XA  230 ? "[4 Sp][^F][Sft =][^G][4 Sp][^H][Inv] CALCULATOR [^H][Norm][4 Sp][^F][Sft =][^G]"
KI  240 POSITION 2,5
IH  250 ? "[Inv][^Q][^R][^E][4 Sp]Atari[7 Sp][Norm][^G]  ^ Means to hold"
OL  260 ? "[Inv][Sft =]M[Sft =][Norm][14 Sp]0[Inv-sp] [^V] the CONTROL key"
OO  270 ? "[Inv][^A][^R][^D][16 Sp][Norm] [^V] and press the"
CJ  280 ? "[Inv Sft =] [Inv Sft =][14 Sp]0[Inv-sp] [^V] next character."
AA  290 ? "[Inv][^Z][^R][^X][15 ^R] [Norm] [^V] [15 -]"
NM  300 ? "[Inv-sp]^Quit[Inv-sp]MC[Inv-sp]MR[Inv-sp]M-[Inv-sp]M+[Inv-sp] [^V] P  Print [Inv]OFF[Norm]"
VK  310 ? "[19 Inv-sp] [^V]"
FS  320 ? "[Inv-sp] 0. [Inv-sp][Inv-sp]A[Inv-sp]B[Inv-sp]C[Inv-sp]D[Inv-sp]E[Inv-sp]F[Inv-sp] [^V] #  Dec. places"
VO  330 ? "[19 Inv-sp] [^V]"
FH  340 ? "[Inv-sp]^Rt [Inv-sp][Inv-sp] % [Inv-sp]7[Inv-sp]8[Inv-sp]9[Inv-sp]/[Inv-sp] [^V] T  +/-"
VS  350 ? "[19 Inv-sp] [^V]"
XL  360 ? "[Inv-sp]^Sqr[Inv-sp][Inv-sp]+/-[Inv-sp]4[Inv-sp]5[Inv-sp]6[Inv-sp]X[Inv-sp] [^V]^C  Memory Clear"
CZ  370 ? "[19 Inv-sp] [^V]^M  Mem. to Main"
XO  380 ? "[Inv-sp]^Dec[Inv-sp][Inv-sp] Z [Inv-sp]1[Inv-sp]2[Inv-sp]3[Inv-sp]-[Inv-sp] [^V]^-  Memory -"
FE  390 ? "[19 Inv-sp] [^V]^+  Memory +"
OX  400 ? "[Inv-sp]^Hex[Inv-sp][Inv-sp]CLR[Inv-sp]0[Inv-sp].[Inv-sp]=[Inv-sp]+[Inv-sp] [^V]"
JI  410 ? "[19 Inv-sp] [^V] Z  Clear Current";
JU  420 ? "[^G][18 Sp][^G][^V]CLR Clear All"
QI  430 ? " [19 ^M]";
DX  440 REM [Inv][3 *] GET 1st NUMBER [3 *][Norm]
WD  450 TRAP 440:TOTAL = 0:DISPLAY$ = "0":IF PRNT THEN LPRINT
WP  460 POSITION 3,8:? " [Inv Sft =]";CL$;"[Curs Lft]0"
YG  470 GOSUB 890
PR  480 IF KEY=ASC("P") OR KEY=ASC("#") OR KEY=ASC("[^C]") THEN IN$ = "0"
YI  490 IF KEY=ASC("[^Q]") THEN GRAPHICS 0:END
OV  500 IF LEN(IN$)=0 THEN 440
WQ  510 IF HEX THEN TOTAL = NUM
EL  520 IF HEX=0 THEN TOTAL = VAL(IN$)
AS  530 REM [Inv][3 *] OPERATION [3 *][Norm]
GM  540 TRAP 730:OP$ = " "
WA  550 IF KEY=ASC("+") THEN OP$ = "+"
ZU  560 IF KEY=ASC("-") THEN OP$ = "-"
```

```
DO  570 IF KEY=ASC("/") THEN OP$ = "/"
JL  580 IF KEY=ASC("*") OR KEY=ASC("X") THEN OP$ = "X"
DO  590 IF KEY=ASC("=") THEN OP$ = "="
KI  600 IF KEY=ASC("[^S]") THEN OP$ = "S":TOTAL = TOTAL*TOTAL
TS  610 IF KEY=ASC("[^R]") THEN OP$ = "R":TOTAL = SQR(TOTAL)
KW  620 IF KEY=ASC("[^H]") THEN OP$ = "H":GOSUB 1290:GOTO 760
XA  630 IF KEY=ASC("[^D]") THEN OP$ = "D":GOSUB 1430:GOTO 760
LA  640 IF KEY=ASC("[Tab]") OR KEY=ASC("[Sft-Tab]") THEN KEY = 0:OP$ = " "
WK  650 IF KEY=ASC("[Curs Lft]") THEN MEMTOTAL = MEMTOTAL+TOTAL:OP$ = "=":GOSUB 1220
YM  660 IF KEY=ASC("[Curs Up]") THEN MEMTOTAL = MEMTOTAL-TOTAL:OP$ = "=":GOSUB 1220
JO  670 IF KEY=ASC("[^C]") THEN MEMTOTAL = 0:OP$ = "=":GOSUB 1220
YD  680 IF KEY=ASC("P") THEN GOSUB 1760
YQ  690 IF KEY=ASC("T") THEN TOTAL = 0-TOTAL:OP$ = "="
OW  700 IF KEY=ASC("#") THEN GOSUB 1810
JS  710 IF KEY=ASC("%") THEN TOTAL = TOTAL/100:OP$ = "="
ZZ  720 IF OP$=" " THEN 440
PL  730 REM [Inv][3 *] GET 2nd NUMBER [3 *][Norm]
UM  740 DISPLAY$ = STR$(TOTAL)
US  750 IF PLACES THEN GOSUB 1540
GX  760 IF OP$="=" THEN GOSUB 1140
YJ  770 GOSUB 890
YJ  780 IF KEY=ASC("[^Q]") THEN GRAPHICS 0:END
TQ  790 IF LEN(IN$) THEN IF OP$="S" OR OP$="R" OR OP$=">" OR OP$="<" THEN 510
OX  800 IF LEN(IN$)=0 THEN 530
IK  810 NUM = VAL(IN$)
BO  820 IF OP$="=" THEN TOTAL = NUM
IS  830 REM [Inv][3 *] BASIC MATH ROUTINES [3 *][Norm]
MQ  840 IF OP$="+" THEN TOTAL = TOTAL+NUM
QE  850 IF OP$="-" THEN TOTAL = TOTAL-NUM
IB  860 IF OP$="X" THEN TOTAL = TOTAL*NUM
TU  870 IF OP$="/" THEN TOTAL = TOTAL/NUM
OY  880 GOTO 530
XM  890 REM [Inv][3 *] INPUT [3 *][Norm]
ZM  900 PLACE = 1
XU  910 IN$ = ""
BJ  920 HEX = 0
LG  930 GET #1,KEY
FM  940 IF KEY>127 THEN KEY = KEY-128:POKE 694,0
SQ  950 IF KEY>ASC("Z") THEN IF PEEK(702)<>64 THEN POKE 702,64:KEY = KEY-32
TX  960 IF KEY=ASC("Z") AND LEN(IN$) THEN POSITION 5,8:? CL$;"[Curs Lft]0":GOTO 890
VM  970 IF KEY=ASC("Z") THEN 930
ML  980 IF KEY=ASC(".") THEN 1030
QK  990 IF KEY=ASC("[^M]") THEN IN$ = STR$(MEMTOTAL):PLACE = LEN(IN$):GOTO 1040
PY 1000 IF IN$="" AND KEY=ASC("$") THEN HEX = 1:GOTO 1060
JW 1010 IF HEX THEN IF KEY>=ASC("A") AND KEY<=ASC("F") THEN 1030
CK 1020 IF KEY<ASC("0") OR KEY>ASC("9") THEN 1100
CW 1030 IN$(PLACE,PLACE) = CHR$(KEY)
WR 1040 PLACE = PLACE+1
VI 1050 IF PLACE>15 THEN PLACE = 15
UW 1060 IF HEX THEN DISPLAY$ = "$":DISPLAY$(2) = IN$
NS 1070 IF HEX=0 THEN DISPLAY$ = IN$
BA 1080 GOSUB 1160
SN 1090 GOTO 930
XG 1100 REM [Inv][3 *] RETURN FROM INPUT [3 *][Norm]
PR 1110 IF HEX THEN DISPLAY$ = IN$:GOSUB 1460:IN$ = STR$(NUM)
NZ 1120 IF LEN(IN$) THEN GOSUB 1140
AK 1130 RETURN
FB 1140 REM [Inv][3 *] PRINT NUMBER [3 *][Norm]
IR 1150 IF PRNT THEN GOSUB 1860
PD 1160 POSITION 3,8:? OP$
DI 1170 POSITION 5,8:? CL$
EB 1180 X = LEN(DISPLAY$)
CE 1190 POSITION 20-X,8
KF 1200 ? DISPLAY$
AG 1210 RETURN
VL 1220 REM [Inv][3 *] PRINT MEMORY [3 *][Norm]
MZ 1230 TEMP$ = STR$(MEMTOTAL)
BT 1240 POSITION 5,6:? CL$
```

```
C E   1250 X = LEN(TEMP$)
A J   1260 POSITION 20-X,6
W P   1270 ? TEMP$
B B   1280 RETURN
R V   1290 REM [Inv][3 *] DEC TO HEX [3 *][Norm]
M K   1300 IF TOTAL>=1000000000 THEN POSITION 5,8:? "  Too  Large!  ":GOTO 1700
X V   1310 I = 9
C T   1320 NUM = TOTAL
W W   1330 HEX$ = CL$
X Q   1340 HEX$ = ""
X U   1350 X = NUM:NUM = INT(NUM/16)
Z A   1360 X = X-NUM*16
S C   1370 IF X<10 THEN HEX$(I,I) = STR$(X):GOTO 1390
L K   1380 HEX$(I,I) = CHR$(X-10+ASC("A"))
B M   1390 IF NUM<>0 THEN I = I-1:GOTO 1350
O F   1400 DISPLAY$ = "$"
C H   1410 DISPLAY$(2) = HEX$(I)
A N   1420 RETURN
K O   1430 REM [Inv][3 *] HEX TO DEC [3 *][Norm]
C Z   1440 GOSUB 1290
B T   1450 DISPLAY$ = HEX$(I)
Z V   1460 NUM = 0
A S   1470 FOR I = 1 TO LEN(DISPLAY$)
H B   1480 HEX$ = DISPLAY$(I,I)
Y V   1490 IF DISPLAY$(I,I)<="9" THEN NUM = NUM*16+VAL(HEX$):GOTO 1510
Q C   1500 NUM = NUM*16+ASC(HEX$)-ASC("A")+10
F C   1510 NEXT I
X Y   1520 DISPLAY$ = STR$(NUM)
A S   1530 RETURN
G Q   1540 REM [Inv][3 *] ADD .00 [3 *][Norm]
O Z   1550 IF HEX THEN RETURN
I W   1560 FOR I = 1 TO LEN(DISPLAY$):IF DISPLAY$(I,I)="E" THEN POP:GOTO 1690
F U   1570 NEXT I
A X   1580 FOR I = 1 TO LEN(DISPLAY$)
G W   1590 IF DISPLAY$(I,I)="." THEN POP:LOC = I:GOTO 1610
V N   1600 NEXT I:DISPLAY$(LEN(DISPLAY$)+1) = ".00":GOTO 1690
T H   1610 IF LEN(DISPLAY$)=LOC+2 THEN 1690
H N   1620 IF LEN(DISPLAY$)=LOC+1 THEN DISPLAY$(LOC+2) = "0":GOTO 1690
G R   1630 X = ASC(DISPLAY$(LOC+3)):X = X-48
E I   1640 IF X<=4 THEN DISPLAY$(LOC+3) = "":GOTO 1680
N E   1650 TEMP$ = DISPLAY$(LOC+1,LOC+2):X = VAL(TEMP$):X = X+1
R R   1660 IF X<10 THEN DISPLAY$(LOC+1) = "0":DISPLAY$(LOC+2) = STR$(X):GOTO 1680
C X   1670 DISPLAY$(LOC+1) = STR$(X)
N T   1680 TOTAL = VAL(DISPLAY$)
B M   1690 RETURN
Q W   1700 REM [Inv][3 *] PAUSE [3 *][Norm]
H M   1710 POKE 20,0
B X   1720 X = PEEK(20)
S X   1730 IF X<100 THEN 1720
M A   1740 POP
Q Y   1750 GOTO 440
V I   1760 REM [Inv][3 *] PRINTER ON/OFF [3 *][Norm]
B L   1770 PRNT = 1-PRNT
K E   1780 IF PRNT THEN POSITION 33,10:? "[Inv]ON[Norm] "
K B   1790 IF NOT PRNT THEN POSITION 33,10:? "[Inv]OFF[Norm]"
A P   1800 RETURN
E E   1810 REM [Inv][3 *] DECIMAL PLACES [3 *][Norm]
W G   1820 PLACES = 1-PLACES
W D   1830 IF PLACES THEN POSITION 3,12:? "0.00"
B I   1840 IF NOT PLACES THEN POSITION 3,12:? " 0. "
B E   1850 RETURN
W W   1860 REM [Inv][3 *] PRINT TO PRINTER [3 *][Norm]
N R   1870 IF PLACES THEN GOSUB 1540
C Z   1880 TEMP$ = OP$:TEMP$(2) = " ":TEMP$(3) = DISPLAY$:LPRINT TEMP$
B Q   1890 RETURN
I Y   1900 REM [Inv][3 *] KILL THE BREAK KEY [3 *][Norm]
Q V   1910 X = PEEK(16)-128:IF X THEN POKE 16,X:POKE 53774,X
A X   1920 RETURN
```

DeskTop Publishing on a 130XE

by G. L. Ray (TACE)

The newest and biggest application for the personal computer has to be desktop publishing. But, as of yet, the 8bit Atari has no versitile, user-friendly package that will create the type of product I expect from a DTP program. Sure, there is Newsroom and News Station and Typesetter. I have all of these programs, but they either are very limited in features, user friendliness or in print quality. My solution, therefore, was to combine features of several programs to achieve the results I wanted.

I teach 7th- and 8th-grade art in a junior high school. I assigned my 8th graders to produce a school newspaper as one project. We utilized two 130XE systems with Panasonic 1091i II printers. We used the computers to print out masters of the newspaper pages and then ran the paper off on school copy machines. The results may not be of laser printer and professional print quality, but the output was suprisingly good.

The software packages I used were varied and included professional as well as Public Domain programs.

The most utilized program I used was a word processor. Any word processor will work, providing it has the these options:

- Formatting commands to change margins, page lengths, etc.
- The ability to print double columns.
- A print preview feature to view the printout before sending it to the printer (Saves lots of paper!).
- The ability to print to a disk.

The word processor I use is the First X-Lent Word Processor, which has all of the above features and many more. All of the students' articles and submissions were first typed by the kids and saved to disk. I then proofread and helped the students correct their work.

The next step was to print the copy to disk, creating ASCII files which can be used by the Daisy Dot II Print processor. Daisy Dot II, a Shareware program by Roy Goldman, takes the ASCII file just created and enables you to print out your document in a wide varity of NLQ fonts. I have over 90 different NLQ fonts in almost any style to fit any application. I won't go into all of the features of Daisy Dot II, except to say it is worth many times the $10 fee Mr. Goldman asks to register your copy.

Another program I used extensively is the Printshop from Broderbund. Printshop was used for illustrations and headlines. Some printouts were printed with Printshop directly to the final copy, while others were printed separately and pasted-up to the final copy with rubber cement.

We included crossword puzzles in our newspaper by utilizing Crossword Magic from Datasoft. First, I had the students make a wordlist and list of clues. Students then followed onscreen prompts to create and print their puzzles. I had the kids cut out and paste-up their puzzles and clues onto the final copy, created with the letterhead feature of Printshop. In this way, students could title and illustrate their puzzles with appropriate icons from various Printshop Library disks.

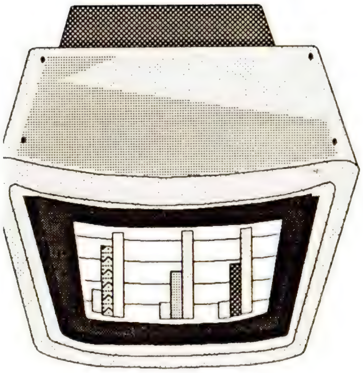
Another type of puzzle we used in the newspaper were WordFinds. We used a wordfind program written by Matthew Ratcliff, published in the January 1984 issue of Antic. This program allows you make a WordFind puzzle anywhere from 10 to 30 letters square. It will then send it to a printer and even print out a solution, which we printed in the back of the paper. We also utilized the Printshop letterhead feature to do graphics and headlines. One of the best wordfinds was one which included the first name of every student in the junior high. We had to make two puzzles, and then paste them up side-by-side to get all of the names into a puzzle, but the results were impressive.

All in all, I was very pleased with our production. The project combined computer skills (Word Processing, Printshop, etc.) with tradional commercial art skills (Paste-Up, Freehand Cartoons and Illustrations). It was a very good educational experience, with results that the students could be very proud of.

I can't wait until next quarter. I have a new ST coming, along with a video digitizer so I can include student photos, etc. within the paper. But, as for the bulk of the work, we will still use my 130XEs, as the students are very comfortable with them, and they know how to use the software.

By the way, if you do not have Daisy Dot II, here is the address of Roy Goldman: 2440 S. Jasmine, Denver, CO 80222.

If you would like to order a disk packed full of Daisy Dot II fonts, or disks of Public Domain Printshop fonts, please send $3 to cover duplication costs to G.L. Ray, Vice President, Tinker Atari Computer Enthusiasts, P.O. Box 668, McLoud, OK 74851.



A MULTISCAN MONITOR FOR THE ST

by LeRoy Valley (TAG)

The Atari ST has three resolutions — low (320 x 200), medium (640 x 200), and high (640 x 400). Low and medium resolutions support color and operate at 60 Hz. High res supports monochrome and operates at 70 Hz. Due to the difference in resolutions and screen refresh rates (60 Hz vs 70 Hz), Atari decided to offer two monitors. Unfortunately, the SM124 monochrome monitor ONLY supports high resolution, and the SC1224 color monitor ONLY supports low and medium!

Many users would like to have all three resolutions available. The color monitor is great for goodies like Spectrum 512 and games (we mustn't forget games!), and the monochrome monitor is excellent for desktop publishing, word processing and working on clip art.

Currently there are two ways to do this. You can either purchase both monitors or use a software package (like OmniRes) that emulates the resolutions that your monitor doesn't support. There are drawbacks to both methods. The first requires sufficient space for both monitors and a switch box (unless you'd rather plug and unplug cables each time you switch). The second is inexpensive and works, but high res on the color monitor is fuzzy at best, and low and medium res on the mono monitor lack color!

A third alternative has now been offered by Void Productions. Using their Synapse box ($119), you can connect virtually any MultiScan (or MultiSync) monitor to your ST. A MultiScan monitor is capable of automatically adjusting it's refresh rate to that of the incoming signal, thus it can work equally well at 60 Hz or 70 Hz. This allows you to run ALL three resolutions on ONE monitor! Since most MultiScan monitors have resolutions in the 800 x 560 range, they are more than equal to the task of providing you with an image that is comparable to either of the Atari Monitors.

The Synapse is a multipurpose switch box (2" x 8" x 6") that controls your monitor(s) and your floppy drives. On the front of the Synapse are two push buttons labeled FLOPPY and MONITOR. FLOPPY allows you to switch between two disk drives, and MONITOR allows you to switch between mono and color modes. The Synapse is capable of acting as a monitor switch for the Atari monitors (similar to Monitor Master) as well as switching between modes on a MultiScan monitor.

Looking at the back of the Synapse, we find a variety of ports to plug goodies into. Ports available include:

- ☐ A 9 pin port to connect a MultiScan monitor.
- ☐ A VIDEO out jack that provides a sharp black and white picture in low and medium resolution.
- ☐ AUDIO out to connect to an external sound system.
- ☐ MONITOR IN.
- ☐ MONOCHROME monitor out.
- ☐ COLOR monitor out.
- ☐ FLOPPY IN.
- ☐ FLOPPY A out.
- ☐ FLOPPY B out.

Along with the Synapse, Void Productions also sells the Mitsubishi AUM1381-A Diamond Scan, a 14" MultiScan color monitor ($525) with a built-in tilt and swivel base. (Note: you can also purchase the Diamond Scan directly from any of a number of distributors mentioned in Computer Shopper for about $500. Keep in mind though, that Void Productions also gives you a cable.) The Diamond Scan offers a maximum resolution of 800 x 560, a .31 mm dot pitch, and the ability to scan up to 75 Hz. This enables it to handle the 70 Hz mono mode easily.

The first thing I noticed about the monitor was it's SIZE. It's larger than the Atari monitor (about 2" in all three dimensions - HxWxD) and considerably heavier. Both Atari monitors have a 12" screen, thus the Diamond Scan offers 16% more screen!

Hooking up the monitor was a snap. Simply plug the ST monitor cable into the Synapse, then connect the monitor to the MultiScan port. The system booted up fine, but something seemed to be missing. I got it - no sound! Searching the monitor (and the manual) carefully, I discovered that the Diamond Scan monitor has no speaker!

I called Void Productions and talked to Dennis Sita (he's their technical guru). At this point I found that the people at Void are very helpful and knowledgeable. He informed me that he didn't know of any MultiScan monitors that had a speaker. (Now you know why the Synapse has an AUDIO OUT jack.) Oh well, I guess you can't have everything. I simply connected the Synapse to my stereo to rectify the problem.

I tested the monitor in color mode

first. The larger screen is impressive and compares well with (read: looks better than) the original JVC monitor from Atari. When comparing it with the current Goldstar monitors that Atari is shipping, there is no comparison!

A basic test I've always used on Atari color monitors is to run Spectrum 512, then look at the color palettes. On the old JVC monitors, the last of the color palettes (the smallest palette consisting of seven colors) is barely visible. Most of the newer Atari monitors (Goldstar) can't even display this palette! The Diamond Scan monitor displayed the last palette clearly, and Spectrum pictures looked gorgeous.

Pushing in the MONITOR button on the Synapse causes the ST to reboot (it triggers the mono detect line) and switch resolutions. The first thing I noticed is that mono mode was VERY impressive on a 14" screen! At this point I would like to note that the Diamond Scan is the ONLY monitor that offers automatic sizing between modes. Most other monitors would display a very small mono mode picture, requiring you to manually readjust the picture size.

The mono display is just as clear and sharp as the SM124. There is no discernible jitter or flicker, just a rock solid picture. In fact, I think it's better than the SM124. PageStream looks fantastic on this monitor when it covers the full screen! Spectre 128 users are going to love how well Mac screens look on a 14" screen.

In summary, if you really need access to all three resolutions, then this is the way to go. The cost of the two Atari monitors and a switch box are about equal to the cost of a MultiScan monitor and a Synapse. (Of course, you do need some sort of sound system...)

If you don't plan on using a MultiScan monitor, the Synapse is still a good choice to use as a monitor and floppy switch box. And you can always add a MultiScan monitor later!

Void Productions has tested several monitors with the Synapse and those that work include:

- ☐ Imtec 1455N Mitsubishi Diamond Scan
- ☐ NEC II Samsung CN4551
- ☐ Sony 1390A Tatung 1495

Void Productions is constantly testing new monitors with the Synapse, so if you have any questions about a particular monitor, please call them.

Synapse	$119.00
Diamond Scan 1455N	$525.00

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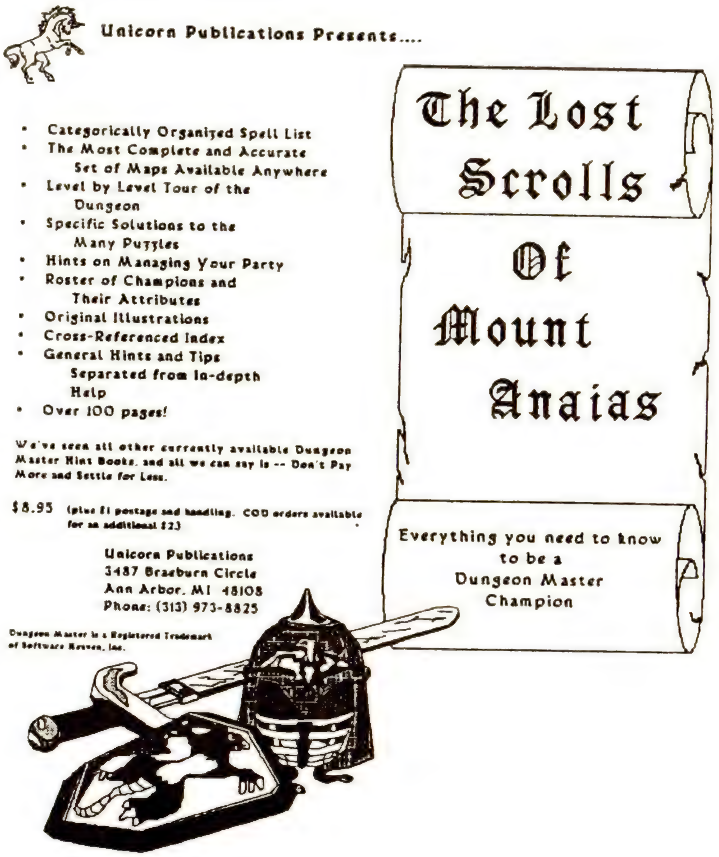
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GFA Artist

by Donavan Vicha

Program by Dirk Van Assche and Dan Van Agtmael $79.95

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I've struggled with this animation/drawing program for close to three months so when the upgrade board on my new (pre-owned) 520ST went south, I took it as a sign that it's time to get this review written for better or worse.

GFA Artist is another import from Germany that seems to typify the German attitude toward GEM: avoid at all cost. The cost, however, in this country, is that users are left with a nonstandard interface for the program. Add to this their typical inadequate documentation due to translation difficulties and a glossary approach to describing functions and no tutorials concerning animation, and you have a program with a long, difficult learning curve.

This is really too bad, because GFA Artist contains some truly unique and unusual features that make it awfully appealing for creating animations.

Although it requires a full one-Meg/color setup to run, you can create animations of up to 2000 frames. The 1500-frame demo runs nearly four minutes, so quite a lot can be done on the Megas if all is compatible.

If you've got the time (or the understanding of computer animation from using other programs/computers) for trial-and-error learning, this is a program to investigate.

I would also like to comment that the name of the program is misleading. The description on the box would lead you to believe that this program is similar to Spectrum and Quantum Paintbox, which are strictly paint programs that allow you to use many more colors than the ST was set up to provide.

The 1024 colors that you can use with GFA Artist are available in a cycling mode that can be used to rework D.E.G.A.S. and NeoChrome art files, but cannot be used outside of the main program -- there is no slide program for viewing your multi-color creations. While you can create NeoChrome and D.E.G.A.S. formatted files, the main features of this program emphasize animation. A more appropriate name would have been "GFA Animator" rather than "GFA Artist."

Awkward Interface and Inadequate Docs

If this program had appeared for the Macintosh, it would have been condemned and left to collect dust on dealers' shelves. The ST community appears to be quite a bit more tolerant of programmers who don't bother following GEM protocols than Mac users who demand that all of their programs follow the same rules for using menus, dialog boxes and such.

There are quite a few ST programs that depart from the "standard" GEM protocols and several of those are very powerful and highly acclaimed programs (PageStream, WordPerfect and DEGAS Elite come immediately to mind). So there is hope for this program, I suppose.

GFA Artist opens to a screen with familiar rows of function boxes (icons) that give access to nearly 60 functions. Although the icons are not all familiar, this looks at first glance to be something that can be worked out rather painlessly. But then using the icons proves not to be as straightforward as they first appear. To choose an icon, you must hold down the left mouse button (LMB) and slide through the three rows to the function you want. The icons are highlighted in this manner; it takes a click of the right mouse button (RMB) to activate your choice.

Now all this can be worked out eventually, but each time you've completed an action, you're returned to the icons. If you want to draw several boxes, circles or lines, you have to rechoose the icon after each item is drawn. Further complications to this process enter in when you decide to change the color of the tool you've chosen. To my mind, this arrangement is downright annoying and makes me resist wanting to get used to its interface.

A different set of commands is accessed for creating films. Both sets of commands can be brought forth using the F1 and F2 keys. The F1 functions are definitely more difficult to grasp due to the way in which this program handles putting together its animation sequences. The docs do a better job of covering this area, but are still incomplete in bringing about understanding to the novice user. More on the F1 commands later.

As mentioned already, the annoyance factor is heightened by the glossary format of the documentation. Each function is described adequately in a listing that follows the order of the icons as they appear in each row.

There is an index, so you can look them up easily enough, but there is nothing written here that ties the functions together into something a novice user can understand. While there are appendices concerning creating a film, merging films and using the run-only interpreter (allowing you to distribute your animations without the main program), these are very mechanical descriptions that give little understanding of the program's animation functions.

Here's an example of the vague nature of the docs:

A GEM bit-blit function may be required because "in some cases it may be necessary for certain functions to operate at the highest possible speed." Which "certain" functions are they referring to here? The docs go on to state that "in general, we advise not to activate the GEM routine." Wouldn't it have been simpler and less mysterious to either state which functions really require this option or drop it, building the bit-blit routine into the functions that require it?

Finally, there is the unusual nature of this program's setup. You must boot this program without any accessories or other memory-resident programs — it uses all the bytes your system can spare. It is run in medium resolution, but only produces low resolution files.

To quit the program, you must power down your system in order to ensure that the memory is completely cleared. GFA Artist definitely takes liberties with TOS and GEM and must run on its own. One wonders if it will be able to run at all when the new ROMs become available for all STs.

Exceptional 3D Effects and Other Features

If you plow through the program and play with its drawing commands, you quickly realize that whatever mistakes have been incurred with the interface and docs, the drawing capabilities are powerful and complete. Along with the usual drawing tools like lines, sprays, boxes, ellipses, cut/copy/paste, fills, arcs and such, there are some unusual features that stand out from anything offered by other paint programs.

Just about anything you can create with GFA Artist can be used as a paintbrush for maximum effect. Horizontal and vertical flips can be accomplished along with a combined flip, each with its own icon. Part of your picture can be bent vertically or horizontally to good effect as well. You can draw the shape of the bend or choose preset amplitudes of 1/2 Sinus, 1 Sinus or 2 Sinus (and are these terms correct? Sine?).

For more precise copy/cut functions, you can choose to "lasso" parts of your picture rather than the usual boxed rubber-band function. You can also capture a part of your screen to create globes, or vertical or horizontal parallelograms. You can rotate a captured part of your screen as well as create an animated rotation effect. If your shape is round or box-like, you can specify a number of sprites and create a zoom effect going from small to large or large to small — the number of sprites determines the number of stages in the overall smoothness of the transition.

The really impressive effects generated by this program follow a similar path. When initiating the animated version of the following functions, you choose the number of sprites to be used (5-15 sprites seems to work well). You then outline the image to be transformed and then it can become a vertical or horizontal drum (cylinder shaped) or its perspective can be enhanced vertically or horizontally for a simple 3D effect, as an animated sequence. These effects can also be created in static, non-animated form. With a little trial and error, these are marvelous effects that can be instituted quickly and easily.

The drum effect turns your captured image into a cylinder-shaped object that you can size simply by moving the mouse, causing a wire-framed image of a cylinder to rotate and grow/shrink. If you're in the animated version, you also choose the placements around the drum where the sprites will occur — the more sprites used, the more detailed your "spin" will be.

I can envision how this drum can be rotated and stretched out across the bottom of the screen to create a moving roadway or a star map rolling over and over under the sprite of a spaceship. It's a terrific effect.

Other Features

The two single-sided disks that come with this package include two proprietary fonts and a font editor program, the run-only interpreter that allows you to run your films independent of the main program, demo files for a demo film and a 1000-color demo screen. Also included is a film merger program that allows you to splice together parts of a film that is otherwise too big to run on a single-Meg ST.

The usual disk management commands can be accessed within the program to rename or copy files and format disks. NeoChrome color cycling is supported, and all popular color paint program formats are automatically loaded into GFA Artist for use as background screens for your film. Any resolution conversions needed to make the picture compatible with the GFA Artist format are automatically performed during the loading process.

You can use up to four different workscreens and easily move from one to another with one of the icon commands.

The F1 box commands are used to put your film together. These allow you to define a sequence of frames to be used, as well as other film editor functions for inserting, moving, copying and deleting frames from a sequence. You can load in up to four background pictures for use with your film. You can group sprites together to define their relationship as a single sprite, making them easier to handle in creating your film. You can call up sprites you've already created and saved and set up their sequences of movement. And you can take full control of each frame, creating layers for the various components of your file (e.g., background as layer 3, a tree in foreground layer 1 and a body walking between them as layer 2), setting start and finish frames and setting speeds. The default is 10 layers, so there is ample room for sprites to move around each other.

These functions are the real guts of the animation side of the program, and they seem very complete. Since you are going to have to do a lot of trial and error just to see what kinds of effects can be created, I am happy to report the awkward interface is less of a problem with the F1 functions than with the 60 F2 icon set. But the docs really leave you out in the cold here.

Instead of such a vast amount of trial and error in figuring out special effects and film editing shortcuts, the docs should provide tutorials or checklists for achieving them.

Conclusion

I am not familiar with the Cyber Studio array of programs that are purportedly the state-of-the-art in animation software for the ST, nor with other animation programs like Aegis Animator or MichTron's Make It Move. I can make no comparisons as to ease-of-use factors among these programs and GFA Artist. I have seen animation films created with all of these programs, however, and the demo for GFA Artist is completely blown away by what I've seen done with Cyber Studio and Animator.

A lot of the effects that GFA Artist provides were not really used in the demo that comes with the package, so it may not be completely fair to write it off on this basis. I have not seen any other demos for GFA Artist, however, so there's nothing to show the real potential of this program.

I have to call this review a toss-up as far as any recommendations go. Computer animation is a complex process and requires detailed documentation that really communicates to the user, and the docs here fall short. The interface for using the splendid features of GFA Artist can be very annoying even when you get used to it. The wide range of colors provided by the program are of very limited utility, so this program fails as a paint program in spite of many unique drawing tools. In sum, GFA Artist is a disappointment.

COMPUSCRIBE is the name for the Editorial and Design Services provided by Donavan Vicha, 7044 North Rockwell, Chicago, IL 60645. If you need help in writing, editing and/or producing professional documentation for your software, please send an introductory letter and he'll be glad to work with you for a reasonable fee. Donavan Vicha was a regular contributor to the now-defunct ST Applications magazine and is currently a staff columnist for ST X-Press magazine.

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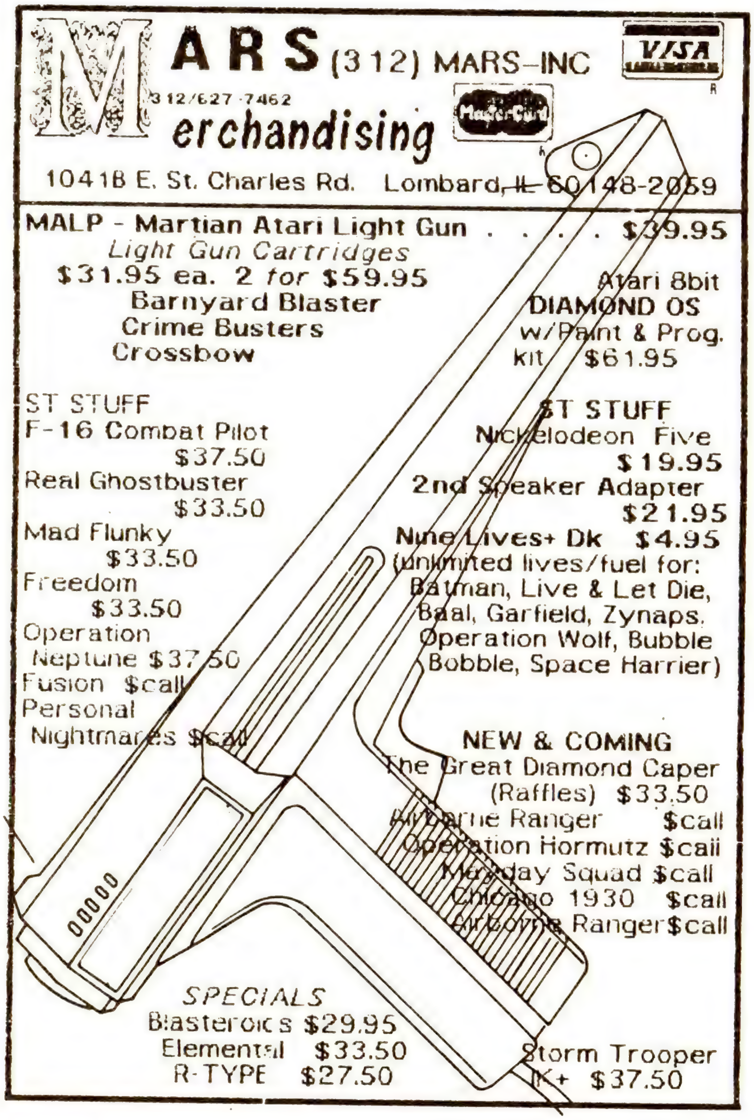

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Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own - $385
10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own $295
10 MB - $395 30 MBCDC - $565
20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.

* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.

* a reset button on the keyboard makes a warm reset easy.

* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.

* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible

* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.

Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:
10 MB - $295 20 MB 48ms - $398
30 MB full ht. CDC 45 ms - $465
Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.

Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available! Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

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(713)691-4527/8 FAX: (713)691-7009

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148 Waterloo Street, Stratford, Ont., N5A 4B4, Tel.: (519) 273-1011

West Germany
ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

This month I predict that Tim Sharpe will predict that I will predict that we will predict that predictions will take place this month. I realize that this would have been a prefect April fool's column but as you might have guessed I am writing this in April so it counts (sortof?). Anyway, on with my past and not so future predictions that really came true.

-First I predict Michigan will not only play Seton Hall for the NCAA Men's Basketball Championship but that they will win by one point — how's that for a great prediction. So now all of you who know a bookie tell him Brent sent you.

-Next, I think that the Columbian coffee supertanker, the Juan Valdez, will spill more than 10 million gallons of coffee into the Pacific ocean causing sealife and divers in the area to become stressed out and hyperactive. Now you've heard it, just don't tell Exxon.

-I also forsee a new music recording label emerging called AMS or Atari Musicians Syndicate. After all, they are going to need one if Atari keeps booking all of this major talent for their computer shows. In fact, they might even need a new slogan like "Atari and music, can you believe it?" Maybe, but I don't know.

Had enough of these predictions? Ok, ok. I get the point, but you have to admit it was kind of fun anyway. One prediction that I had made in the past was that Jimmie Boyce's Atari Writer+ column would be done and ready to send to Unicorn Publications. This has come true and the articles will be sent as soon as I get all of the material from Jim.

It looks like both of the Atari shows scheduled for Michigan are going to be huge successes for all involved — especially the users who attend the shows. You probably will be reading this after the MACE show but hopefully before the World of Atari one.

Another thing of importance I should mention is that I probably won't be at the next meeting because of contractual complications, i.e. I am going to be working, but if there is a way, I'll be at the meeting. Since I'm on the subject the next meeting will take place on Sunday May 14, at 1 pm.

One unfortunate piece of news that I should pass along is: A couple of months ago AIM ran an article that stated Atari was allowing users to send in their old equipment, namely 1050 disk drives and Atari would send back a brand new XF551 in it's place. Well, it seems Atari still has a back stock of 1050s so if you send one in you will probably receive one in its place. But don't despair, if you call Atari it is possible they will run out of the old drives in the future.

Those of you who happen to be reading this in our old newsletter will notice that the newsletter has changed a bit in its format. I hope you like it. James Tackett has agreed to published and layout the newsletter using a program that he did himself. Those of you at the last meeting I am certain will agree and everyone there did that this is a much better way to go. Those of you at the magazines that we send this to every month, if you are interested in more information, just contact us at the above address and we will see what we can do for you.

Some of you may or may not have noticed that Jimmie Boyce is no longer editing this fine publication. He has dropped from the post so that he can devote more time to his family and so that he can use his computer for more productive things. Just remember Jimmie, I still have the high score on Mirax Force.

For this month this is Brent Fisher signing off, and I should like to have all of you who even glance at this come to the meeting.

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CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:
The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

President's Corner by Leo Sell

Writing for the future is always a challenge. No less so this month. By the time you read this, the Michigan Atari Computer Expo, sponsored by MACE, will have taken place. Congratulations to MACE for a successful show. And many thanks to the officers of MACE for their hard work in bringing the various vendors and their great deals to us here in Michigan.

We're now looking forward to a different style of show – the World of Atari show coming up on June 24 and 25 at the Dearborn Hyatt Regency, sponsored by ST World. The World show is the second large Atari exposition in a continuing series of shows taking place around the country. The first was held April 22 and 23 at the Disneyland Hotel in Anaheim California. Most national Atari vendors and developers were there, many of them announcing and displaying their newest products and offerings. For instance, both the GCR cartridge and the PC Ditto II were expected. Chances are good that most of the same vendors will be at the Detroit World of Atari show. Make sure you're there to see the best, brightest, and newest offerings in all Atari computers including the 2600, 800/XL/XE and Game System, and the ST and Megas.

Along with major Atari developers and vendors, we expect Atari at the World show. CHAOS, GAG, MAGIC, and GLASS are participating as sponsoring clubs and will be at the show as vendors. Other clubs can make arrangements to be there at a club section. These shows are causing major excitement in Atari circles across the country. You won't want to miss it.

Happy Atari-ing!

Last month I received a call from Dennis Shingledecker from Oscoda, Michigan. It seems there are a number of folks in his area who are Atari fans, mostly from the nearby Air Force base. Because the members are always on the move, it was hard for them to keep a regular user group active. So he asked if it would be possible to start up a "branch" of GAG in his area. After discussing it at last month's meeting, the members gave the go-ahead. The Oscoda group will meet on the 2nd Wednesday of each month at Dennis's house, located at 4766 Interlake. Arrangements are being made to use a building on the Air Force Base, and details will be given out later. For more information, call Dennis at 739-4434. They now have a copy of the entire GAG library for their use. Welcome to the club!

My thanks to Randy Ferrier for his MIDI demo at the last meeting. This month's newsletter contains the first (I hope) of many MIDI articles by Randy. It should have been in last month's, but I somehow botched up and never sent it in to the editors. Sorry again Randy.

A final reminder that we need volunteers to help out at the World of Atari show on June 24-25. I was a little distressed at the lack of participation for the MACE show, and I hope you can fit a few hours into your busy summer schedule. We also would like to borrow your computer to loan to the vendors. If you can help out call Jerry Cross at 313-736-4544.

That's all for now, see you at the next meeting.

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Our April meeting went off without a hitch... except for the fact that we were missing the disk drive to do our demo of "Cheat" by Alpha Systems. I blame it all on our Archiver, who was more interested in making an extra buck than attending our all important GKAUG meeting... and he forgot the drive too! We spent the rest of the meeting discussing some "secret tips" on Donkey Kong Jr., Ghostbusters, Preppie and Caverns of Mars... Yes, we still play some of these.

I figured that more people would have been out to the meeting, but they weren't. Only about six of us this time. If it keeps up, we will end up with only those people that are really serious about working with the ATARI computer, and we won't need a scheduled meeting for that. We had two ST users at the meeting, but No ST. It looks as if there is no one available now to organize them. We will provide the forum for operation, but you users will have to get together.

Next month, 13 May 89 we will try to discuss new hours of operation, you need only let me know your thoughts on this and they will be considered. We are always able to change things a bit. We will also be doing a demo of "Cheat"... I finally made it through Shamus Case II using it. I also have the Version 1.2 of the Converter. We can look at that too.

We welcome Bill Berner as the new Librarian, he will be the one to contact in the event you need something from the library. Dale Vincent is working on a new career in Florida. We wish him the very best in his endeavors. We are still looking for someone to take the Treasurers job. Bryant has done a great job for some time now and has other activities he needs to complete. Call me, its not hard.

Frank

Great Lakes Atari ST Support

'GLASS', Michigans only 'ST' only Users Group

I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 7 June 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mi. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

President's Monthly: 17 April, 1989

With this column, we are now going to include the minutes from the last meeting for those who did not get to attend for some reason or another.

Another first is the inclusion of the calculator that Gary Heitz finished. It sure looks like a calculator, and from the use I gave it this past weekend, it works like a calculator too. Good work Gary. US doublers are available on a first come, first served basis until we run out. If you missed the May meeting, contact me and see if there are any left.

Well the weather is getting warmer. To those not attending the meetings this summer, I wish a warm one (not too warm), and to those who find time for their 8bit, see you at the meetings. One more thing. I have just received the new COM file for Textpro 3.2, which is made to work very, very well with SpartaDOS. Keep an eye on your favorite BBS for it in your area.

Meeting Minutes

Tim opened the meeting discussing the Michigan Atari Computer Expo to be held May 6 & 7 in Romulus. Tickets are available through the club, and I posted a message on E.T.X.E. BBS for anyone interested in carpooling to the fair.

Tim announced another deal thru ICD. They are offering US Doubler chips for the 1050 disc drive for $20, a pretty good deal. Gary Heitz finished programming and showing the calculator program. Some of the functions include printing to printer, % functions, sign changing, error trap, and disabling the break key. Really a sharp program. Thanks Gary!!

Chuck noted that the Kermit program (VT-100 emulation) is now in our library. A demo of MACH-DOS (which is in our library) was done by Tim along with the Desktop program from the ETXE BBS. Both would be a good addition to any home computing library.

The GRASS electronic questionaire program was shown and everyone should complete their data on this disk to update the club's records. Next month we will have a demo of the ETXE BBS via VCR, along with a modem to be raffled off. Don't miss the May meeting!!

See you next month,

Bob Bulliment

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

March General Meeting Minutes

The March general meeting of MACE was called to order by Meeting Coordinator Bob Retelle at 7:45pm on Tuesday, 3/21. Bob displayed some of the graphic demo disks from the ST Library (Robb's "Little Computer Demo") and some programs from the 8bit library including Prism Magazine and Air & Sea Patrol.

Bob also noted that copies of DOS XE from Atari are now available in the club disk library, courtesy of Atari Corp., and copies of the manual may be ordered by sending $13.50 to Atari Corp.

President Bill Rayl discussed the continuing effort to execute the MACE Atari Show, to be held in May. Many of the Michigan user groups are now planning to attend, and the list of vendors is growing rapidly to the point where much of the floor space is already committed. Bill noted that no money has yet been taken from the club treasury, and further noted that Sig Hartmann of Atari has stated "Atari WILL be at both shows..." referring also to the upcoming ST World of Atari show in June. Some of the vendors who are already committed to attend: ICD, Alpha Systems, Microdaft, Innovative Concepts, Mars Merchandising, Total Control Systems. Also, Derrick Mihocka (ST X-Former) and Robert Puff (8Bit ARC, DiskCom3) are planning to attend and display their wares.

Bill then fielded questions from the membership about additional details and specifics. Pattie then continued the discussion and asked the persons interested in working at the show contact her after the meeting to be put on the schedule, thus qualifying them for the "gold card" program (a bonus discount from normal show prices at the various vendor booths during the show.)

Bill then discussed some of the currently available templates for use with popular spread sheet programs that aid the user in performing calculations for the '88 tax year. Mike Olin briefly discussed The Tax Advantage by Double Eagle Software, and made a copy available for interested members to play with after the meeting.

After a brief intermission, Bill and Bob discussed current news in the Atari world. Bob talked about a Sinclair Spectrum emulator for the ST that is currently available in Europe. This emulator performs true multi-tasking, and can run an IBM emulator. There was also some lighter discussion regarding lawsuits between Apple Computer, Apple Corps and Macintosh Labs.

April Minutes — The April meeting of MACE was held 4/18/89 at the Southfield Civic Center. The meeting was called to order by President Bill Rayl who spoke briefly about what's new in Atariland. The most popular news is the pending release of the sequel to Dungeon Master, but the room fell silent when Bill announced that United Computer had gone out of business. (Even Ed and Todd were quiet for a moment... MOST unusual!) Probably some of the most significant news lies in Cindy Claveran's disappearance from the Atari lineup.

Bill proceeded to demonstrate PageStream, announcing the package he was using would be raffled at the end of the meeting. Bill showed some of the tricks and tips that make this program fun and easy to use. Brian Cassidy, of Windsor WAUG fame, walked away smiling as several people attempted to suggest he'd NEVER get commercial software past Customs on his return trip and that he should consider their $10 offers to sell.

Convention Coordinator Pattie Rayl led a discussion about the upcoming MACE Atari Show. Using PageStream to show some of the forms and paperwork she has used to-date, Pattie gave a detailed description of where the various vendors would be located in the main room, followed by a similar description of the secondary room that will "house" additional vendors. Many doorprizes are planned including disks, holders, software and even a 520STfm system. Pattie then fielded questions from the members, made a plea for persons to help at the show AS WELL AS at the MACE booth, and then distributed flyers/maps showing how to get to the Hilton Inn at Metro Airport.

After a brief intermission, 8bit Librarian Ted Newkumet demonstrated the MACE New User Disk, a compilation of various "necessity" software (word processor, DOS hints and tips, and the like...) for new members which includes a ton of Help files. The disk is completely auto-booting and well thought-out.

The next meeting of MACE will be held on May 16th, which will feature the annual MACE Birthday Party, so make plans now to attend and help MACE celebrate its EIGHTH (!) year of service to the Michigan Atari community.

Michael Olin MACE Rec. Sec'y

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at PO Box 7697, Moore, OK 73153 or at the TACE BBS (405) 793-7980, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Michael Beard	(405) 793-7978
Technical Advisor	Ron Hamilton	(405) 387-5649

The View from HQ. by Michael Beard

The BBS was transferred to Rick Spencer's house on the 12th of April. Until the 10th of May, the old number is forwarding all calls to the new number which is (405) 755-9561.

Speaking of training, I will not be running for any office next year in the TACE club. I sincerely hope that the members of the club to come to the aid of their club at election time, which is coming up soon. The July meeting is the date for elections. I will remain a member of TACE, as I feel it is one of the best clubs around. What with the over 60meg BBS, and the best newsletter of any club in Oklahoma, why not stay a member? As for the new Officers, it's up to you folks!

Secretary Report by Stephen Moffit (CIS 75006,2204)

Happy April Fool's day! Not much happened at the meeting this month. We did learn that Michael Beard will most likely have to give up the "Sysop-ership" of the TACE BBS, and as such the number will be changing. It should remain within the local dialing area (a rather large area, anyways). (Note: The new number is (405) 755-9561). The reasons for the change are many, but the main one is Michael Beard is moving on Base (Tinker) and cannot afford to move the board on the base with him.

Some replacement springs for the ST's keyboard was sent to the President recently — they are meant to give the keyboard the feel of the newer Mega STs. These springs are also adverised as working on the 130XE. The name of the company is Regent, P.O. Box 14628, Long Beach, CA. 90803, (213) 439-9664.

A double-sided disk full of Print Shop<tm> graphics was made available for the disk-of-the-month. GOE was still not here, I suppose we must assume that it will not be here anytime soon. 'Til next time.

P.S. Remember that officer elections are coming up real soon...so if you are interested in a position, please say so. Remember, someone has got to do it, and our president is NOT running again next year (2 years in a row is enough) so someone else will have to. Go for it, folks.

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: May 13, and June 17, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are $20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

Letter from the Prez

Summer is just around the corner, and so are the TAG elections. This brings up the instinctive "Not-Me!" syndrome, and (to date) science has not found a cure for this strange User Group based malady. So how can you tell if you are afflicted with this disease? Simply look at the following symptoms:

1) The first symptom occurs when volunteers for monthly activities are asked for. "Not-Me!" syndrome is exhibited by various methods including (but not limited to): Slinking down into your seat to escape detection, Staring vacantly into space, and talking disinterestedly to your neighbor.

2) The second symptom occurs when members are asked to volunteer to fill long term positions. At this point, the individual becomes much more creative and vehement! The first major sign linked to this symptom is the old "Let's get the guy that did that last year to do it again!" trick. When this fails, the infected party then falls back on the even older "Nominate others before they nominate you!" gag.

3) The final (and often fatal) symptom occurs when the infected party (generally nominated by someone before he could nominate them) finally realizes there is no graceful way out. At this point he either begins the road to recovery (by accepting the position), or he stops coming to meetings and dies a slow and painful death due to withdrawal.

In conclusion, if you want to avoid this terrible disease, simply volunteer! I'd like to see someone to make a run for President this year. If that happens, then I'll make a run for ST disk librarian and try to finally get our disk library rolling...Remember, it's up to YOU!

STill to Come!

The month of May will come rushing in like a C programmer... Say what! That's right, Tom Wheeler will be demoing GST-C by GST Holdings Corporation, the makers of First Word Plus. The club picked up this package at a very reasonable price, and it will be raffled off following the demo! LeRoy Valley will also show some sample C programs after Tom is finished, and will pass out some copies of source code.

Neil Demo will finish up the meeting with a demo of Final Assault by Epyx. This is an action/adventure game that pits you against the elements.

And, maybe, just maybe, there'll be another disk of the month!

RelicST to Relish!

As promised, Steve Volker demoed Art & Film Director. This package includes both an excellent art program AND an animator! Art Director easily surpasses the capabilities of Neochrome or Degas Elite. You can do things like overlay two pictures, then scrape away part of the top picture to reveal what's underneath, use a section of your picture as a brush, and even cut out irregular sections! The art program alone is superb!

Film Director then allows you to animate your pictures, and even allows you to add a sound track! Art & Film Director is a superb package and well worth every penny at $79.

The meeting closed with LeRoy Valley demoing some of the goodies on the April disk of the month.

Equipment volunteers for May:
ST Neil Demo Color Monitor
Tom Wheeler 1040 ST
8 Bit Ted Beauchamp Computer and disk drive
Hank Kaufmann Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).

The April meeting of the Washtenaw Atari Users Group was held on April 11 at State Street Computer in Ann Arbor. President Jon Brode gave one of his best renditions to date of "Hear yea! Hear yea!" and then proceeded to announce that Treasurer Dick Selke was home at last from his extended visit to Arizona. (Dick, of course, received a round of applause and was immediately besieged with questions about how much of the club treasury got spent in AZ.! Dick smiled, knowingly, and denied all charges...)

Dick gave an in-depth report of the status of the treasury, and recapped his analysis of the financial activity which took place during his absence. The treasury has been fairly stable for the past 10 months.

ST Disk Librarian Russ Crum announced the Disk of the Month special contained printer-driver development utilities, a vertical/horizontal screen dump driver, a print spooler, and several combination RAMdisk/Print Spooler drivers. Eightbit Librarian Mike Millage announced his Disk of the Month contained Daisy Dot II. Both Mike and Russ proceeded to demo these items later in the meeting.

Jon introduced Jay Shuler, a visitor from MacTechnics (a Macintosh-oriented organization from Ann Arbor) who spent about 30 minutes discussing the possibility of starting a coalition of cross-platform user groups. The idea is to create a link between Mac, NeXT, Atari, Amiga and other computer user groups in the area "in an effort to educate and inform." Jay specifically mentioned a jointly-produced newsletter, group purchases of disks, a mutually funded/operated BBS, and (best of all?) legitimate IRS status as a non-profit organization. Jon invited Jay and/or another representative of the organization to attend the next WAUG officer meeting and further discuss plans and ideas. Questions were fielded from the members and many of them seemed to think the idea to be workable, and were interested in hearing more details in the near future.

Vice President Howard Chu announced he had made arrangements for the club to meet at the Michigan Union (State Street, at South University) starting in May. He has arranged a board room and some A/V equipment for future meetings. There is a parking structure located just behind the union building.

Member Pattie Rayl, representing MACE, discussed progress of the upcoming MACE Atari Show (5/6-7, to be held at the Hilton Inn at Metro Airport). Tickets are now available for advance purchase. Dick Selke put in a plea for members to volunteer time manning the WAUG booth, and also for persons to help work the show.

Jon displayed samples of the Great Lakes Atari Digest (GLAD), a publication looking very much like the original Michigan Atari Magazine (MAM). GLAD is being produced by MAM's originator, John Nagy of CHAOS. John noted that the publishers of GLAD were seeking new subscribers. WAUG members currently receive Atari Interface Magazine as part of their membership privlages. The members seem to be satisfied with this arrangement, so it was decided that any members wishing to subscribe to GLAD should meet with Jon after the meeting to get signed up.

Michael Olin Sec'y

From the Treasurer

Hi, I'm back! If some of you didn't know, I've been on vacation. Al W. Jones renewed his membership. Hope to see you at MACE Expo, Al!

Speaking of the Expo, we now have our membership cards. Be sure to pick your card up at the Booth before purchasing anything so that you can get a group member discount. We received a lot of compliments on the member cards. A big Thanks to Richard Schrader for the WAUG Logo design, and thanks to Maria of Jerry's Printing on Wayne Rd. in Westland, for being so helpful and efficient. We can use all the HELP we can get at the Booth, volunteer when you can, but stop by and say Hi.

If you are wondering how the Group is doing financially, we had a deficit in Dec.88 of $70 (purchased blank ST disks and games for door Prizes). We made a $1.60 in Jan. '89, a loss of $4.85 for February and a profit of $4.05 in March. When we took over in June, '88 we had a balance of $234.48. We now have a Balance of $241.65.

See you at the Show!

Dick Selke

Ask NostraTIMus by Tim Sharpe

Have you noticed how boring Atari columnists have become lately? Sheesh, it seems like every time I flip through an Atari magazine I find a plethora of old, regurgitated, time-worn articles...the situation has even degenerated to the point where self-righteous columnists are writing columns complaining about how boring other columnists are!

This month, I offer subject matter that I KNOW will be new and informative —the future! Here are my predictions for the remainder of 1989:

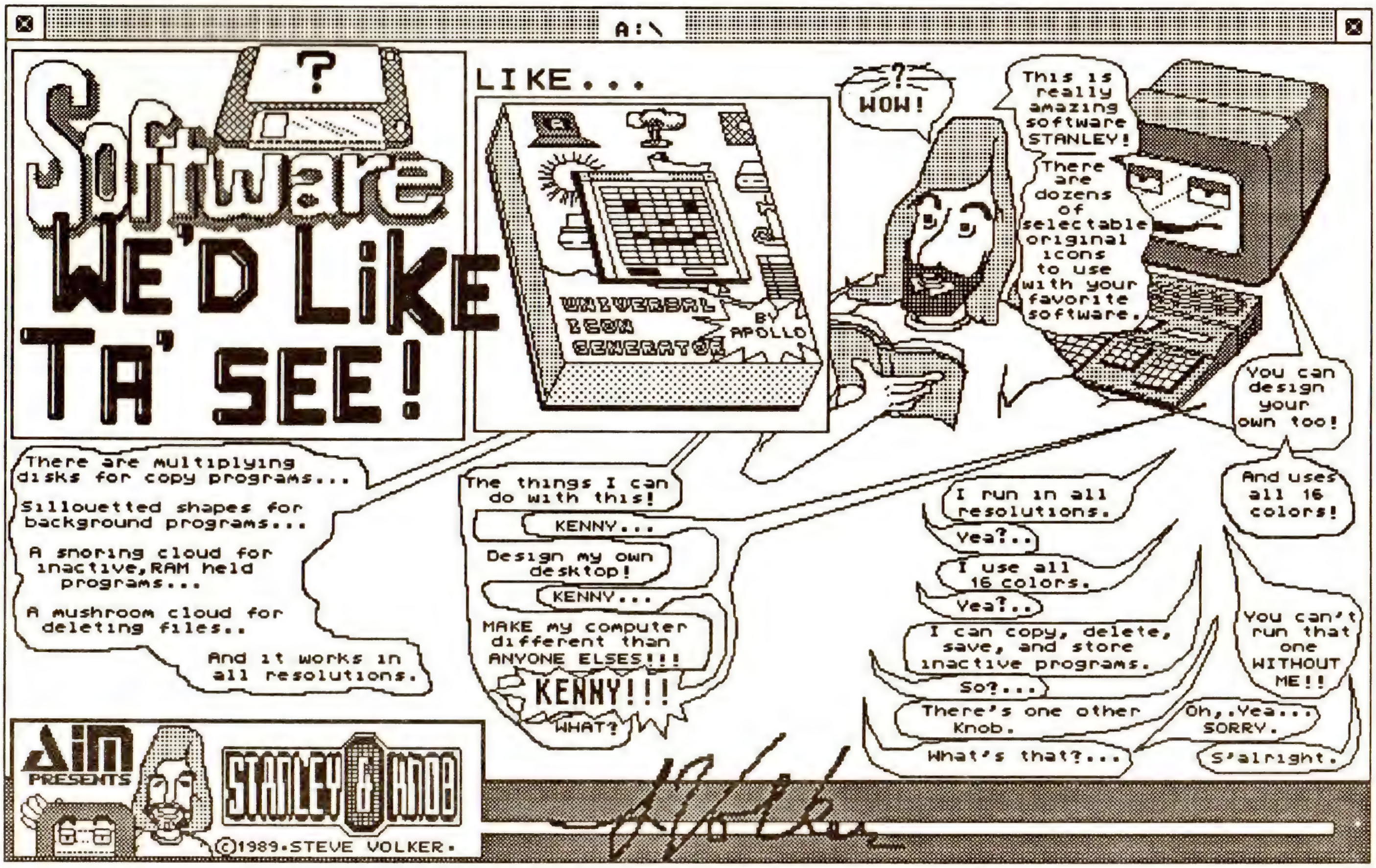
A game called "PAC Man" will be released by Atari. PAC will stand for "Political Action Committee," and the object of the game will be to maneuver either a US Senator or Congressperson around the screen and gobble up bags of cash placed there by Big Business. Atari will announce that the highest scorer in the nation will win a free breakfast with Lloyd Bentsen (A $10,000 retail value).

An anti-Atari book will appear on bookshelves soon, causing such an out cry in the Atari community that Jack Tramiel will put a $5.6 million bounty on the head of the author.

The cargo ship "Juan Valdez" will run into an underwater reef and spill 10 million tons of coffee concentrate into the waters near the coast of Brazil. The "fish'll be jumpin'" as the coffee slick oozes its way onto the Brazilian shoreline. Environmentalists will be outraged that the captain of the vessel had been drinking shortly before the incident, and that the crew failed to sober him up because they ran out of coffee. President Bush will dispatch troops to the region to clean up the mess, and the paper towel industry will reap enormous profits.

Elvis Presley will be seen in three different computer stores in Michigan at the same time -- and at each store he'll buy a MEGA ST.

In May, a high-ranking CACE official will predict that I will make these predictions.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So?...
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Oh,.Yea... SORRY.
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May 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	**GRASS** GEnie ST CO 10PM 3	**GLASS** CIS ST & GEnie 8bit 10PM 4	5	**TACE** **MACE EXPO** 6
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CIS 8bit CO 9PM 28	29	Delphi CO 10PM 30	GEnie ST CO 10PM 31			

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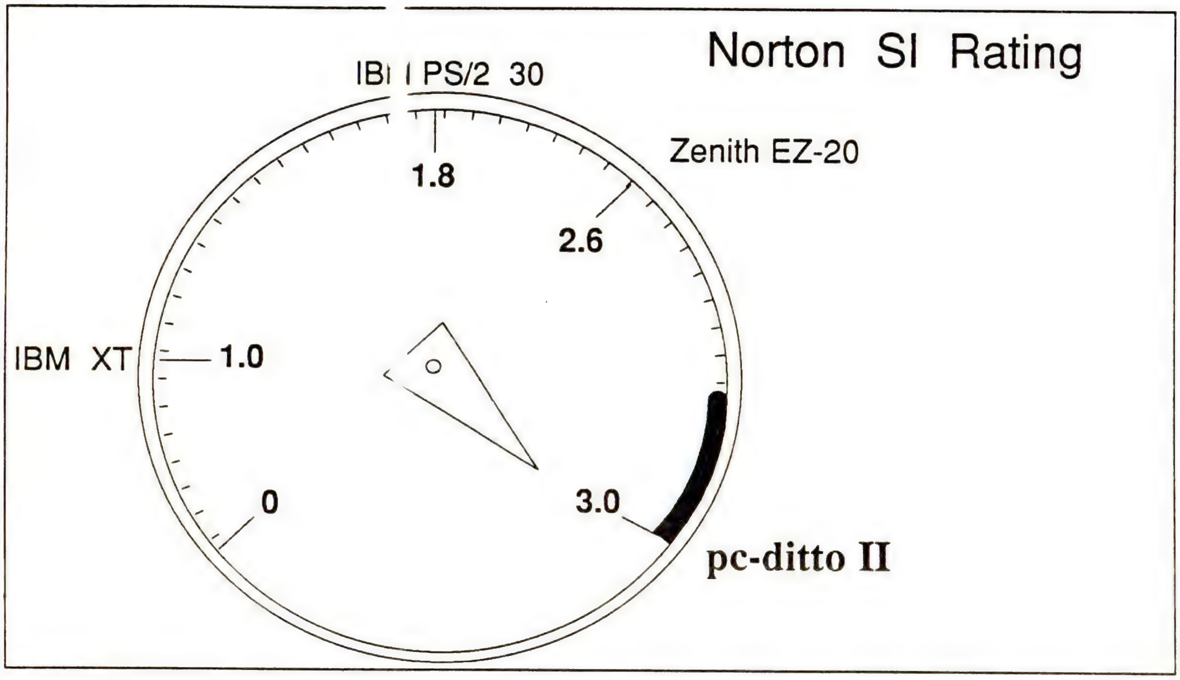
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ATARI INTERFACE MAGAZINE

Vol. 1 No. 6

June 1989

SHOW ISSUE

Michigan Atari Computer Expo Show Report

Learn about The Expo and See the Faces behind the Software and Hardware

Have You Read Any Good Ones Lately?

A "Magazine-aholic" shares his views of an ST publication and a letter to the Editor

A Practical Suggestion to Get More New 8Bit Software

An 8Bit Devotee Tells How to Get Software Companies to Release Titles for the 8Bit already ported to other computers

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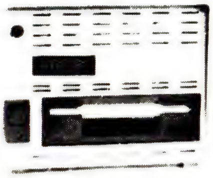

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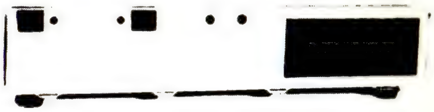

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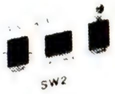

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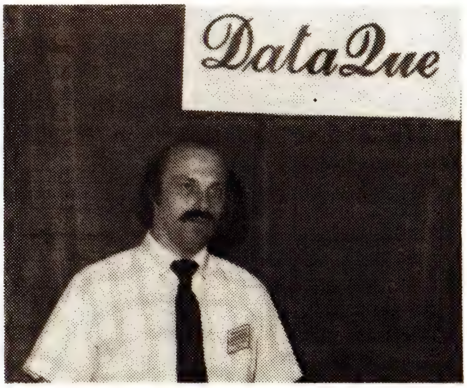

DataQue's Chuck Steinman shows off the Turbo-816

George Morrison (left) and Charles Johnson (right) in a seminar at the MACE Expo

On the Cover
Photos from the MACE Expo. Bottom photo shows Wayne Buckholdt and Jim Riffe of SofTrek.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker
Photography: Bob Retelle

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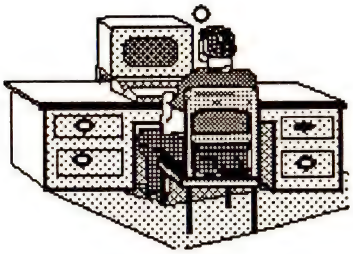


Editorial Ramblings

In the May issue of Atari Interface Magazine, we wrote one paragraph taking an online publication (ST*ZMAG) to task for its inaccurate reporting of events that were to take place at the now-passed MACE Atari show. The ST*ZMAG issue in question stated that Atari would not have a booth at the show and no Atari representatives would be onhand.

At the time our editorial was written, Atari had confirmed that they would have two booths at the MACE show, that they would pay for these booths and that there would be Atari representatives at the show. At that time, Mike Dendo had stated that either he or Joe Mendolio would be at the show to represent Atari U.S. Joe Mendolio also said he would contact Atari Canada to see who they could send to the show.

As always, predicting what the future may bring (especially where Atari is concerned) is never easy- for online publications and magazines alike. However, at no time did Atari state they would not have a booth or have representatives at the MACE show.

Atari did indeed have two booths at the Expo, and the booths were paid for in full by Atari Corp. Atari Canada executives Julius Oklamcak and Saliesh Patay attended the show Saturday as official representatives. Finally, though neither Mike Dendo or Joe Mendolio attended the show, Atari did contact Dave Horton of InCom Marketing, Atari's midwest Product Representative, and requested that he and his staff officially represent Atari U.S. at the show.

In closing the editorial in the May issue, we stated:

"The Michigan Atari Computer Expo will be over just about the time you read this, and contrary to any misinformation spread by a certain online "publication," Atari has stated they will have representatives at the Expo. At least one Atari U.S. executive has told us he will be at the show, and there will even be some Atari Canada execs at the Expo. Looking at that online publication's track record, the Atari community should be used to the factual inaccuracies they present. Perhaps that's why some online users have nicknamed them Z*Rag and ST Z*Rag?"

This statement was taken as a direct slam by Ron Kovaks, Z*MAG Publisher, who contacted us about his concerns. The nicknames Z*Rag and ST*ZRAG first appeared in discussions on one of the major online information services and were not invented by us, contrary to the implication made by Leo Sell, president of CHAOS and co-publisher of the CHAOS/GAG newsletter which is financially affiliated with ZNet (see "From the Readers' Viewpoint"). The closing of the May editorial was not meant as a "slam," though we can understand how Mr. Kovacs interpreted it that way. To Mr. Kovacs and the Z*Mag/ST*ZMAG Staff, we sincerely apologize for printing a statement that you felt was derogatory to yourselves and your publications. Now, we ask you to apologize to MACE and MACE officers for your past false statements.

From the Reader's Viewpoint

Please be so kind as to print this letter in its entirety or to phone me if you refuse. I will be placing it in other appropriate sources of Atari news.

Dear Editor:

I found your "Editorial Ramblings" in the May issue to be extremely distasteful. Your unwarranted attack on Z*Mag and ST Z*Mag was both uncalled for and unprofessional. Such conduct is unbecoming to any user group newsletter or similar magazine and engaging in such attacks only serves to weaken the Atari community here in Michigan.

Frankly, I don't understand why you would make such provocative statements, especially in light of the past troubles between you, user groups, other publications - online or otherwise, and questions about your statements and policies.

Incredibly, your own statements made in the editorial belie your call for accuracy. You made several statements about Atari corporation plans, executives and the MACE show which were supposed to support your contention that other information had been incorrect. You stated that Atari Corporation attended the event and that "at least one Atari executive...will be at the show".

I think it significant that even as you accuse another publication of inaccuracy, you keep your statements vague (for instance you did not name the Atari executive that would "be at the show"). Atari Corporation was represented by their area Business Rep, who is NOT an employee of Atari, but of INCOM Marketing of Columbus Ohio, and by Michael Groh, area MIDI Marketing Rep, who has his own marketing company named JAMM. There were no actual executives or employees of Atari Corporation.

The same thing is true of your statement about Atari Canada executives. No such executives were at the Atari booth, and even had they been at the show, I doubt they could officially represent Atari Corporation. Both trade rules and corporate policy would likely rule it out.

In short, and in light of your questionable statements, you owe Z*Mag and ST Z*Mag a retraction and apology. Your reference to "some online users nicknaming them Z*Rag and ST Z*Rag" is pretty thinly veiled. It's not clear whether those users are simply you or who they are. I will say this, I check in on the services too and I have not seen such a reference anywhere except in your editorial.

I presume that, if I had a problem with you, you would expect me to bring it directly to you, and not make up names or insults to print in other sources. Please extend other publications the same courtesy that you would expect.

Leo Sell, CHAOS President

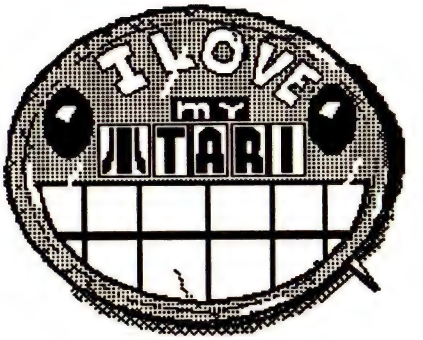
[Editors' Reply: Leo, when the editorial in question was written, we were predicting the future, since our deadline was several weeks before the Expo. It wasn't until just a few days before the show MACE learned no Atari Corp. Executives would be attending, even though MACE had been assured they would by Sig Hartmann, Mike Dendo and Joe Mendolio. Instead, Dave Horton and Doreen Needham of InCom Marketing were officially designated by Atari US to be Atari's show representatives.

As for Atari Canada Execs, Julius Oklamcak and Sailesh Patry were there, most of Saturday wearing official badges as representatives of Atari Canada. The Zmag issue we were referring to stated Atari would not have a booth. This was wrong, and Atari even PAID MACE for the booths Zmag said they didn't have! At NO TIME did Atari ever say they would not have a booth at the show.

I don't understand how it is unprofessional to report what users are saying on the services...to which you say you subscribe. I also don't know how, if you indeed frequented all the services, you could have missed the big discussion of Zmag and STZmag on one of them. There is no thinly veiled insult, simply passing along of information.

Having participated on CIS and Delphi on a weekly basis and attending nearly every weekly conference on these systems, we have NEVER seen your participation, Leo.

We also take offense at your implication that we wouldn't print your letter. Unlike the publication you champion, we do print views dissenting from our own.]



Atari News and Comment

by Bill and Pattie Rayl

Joe Mendolio, Atari's new Vice President of Marketing, has also been named Atari's user group liason, taking over the position vacated by Cindy Claveran in April of this year. User Groups wishing to contact Mr. Mendolio can reach him at (408) 745-2010.

Atari Canada reportedly received two of the new Atari Portfolio computers, a sign that the "world's smallest IBM compatible" is close to market and should meet its June release date.

Some stores in the US are already taking advance orders for the VCR tape-sized computer that comes with 128K RAM, and built-in MS-DOS 2.11, BASIC, word processor and Lotus-compatible spreadsheet.

Though not for everyone (especially with 40 column by 8 line display, RAM card software access only and a price tag of "just under $400"), this little "AA" battery-operated portable has caused a stir in the computer industry and should sell well.

ST Hardware Products

Third-party products that expand the ST's power and flexibility are just now hitting the market.

At least three different 16 mHz accelerator boards are nearing release. Attendees of the recent MACE-sponsored Atari Expo got a chance to see one of these boards in action at the DataFree booth.

Their board fits into any ST and can be switched on or off with an external switch. Giving an overall average 30 percent speed increase, the accelerator "does not use a RAM cache, this making our upgrade fully compatible with all software."

According to DataFree, "some programs change code at random" and using an accelerator with a built-in RAM cache could cause program crashes. The DataFree 16 mHz Accelerator may be available by the time you read this and retails for $199.95. Call DataFree at (416) 741-9825.

FaST Technologies of Andover, Massachusettes, is also nearing completion of their accelerator board that provides approximately 35 to 40 percent speed increases and should sell for around $400.

The May, 1989 issue of ST Informer carries an excellent article on the board, with photos and benchmark speed comparisons. FaST Technologies can be reached at (508) 475-3810.

Finally, from John Russell Innovations (JRI), makers of GenLock, comes an accelerator board that reportedly will cost only $99.95.

Another product from JRI is a small board that gives your ST a 4,096 color palette. Installation is as simple as unplugging the ST's video shifter chip, placing the chip onto the board and plugging the board into the shifhter's original socket. The board retails for $49.95 and is available now. JRI's phone number is (415) 458-9577.

Online News

GEnie SysOp Holly Stowe recently left the Atari Roundtable (RT) for a position in the Gadgets by Small RT. Replacing Holly is Jeff Williams, of Software Plus, a chain of Atari stores in Illinois. Drop in on the weekly Wednesday night Conference (10 p.m. Eastern) and welcome Jeff aboard!

Not to be outdone, CompuServe's Atari ST Forums recently added Antic Software's David Ramsden to their already capable staff of SysOps. David can usually be found in the Thursday night Conference (10 p.m. Eastern). If you want to know anything at all about Antic's Cyber series, David is an expert on the subject.

World of Atari

The World of Atari show to be held at the Hyatt Regency Dearborn in Michigan is only a couple weeks away. The most recent press release says Atari Corp. will have over 10 representatives on-hand and the STacey laptop will be on display.

The show will also give Michigan its first look at the Spectre GCR and pc Ditto II emulators. With a larger show area than the Anaheim show (and more exhibitors too!), the show promises to be an event you won't want to miss. Call (503) 673-2259 for more information.

As reported in the May, 1989 issue of the Puget Sound Atari News, plans have tentatively begun for a World Of Atari show in Seattle, Washington. As reported in that publication, "Although no firm date has yet been set, [Rich Tsukiji] did say that a Seattle show was the #1 priority for the August 26-27 weekend of 1989."

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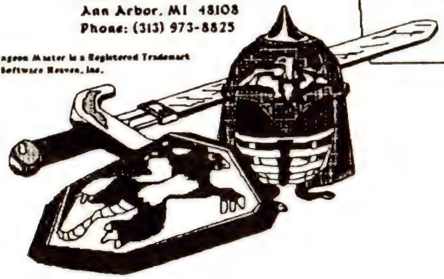

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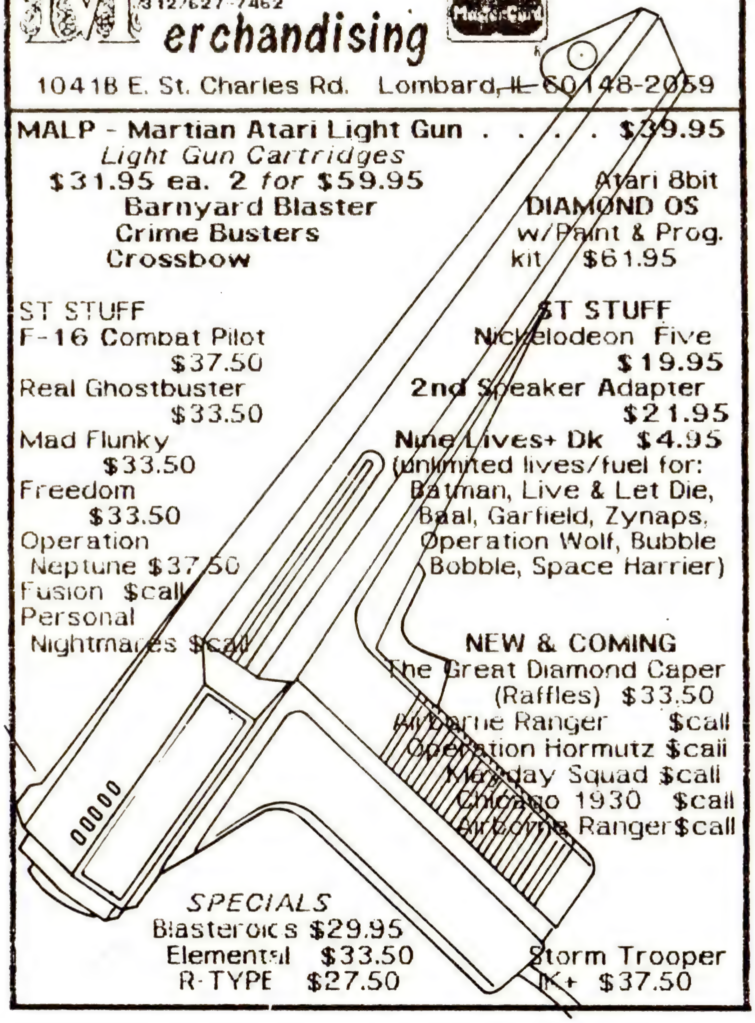

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The Michigan Atari Computer Expo

by Pattie Snyder-Rayl (MACE)

Whew! I am glad the running around organizing an Atari show is over! The show was a success, in all aspects, and was a credit to the Atari Community in Michigan.

Members of MACE, the Michigan Atari Computer Enthusiasts, can be proud of what our club has done for the User Group Community in Michigan and throughout the country. MACE held our heads high and produced our show despite lots of dirty politics playing in the background in an apparent attempt to stop our User Group-sponsored show.

As I said before, the Expo was a success. Many vendors told me they sold more in one day of our show than during the whole World Of Atari show in Anaheim, which was billed as the "Atari Event of the Year." This made them extremely happy, and made MACE happy too! Even those vendors who didn't outsell other recent shows were very satisfied with their sales because their costs to attend our Expo were much less, therefore, they didn't have to sell as much to make the show worthwhile.

John Eisvoog (CodeHead) & ICD's Tom Harker (right)

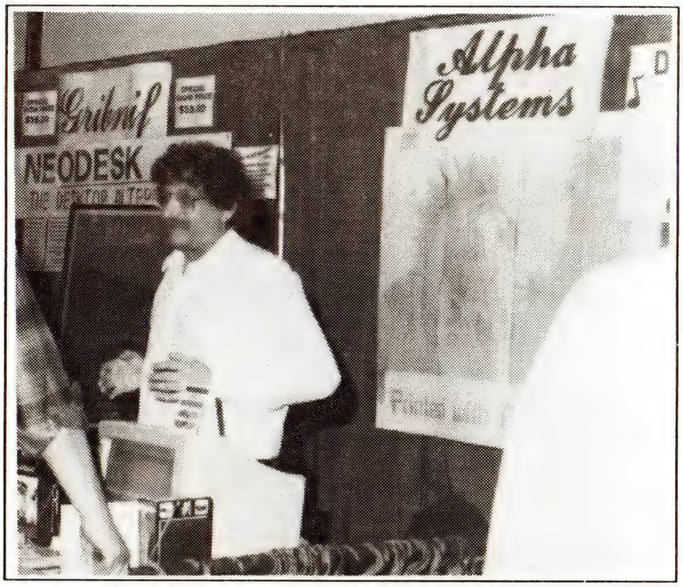
SofTrek's Wayne Buckholdt talks with Bill & Pattie Rayl about the Expo

Tom Harker, of ICD, told me, "MACE should be proud of the show you've put on. It's a very good show. You've done a lot to make vendors like me happy, and it shows." Craig Thom, also of ICD, said "The show was more fun than I thought it'd be! I'm glad I was able to come."

Wayne Buckholdt was very impressed with the way MACE organized the show to cater to the exhibitors. "You really planned things well, with the site of the show right near the airport. This means a lot to the developers coming from outside the area. The shuttle service saves us the expense of a taxi or a rental car, especially when we're bringing lots of product and equipment."

MACE made good plans, but even those weren't free from problems. Atari Corp Management, including Sig Hart-

Dave Horton and Mike Groh chat at the Atari Booth



George Morrison of Alpha Systems

mann, Mike Dendo, and Joe Mendolio assured me several times each that there would be an Atari Executive at our show. Unfortunately, Atari did not come through on this simple gesture, and did not supply even the needed computer equipment promised for use at the Expo. However, Atari did send payment for the two booths used at the show. I was not informed of the change in plans for the Atari reps until a few days before the show.

Atari Canada came through on their promises though! Julius Oklamcak, Technical Support and on-line spokesman for Atari, and Sailesh Patry, Marketing Support Manager were both at the Atari Expo and spent considerable time talking to exhibitors and show-goers alike. Also at the booth were Dave Horton and Doreen Needham, the Atari manufacturers representatives for Atari Corp. Dave Horton spent much of his time demoing the ST educational software Atari shipped for the show. Mike Groh was also onhand as the MIDI representative for Atari in our area. He participated in a seminar about MIDI music, which was attended by MIDI enthusiasts.

The final count on show attendance stands at about 1500-1750. The uncertaintly lies in the fact the tickets were good for both days, and many people returned on Sunday which wouldn't reflect in ticket sales. I was hoping more people would come since it has been a long time since Michigan had an Atari-only show, but it would seem the smaller attendance reflects the way the Atari market has been shrinking in the past year or so. It will be interesting, for me at least, to see if the Dearborn ST World

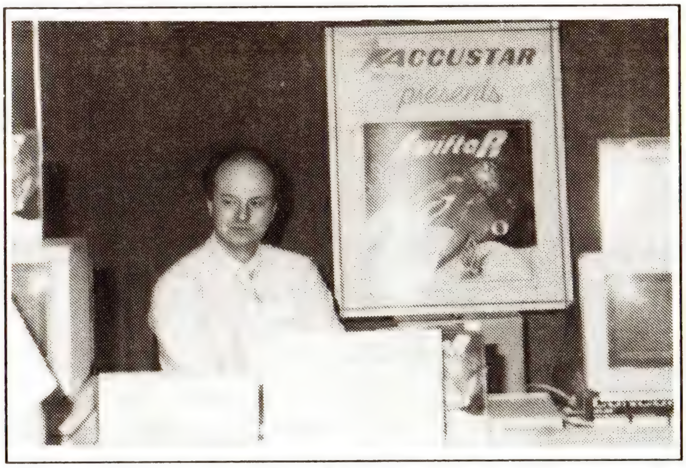
Scorpion MicroDaft

Scorpion/MicroDaft's Eli Thomlinson

CodeHead Software

CodeHead Software's Charles Johnson

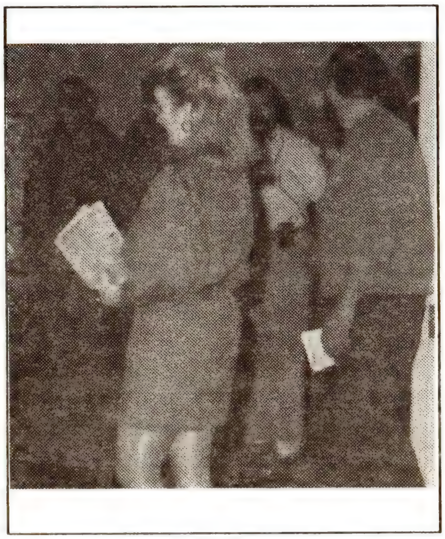
Wayne Buckholdt & Gribnif's Rick Flashman (right)



Michigan's own Accustar

show can draw the projected 7,000 people since we drew Users from Pennsylvania, Tennesee, Ohio, Kentucky, Wisconsin, Illinois, Indiana and a few other states, not to mention several cities in Ontario, Canada!

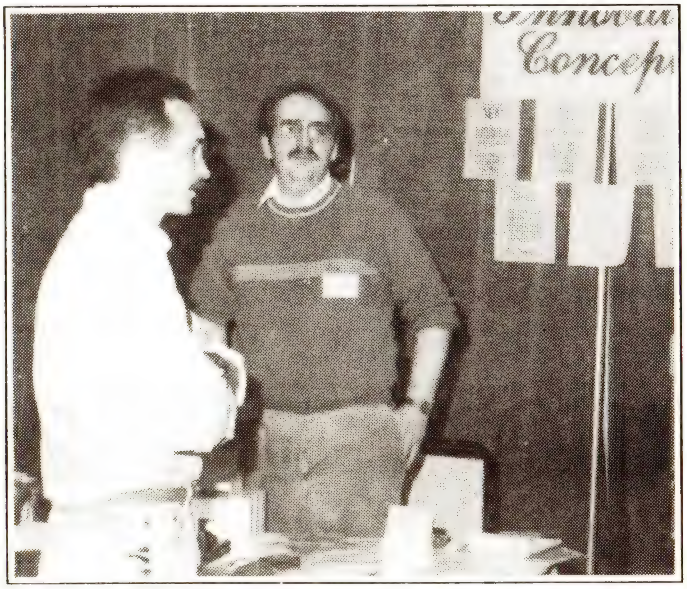
The response from the User Group community for the show was larger than we anticipated, and this resulted in a congested hallway, for which MACE apologizes for any inconvenience. I understand many clubs did very well for themselves at the show. Several user group officers told me they were happy with the show and the response they were getting from show-goers and congratulated MACE on sticking to our guns and holding the Expo.



TAG's Steve Volker keeps an eye on one of Rite Way's Models

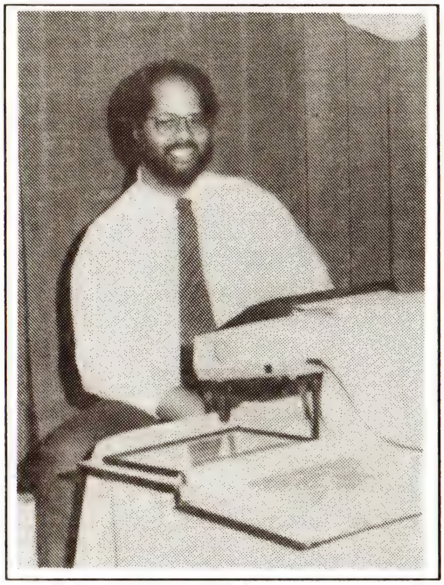
People attending the show told me everything from "This is the greatest show I've been to in six states!" to "This isn't an awesome show, but it isn't a bad one either." I saw many people leaving the Expo with arms full of software and hardware.

On Sunday, Rite Way and CAL COM became embroiled in a price-slashing war, to the benefit of the show-goers, but Joppa Computers, Rentertainment Sector One, Basic Bits 'N' Bytes and Mars Merchandising took the war in their stride and simply offered discounts on their software. Rite Way seemed to be selling lots of hardware (MACE member and CompuServe SysOp Keith Joins went home the happy owner of



Bob Carlini & Innovative Concepts' Mark Elliot (right)

ICD's Craig Thom partakes of the complimentary lunch



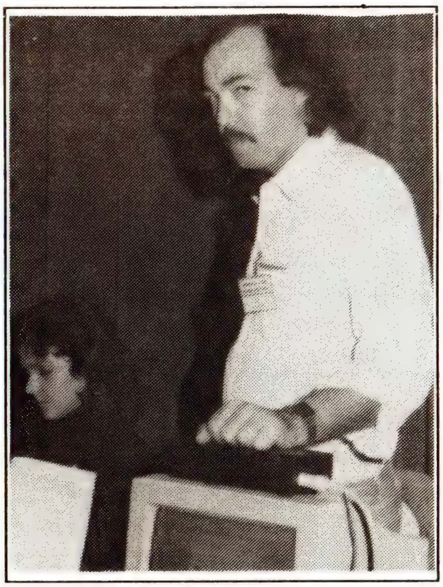
Mike Clayton (Electronical Soft.)

a Mega4!) and offered discounts on software, but the selection was very limited.

Apparently the price war was a bitter one because the contracts dealers sign with Atari say they will not sell hardware outside their area, and Rite Way was angered by CAL COM's selling hardware when they are from Maryland, according to Dave Horton after the Expo. I just saw many happy new Atari owners!

Thank Yous

I'd like to take a moment and thank all the people who helped MACE pull off this Expo, and do it with style and thoughtfulness. Sharie Middlebrook and Don Neff deserve a big hug. Sharie had the enviable task of coordinating all the volunteers for the show. She got to contact all the volunteers and try to coordinate when they could work at the show. Don Neff had fun tracking down exhibitors to see what times they'd like to have seminars and what they'd like to speak about. Then he got to try to schedule all these talented Atari developers into a collection that would interest and provide a variety to show-goers on both days!



Canada's DataFree

Heather Neff deserves a big Thanks for her help at the ticket counter both days, keeping track of the funds and paying our bills, with all the chaos going on around her. Kip Kiefer should get a warm Thank You for his help in coordinating the User Group ticket sales and booth setup. Ted Newkument helped out with the libraries, and an extra Thank You to Ted and Kip and their spouses for help in copying all those BobTerm disks! Thanks go to Mike Olin and Bob Retelle for their work at the Expo, and to Mike Lechkun and Jerry Cross for their background information. The Expo couldn't have gone as smoothly as it did without the Gold Card volunteers, and though you're too many to name here, MACE Officers wish to thank you wholeheartedly for your help and support!

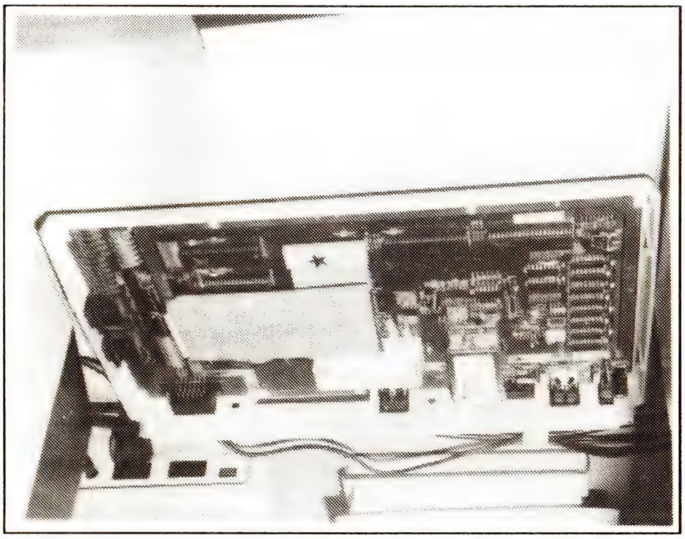
Summary

If you missed the Expo (for shame!) some of the highlights included: DataQue demonstrating their Turbo-816 board that turns an 8bit Atari into a 16bit machine...DataFree of Canada showing off their own 16 mHz board for the ST...MichTron showing off Fleet Street and UltraScript bundles, Alpha Systems with their 8- and 16bit product lines, including the new Beat Box... CodeHead Software showing off the new HotWire shell, along with their other fine ST products...

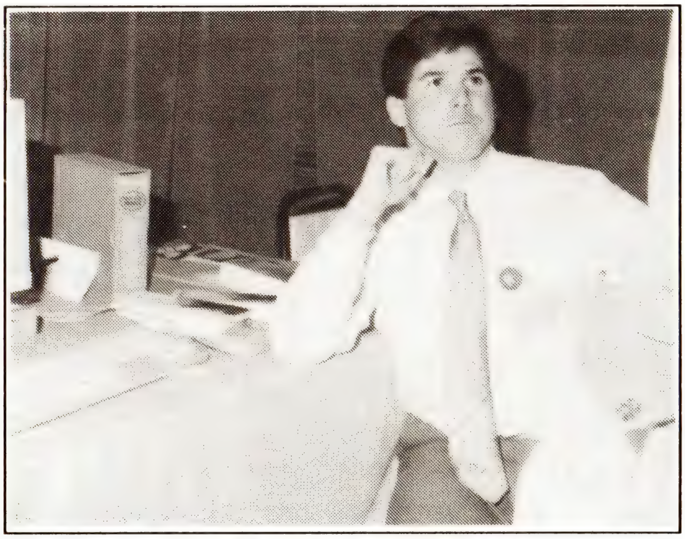
Gribnif was showing (and selling a lot of copies of!) the latest version of NeoDesk (v 2.03)...SofTrek was putting the ST through its paces by demoing TurboST, the software Blitter. A new version of TurboST will available "probably by the end of the year" that gives some really phenomenal speedup! You had to see the demos to believe it!

ICD was showing off their products and doing brisk sales on SpartaDOS X. Tom Harker, ICD President said they had sold all the cartridges they had brought on the first day. WordPerfect was showing their top-of-the-line word processor for the ST...Scorpion/Microdaft was selling their 8bit and ST games...custom-built hard drives were the focus of the Hurricane Systems booth, where an 85 Meg drive was selling for a show special of just over $700.

Darek Mihocka packs the seminar room for his demo of ST Xformer



A close-up look at DataQue's Turbo816 board



Gordon Mella from WordPerfect

Electronical Software had YEMACYB, the excellent 8bit Atari color printing utility...Family Detective was giving free LOGO tutorials on the ST...Innovative Concepts was selling all kinds of goodies for 8bit owners...Nice & Software showed off their CRICIT bar-code reader and cash register software/hardware for the ST.

Ralph Turner was pulling double-duty at the show, representing ST Informer and promoting his "The Atari ST Book." Unicorn Publications was selling "The Lost Scrolls of Mount Anaias," the 112-page Dungeon Master hintbook and copies of Atari Interface Magazine (and back issues of Michigan Atari Magazine).

Pattie Rayl, MACE Expo Manager

Darek Mihocka introduced the latest (and last, according to him) version of his ST Xformer 8bit Atari emulator to a packed seminar room. Bob Puff, programmer of the Super Arc utilities (among other great programs) introduced his new feature packed shareware terminal program, BobTerm. Lucky attendees of the show were able to purchase the first copies available anywhere!

Other seminars included George Morrison of Alpha Systems and Charles Johnson of Codehead Software speaking on shareware software, and Mike Groh, Atari's MIDI representative demonstrated several popular programs for creating music on the ST.

MIDI Rep Mike Groh talks about Music and STs

MACE Officers Don & Heather Neff and Ed Hanson

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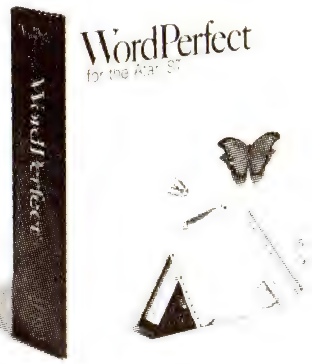

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A Practical Suggestion to Get More New 8bit Software

by Mark Quigg

Would you like to get more software for your Atari 8bit? Perhaps you notice that people with other 8bits such as the Commodore 64 enjoy an abundance of new games, databases, and more. Here is a way that is GUARANTEED to work. We can make software giants like Electronic Arts, Microprose, Epyx, and many others "an offer they can't refuse!"

The Problem

The Atari 8bit computer, as we know, is an outstanding product: it has very good graphics capabilities, sound, and much more. It includes features not found on most machines, like a full screen BASIC editor. And it is inexpensive!

Yet the market for Atari 8bit software is surprisingly small. Major developers don't support us anymore, for the most part. Why?

I believe there are a combination of factors involved. One is that Atari has a reputation for piracy...the developers fear their programs will be copied, and illegally sold, thus cutting in on their profits.

Another is that Atari Corp. has concentrated their marketing efforts in Europe; they hope to capture the #1 spot in the industry (I understand they have accomplished this in Germany). This means that the parent company doesn't offer as much in the way of commercial advertising and promotion, which is vital to the brand image.

The Solution!

This idea is so simple, yet has such power, it is amazing no one's mentioned it before.

It is this: Write a letter to the companies you want to produce software for the Atari, including the names of several of your friends who own Atari computers. That's all there is to it! Consider this:

In 1988, Universal Studios released a film called "The Last Temptation of Christ." This angered many Christians, and petitions all over the country were signed, and sent to theaters and Universal Studios. The result? Over 1300 theater chains refused to book the movie; Universal lost $12-14 million!

Last year, the Congress of the United States decided on a pay raise for themselves. Editorial pages of newspapers all over the country were filled with letters from irate citizens, opposed to the high raise. Just recently Congress voted on the issue, and decided against the raise by an overwhelming margin.

The point is not to debate the right or wrong of these issues, but that when the people got together and responded, action WAS TAKEN.

You've probably seen the appeals in ANTIC magazine, and other places, to write a letter to the company. I read them, and wondered, "Will they listen to one person? Are there enough others doing the same to make a difference? Will they even take the time to read the letter?" I believe they will. Atari users wrote to Springboard, and they were compelled to translate "Newsroom" for the Atari.

The advantage of including several names of your friends with Ataris is that it represents paying customers to the company. They will definitely stand up and take notice.

If you work for a business that services the Atari community, you could actually send your business mailing list to them (name, city, and state only will protect your customers and you). This can easily result in THOUSANDS of names!!

What To Do

1) When you get a chance, upload this text file to your local BBS's. No need to go out of your way; just keep the disk handy, and do it the next time you happen to log on. If you could upload to 1 or 2 long distance boards (if you are calling them already anyway), it would be very helpful. Remember that this will help your u/d ratio as well.

2) Take a few minutes to think of people you know that use Atari 8bits, and write them down or type them in. If you can get their personal signatures, this is the best of all. However, just entering their name, city, and state should be fine.

3) If you are involved with a user's group, you might share this article with them...a large-sized group can go far in impressing a profit-seeking developer.

The Effect

It is my hope that this file will be distributed across the country. If only 200 people respond, with a list averaging 10 names, that's 2000 names of consumers to persuade the developer. However I believe many more will respond, and provide even larger lists...users groups could be a good source of many names.

If only one or two large companies respond with new software, this will be an incentive for others to join in as well. After all, they don't want to lose their share of the profits available.

A Sample Letter

Following this article is an example of a letter you could send. A few points are important:

Specify which titles you want produced. This gives the developer a starting point. The best to choose are ones already made for the Commodore 64, since they would be easier to translate.

Include a statement to the effect "I don't pirate software, and encourage my friends not to as well." This can help shatter Atari's image of being a pirate's computer.

With the names, only use the person's name, city, and state...not the street address...unless you get permission to do so. Also you can only include names of people that actually use an Atari 8bit. You can use people's handles on bulletin boards as well, if you put the name in quotes ("Dr. Kildare") so they'll know you're serious.

DON'T be critical of the company...praise works much better.

You can use the letter as-is, or create your own. A form letter will suffice; you can create one letter, and simply change the addressee for each company.

I've also enclosed a list of many software developers that should be producing for the Atari. You might send to one company yourself, and get your friends to do one each — all using the same list of names.

Sample Letter

Avalon Hill
ATTN: President
4517 Hartford Rd
Baltimore, MD 21214

Dear Sir:

In the past, I have purchased fine programs from you for my Atari 8bit computer. However, I understand that you are no longer producing new titles for these machines.

Won't you please reconsider? Would you consider translating "Super Sunday" for the Atari? Thank you for your time.

Sincerely,

John Smith

P.S. I have enclosed a list of a few friends who also use Atari computers..

Fred Jones, Jacksonville, FL
John Smith, Chicago, IL
George White, New York, NY
Sam Stevens, Los Angeles, CA
"The Bean", Atlanta, GA
Bill Green, Charlotte, NC

Conclusion

I'm putting my money where my mouth is. As the General Manager of Homemade Software, a small company that specializes in public domain software for the Atari, I have access to the mailing list. I intend to send a list of hundreds of names to all the companies on the list; also to upload this file to several of the bigger Atari BBSes in the country.

Do this today, while it's on your mind! It will only take a few minutes, yet could reap BIG rewards in new software.

Company List

AVALON HILL

President, 4517 Hartford Rd., Baltimore, MD 21214 (Programs: Civil War, Incunabula, NBA, Super Sunday)

ELECTRONIC ARTS

Trip Hawkins, President, 1820 Gateway Dr., San Mateo, CA 94404 (Programs: Bard's Tale, Artic Fox, Marble Madness, Skyfox)

SIERRA ON-LINE

President, P.O. Box 485, Coarsegold, CA 94039 (Programs: 3-D Helicopter Simulator, Thexder, Kings Quest)

MICRO ILLUSIONS

President, 17408 Chatwsorth St., Granada Hills, CA 91344 (Programs: Fire Power, Turbo, Galactic Invasions, Land of Legends, Faery Tale Adventures)

MEDIAGENIC (formerly Activision)

President, 3885 Bohannon Dr., Menlo Park, CA 94025

EPYX

President, 600 Galveston Dr., Redwood City, CA 94063 (Programs: Championship Wrestling, Sub Battle Simulator)

MICROPROSE

William Steahley, President, 120 Lakefront Rd., Hunt Valley, MD 21030 (Program: Gunship)

BRODERBUND

President, 17 Paul Dr., San Rafael, CA 94903 (Programs: "Carmen Sandiego" series)

SIR-TECH

President, P.O. Box 245, Ogdensburg, NY 13669 (Programs: Seven Spirits of Ra, Deep Space.) NOTE: This company probably has never developed for the Atari 8bit before, so leave off the first sentence of letter.

CINEMAWARE

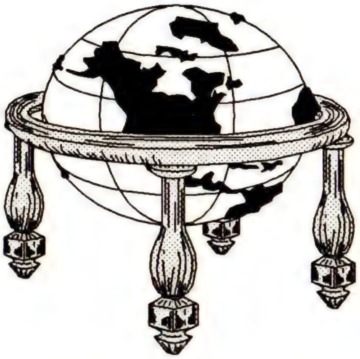
President, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362 (Programs: The Three Stooges, Rocket Ranger) NOTE: Company also new to Atari.

ACTIONSOFT

President, 201 West Springfield Ave., Suite 711 Champaign, IL 61820 (Programs: Jet, Up Periscope!) NOTE: Same as above.

ORIGIN SYSTEMS

President, 136 Harvey Rd., Building B, Londonderry, NH 03053



ST Magazines Around the World

compiled by Eric Terrell

[Editors' Note: Reprinted from a UseNet article with permission of the author.]

Here's the latest list of ST magazines available around the world. This list includes magazines with partial ST coverage. Please send additions or corrections to me (att!druhi!terrell) on UseNet.

Name: ST Magazine
Type: Paper
ST Coverage: Full
Address: Pressimage
210 rue du Faubourg St Martin
75010 Paris
France

Name: Atari ST User
Type: Paper
ST Coverage: Full
Address: Database Publications
Europa House, Adlington Park
Adlington
Macclesfield SK10 4NP
Great Britain

Name ST World Magazine
Type: Paper
ST Coverage: Full
Address: Gollner Publishing Ltd.
First Floor, 10 Theatre Lane
Chichester, West Sussex
P019 1SR
Great Britain

Name: ST-Amiga Format
Type: Paper
ST Coverage: Partial
Address: Future Publishing
4 Queen street BATH
Avon BA1 1EJ
Great Britain

Name: The ONE
Type: Paper
ST Coverage: Partial
Address: Priority Court 30-32
Farringdon Lane
London EC1R 3AU
Great Britain

Name: The ST Club
Type: Paper
ST Coverage: Full
Address: 9 Sutton Place
49 Stoney St.
Nottingham
Great Britain

Name: ST-klubben
Type: Disk
ST Coverage: Full
Address: Box 290
N-6151 Orsta
Norway

Name: Svenska Hemdator Nytt
Type: Paper
ST Coverage: None
Address: Box 152,448 01 Floda
Sweden

Name: Atari ST Nieuws
ST Coverage: Full
Address: Postbus 5011
2000 CA Haarlem
The Netherlands

Name: ST
Type: Paper
ST Coverage: Full
Address: Postbox 11129
2301 EC Leiden
The Netherlands

Name: ST
Type: Paper
ST Coverage: Full
Address: Stichting ST
Bakkersteeg 9A
NL-2311 RM Leiden
The Netherlands

Name: ST News
ST Coverage: Full
Address: Negende donk 4
NL-5233 PJ Den Bosch
The Netherlands

Name: Atari Explorer
Type: Paper
ST Coverage: Partial
Address: Atari Explorer Pub. Corp.
7 Hilltop Road
Mendham, NJ 07945
USA

Name/Type: Computer Shopper
Paper
ST Coverage: Partial
Address: Coastal Associates Publishing
5211 S. Washington Ave.
P.O. Box F
Titusville, FL 32781
USA

Name: ST (68000er) Magazine
Type: Paper
ST Coverage: Full
Address: Markt & Technik Pub. Inc.
501 Galveston Drive
Redwood City, CA 94063
USA

Name: ST Informer
Type: Paper
ST Coverage: Full
Address: 909 NW Starlite Place
Grants Pass, OR 97526
USA

Name: Current Notes
Type: Paper
ST Coverage: Partial
Address: 122 N. Johnson Rd.
Sterling, VA 22170
USA

Name: Atari Interface Magazine
Type: Paper
ST Coverage: Partial
Address: 3487 Braeburn Circle
Ann Arbor, MI 48108
USA

Name: ST World
Type: Paper
ST Coverage: Full
Address: 1385 Cleveland Loop Drive
Roseburg, Oregon 97470-9622
USA

Name: ST X-PRESS
Type: Paper
ST Coverage: Full
Address: P. O. Box 2383
La Habra, CA 90632-2383
USA

Name: ST Report Online Magazine
Type: On-Line
ST Coverage: Full
Address: P.O. Box 6672
Jacksonville, FL 32236-6672
USA

Name: ST*ZMAGAZINE
Type: On-Line
ST Coverage: Full
Address: P.O. Box 74
Middlesex, NJ 08846-0074
USA

Name: ST-Log
Type: Paper
ST Coverage: Full
Address: P.O. Box 1413-MO
Manchester, CT 06040-1413
USA

Name: STart
Type: Paper
ST Coverage: Full
Address: 544 Second Street
San Francisco, CA 94107
USA

Name: Atari ST Computer
Type: Paper
ST Coverage: Full
Address: Heim Verlag
Heidelberger Landstr. 194
D-6100 Darmstadt 13
West Germany

Name: c't
Type: Paper
ST Coverage: Partial
Address: Magazin fuer Computertechnik Verlag
Heinz Heise GmbH & Co
Postfach 61 04 07
3000 Hannover 61
West Germany

Name: ST (68000er) Magazin
Type: Paper
ST Coverage: Full
Address: Markt & Technik Verlag
Hans-Pinsel-Str. 2
D-8013 Haar Bei Meunchen
West Germany

Name: Atari Magazine
Type: Paper
ST Coverage: Full
Address: Postbox 2095
5202 CB Den Bosch
The Netherlands

Name: ST Vision
Type: Paper
ST Coverage: Full
Address: Postfach 1651
D-6070 Langen
West Germany

PHANTASM from Scorpion

by Bob Retelle (MACE,WAUG)

Wandering around the MACE Expo with my "Gold Card" looking for bargains, I decided to try one of the games being displayed by Scorpion/MicroDaft. There was quite a variety of games, and with the show specials and special discounts, many were priced less than $15 each. Among their offerings was one called PHANTASM, from Exocet Software, which looked interesting.

The name, and the typically "European" package art (featuring, naturally, a Boris Vallejo style, half-naked woman) has nothing at all to do with the game itself. Likewise, the extremely brief scenario on the sheet of documentation has little connection to what you'll see on the screen. Actually, the game stands on its own without these "marketing tools."

PHANTASM is essentially a "combat flight simulator" arcade game. The graphics are very well done, in a "filled 3-D shapes" style very similar to STARGLIDER II. The game is acceptably fast, even with these complex shapes, with only a little bit of slowdown when the screen displays many large, filled polygons. A nice touch is the "point source" lighting effect, which simulates sunlight, and creates realistically shadowed objects. When facing into the "sun," everything is silhouetted -- almost like driving into a sunset. Travelling over the surface of the planet, you pass from the well lit "day" side to the dark, shadowy "night" side, as you pursue your elusive goal.

The object of PHANTASM, other than shooting almost everything in sight, is to eventually eliminate the eight bases which are spewing out all kinds of nasty enemy thingies, and transport back to your own planet. Your Phoenix fighter-interceptor is armed with both lasers and guided missiles, although the lasers have a nasty habit of overheating and refusing to work until they cool down again (the aliens need SOME kind of advantage after all). By judiciously firing the lasers in short bursts, you can avoid the embarassment of having them stop working just as ANOTHER alien ship pops up from behind a small mountain range. Your ship can carry only nine missiles at a time, but there are arms dumps scattered here and there which will rearm and repair it. An Anti-Missile Beam will destroy incoming enemy missiles (as long as it lasts), and Boosters will help you run away from groups of aliens that are just too large to handle all at once

One facet of games, of which I am usually very critical, is the control of your ship. Happily, the controls in PHANTASM are very good. The joystick is quick and responsive in steering the ship and controlling the speed. Height is controlled by keys on the keyboard, and really comes into play only occasionally during the game. Because of this, the game is much more like a tank simulation than an aircraft simulator, despite the futuristically-rendered fighter craft on the instruction sheet.

Unfortunately, the one area in which PHANTASM is sorely lacking is its documentation. The one, lonely, little card in the packaging gives the basics of which keys do what, and an overview of what the indicators on the screen mean, but very little else. Even those details are often incorrect, as I discovered when I began to wonder what the random seeming dots all over the main screen were. After playing a bit, it became apparent that they are a "heads up" radar display that wasn't even mentioned on the instruction card at all!

What helps to save the situation is that the lowest difficulty level is essentially a "Training Mission" level. In this level, objects which come into range of your lasers are identified in a screen on your instrument panel, giving some clue as to what to do with them. Your ship is very hard to destroy in this level, but you aren't given any score. Three other levels increase the difficulty and point values for enemy objects destroyed, although there is never any indication of how many points each individual object is worth. There are enemy spaceships and tanks, and radar towers and fortresses to shoot, fuel dumps and arms supplies to dock with, and of course, the 8 "re-constitutions" to destroy.

There is a screen showing the entire planet, which allows you to choose your area of conflict, but it appears to me that the game is created randomly every time you play, thus rendering this screen effectively useless. About the only control you have is whether you start on the light or dark side of the planet. The planet is divided up into 64 sections, and each section takes an appreciable amount of time to explore, so a complete game could take a great deal of time. Unfortunately, there is no "Save Game" option, so you must play all the way through in one sitting, or restart from scratch each time.

Played fast and furiously or slow and cautiously, PHANTASM is a nice blend of graphics, playability and value. It combines fast action with strategy and is definately recommended!

For 520ST. 1040ST, 520STfm and MEGA

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520D: 4 MB	$795
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1040A: 1 Bank sockets, no RAM	$110
1040B: Fully socketed, no RAM	$149
1040C: 2.5 MB + 1 bank sockets	$495
1040D: 4 MB	$795
1040K: Kit w/all parts, no RAM	$ 68

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Clock, stand-alone for 520/1040	$ 38

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Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

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-optional delay circuit for CPU allows fully automatic power-up!

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10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
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20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

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-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
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63 MB h. ht.22 ms auto parking - $795

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* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
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Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available!
Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

tech-specialities Co.
909 Crosstimbers, Houston TX 77022
(713)691-4527/8 FAX: (713)691-7009

Distributors for:

Australia
Tech-Soft, 460 Stirling Hwy, Suite 37
Claremont, Western Australia 6011
Tel.: (09) 385-1765

Canada (East)
Computer Country, Paul Wilson
148 Waterloo Street, Stratford, Ont., N5A 4B4, Tel.: (519) 273-1011

West Germany
ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

Have You Read any Good Ones Lately?

by Steve Volker (TAG)

Just about this time every month, I become a "MAG-a-holic." Armed with my checkbook and any undesignated money laying too close to my reach, I can be found in any number of bookstores in town, snatching up the most recent issue of my favorite magazines.

I buy all Atari-specific periodicals, anything with the word "computer" in it's title, and will buy any premier issue of anything, regardless of the topics discussed. I'm a magazine junkie. And do I read everyone of them? I sure do!! I read voraciously!

But though I thrive on all the little tidbits of rumor and information found within these many pages, my main reason for buying any of them is for FUN! I seek to be entertained, shocked, enlightened, surprised, titillated, and coddled, by those in the Atari community who seem to know, or be closer to, so much more than I. (As evidenced by their Bylines.)

Still, all this aside (and by way of making some kind of point), I never approached this monthly ritual with the proper respect. That is until the embarrassment and humiliation I felt while reading the June '89 issue of ST-Log.

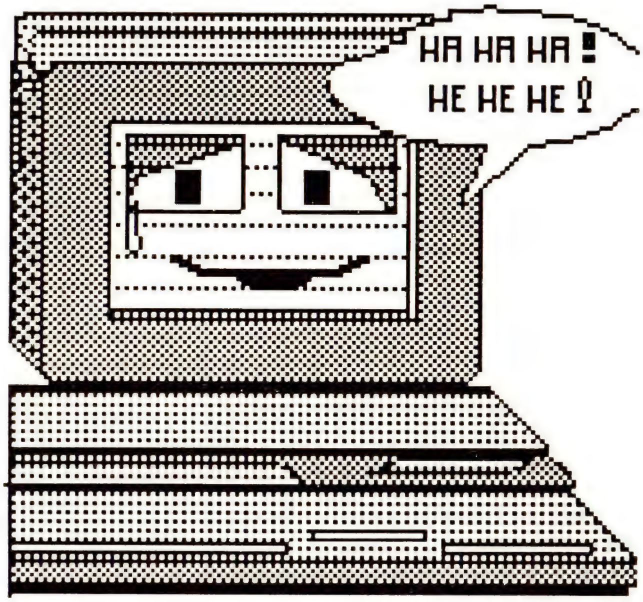
I found it on page eight of this issue, under the heading of Reader's Comment, (and just below the letter about the giant European Keyboard or whatever the h... it was) an open letter from CEO/chairman of Spectrum HoloByte, Inc., Gilman G. Louie, which bears some serious reading.

In short, Mr. Louie tells the tale of their latest (and possibly last) offering for the Atari ST, the FALCON air-combat simulator, from it's official release by Spectrum HoloByte itself, to the pirated released on various bulletin boards around the country, JUST 30 DAYS LATER!!

The rest of the letter talks of the costs involved in marketing software, and the understandable reactions by software publishers who have had their products so caustically stolen, but the thought of such blatant piracy had already deeply shamed me, and prompted me to write this article. If after reading (and rereading) Mr. Louie's letter, you feel as I do (pissed!, frustrated!, ashamed!, @#$%^!), I have a few suggestions as to how you can add action to your righteous indignation:

1. Begin by replacing all pirated and copied programs in your own personal disk library with the same program bought legitimately.
2. Be verbal in your distaste for the practice of piracy, and elect only club officers in your User Group who feel the same.
3. Willingly report any information about pirate BBSes to the respective company being cheated.
4. Support any organized effort to curb and curtail furthur piracy.
5. Most importantly, refuse not to pirate again, and actively support those software publisher's who have continued to support us over the years.

I hope these suggestions are of some use. Er...ah... ahem...excuse me...AIM? Here's your soapbox back...guess I got carried away. (Stanley! Why are you laughing!?)


HA HA HA!
HE HE HE!

Absolute Beginners' Column

by Lew Stone (GAG)

Why is there a notch on the edge of a disk?

This notch is supposed to protect the information stored on the disk. If you cover it with tape, most drives cannot write to that disk, thus keeping it from being overwritten by unwanted data. This is true of 5.25 inch disks, but the 8-inch disks do just the opposite, and the 3.5-inch disks also protect when the opening is uncovered. It would be nice if the drive manufacturers could make up their minds and stick to it.

Some drives are single sided and some are double sided, meaning there are read/write heads on both sides of the disk. Most of us with 5.25 inch single-sided disk drives have found that taking a notch out of the other side of our disks enables us to flip our disk over and use the back side.

Discovering that you have twice as much disk space as you thought is pretty exciting stuff, especially back in those days when a box of 10 cost $50. We had been told by salespeople that single-sided disks can only be used on one side. But which side was that? Apples read/write from the botton side and some other drives from the top.

If you have a 3.5 inch single-sided drive you probably have noticed that many programs and public domain disks are double sided. Sometimes you can get an upgrade for your single sided drive, but most likely you'll find that a new double-sided drive is about the same price.

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Home Accounting or Where Did the Money Go?

by Bill Pike (PAC)

Reprinted with permission of the author and the Portland Atari Computers user group. Review copy loaned to the author by IB Computers.

Here is a program that, while it doesn't guarantee a happy household, at least takes some of the steam out of an argument (or maybe it adds to it).

Anyhow, for those of us who are married, one of the major arguments (or at least the loudest) is, "Where did all the money go???"

For those who are single, if this is the cause of an argument with yourself, this program will help you too.

The name of the program is PHA$AR and it is available through ANTIC's 'The Catalog'. The cost is $79.95.

The program supports 50 income categories and 250 expense categories. It also supports money transfers between categories (robbing Peter to pay Paul) and Miscellaneous Expense and Miscellaneous Income sections, for those who have extra income or expenses.

PHA$AR is menu driven and fairly user friendly. For example, if you have an expense that doesn't fit well in any of the existing categories, you can type in the new category and the program will add it to the existing list. The same holds true for income.

One of the strengths of this program is its check balancing features, allowing you to reconcile you accounts. There is also a feature allowing you to keep track of your PLASTIC MONEY.

The above-mentioned features would be enough to make the program interesting, but here are the real goodies:

You can generate reports of expenses/income for each month or a partial year or yearly total.

After several months of data are entered, you can generate a monthly budget automatically and you are allowed to exclude non-typical expenses from the budget categories. This gives you a better picture of how you are really doing.

Graphs can also be generated to show how you are doing financially, rather than trying to figure out what a bunch of numbers in rows mean.

Last, but not least, there also is a program included that will take expense categories you have marked as a tax deduction, your income, and your other expenses and puts all these things together to give you an estimate of your taxes for the year.

However, this may not be good if you want a surprise on the 15th of April. If you don't, it can be a distinct advantage to use the information to adjust your income and expenses for a lower tax bite.

To sum everything up, like any program that will give you a lot of help, this program needs data to work from. If you take the time to enter the data, about 30 minutes to one hour per day, it will make things a LOT easier for you.

I have only seen two programs of this type for the ST and only had the chance to review this one. The only other accounting programs that I have seen have been full-blown business accounting packages and I AM NOT A C.P.A.; I don't think you are either.

So get PHA$AR, enter the data, and use the money that you save on tranquilizers and asprin to take a Hawaiian Vacation.

War in Middle Earth

by Dan Crevier

I was given a copy of War in Middle Earth to review by a friend of mine who received versions for all computers to review, even though he only has an Amiga.

War in Middle Earth (WIME) comes on three single-sided disks. It is possible to copy all of the files onto a hard drive, or onto double-sided disks because the program is not copy protected!

If you own a double-sided drive, but no hard drive, I suggest copying the contents of disk 2 and 3 onto a double-sided disk. This way, you only have to swap disks once. If you do not have a double-sided drive or a hard drive, you are in for a lot of disk swapping.

It is great that Melbourne House did not copy protect the disks, so users can take advantage of their double sided drives and hard drives.

WIME uses a large map that is included in the game for copy protection. Periodically WIME will ask you for the coordinates of something on the map. At first, it may be hard to find some of the cities and landmarks, but after playing for a while, it is no problem locating things on the map. The inconvenience of looking things up on the map is well worth not having copy protected disks.

WIME is based heavily on the Lord of the Rings Trilogy by J.R.R. Tolkien. You control the forces of good trying to destroy the Ring of Power.

To do this, you must bring it to Mount Doom, located in the middle of the evil territory. Along the way, you can supposedly gain the support of other armies to help destroy the ring. I found that after a while they joined me even if I did not try to get their help.

The manual included with WIME has a good overview of the Middle Earth world, so reading the Lord of the Rings trilogy is not necessary. Also, it has a good glossary of people and places.

The section on how to play the game does not make the gameplay totally clear, but it is not hard to figure out. The manual also has some good strategies.

Gameplay in WIME takes place at three different levels. At the highest level is a map of all of Middle Earth which shows the location of all good, evil, and neutral forces.

At the next level is the Campaign map which gives a nice scrolling map of Middle Earth with the different forces shown as different shields or figures. This level is perfect for war gaming. The screen scrolls when you move the pointer to the edge, so it is very easy to move around Middle Earth. It is from this level that you can give commands to the forces that you control.

At the most detailed level is the Animation Level. This level shows fully animated pictures of all of the people and monsters against nice digitized backgrounds.

I found some major problems with the game. The main problem was that you can move units through mountains, rivers, and even partly through lakes.

One of the hardest parts of the game is getting into the area around Mount Doom, which is surrounded by mountains with passes guarded by 10,000 orcs, but it is possible to walk through the mountains and avoid the orcs. Maybe this was intentional on the programmers' part, but I find that it makes the game far too easy.

I encountered another problem. One time I was playing and decided to go straight for Mount Doom. After walking through the mountains to avoid the orcs in the passes, I went to Mount Doom. Mount Doom was guarded by about 2,000 orcs, and I didn't stand a chance, but I went for it anyway. The orcs killed me, but then it gave me the victory sequence, even though I had just been killed at Mount Doom.

Also, I had some problems getting my units to move exactly where I wanted them to in the shortest path.

Even with these flaws, WIME is an entertaining game. It is more of a war game than an adventure game, but still has an adventure feel to it.

I only recommend this game to Tolkien fans who think they would like a war game/adventure game cross, but if you prefer Ultima and Dungeon Master type games over war games, you are probably better off waiting for Chaos Strikes Back or Ultima V.

The Atari Users Association

by Robert Guadagno (AUA)

I would like to take this time to introduce myself, I am Robert J. Guadagno, President of the Atari Users Association (A.U.A.), I am writing you all to give you a better understanding of what the A.U.A. is trying to do for the ATARI community.

Slight History

The A.U.A. was started by myself a year ago back while I was reading an article in a now-expired Atari magazine that expressed how Atari was annoyed at the amount of letters they were receiving from users and user groups making outrageous demands on Atari Corp. for little things.

It went on to say that Atari was hoping to hear from its supporters, but in a more ORDERLY fashion. While reading this (you may say the LIGHT came on) I thought of the Atari Users Association, a group with the sole intention of "merging" Atari users and user groups to form ONE ORGANIZED NETWORK of Atari supporters.

This group (that became the A.U.A.) will NOT "take over" any user group, but, in turn, will take its members' voices, and add them to ours. The Atari Users Association will not PRY into ANY user groups business unless the officers of that group wishes the A.U.A. to do so...The A.U.A. is a support group ONLY, made to better SERVE the Atari community as well as Atari themselves.

Right now the A.U.A. is only 300 members weak! Why weak? There were over ONE MILLION Atari computers sold in the United States and Canada, and as members of the Atari community, we are greatly out-numbered. The Atari Users Association needs YOUR help, YOUR numbers, YOUR voices, to make Atari #1 again.

What the AUA Intends to Do

Write-in campaigns: (quite the same as Antic Publication's "SpringBoard" write-in "News Room" campaign) for better software support for the ST and 8bit Atari computers.

Information exchange: To keep the Atari users informed about the Atari community at large.

Company contact: To talk to the software and accessory companies, to let them know WE are behind them, give them ideas as to what we, as Atari users would like to see (The A.U.A. has a contact with Spectrum HoloByte, and have been speaking to them about the FALCON matter) to show THEM that we SUPPORT them, and will continue to do so.

The Atari Users Association feels that a POWERFUL ORGANIZED VOICE is necessary to communicate our thoughts to Atari, and to the MYRIAD of software and add-on hardware vendors. The Atari community is labeled as being a "risk-group," it is the Atari Users Association's job to STOP that manner of thinking.

The A.U.A. is NOT "waging war" on IBM, Apple, or Commodore, instead we are trying to organize the efforts and the voices of the Atari users and user groups to BETTER the standing of Atari in the computer industry, to let the software companies know that we ARE worth more than one title a QUARTER.

What the AUA Has in the Works

The Atari Users Association has made every effort to talk to Electronic Arts, to get MOST of the software NOW available for MOST computers available for the Atari computers, each call was met with a disappointing end.

The AUA feels that a WRITE-IN organized PETITION to Electronic Arts WILL get results. By sending 10,000 letters of demand at once in one package we will get MORE attention than 10,000 sent in all alone at different times.

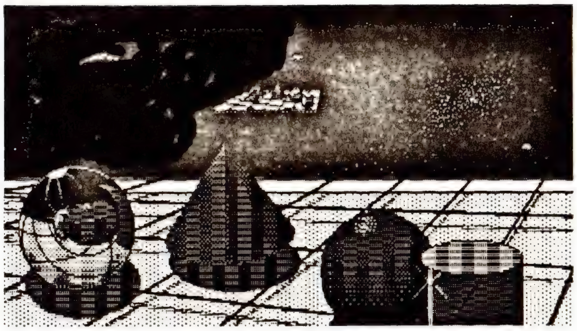
I thank you ALL for your time, and I hope you will ALL add your voice to ours.

Sincerely, Robert J. Guadagno
President, Atari Users Association

If you have any questions or suggestions please leave them to me on the FoReM Fnet at NODE 133, Hologram Inc., (201) 727-1914, addressed to COMIC-KID or call (201) 290-2242, or write to us at the address below. THANK YOU!

Atari Users Association
c/o Software Spectrum
267 Main St.
Matawan, NJ 07747

Battle Chess



by Tom Hayslett (STar)

Reprinted with permission of the author and the STar Users' Group

Several months ago, I was at a meeting and we had an Amiga there running a new program called Battle Chess from Interplay. I tried the program for a few minutes and loved it. The first thing I did was get the name and address of the company that put out the game and promptly wrote them a letter requesting an ST version of the game.

I don't know if my letter helped or not, but I just received Battle Chess for the ST by Interplay . What is it? Well, it's basically a chess game but with a twist. The board and pieces are in 3D graphics, and each piece is animated in its own special way. When you move the piece, it walks (or waddles, scoots, etc.) to the square you designated. If the square is occupied, an animated 'battle' sequence follows. The outcome is always as it would be in a chess game, but watching the animated battles (and listening to the digitized sound effects) is very captivating. Each piece fights and moves differently making it interesting to watch the different battles.

Now that you know what Battle Chess is, let me explain the other important things. The game comes on 2 single-sided unprotected disks. There is a backup program included but not just for backup purposes.

The backup program helps you set your backup disks for either a 520 (512K) or 1040 (or MEGA). With a 1040 or MEGA you can put the game on one double-sided disk or as I did, on a hard drive. I put it two folders deep on a hard drive and it works great. You can run Battle Chess from either low or medium resolution and it runs perfectly. I even left all my hard drive 'AUTO' folder programs (and accessories) active and nothing conflicted with Battle Chess.

After the title screen, the game asks for a move to be entered from a table in an appendix in the manual. I prefer this type of copy protection and commend Interplay for it. It's great having it on the hard drive and available at all times.

Moving a piece is simple — point at the piece you want to move and the square becomes highlighted. Click the left mouse button and then any square you point the mouse at that is a legal move will also become highlighted.

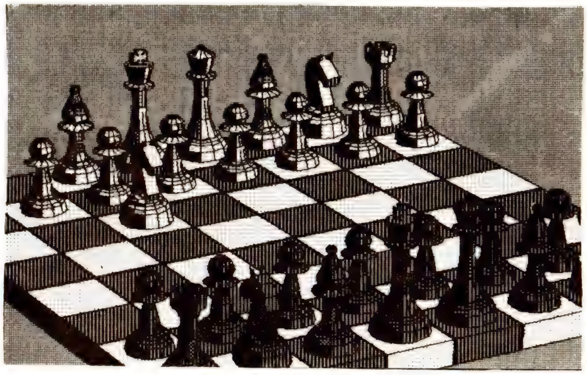
Pressing and holding the right mouse button brings up the animated scrolls (drop down menus) from which you may select many options including load/save a game, turn sound on or off, change from 3D to 2D, set the level of play anywhere between the 10 available levels, and (ready for this?), set up and play via modem or null modem cable! I haven't tried the modem option but it looks similar to Falcon or Jet as far as setting it up and playing.

All the menu options have keyboard equivalents that are shown in the menus themselves.

I'd really like to tell you how good a game of chess it plays but I can't. It seems every time I play a game I can't resist seeing a new 'Battle Scene' and I force a move that I ordinarily wouldn't make just to watch and hear the fight.

Some of these sequences are absolutely hilarious and Interplay has done VERY well with the graphics and sound. (By the way, I think the ST version looks better than the Amiga version!)

If you're a chess player and would enjoy a new 'twist' to the game or even if you're one of those graphic animation collecting folks, you will love this program. Thanks Interplay for the great program and for allowing us to back it up and install it on our hard drives. It's great!



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Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Well now, did one and all enjoy Mother's Day? You know that day that we were supposed to have the meeting on. Since I wasn't there, I have no idea as to who, if anyone, showed up. If you did, you already know that I wasn't going to be there, and as it turned out I was unable to attend. So how about next year we move the date around so that this doesn't happen again?

Any way, on to some good and possibly interesting things. Such as, you ask? Well how about a bit of a run down of what I got to see at the Michigan Atari Computer Exposition. Not much to be quite truthful. I arrived too late on Sunday to see any of the conferences that I was interested in. But I did get to pick up a few things at the show that some of you might be interested in. I think that I'll bring with me a couple of the new games that I have purchased. By the way anyone with an ST, if you have Airball, bring it with you. I'd like to see it and compare it to the 8-bit version.

At the show, there were quite a few 8bit vendors in attendance. Those of you who missed the show do have a second chance since the World of Atari show in Detroit is coming up at the end of the month. Hopefully I can go and see some of the seminars this time. But point in fact I do think the show itself went pretty good. There were quite a few people there while I was at the show. David Sullivan was supposed to have been in attendance, but for some reason didn't show up. Well David, are you ever going to release GOE or are we of the 8bit community going to just have to be satisfied with Diamond from your competitor? Anyway, if anyone has questions about the show, get a hold of me and ask, I'll be happy to answer any that are asked.

The next meeting will be on Sunday June 11th at the East Side Lounge. Come and check out some of the new games from Atari.

Ask Tim's Evil Twin Brother by Tim's Evil Twin

This month I, Tim's evil twin brother, have successfully executed a coup against my belligerent little twerp brother, Tim. I was successful because of the number of people reading his column has declined (from three to two), thereby enabling me to take over. Excuse me a moment while I put on my ridiculous colored glasses so that I can report objectivity.

Hey evil twin brother, how do I avoid gouges in my 20 Meg drive?

Oh, you mean 20 mile drive, that's easy just avoid driving on Jackson's stretch of I-94 until the repair crews get done with it.

Hey evil twin brother, I heard that there is a new simulation coming out for the Atari ST's, have you heard anything about it?

You must be referring to the new Coleco Adam simulation, not only do you get to have that fabulous tape drive that made to Adam so famous but you also get the printer. I don't know about the rest of you ST fans but I just can't wait until this one comes out.

Hey evil twin brother, did you hear about the new Star Trek simulation?

Ah yes, the new simulation that allows you to talk your computer into emulating the computers from the old Star Trek series. Among the best things that you can do with it, is the capability to cause your computer to calculate pi to it's last digit and to make it feel guilty about destroying another Federation starship.

Hey evil twin brother, have you heard about the new computer game called 'Drunken Sailors'?

Yes, it's most recent update puts you at the controls of a super tanker to see if you can ship oil through small inlets. I have also heard that you can earn extra bonus dollars from a certain oil company if you can figure out how to spill the most oil.

Hey evil twin brother,!

2&%#$@27.UHHHH Nooo not so SOOON, I'M Stil%'@)249762%&W@%*+-

We interrupt this deranged lunatic to tell you that Tim will be back next month with an all new ASK TIM column. Again we apologize for any inconvenience caused by Tim's evil twin brother.

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CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

President's Corner by Leo Sell

Here comes the big one -- the Detroit area World of Atari show, sponsored by ST World magazine in cooperation with the Atari Corporation. The first show was held at the Disneyland Hotel, Anaheim California and was the biggest all Atari show EVER. At 19,000 square feet, the show coming up will have even more sales floor area and will likely have more vendors.

The World of Atari show is June 24 and 25 at the Dearborn Hyatt Regency, near the Fairlane mall. You won't want to miss it. According to the information I received in the mail today, Atari corporation executives scheduled to speak at the show include: Sig Hartman, VP; Mike Dendo, VP of Marketing; Jay Crosby, VP of Software; Joe Mendolia, VP Software-Desktop Publishing. Also scheduled to speak is Mike Groh, MIDI Marketing Rep for this area.

The equipment being shown will include the usual ST and DTP systems, and may include the Portfolio, the STACY, and the TT.

Besides Atari, vendors so far include: Gadgets by Small with their Spectre 128 and the GCR, Avant-Garde with PC-Ditto II, Accusoft, Antic, Astra, Best Electronics, ICD, Intersect, Michtron, MiGraph, Seymore-Radix, SofTrek, and Supra.

User groups that will be participating as vendors and assisting with the show include CHAOS, GAG, GLASS, and MAGIC.

The World of Atari show will certainly be the biggest thing to hit Midwest Ataridom, EVER. See you there.

In other news, CHAOS is moving and combining its monthly meetings. Starting with the June meeting, we will have a single meeting for both 8bit owners and ST owners. The meeting is the third Saturday, at 10 a.m., at the Capitol Federal Savings and Loan, on Saginaw (not Grand River), east of Abbott in East Lansing. Saginaw street going out of East Lansing is the old route to Flint that forks off to the northeast near Frandor. The branch is just past Abbott near the old Win Shuler's resturant. Be sure to park AWAY from the building. The branch is open for business and we must leave the parking lot nearest the building open for customers.

To kick off the new meeting place, we're having an auction. The emphasis is on ST hardware and software, but as usual we'll sell anything.

See you there!

GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

Presidents Report by Jerry Cross

Got a few important reminders this month, so read carefully! First, unless you have already sent in your subscription, this will be your last issue of AIM. Since our club can not afford to send out two seperate magazines, we began offering AIM at a discounted rate of $10. This subscription will begin in July, so unless I receive your check by June 15, you will no longer receive AIM. AIM is still an excellent magazine and you should consider this offer.

June is also the last meeting date for this summer. Neithercut school is closed from July to August so our next meeting will not be held until September 13. If there is any interest from the members, it could be possible to put on a picnic or some sort of other activity, but judging from the past years, these summer meetings were poorly attended.

At the last meeting I showed a video tape of the Disneyland World of Atari show, courtesy of John Nagy (CHAOS). If you would like to borrow this tape, which includes the entire seminar featureing Sig Hartman discussing the future of Atari, and other scenes of the show, let me know and I'll make arrangements to loan you a copy. I also have a copy of the Computer Chronicals PBS show that featued Atari. The June meeting will feature a demo of a new ST game "Battle Chess". This is a great animated chess game that I have also seen on an IBM computer. The demo is courtesy of Lew from Discount Computers.

GAG had a booth at the MACE show in May, and managed to earn about $600 in disk and magazine sales. This money will be used to cover our bills for next year. Over the past two years we have used profits from computer shows to get magazine subscriptions (with disks) from several computer magazines, an 8bit computer and drive for use by Discount Computers to demo and copy our p/d disks, software for our commercial library, and new disk drives for our librarians. Thank you for supporting our 8bit and ST libraries so we could afford all of this!

DON'T FORGET!!! The Detroit World of Atari show is only days away! We will need volunteers for both OUR booth plus helping out ST-World with the show. If you haven't done so already, and you don't mind giving up some time, please offer to volunteer! We also are in need of loaner computer equipment for the vendors who are attending the show. That's it for this month. I hope you all enjoy your summer vacation. See you in September!

GKAUG ATARI

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting: Saturday, 09 Sep 89. We are not scheduling meetings for June/July/Aug this year. Your AIM will come in the mail as usual...if your dues are paid, of course.

We had about a dozen people at the meeting this May. Two of them were ST users, and got to listen to all of our 8-byte chatter.

We had a lot to show this time since Bryant, Oldenburg and myself attended the Atari Show in Detroit a couple of weeks ago. It was simply amazing. There was tons of hardware and software for the ST. I had no idea that there was so much. There was a lot for us 8 byte users as well. I bought the Sparta X cartridge and am learning how to use it. Its pretty nifty so far. I also managed to pick up an Atari Light gun and the Cross Bow cartridge to use it with....its really neat too. I bought it for my sister Celina in Chicago, but I couldn't help testing it out a bit. We also picked up a couple of programs for the club "Solar Star" and "Drop Zone". Only $2.00 each... What a deal.

We did a demo of the SpartaX cartridge, the Atari light gun, Cross bow, Cheat and showed how cheat worked on Shamus Case II... I finally made it to the Shadows Den...what a deal!

I am about to complete my tour of duty here in Kalamazoo and my work will take me out of the area. If the club is to continue, we need someone to take over the Helm of this ship. Please consider the Presidency of this club. It is most rewarding, and not really very difficult.

Our next meeting will be at Dewing hall in September, hopefully I will get things started if someone doesn't take over before then. We have an alternate location for the meetings in the wings also: Mr. Bill Cekola of Star World at 6151 S. Westnedge in Kalamazoo has offered to let us use some space in his arcade/pizza parlor to hold our meetings. It sounds like fun to me. Start the meeting, order your pizza, eat after the meeting, then play some real arcade games. Something new!!

I hope to keep you informed for the next few months, so check your AIM. Call me if you want to consider a new position of leadership.

Frank

Great Lakes Atari ST Support — 'GLASS', Michigans only 'ST' only Users Group — I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 7 June 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230

5625 Buthview N.E. Comstock Park, Mi. 49321

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

President's Monthly:16 may 1989.

With the winter computing season coming to an end, and hardcore 8bit users gearing up for the long hot summer nights, I find myself faced with the task of converting my disk library over to double sided format thanks to the addition of an atari XF551 disk drive. I have had it only a week and a half now (I got it at the Atari Expo) but it is one of those things you wonder how you ever did without it.

I have not worked at all with the DOS XE that came with it, I started to use SpartaDos from the start, and the two work very well together and I love to see those 1300-1400 free double density sectors when I format a new disk. Only two complaints with the drive, no power light to indicate if it is on, and the switch is in the back, (what do you mean I have to stand up to reach over and turn this thing on). To any thinking about a drive purchase, I recommend the purchase of one of these.

There are still some US Doublers left as of today. If you have a 1050 drive and have not bought yours yet, come to the June meeting to get yours.

The basic programming is underway again. The project is a disk cataloging system that will work with any dos, any drive setup, and be able to list directories and sub-directories. To this point I see only a problem with those who use DOS XE. The incompatability with other dos types might make this a tough challenge.

Meetings will continue through this summer, but July and August will be informal meetings and have been declared show and tell. If you have something of interest, bring it to one of those meetings and we'll have a system set up for you to show it. Those of you who have written something of your own now have a captive audiance to display it to. Let's all bring something to show and tell.

Lastly, I would like to commend those who put on that great Atari Expo. The displays and bargains were worthy of a show far larger than this. If there were any complaints, it would have been that the user groups could have used a little more room. Great work all, I hope this becomes the Atari world of the future. I look forward now to the June show (but Dear, I really did need this and I got a great deal).

See you at the meeting!

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

The May meeting of MACE was called to order by President Bill Rayl at 8pm. Bill announced this meeting was a celebration of Eight years of service to Atari users around the world. Bill also announced that special prices on disks would be in effect for this meeting only, and that ST Librarian Ed Hanson had a stack of labels (for 3.5") disks to sell at a very good price.

Pattie Rayl spent about 20 minutes discussing the MACExpo which was held last weekend. Pattie treated us to a slide show of the event, pointing out faces to the names we've all come to know over the past few years. Pattie thanked all the people who had helped make the show such a success and, in return, received a lively round of applause for her efforts.

Bill presented member Don Neff with this year's MACE Ace Award. Don's efforts to support the club during his 3 years of membership have been greatly appreciated! (Don got himself elected as 8Bit Disk Librarian during his first year of membership and, after exemplary service there, he found himself elected to the presidency in the following year. Don was also actively involved in the MACExpo by taking on the task of scheduling and orchestrating the stream of seminars that were held virtually non-stop throughout the entire show.)

"Intermission" lasted the remainder of the evening as members enjoyed cake and homemade punch (thanks Heather!) while door prizes were distributed. Ironically, both Ted Newkumet (8Bit Disk Librarian) AND Ed Hanson (ST Disk Librarian) won a box of blank disks! Prizes were donated by:

Rite Way
Atari Corporation
Sideline Software
CodeHead
ICD
Alpha Systems
Michtron
SoftTrek
Gribnif.

The next general meeting of MACE will be held on June 20. The topic for our June meeting will be New Users, so if you are new to your ST or 8bit (or still feeling hesitant about using it) please join us!

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at PO Box 7697, Moore, OK 73153 or at the TACE BBS (405) 793-7980, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Michael Beard	(405) 793-7978
Technical Advisor	Ron Hamilton	(405) 387-5649

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: May 13, and June 17, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are $20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost $1 each, and ST disks cost $2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

Note from the Prez

We didn't have any eightbitters show up this month...I really don't why. And I guess I'll never know unless somebody tells me! We've finally got a real Atari store opening up in our area! Midi-To-Go (run by Charlie Brown...No kidding!) on Euclid Avenue in Bay City will be carrying a full line of Atari ST hardware and software! Hopefully this will help us increase our membership! If you can, please patronize Charlie's establishment.

STill to Come!

Want to see a decent drawing package? I don't mean an ART package, I mean a DRAWING package! Well then, come to the June meeting and see Brian LaFreniere demo EZ-Draw on the ST! Along with the basic EZ-Draw package Brian will also demo some of the accessories that Migraph sells for EZ-Draw (SuperCharger, EZ-Tools, etc.). Brian has been using the package for some time, so this should be an excellent demo! Along with EZ-Draw, we'll also be showing a Hewlett Packard DeskJet and the Migraph GDOS printer driver for said DeskJet.

RelicST to Relish!

Tom Wheeler really did a stand up job demoing GST-C! No kidding! He explained all of the pros and cons of this program (which E. Arthur Brown is currently selling for the incredibly low price of $14.95), and even showed some sample programs that he "threw" together. GST-C is a complete beginners C package. It includes the compiler, assembler, and an excellent editor. The editor alone is worth the price! The only real bad points to this program are the sketchy documentation and the lack of floating point support. If you want to try C, however, this package can't be beat! After the demo, we raffled off the package and our newest club member, Wayne Fenior, won it! Congratulations Wayne!

Official TAG elections are always held in June (or July...), so get ready to vote! It looks like Steve Volker is willing to run for President, so that means LeRoy will try for ST Disk Librarian. Please show up and volunteer if you have something to contribute!

Eight Bit Meeting Notes By Ted Beauchamp

Due to a missed deadline the following article is the minutes of the meeting for April.

The Eight Bit portion of the meeting was spent looking at several disk from the club public domain library. Since we have some new members and maybe some members that haven't been around in a while we thought it might be fun to pick a few disk with interesting titles and see what they were. We looked at a Wheel of Fortune program and several programs for children. We may continue to do this if everybody seems interested since we have so many disks in the library that we are not familiar with. We also received approximately eighty disk of programs from Mike Ranger. He has donated these disks to the club library. I will attempt to sort through these and include them in the club catalog as soon as possible. If anyone would like to volunteer, your help would be welcome. With this many new disks it sure would speed things up. We may already have some of these programs in the club library since Mike used to belong to a different Atari club that also belonged to AIM (sorry I don't remember which club, no offense intended) and probably traded disks with the same sources TAG did. I now have some more copies of the library catalog. If you need a copy come to the next meeting or give me a call and I'll tell you how to pick one up. Mike also donated twenty or thirty disk full of text files and other stuff that could be formatted and reused. I don't think it would be right to charge the usual price for a copy of a club disk made on one of these used disk, so I would like to suggest we either remove the fee for copies using these disks or simply offer these disk to the club members at a minimal fee for their own use. The disks would have to be sold on a first come first served basis, with a maximum of five disks per member per month. It appears that most or all of the regular eight bit members could not make the May meeting. We therefore have no meeting notes for this month. I'm sorry if any eightbit members showed up and I wasn't there to give you access to the club library. If any members have questions or need copies of club disk call me at the number listed at the beginning of the club notes. We should be back on track for next month though so show up and enjoy our newest disk of the month. Remember, until the supply of previously owned disks is used up the price will be reduced.

Equipment volunteers for June:
ST Brian LaFreniere Monitor & 1040
LeRoy Valley HP DeskJet
8 Bit Ted Beauchamp Computer and disk drive
Hank Kaufmann Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).

The May meeting of the Washtenaw Atari Users Group was called to order at 7:59pm on Tuesday, 5/9/89, by President Jon Brode. The meeting was held at its new location inside the Michigan Union building on the campus of the University of Michigan. It would appear that many members did not remember the move was announced at the April meeting as the turnout was light. Several new faces appeared during the course of the evening, presumably as a result of WAUG's appearance at the MACExpo the previous weekend.

Jon briefly discussed the potential interest in WAUG's involvement with the MacTechniques Macintosh users group as was presented by that club's president, John Shuler, in the April general meeting. While the members are still interested in hearing more, there has been no response to any attempts to contact the club via their BBS, as suggested by Shuler. It would seem a good idea is headed into oblivion.

Both disk librarians (Mike Millage and Russ Crum) discussed results of disk sales at the MACExpo, and both also announced that there would be no Disk-of-the-Month as they simply had not had time to make up any bundles after all the work they had done to get things ready for the show.

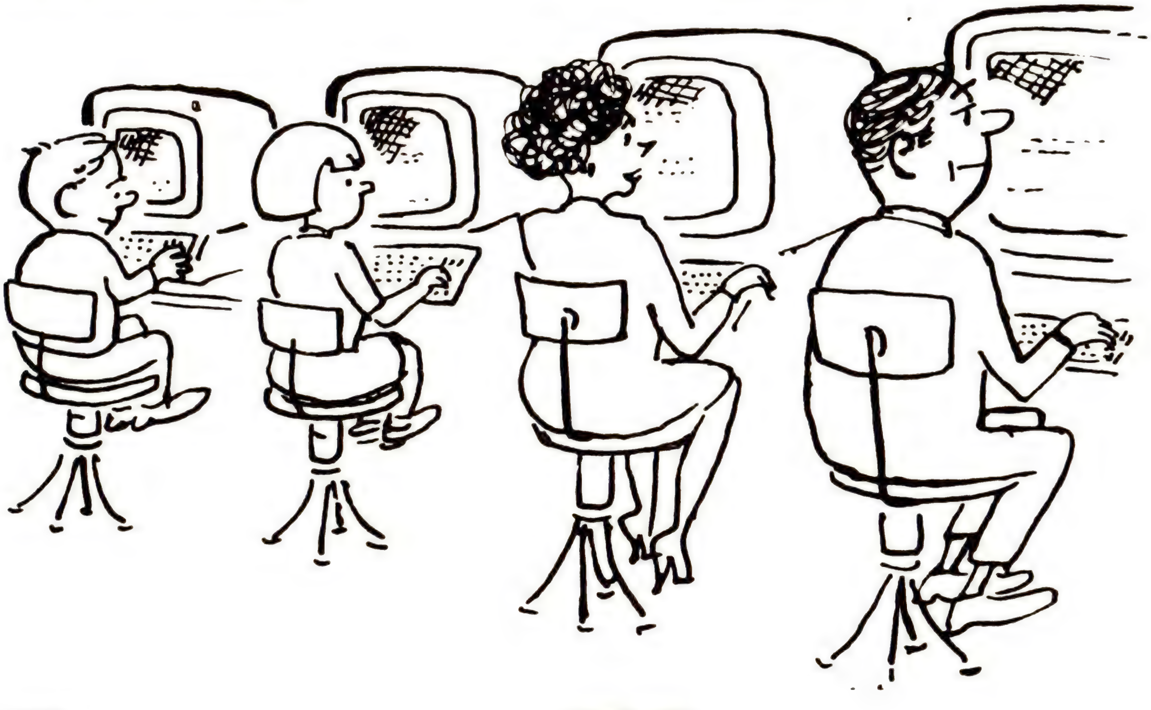
Treasurer Dick Selke announced that the club had purchased a used SF354 disk drive to replace the brain-dead unit that has been causing Russ so many headaches. Dick recapped total sales income and expenses incurred at the show, and followed with a to-date report of the club's financial status.

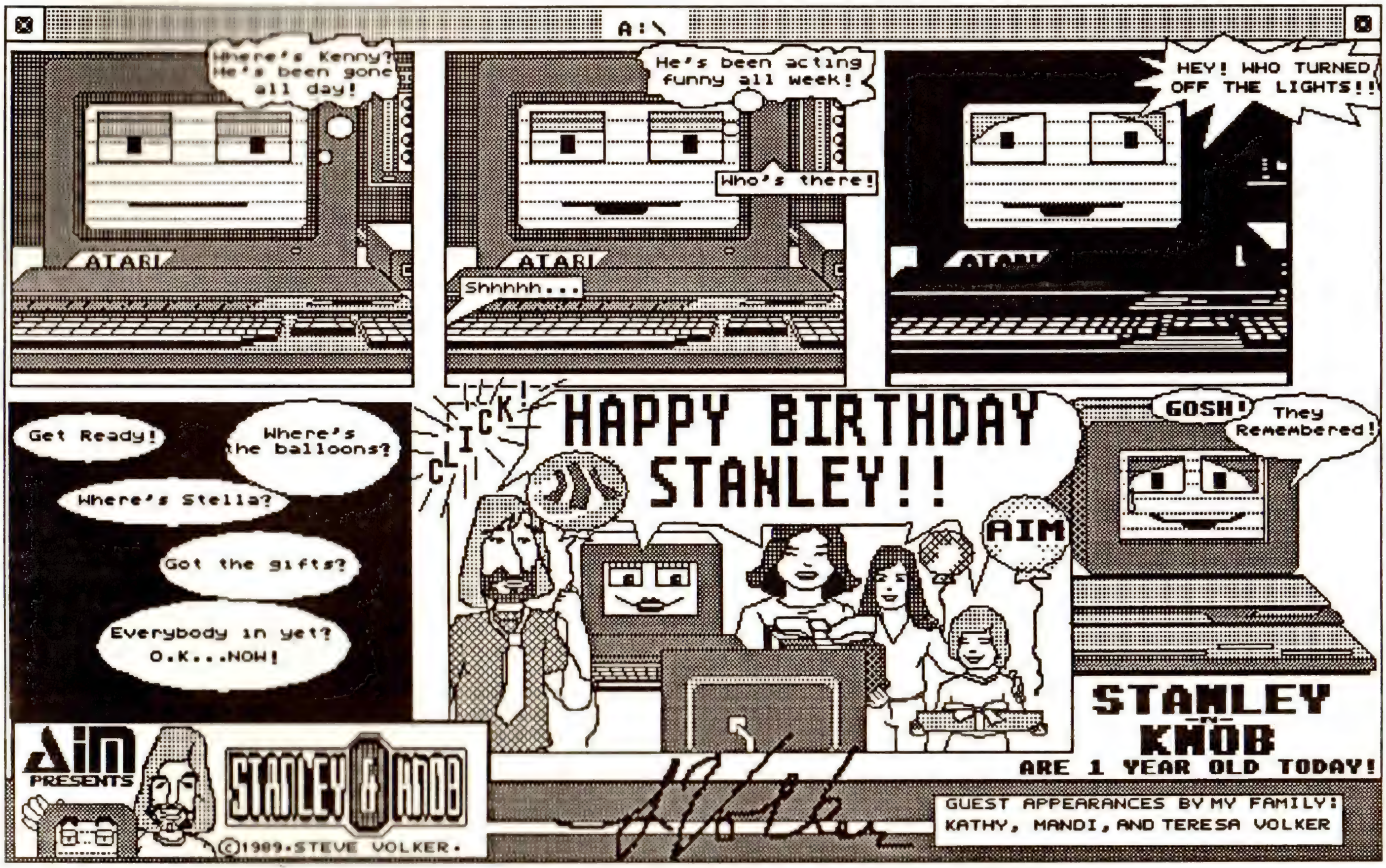
Jon led a short Q&A session, which was followed by demonstrations, done by Craig Harvey, of a Morse Code tutor and a demo release of "Quiz Plus" from Mad Scientist Software. Mike Millage then showed "The CPR Disk" from the XL/XE library and noted that he would have extra copies at the May general meeting.

Member Jay Skotcher related an interesting tale of frustration about having had a Future Systems GTS-100 disk drive that "forced the write protection ON" in his internal drive A: whenever it was plugged into his ST! Jay noted that Future Systems did resolve the problem.

The June general meeting, to be held on 6/13, will again be held in the Michigan Union and the feature topic will be Officer Elections and a Swap Night.

Michael Olin, WAUG Rec. Sec'y




A:\
Where's Kenny? He's been gone all day!
ATARI
He's been acting funny all week!
Who's there!
Shhhhh...
HEY! WHO TURNED OFF THE LIGHTS!!
Get Ready!
Where's the balloons?
Where's Stella?
Got the gifts?
Everybody in yet? O.K...NOW!
CLICK!
HAPPY BIRTHDAY STANLEY!!
AIM
GOSH!
They Remembered!
STANLEY -N- KNOB
ARE 1 YEAR OLD TODAY!
AIM PRESENTS
STANLEY & KNOB
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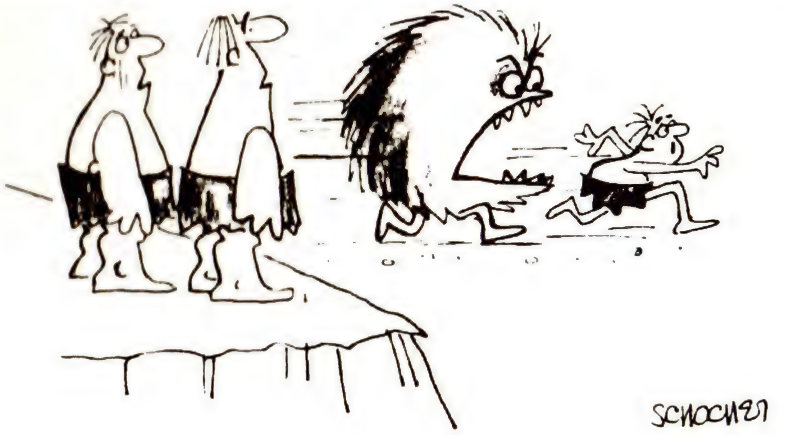
GUEST APPEARANCES BY MY FAMILY: KATHY, MANDI, AND TERESA VOLKER



"That's the Last Pac-Man on earth. Thank goodness we've seen the last of him."

June 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
				GLASS GEnie 8bit CIS ST 10PM 1	2	3
CIS 8bit CO 10PM 4	5	Delphi CO 10PM 6	**GRASS** GEnie ST CO 10PM 7	CIS ST & GEnie 8bit CO 10PM 8	9	**GKAUG** (no June meeting) 10
CACE CIS 8bit CO 10PM 11	12	**WAUG** Delphi CO 10PM 13	**GAG** GEnie ST CO 10PM 14	CIS ST & GEnie 8bit CO 10PM 15	16	**CHAOS** **TAG** 17
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(904) 221-2904

Comparison Chart of the Three Major Services
All Rates are Listed per Hour

	CompuServe	GEnie	Delphi
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2400 Baud	$12.50	$18.00	$17.40
Nighttime			
300 Baud	$6.00	$5.00	$4.80*
1200 Baud	$12.50	$6.00	$4.80*
2400 Baud	$12.50	$12.00	$4.80*

*Delphi Rates are $4.80 per hour when signed up with the Advantage Plan, otherwise the rate is $7.20.

$2.25

ATARI INTERFACE MAGAZINE

Vol. 1 No. 7

July 1989

Summer Consumer Electronics Show Report

Indepth report on the Summer 1989 CES show in Chicago, including a list of new game titles being released for the ST

Turbo-Info

First in a series of articles from Chuck Steinman of DataQue explaining the ins and outs of the Turbo-816 hardware/firmware Atari 8bit upgrade

Epson Emulator for Atari Laser Printer

An overseas user's look at the recently released Epson FX-80 emulator for the Atari Laser

A New Shareware Program from Bob Puff

A review of the new terminal program BobTerm for the Atari 8bit

Single to Double-Sided ST Disk Drive Upgrade

Upgrade for the ST disk drive that even a novice can perform

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SuperHeroes Promote Games

On the Cover
Atari's CES booth and Pam Barnard showing off the new Atari Game Machine.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker, Migraph
Photography: Tom Daugherty

AIM is produced with a 2.5 meg Atari ST, HP LaserJet II, Timeworks' Publisher ST, PageStream, and Migraph's Easy-Draw

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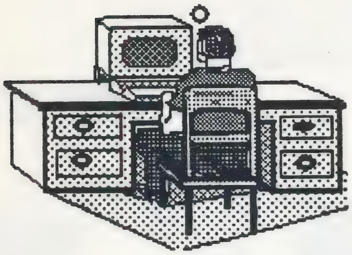

Editorial Ramblings

Well, the Dearborn World of Atari (WOA) show has come and gone. Overall, the show was a fair AtariFest, but well below the expectations of many show attendees, exhibitors and probably even of ST World.

Previous press releases and announcements online on GEnie and in the online magazines claimed that Atari would be there in force, with 10 to 15 representatives. In fact, only a handful of Atari people were there.

A number of the most important exhibitors that were scheduled to appear didn't show, including Avant Garde, Timeworks and Antic/STart.

Previous to the show, it had been reported that the Dearborn WOA show was going to be bigger and better than the Anaheim show that took place in April. The projected attendance was around 6,000 for the Dearborn show. Unfortunately, the show fell short on both of these. The official attendance according to ST World is 3,100, while other sources have placed the figure at closer to between 1,500 and 2,000.

The near total lack of advertising in Detroit and surrounding areas is probably the singlemost important contributor to the low turnout. With only two weeks to the show, a local club officer involved in the show discovered that nothing at all had been sent to area user groups to promote the show. He took it upon himself to send flyers to the clubs, but it was probably just too little, too late.

The seminar schedule for the show was, in a word, dismal (not that the seminars that were scheduled weren't good ones). With only seven seminars on Saturday (one of which was cancelled because Tom Harker of ICD didn't come to the show) and three scheduled on Sunday, there wasn't much to chose from. And, to make matters worse, four seminars on Saturday and two on Sunday were scheduled at the SAME TIME, causing showgoers to choose between them.

Comparing this professionally produced show to the many user group sponsored shows, the Dearborn WOA show was a definite letdown. The August 1987 Detroit Magic show sponsored by MAGIC, GLASS and GAG and the AtariFest produced by the Toronto Atari Federation in November 1988 were far more enjoyable.

The show was definitely not a total failure, and a number of the exhibitors were showing some very interesting products. We will have a full report on the show, with photos, in the next issue of Atari Interface Magazine.

From the Reader's Viewpoint

Dear Fellow 8bit Atari Users,

We are trying to accumulate information on several subjects. We are trying to get hard facts and not rumors or speculation. We would appreciate it if you would communicate with us on any or all of the following subjects giving as much factual information as you can. Anything we find out will be made available to all who cooperate with this effort.

First Subject: XEP80

With the large number of public domain programs such as Speed Script or Text Pro and the several individuals who understand and program with Machine Language, has anyone adapted any applications to 80 column? Most XEP80 users have the relocated handler which allows them to use the excellent BasicXE program language. Has anyone figured out how to use the alledged features of XEP80 like Double High, Double Wide, and Underline? Has anyone figured out a way to display Print Shop icons in 80 column?

Second Subject: Memory Upgrades

Many of us have Newell or Rambo 256K upgrades in our 800XLs. How much larger can we go and, most importantly, how? Information on how to perform upgrades on other 8bits is also welcome.

Third Subject: Hardware Improvements

With IBMs, all a person has to do is plug in a board to have speech to use in their programs. With Atari, we have only a couple of after-market speech devices. When calling these manufactureres, we find that they make the products but that the people who designed them have moved on. Does anyone know of a hardware speech device which recognizes Atascii or Ascii (not numerical code) and works with a handler (or at least uses a handler that doesn't conflict with the XEP80's)?

Does anyone have any plans to hardwire the CX85 Keypad? How about a handler that doesn't conflict with the XEP80? What about any other useful devices?

Fourth Subject: Modifications to the OS

There are several members of the local Atari club who have done modifications to the OS. The modifications performed include providing a cold start and redefining the arrow keys to work without the control key. We would like to know about reversing the Option key and using the Help key in place of Control-1. Any other things that programmers have found useful would be greatly appreciated.

Fifth Subject: Parallel Buses

We are wondering if anyone has experimented with the Parallel Bus for attaching custom designed hardware pieces or reattaching current hardware. We are considering the possibility of designing a type of CPU box containing expanded memory, speech device, modem, drives, XEP80, etc., all addressed through the Bus.

Sincerely yours,
Ron Hoffman
FACCS
W. 2712 Wabash
Spokane, WA 99205

Ron, we've printed your letter in the hope that some of our local 8bit hardware gurus will either contact you directly or write up an article or two detailing some of the projects you're interested in and submit it to AIM. So, what do you 8bit hardware hackers have to help Ron out?

Atari News and Comment

by Bill and Pattie Rayl

At Atari Corporation

There have been several noteworthy events in the last month at Atari Corp. Atari executives have hired Chris Roberts, former officer of a Pasadena user group, to be the User Group Coordinator and official show presence for Atari.

Roberts seems enthusiastic towards his job and Atari when we spoke to him at the World of Atari Dearborn Show, but his style of approach left a sour taste in at least one developer's mouth.

Summer CES

Atari was also busy at the recent Summer Consumer Electronics Show at the McCormick Place in Chicago, IL. Atari had the usual display of 8bit game systems and the older 2600/7800 line, plus a small ST demonstration area.

The main focus of CES for Atari was the introduction of their hand-held game system, called the PCES or Personal Color Entertainment System, to compete directly with the Gameboy from Nintendo. The retail price for the Atari system is proposed at $150 while the Nintendo is suggested at close to $80. See the article covering CES later in this issue.

On the American Stock Exchange, Atari stock has been steadily climbing for the past month, hitting a high of $9 per share near the end of June. That's quite a comeback from the near $4 per share of just a few months ago.

Software from Atari

New software from Atari was on display at the World of Atari Show recently, but only one of the two packages were for sale contrary to statements prior to the show.

The new software was an 8bit version of MIDI Maze and Word Flair, an integrated spreadsheet, word processor and database program for the ST. MIDI Maze was for sale, but no information was available on price, availability or release date on Word Flair. AtariWriter 80 was also running at the Atari booth, with complete packaging and documentation.

Atari Release Dates

This is also the end of the second quarter of 1989, and we haven't seen the hardware that, in December of last year, Atari promised would hit the market in the first or second quarter of 1989.

In a CompuServe conference late last year, Sam Tramiel said the Stacey would be on dealers' shelves worldwide by this time of year. He also indicated the ST Game System, designed to compete with Sega's Genesis, and Atari's TT should also be available by the second quarter's end.

OnLine News

Formal conferences on the three major online services have been noteworthy as well. Spectrum Holobyte's President Gillman Louie made the conference circuit this month with stops at GEnie, Delphi and CompuServe. The CodeHeads, otherwise known as Charles F. Johnson and John Eidsvoog, also appeared in formal conferences on Delphi and GEnie.

Other online news came from PC Pursuit this month. June 30th marks the end of the flat rate charge PC Pursuit/Telenet built their reputation and popularity on. Now, PC Pursuit is charging $30 per month for ONLY 30 hours of time, including time you may be receiving a busy signal from their ports. If you go over the 30 hour limit, you will be charged a $3 per hour fee. There is a family rate of $50 for 60 hours usage. You are still charged the $3 per hour fee for any hours above the 60 limit.

More Atari Casualities

At least one Atari developer and several Atari dealers have gone out of business in the past month. Astra Systems was based in Santa Ana, California and was well known for making heavy-duty hard drives. Lou Schwing was famous at Atari shows for holding one of his drives a foot or so above the table and dropping the drive in the midst of loading picture files. Lou may not drop out of the Atari scene because he is reported to be talking to Avant Garde about being their West Coast distributor.

Computer Cache in Massachussetts and Springfield Home Computer in Ohio are two dealerships who also recently closed their doors. They join a growing list of Atari supporting dealers that have called it quits, like United Computer in Michigan, Applied Computer Associates in Virginia and CompuClub in Massachussetts. No information was available at this time to explain why either store closed, but other stores have sited Atari's lack of communication and support to dealers as well as lack of Atari stock to sell as major contributing factors.

Diamond Update

On the software front, Reeve Software, recently split from a marketing arrangement with USA Media, is selling the Diamond GOS cartridge and a number of windowing applications packages.

Diamond Paint, a powerful paint program that allows use of various fonts, importing of pictures of various formats (including Atari ST D.E.G.A.S. pictures), and easy drawing of lines, circles, boxes, etc.

Diamond Write, a word processor with spelling dictionary, boasts such features as 80 column output WITHOUT the need for any hardware enhancements, XEP80 support for even better quality display, multiple fonts and text styles.

The Diamond Publish object oriented desktop publishing package allows for creation of multiple page documents containing text and graphics.

All these applications use the windows, pulldown menus and other graphic operating features similar to those found on the Atari ST. List price for each of these packages is $29.95. Diamond GOS Disk version ($29.95) or cartridge ($79.95) required. Versions of these programs for the Diamond Cartridge have additional features not available in the versions for the disk-based Diamond GOS. Contact Reeve Software, 29W150 Old Farm Lane, Warrenville, IL 60555, (312) 393-2317 for more details.

Other New Software

Antic Software/Terrific Software, a surprising no-show at the Dearborn World of Atari show, has recently announced the availability of the STOS Compiler for the Atari ST. A much requested companion to the popular STOS Basic package designed for writing games, the compiler converts Basic commands at a rate of more than 500 instructions per second. Finally, STOS programmers can bring their programs to the general public. The STOS Compiler is attractively priced at only $34.95.

Also from Antic Software comes Cyber Print and the Interiors Design Disk, the two newest additions to the Cyber family of CAD products. Cyber Print allows you to use your ST and an inexpensive Okimate 20 printer to produce "the best full color printing combination available for under $5,000," according to Charles Cherry, Antic Software Product Manager. Cyber Print retails for $49.95. The Interiors Design Disk is a library of furniture and appliances, including complete models, component parts, detailed blueprints and tips on interior designing. List price is $34.95. For more information, contact Antic Software, 544 Second Street, San Francisco, CA 94107, (415) 957-0886.

For those ST owners who are always too busy playing with their machines to remember birthdays and other holidays, Blue Turtle Software has released Today/ST. Today/ST features a 5,000+ database of famous events and important dates and allows the user to add his/her own items to the list. When booting up the computer, the program automatically displays any urgently important dates, accompanied by a beep, followed by any other "trivial" information available concerning that day. The software comes with an editor for adding, deleting or modifying items in the database and the package retails for only $14.95 U.S. and $19.95 Canadian. Contact Blue Turtle Software, c/o Peter Ritchie, 55 Jackson Ct., Kanata, Ontario, Canada K2K 1B6, (613) 592-0203.

Alpha Systems of Macedonia, Ohio, has introduced two new and innovative products to the ST market. A new software package called Back Trak allows double-sided drive owners to gain access to the back side of commercial and even copy protected single-sided disks. This allows use of the back side of single-sided game disks for saved games or even for compiler two-disk sets onto one disk. The program is compatible with available copy programs, such as ProCopy, ST Copy and Copy II ST, allowing two copy protected games to be placed on opposites sides of the disk. Back Trak allows for booting of programs from EITHER side of the disk, and even allows booting your system from drive A or B. With no cables or connectors to get in your way, just 100% software, Back Trak is a breeze to use. All this for only $29.95!

For the MIDI enthusiasts, Alpha Systems releases Jam Master, a program that turns an inexpensive MIDI keyboard into a full-featured digital sampling synthesizer. Having seen this package at work, we were very impressed. Jam Master turned a low-end Casio into the equivalent of a high end Roland right before our eyes. Jam Master allows full keyboard mapping, letting you assign up to 32 different digitized sounds to your keyboard, a real-time tune-up features, four voice polyphonic sound, and sampling rates up to 40,000 times per second. The program requires a MIDI compatible keyboard and cartridge-based sound digitizer. The program comes with 50 pre-sampled digitized sounds. For more information, contact Alpha Systems, 1012 Skyland Drive, Macedonia, OH 44056, (216) 467-5665.

If you're an ST owner that has been looking for a relatively inexpensive way to back up the precious data on your hard drive (and you have a VCR), Seymor/Radix has just the product you need. DVT is a hardware VCR hard drive backup system for only $249.95. The hardware plugs into the ST's cartridge port and uses standard RCA cables to connect to the VCR, allowing you to store up to 360 megabytes onto a standard VCR tape at the rate of 8 megabits per minute. Contact Seymor/Radix Inc., P.O. Box 166055, Irving, TX 75016, (214) 823-5797.

And, last but not least, the CodeHeads have done it again with CodeHead Utilities. This package of useful desk accessories and programs include such things as a multi-featured, GEM-based file handling and manipulation program; an organizer of files in your AUTO folder; configurable ramdisk that does not do a double reset on bootup; a graphics viewer/slideshow program with some very nice features; a program that allows replacement of the system font with customized fonts and the ability to print these fonts to Epson compatible printers; a user configurable print spooler that even puts Alt-Help screen dumps into the print buffer; and much, much more! All this for only $29.95. For more information, contact CodeHead Software, P.O. Box 74090, Los Angeles, CA 90004, (213) 386-5765.

Turbo-Info # 1

An Introduction to the Turbo-816

by Chuck Steinman (DataQue)

Welcome to the introductory article in a series which will present the Turbo-816 from DataQue Software.

Initially, the features of the product will be presented, and later the series will progress to actual applications and programming hints. If you have any comments or critisizms, I would appreciate it greatly if you would write a note to the editor of this fine magazine and express your thoughts.

For those of you not familiar with the Turbo-816, it is a hardware and firmware upgrade for the Atari XL and XE computers that expands the capability of those machines, while still maintaining compatibility with your existing software and hardware investment. There will also be a version for the original 800, although no release date has been set at this time. The XL/XE kit is called the Turbo-816x, and will sell for $120 plus $4.00 S&H within the US. Foreign destinations, COD and other special handling would be extra.

The main component of the T816 (short for Turbo-816) is the CPU adapter board. For those of you unfamiliar with computer jargon, CPU stands for Central Processing Unit, which is the main "brain" of your computer. The CPU that came in your XL/XE computer is an 8bit 6502. The actual CPU in the Atari XL/XE computers is a slightly modified version of the 6502.

The T816 adapter board, along with a short ribbon cable, replaces your existing 6502 CPU with a new, more powerful 16bit CPU. This new CPU has the unique capability of also being able to understand the 8bit 6502 CPU instructions. That allows the adapter board to still execute your original 8bit programs.

The CPU adapter board is approximately 5 inches by 2-1/2 inches, and it takes care of all timing and control functions, allowing it to fully emulate (or function like) the special Atari version of the 6502 while also extending the addressing range. One jumper must be added to your Atari XL/XE motherboard to make the system work. Installation and modification information is provided as part of the Turbo-816 kit.

The other component of the Turbo-816 system is the Turbo-OS ROM. This part is a 28-pin integrated chip that holds the initialization and control software that most users take for granted. Originally, I had planned on this chip fully replacing the Atari OS and just adding any new functions required by the new CPU to allow it to work properly.

It wasn't long before I ran into a snag. Atari would not release the source code for the XL/XE Operating System ROM to me. I offered to sign any non-disclosures and pay any required fees, but the best offer they could come up with was $1000 up front, and 50 cents per unit sold, for the right to copy only certain sections of the Atari Operating System ROM, but no source code was to be included in that agreement.

I was not impressed with their support, so I proceeded to write the entire Turbo-OS from scratch. This not only cost several additional months of programming effort, but also increased the amount of time to test each and every function. The resulting Operating System is 100% compatible with software that uses the published, legal entry points into the Atari OS and legal RAM locations. Because of many programs making illegal calls to the OS or using reserved RAM, I suggest that BOTH the Atari OS and the Turbo-OS be installed in your machine and a toggle switch be used to select which is active. Details on how to make this modification are also included in the kit.

A popular misconception about the upgrade is that it will execute ST and/or IBM/PC programs. It will not.

I have never advertised or claimed it would, so I can only guess someone that was not familiar with assembly code, or the internal workings of computers, started this rumor.

The ST uses a 68000 processor, and the IBM uses an 80x86-based processor. The 65816 is not software compatible with either of those CPUs, and neither of those CPUs can directly understand 6502 code. If someone wants to write such an emulator for either of those CPUs, let me know when you have it done!

The Turbo-816 uses the WD65C816P5 CPU, which was designed by Western Design Center and is manufactured by California Microsystems. This is the same CPU used in the Apple *//*gs. Anyone familiar with the *//*gs knows it is a powerful little machine, although it does have a few design problems that prevent it from being able to fully take advantage of the CPU.

Many Atari owners have asked me, "What will this do for me?" There are many ways to answer that question depending on what you use your computer for and whether you program. The Turbo-816 not only adds 16bit working registers, but also new, more powerful instructions and a 24bit address bus. Now with these new capabilities, more powerful new programs can be written to allow the Atari computers to compete again with the more expensive 16bit computers. The new addressing capability allows for up to 16 megabyte of memory (RAM), and the new instructions make smaller, faster, and more complex routines possible.

I have made MAC/65 Macros and other information available to all registered owners via my BBS and the GEnie telecommunications service, allowing owners of MAC/65, or any other macro assembler, to begin using the new 65816 instructions immediately.

To the non-programmer, at this time there are no programs which take full advantage of the Turbo-816. Current applications will run from 5% to over 300% faster depending on how much they use the Turbo-OS. Since existing software was not written to access the new memory or take advantage of the new instructions, that software can only gain performance by calls to the Turbo-OS.

I will have several new applications which will take advantage of the new memory and power, though. The first of these will be a spreadsheet program called the Turbo-S16. It will be similar to VisiCalc and SynCalc. The program will determine if a Turbo-816 and Turbo-OS are available, and then use any expanded or explicit memory, if available. Otherwise, it will run on a stock Atari 400/800/XL/XE using the normal RAM. Since it is not initially going to be designed as a concurrent application (i.e., it will not multi-task), the program will absorb all available RAM for its use.

That means, if there is one megabyte of explicit or expanded memory available, the program will allow you to use up to that amount for the application. I plan on releasing this program in ROM, which will be, to my knowledge, the first spreadsheet program to be implemented in ROM for the Atari. A discount will be available (with proof of purchase) to owners of SynCalc, SynCalc+ and VisiCalc as an incentive to upgrade to the Turbo-S16. Details will be released later.

Another application nearing completion is the Turbo-A16. This is an assembler that will allow you to assemble native mode 65816 code. I am trying to incorporate enough versatility to allow loading of source code from popular file formats. That will allow people to use their existing libraries without first having to convert them. It has not been decided whether this application will be in ROM or disk based.

That's the basics of the Turbo-816. If you have any specific questions you would like answered, please forward them to the Editor of AIM, and I will see that you get an answer. For those of you with GEnie accounts, I have a special section dedicated for Turbo-816 questions and answers, so feel free to drop in!

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Everything you need to know to be a Dungeon Master Champion

Summer CES 1989

by Jim Kennedy (MACE)

What do the following have in common? Chicago, IL; over 735,000 sq. ft.; 13 miles of isles; more than 70,000 visitors; and 1,400+ exhibitors. Why the 1989 Summer International Consumer Electronics Show (CES), of course!

This was my first chance to get to one, and I can say that I had a GREAT TIME! I was exhausted by the time I got home, but boy, what a way to spend a vacation!

The Consumer Electronics Show is held twice a year, in the winter (early January) in Las Vegas, NV, and again in the Summer (early June) in Chicago, IL. The show is designed for manufacturers to show their newest products and buyers to make the deals that will make the products available to the public.

At the show, everyone wears a color-coded name tag, which identifies you as one of the following classifications: Exhibitor, Buyer, Distributor, Manufacturer, Manufacturer's Rep., Advertising/Mktg./P.R., Financial Market Analyst, Editorial Press, Media Representative or Guest.

If you would like more information from an Exhibitor, you simply give them your name tag. It is similar to a credit card, in that it has raised print containing your name, company name, address and your classification. The Exhibitor runs your card through a device that puts an imprint on a request for information. It beats carrying around a couple hundred business cards, although you should have some of those just in case.

The Press was there in full force, as we kept seeing TV crews, and other members of the Press checking out the latest products to report to the public. This is the capacity in which I went, along with Tom Daugherty, who acted as the AIM Photographer.

The CES Press Room was a real help, as they had booklets to guide us from building to building and Press Kits (which are basically just News Releases, photo's, etc.) explaining the new products from each company. For instance, the Press Kit from Atari includes B&W photos of their new hand-held game machine, and even a set of eight color slides showing the games for it.

I was also surprised at the number of free magazines given away by each publishing company. I found the most recent issue of everything from "Electronic Gaming Monthly," "Omni," and "Video Magazine" to "Penthouse!"

There was more than a little terminology to pick up, such as "platform," which refers to the type of computer (ie. Atari ST, IBM) the software or hardware is being designed for. And when you ask, "When will it be out?" and they answer "3Q," you have to know that means the Third Quarter (July-September). The term "Affiliated Labels" (AL) refers to smaller companies contracting with larger ones (ie. Electronic Arts, MediaGenic) to distribute and market their products.

The show was held at McCormick Place East (Audio/Video), North (Atari, Nintendo, Sega) and McCormick Center Hotel (High-End Audio/Video). For those who didn't have enough to look at, there were various workshops and special events running throughout the show.

We spent two days just in McCormick North looking for Atari support, checking out the new Sega 16-bit "Genesis" game machine and the massive Nintendo booth. We didn't find any new Atari 8bit products, but that doesn't mean there aren't any. Not all software companies were there and Atari does have a few new games coming out for the XE Game System (XEGS) on cartridge.

There was a good amount of ST support though, with companies from the

7600
7500
7400
ATARI

United Kingdom (UK) and France (i.e., UBI and Titus) showing their interest. It seems a lot of titles are coming from Europe where the ST is popular.

Companies like Electronic Arts with affiliated labels based in the UK have several tried and proven winning titles coming to the U.S. market. This seemed to be the general consensus: if it works there, bring it here. A couple of American companies (Electronic Arts in-house and Infocom) are releasing little, if any, new software due to piracy. I was very surprised to find that Infocom has no further plans to bring out anything for the ST! I recall Infocom's catalog always brimming with versions for virtually every known computer. This is a real shame, as they have some of the best adventures available.

The Atari Corporation booth covered 2,500 sq. ft., and was located close to the Sega booth which had 9,900 sq. ft. and the giant Nintendo booth with over 50,000 sq. ft. (three football fields). About a quarter of Atari's booth contained five kiosks, each with a different game machine (ie. 2600, 7800, XEGS). Atari didn't announce or show a 16-bit game machine. With Nintendo's 80% share of the American video game market, they have a good reason to think twice. Atari seems to be trying to capitalize on the current surge in video game sales by bringing out new titles for their old game systems.

Atari has also started a "Hints and Tips" type magazine for them, called "Atarian Video Game Magazine," which is very similar to Nintendo's magazine "Nintendo Power." Atari's press release boasts of the magazine's circulation (110,000), as does Nintendo (1.2 million), but Nintendo had given theirs away free with their units until August of '88 when they renamed it and started charging for it. Both magazines are bi-monthly and both stat's are five months from their debut. Interestingly, the May/June, and August issues both claim to be PREMIER ISSUEs.

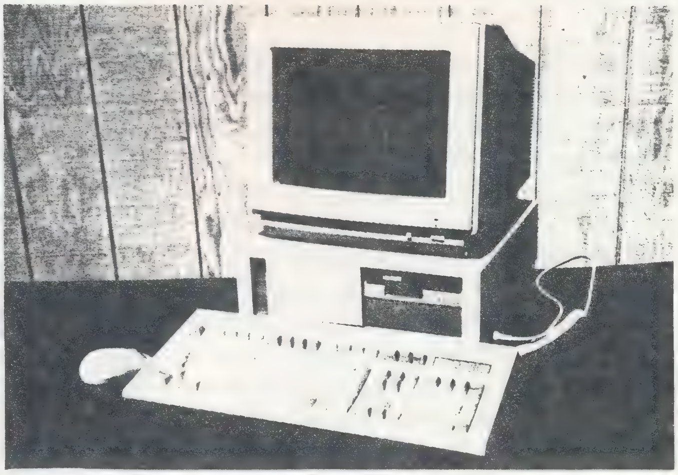
According to Atari, the XE Light Gun is compatible with the 2600 and 7800 video game systems and software will be coming out for them to support it. Those games include "Barnyard Blaster" and "Sentinel" for the 7800 and a version of "Sentinel" for the 2600, along with one called "Shooting Arcade."

Sixteen other non-gun games for the three game systems to be released by the end of '89 include "Midi Maze" for the XE and "Double Dragon" for both the 2600 & 7800. The Light Gun will retail for $24.95, while the 2600 games will be $10-$18, the 7800 games will sell for $18-$35 and the XE cartridges will cost $20-$35 each. Meanwhile, the "Atari Advantage" program running across the country is a way to collect free games and prizes.

Consumer Products (read calculators) took another chunk out of the booth. An entire line of calculators, small to business-type, and solar-powered, 19 models in all. For only having 19 models, Atari must have brought along a lot of extras for the amount of space they took up.

Moving on, we found only one 1040ST, hooked to two MIDI keyboards and demoed to those interested. Hardly enough display space for a product that has made them so much money in Europe.

ATARI COMPUTER
ABC 286/30
ATARI COMPUTER
ABC

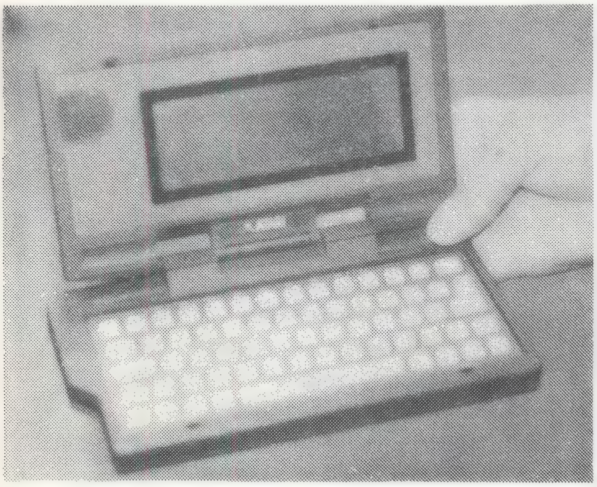


Next to the ST, and on the same desk, there were two identical "ABC 286/30" IBM/AT compatibles. Andy Marken, from Marken Communications, Inc. (Atari's 6-month old PR firm) said that this machine was designed for the U.S. market with its price/performance ratio. The 80386 (not shown) was designed for the European market and is doing well there. He also said that neither machine would cross markets, that is, you won't see the 80386 (PS/2 compatible) in the U.S. and visa versa.

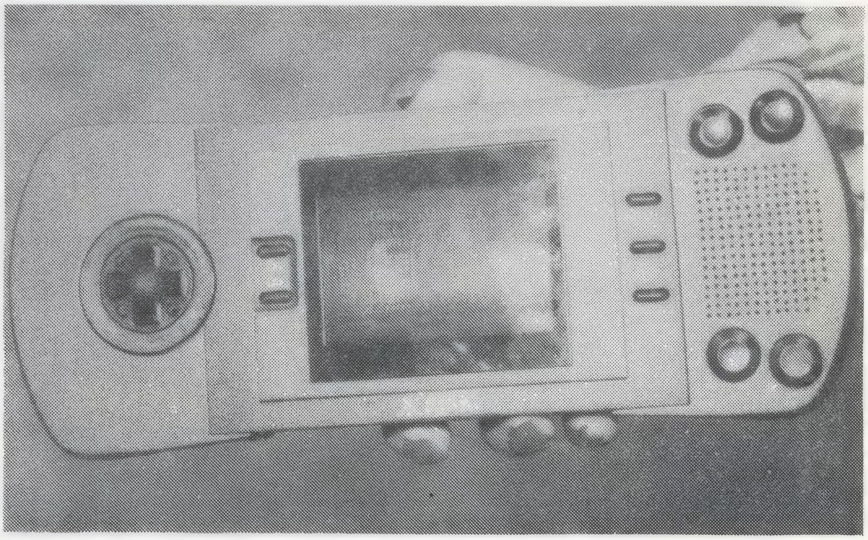
The 286/30 runs at 8 MHz, has 640K RAM, 30 Mb (RLL) hard drive, 3.5" 1.44 Mb disk drive (the one on display had a 720K drive), supports MDA, Hercules, CGA and EGA. One serial port, parallel port and three AT expansion slots are included, with memory expansion to 4 Mb possible. The machine uses the Intel 80286, 68 watt power supply, clock, MS-DOS 3.3, BIOS: AMI, with dimensions of 5.75H x 14W x 16D inches. Atari still holds to their "90-day officially announced, have it in the stores" policy...although on some products, quantities maybe limited, hmmm... They claim 3rd quarter on the ABC 286/30.

You're probably wondering if the "STacy" (portable ST) was there; well it wasn't. The prices on the "Stacy" were $1495, or $1995 with a 20 Mb hard drive. The delay was due to the FCC, but they claim it should be out in August. The "Portfolio" (IBM XT compatible) was at the show, although you did have to ask to see it. As an IBM XT user myself, I was SHOCKED at the small size — about that of a VHS video tape! I don't have a statistics sheet on it, so I can't give you much. It has a price of $399 and is supposed to be available by the time you read this.

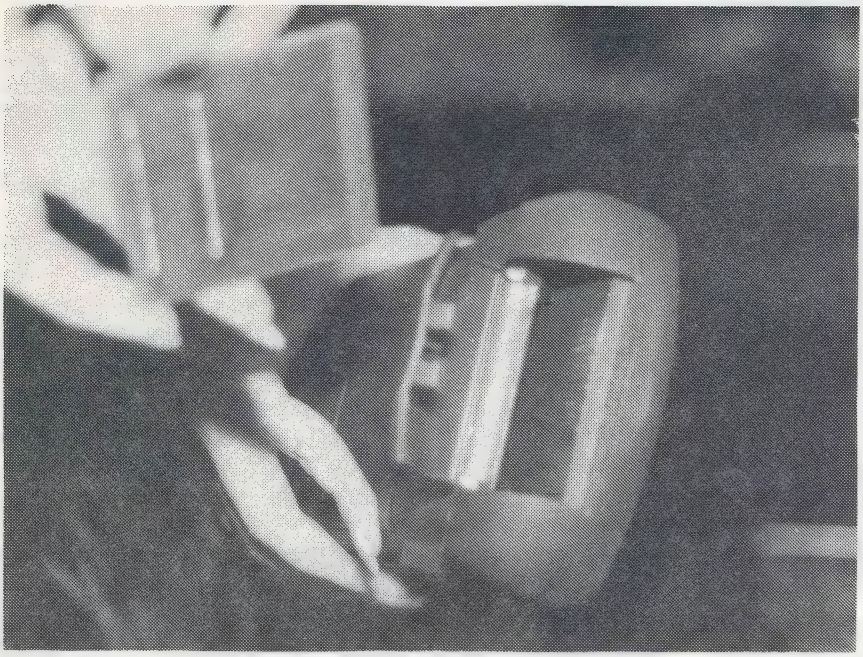
I like to keep the best till last...in a quarter of Atari's booth they were showing the "Atari Portable Color Entertainment System." I've come to learn that this was actually developed by Epyx (what arrangement there is between the two companies, we can only speculate). This unit is also the size of a video tape, with a 3.5" color LCD screen (160 x 102 pixels), with 16 colors out of a palette of 4,096. Its zips along at 16 MHz on only 6 "AA" batteries. It doesn't end there, the unit has 4 channel STEREO sound (headphones included), weighs one pound, has 64K, takes game cards that store up to 16 Mb., optional AC adapter, eight-way joypad, two fire buttons and five function



The Portfolio from Atari



The new Game System from Atari



Another view of the new Game System

buttons. Both right-handed and left-handed people can use it, and there is a Comm-Link so you can connect up to 8 other units and play against each other. The unit will retail for under $150, with six 1 Mb games also available for $34.99 each and more to follow. I asked if that was the name they were going to stick with (kind of long). Andy replied that they tried to find something else, but settled on the present one. The picture is very good, and I think it is far better than the competition, Nintendo's "Game Boy" (which I'll talk about later). The Atari unit will be available September '89 and will include the "California Games" game card.

One last thing of interest, the founder of Atari, Nolan Bushell, was at the show. We just missed him, but Andy told us he's currently working with Atari to make new games for the 2600 and 7800 systems. I'm kind of surprised, I would have thought he would be designing stuff for the ST.

There were several software companies there, such as Electronic Arts, MediaGenic (formerly Activision), MicroProse (with a new corporate name of "MPS Technologies" who will also be getting into the coin-op business), Broderbund, Soft-Kat distributor (which had many companies in its booth) and more. I have prepared a list of new software and it is elsewhere in this issue.

I mentioned earlier that several titles were coming from Europe which seems to be a trend, and we came across a couple companies from France. One is called UBI Soft, with titles "Rank Xeros," "Othello," and "Great Courts" coming to the U.S. market. The company was still looking for a U.S. distributor, so I can't tell you when they will be available.

Another company called Titus (20432 Corisco Street, Chatworth, CA, 91311, (818) 709-3692) have already brought or will be bringing six titles for the ST to the U.S., including "Crazy Cars," "Fire and Forget," "F40 Pursuit," "OffShore Warrior," "Galactic Conqueror," "Titan," and "Knight Force." The game "Knight Force" will be out in October '89. The Titus games will retail from $39.95 to $44.95 each.

GameTek is releasing "Wheel of Fortune Jr." and "Jeopardy Jr." in the 4th quarter. Spectrum HoloByte has "Flight of the Intruder," a Vietnam simulation with A6's & F4's (jets), also coming in the 4th quarter. A company called Pederson Systems from Europe is releasing "The Rings of Saturn" and Audiogenic Software will be shipping "Lone Wolf," "Wreckers," and "International Soccer" in the 4th quarter. I don't have addresses on these companies, except Spectrum HoloByte which is in the list.

I don't recall seeing anything in the Home/Productivity category or anything else besides games, but that is the flavor of the show. Everyone was pushing their games (read graphics) for the 3rd and 4th quarters (read Christmas). My advice to ST owners is, "buy it if you use it," otherwise more companies will drop off support for this fine machine. Pirating is everywhere, even in the MS-DOS world, but we have a lot less ST machines out there and when these companies look at the balance sheet and see MS-DOS and Amiga making more money, can you really blame them for leaving ST'ers behind?

Over at the Sega booth, they were proudly displaying their new 16-bit "Genesis" game machine (called the "MegaDrive" in Japan). Features include 512 colors, stereo sound, 68000 and Z80 CPUs, headphones included, 3-D like perspective, and with

Dr. Doom introduces one of MicroProse's new games.

INTRACORP, INC.
Capstone
Search for the Titanic

the "Power Base Converter," Sega 8-bit Master System cartridges (over 80) become usable on the new system. The unit will be available in Fall of '89 at a estimated price of between $179 and $199, with games from $40-$60.

Screen resolution for the Genesis is 320 x 224, as compared to a recently announced NEC 16-bit "TurboGrafx 16" game machine with the same resolution, while Nintendo's 8-bit (6502 cpu) NES system has only 256 x 240 with 52 colors. NEC's machine also has 512 colors, and although NEC was at CES in mobile communications, we couldn't find their video booth. The NEC is supposed to be using a Hu6502 cpu for its show and go.

Sega also announced the "TeleGenesis" system, which is basically a modem that players will be able to connect to their units, and up to two players can play head-to-head games over the phone lines. Although this isn't news to us computer users (we've been doing it for years), it is the first time it has ever been offered to dedicated game machines. It should be interesting, as Sega is playing with the idea (in Japan) of such services as home banking, electronic mail, home shopping, etc. Special TeleGenesis games are required to use the modem, and you can have a different perspective on both Genesis units. The release date is slated for late '89 (4th quarter).

SIERRA
POLICE QUEST
SPACE QUEST

Sega also had plenty of Genesis and Master Systems available with the newest games for play.

It's interesting to note that the old Atari 2600 has a 4-bit CPU, which I believe had only 4K of RAM internal. Look how far we've come!

Across the isle from Sega was the massive Nintendo booth. It was so large in fact, they gave us a map to find all the licensees (vendors) and new products on display. Needless to say, there was a lot of activity in this booth.

GAME BOY
Nintendo
GAME BOY

In the past, if you wanted to write a game for a game machine, there wasn't much stopping you. If you want to write one for Nintendo you'd have to get permission and a license from them. You submit your idea to Nintendo for okay, then write the code (program) and send it off to them. They manufacture and market the game, and you receive what they feel is the right quantity to sell. That is why some NES games are so hard to come by, one reason anyways.

So, what's the point of telling you this? Well a company called Tengen (a division of Atari Games) is sueing Nintendo for rights to make those games without all of that red tape. They claim Nintendo has a monopoly on the market and filed an anti-trust lawsuit against Nintendo in December of '88. Atari Games/Tengen also reversed engineered the NES cartridges and made their cartridges work on the NES without the special lock-out chip Nintendo uses.

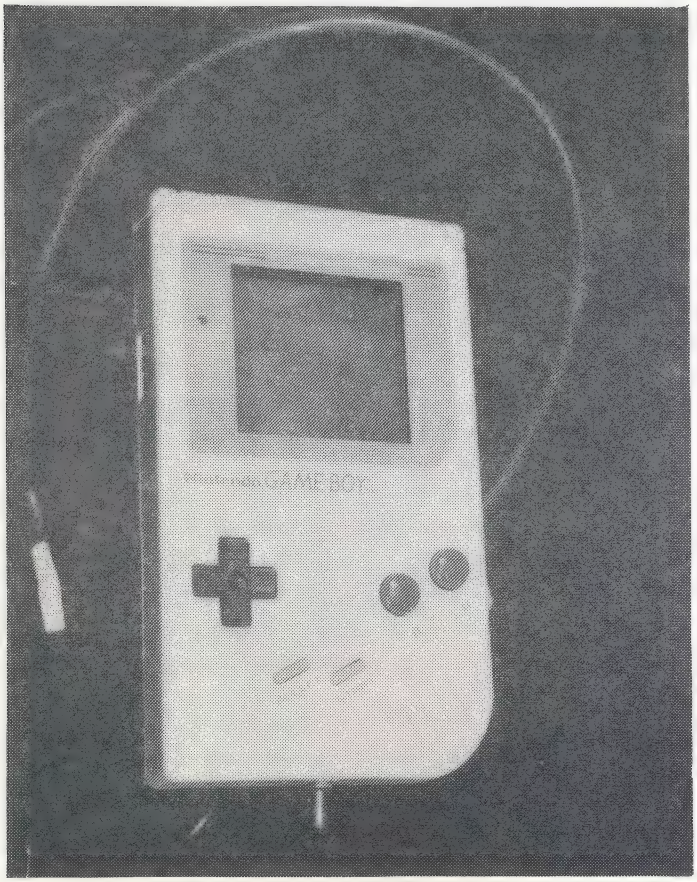
Nintendo responded with its own lawsuit because Atari Games/Tengen violated its licensing agreement, improperly received and used proprietary information, violated trademark laws and is violating the Racketeering and Corrupt Influence Act (RICO) by creating Tengen as a front company in order to defraud Nintendo.

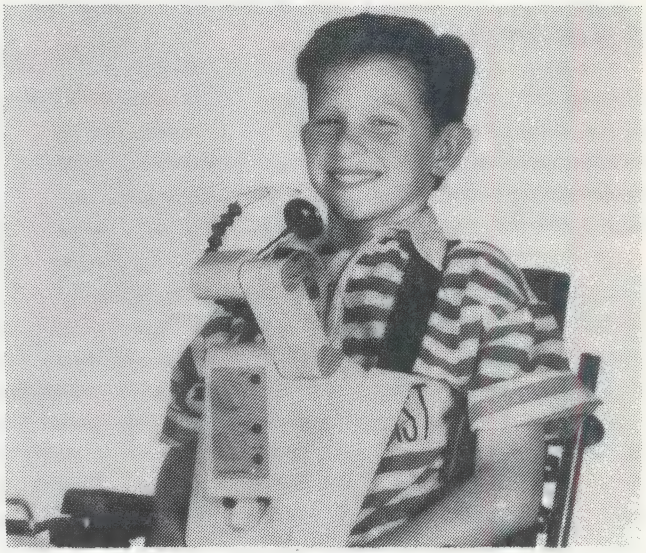
Atari Games Corp. is totally separate from Atari Corporation. Atari Games (if you remember) was kept by Warner Communications when Jack Tramiel first bought Atari (to become Atari Corp.) from them.

You've probably heard of the lawsuit in the news before. I wanted to mention it here because Tengen was only a stone throw from the Nintendo booth. I understand that it is possible to buy Tengen games, and they seem to be going on with the business at hand. The Atari lawsuit goes to court in late '89. There has been much press on this issue, and you might want to see "Computer Shopper" (May '89, p.181) for Stan Veit's Editorial.

Nintendo was showing off its new "Game Boy," a hand-held game computer not unlike Atari's unit. Nintendo's is 3.5" x 5.75" inches, weighs 10.6 ounces, has an 8bit cpu, 52 color LCD 2.5" display. It has stereo sound, uses cartridges (made for it), battery powered or AC adapter (optional), and will retail for $89.95 and be on sale August 1, 1989. Software will go for $19.95 each, and "Tetris" will be included with the Game Boy.

The Game Boy unit was the size of a paperback book, with a green/white display. The graphics were good, but I honestly think the Atari color unit is better. If you saw both units, you'd see a lot of similarity, such as the joypad, stereo sound, Comm-Link/Video-Link, etc. Nintendo's unit only allows play between two Game Boys with their Video-Link.





Aside from the Game Boy, Nintendo also showed the "Hands-Free" controller for physically disabled people to allow them to play NES video games. The unit uses a "sip and puff" tube to simulate the joystick or controller. The controller weighs 2.5 pounds, is worn on the chest and is available from Nintendo for $120. Another new product was the Nintendo "NES Satellite" which allows players to connect up to four different controllers, while being separated from the Control Deck (infra-red) up to 20 feet away. It also allows four people to play a game, provided the game allows it.

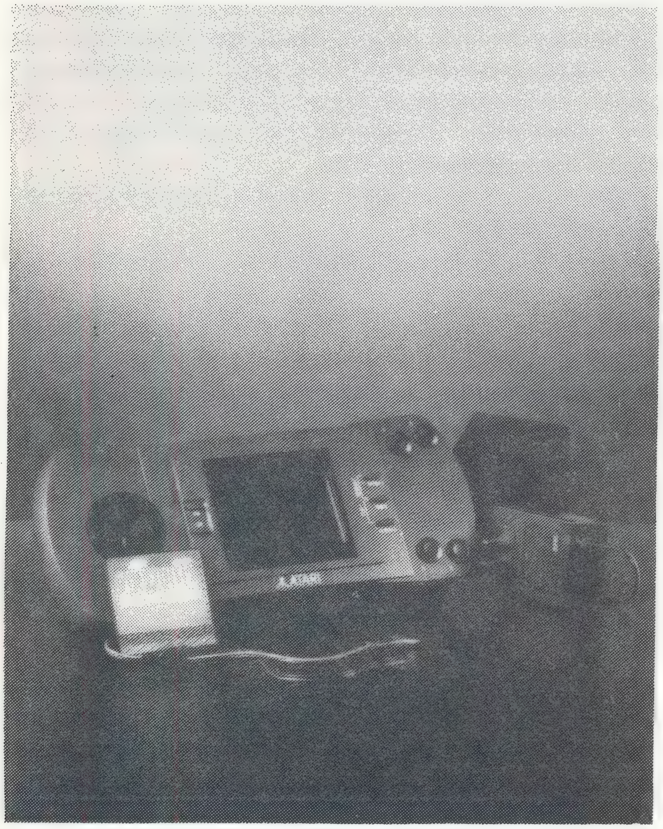
Nintendo was also showing "Tetris" for the NES game system, as was Tengen!

All of the vendors in the Nintendo booth had new games to show, and the controllers "U-Force" (Broderbund) and "Power Glove" (Mattel) were demoed. The "Power Glove" is a glove with three ultra-sonic devices around the TV which allow the player to move her arm/hand and control objects on the screen. Very impressive! It will be available Fall '89 in two sizes. The "U-Force" is two sections of black plastic, and you move your hands over its surface and it controls movement on-screen. Probably the best example of this is the boxing game "Punchout," where the player can use the U-Force controller to actually throw real punches and knock out the opponent on-screen! Both units debuted at the Winter '89 CES. "U-Force" will be available this summer for $69.95.

In the interesting products category, we came across the "Battletech Center." Think of it as a sit-down arcade machine, with a hatch that closes. There will be two sets of 8 units in a "Battletech Center," with one set of 8 split into two teams (four units each). One person per unit, with an intercomm for team members. There will be different games available to play, but basically you will be on a team trying to find and destroy members of the other team. The cockpit has several LED displays, two monitors, two joystick type controllers, one lever type for speed, and foot pedals for steering.

The game in use at CES had players fighting each other in giant robot-like vehicles. Each cockpit contains three proprietary computers with a total of 32 Mb RAM, which communicate with the other cockpits via a Local Area Network (LAN). The main viewscreen can display 200 3-D objects in real time, with a maximum of 64,000 colors on screen at any time. It uses a 34010 cpu at 40 MHz, with a 320 x 200 screen resolution, system RAM expandable to 130.5 Mb for the Graphics System (Primary).

Environmental Simulations Project (ESP) is the company responsible for the Battletech Center. Interested in opening one up? You'll need a 5,000 sq. ft. building and some start up capital -- only $750,000. ESP plans to develop 150 centers across the U.S. and Canada, with the first opening in Chicago at the end of '89. Contact: ESP Corp., 1026 W. Van Buren, Chicago, IL, 60607, (312) 243-4746. One more thing, "Battletech" the game is being made available on select personal computers, with additional modules also available. Being that Infocom is the company developing this version for home use, it won't be available on the ST. MediaGenic owns Infocom, so if you want to see this game on the ST, write to them at 3885 Bohannon Drive, Menlo Park, CA, 94025, (415) 329-0800.



Other interesting products include Cannon's "Xapshot," a camera that takes up to 50 still pictures and stores them on a two-inch disk (looks like a small 3.5" inch computer disk). Then, you can just plug the camera into the TV set and view the pictures. The unit has a CCD pick-up element (vs. a tube), RGB output, built-in flash, weighs 0.93 pounds, and more...for only $999. [Canon U.S.A., Inc., One Canon Plaza, Lake Success, NY, 11042]

Then, there was Hill Audio Products with "The Landscape Speaker," a loudspeaker you bury in your backyard! At $199 (8" model), you probably don't want to bury too many, but if you're having an outdoor party, this may make all the difference in outdoor music. Actually, the top of the unit is left uncovered, so music (or whatever) radiates up and around. [Hill Audio Products, Inc., 510 Charlotte Street, Longwood, FL, 32750-6370, (407) 339-890]

A device called "Current Deterrent" was shown by Mara-Dar Enterprises, Incorporated. You plug your TV or other electrical device into this little gem, and if the kids are watching too much TV, just turn the key to "off" and off goes the TV! It's like having a padlock on the TV, video games, etc. Better make sure your spouse doesn't have the key when your favorite TV show is on though! No priceon this one. [Mara-Dar, P.O. Box C-12339 #435, Scottsdale, AZ, 85267, (800) 344-3599

There were many other products and things to see, but I need to wrap this up. As far as Atari Corp. goes, I liked the Portfolio and hope it makes it to market. It's a nice little machine for $399. I've seen interest in at least one magazine (PC Resource, June '89), although a company called Poqet Computer is supposed to be bringing out their own small laptop, so we'll see. The STacy sounds good, kind of expensive, but if they wait too long we'll all be using 32-bit machines.

The Atari Portable Color Entertainment System needs a much shorter name...how about a contest to find one? Its a great little unit and IF they support it, it should be a really great unit. They will need to be in the mass merchandiser's hands before Christmas (before Game Boy) with software available too. Otherwise, they can kiss it goodbye.

Nintendo's Game Boy isn't cheap either at $90, and Nintendo will sell more of them than Atari will sell its system, but I believe Atari's is better. That doesn't mean Atari will win, look at the Sega 8-bit Master System. There are many who believe it is the better system, but the Nintendo NES has won hands down. It will be interesting to see Sega's Genesis system make it; I think this puts Atari's ideas of a 16-bit game system in serious doubt. If NEC brings one out and Nintendo announces one next year, Atari would have to get on the ball with production and software for one (would it use a disk drive or cartridges?). This is not Atari's greatest ability.

I guess you've seen my skepticism sneak in, but I've been an Atarian for many years and have heard a lot of empty promises from my favorite computer company. Come on Atari, I'm not from Missouri, but I want you to "show me!"

New Atari ST Software

compiled by Jim Kennedy (MACE)

The following list of software has been compiled from news releases of the numerous software companies present at the 1989 Summer International Consumer Electronics Show (CES), held in Chicago, IL. Some smaller software companies have their software distributed by a larger company (ie. Mediagenic) so these will be listed under COMPANY as "distributor/smaller company". They maybe known as Affiliated Labels (AL), Electronic Arts has several AL's.

Under the SHIP DATE column, "NOW" means it should be in the stores by the time you read this! All SHIP DATES are for 1989, unless otherwise noted. "3Q" (third quarter), "4Q" (fourth quarter) means delivery will be sometime in (July, August, September) and (October, November, December), respectively. Under the PRICE (Manufactures Suggested Retail Price) column, several companies had not set prices yet, if interested, check with your dealer or call/write the company. Every effort was made to show the correct information on each item.

COMPANY	TITLE OF SOFTWARE	SHIP DATE	PRICE	CATEGORY
Avalon Hill	Rise/Decline THIRD REICH	?	?	Strategy
	WW II Wipeout	?	?	Strategy
Broderbund/Domark	Licence to Kill	Fall	34.95	Action/Arcade
Broderbund/LucasFilm	Star Wars	?	39.95	Action/Arcade
Broderbund	Shufflepuck Cafe	NOW	39.95?	Action/Arcade
Broderbund (U.K.)	Joan of Arc	3Q	?	War simulation
Broderbund/Origin	Knights of Legend	1/90	49.95?	Fantasy RolePlay
	Omega	Aug	49.95	Strategic Design
	Space Rogue	1Q90	49.95	Space/RolePlay
	Times of Lore	NOW	39.95	Action/RolePlay
	Ultima V: Warriors/Destiny	NOW	59.95	Fantasy/RolePlay
	Windwalker	1Q90	39.95	Fantasy/RolePlay
Capcom	Last Duel	Aug	?	Space
	Side Arms	Aug	?	Space Adventure
	LED Storm	Aug	?	Racing
	Black Tiger	4Q	?	Fantasy Epic
	Forgotten Worlds	4Q	?	Space Adventure
	Strider	4Q	?	Swordsman Adv.
Data East/Ocean	Robocop	NOW	39.95	Action/Adventure
	Batman, Caped Crusader	NOW	39.95	Action/Adventure
	Vigilante	NOW	39.95	Action/Arcade
Data East/Sega	Super Hang On	NOW	39.95	Motorcycle Race
	Bad Dudes	NOW	39.95	Street Fighting
Electronic Arts (EA)	F-16 Combat Pilot	?	?	Air Combat Sim.
EA/U.K. division	Populous	?	?	Action/Adventure
	Powerdrome	?	?	Space
EA/Arcadia	Artura	June	39.99	?
EA/Interstel	Dragon Force	July	44.95	?
EA/LucasFilm Games	Indiana Jones/Last Crusade	Sept	49.95	Graphic Adventure
	Indiana Jones/Last Crusade	June	39.95	Action
	Loom	Oct	59.95	Fantasy Adventure
	Their Finest Hour	Oct	59.95	Air Combat Sim.
EA/Datasoft	The Android Decision	June	?	?
	Rubicon Alliance	July	?	?
EA/S.S.I.	Red Lighting	June	?	?
	Star Command	June	?	?

CONTINUED ON NEXT PAGE

COMPANY	TITLE OF SOFTWARE	SHIP DATE	PRICE	CATEGORY
EPYX	Axe of Rage	NOW	49.95	Action/Strategy
	Devon Aire...Diamond Cap.	NOW	49.95	Discovery
	Project Neptune	3Q	34-39?	Adventure
	World Championship Karate	NOW	19.95	Karate (re-release)
IntraCorp/Capstone	Miami Vice	July	39.95	Action/Arcade
	Trump Castle (Casino)	NOW	39.95	Casino Simulation
IntraCorp/First Star	Superman: The Man of Steel	July	39.95	Action/Arcade
MPS (MicroProse)	Pirates	3Q	44.95	RolePlaying/Adv.
	Sword of the Samurai	?	?	RolePlaying/Adv.
MPS/Medalist	3-D Pool	July	?	Billiards
	RVF Honda	July	?	Motorcycle Race
	Savage	July	?	Fantasy Adventure
	Stunt Car Racer	Sept	?	Racing Car
	Weird Dreams	Aug	?	UNIQUE!
	Xenophobe	Aug	?	Space/Arcade
MPS/Medalist/Hewson	Eliminator (from U.K.)	June	?	Space Fantasy
	Exolon (from U.K.)	June	?	Space Fantasy
	Netherworld (from U.K.)	June	?	Space Fantasy
Mindscape	After Burner (Sega)	Oct	49.95	Jet Fighter
	Balance of Power: 1990 Edition	June	49.95	Strategy
	The Colony	Fall	49.95	Adventure
	Fiendish Freddy's Big Top	Aug	49.95	Circus
	Gauntlet II	June	49.95	Action/Arcade
	Harley-Davidson: Sturgis	1/90	49.95	Adventure
	Shinobi (Sega)	Sept	49.95	Action/Arcade
Sierra-On-Line	CODENAME: Iceman	Soon	?	Adventure Sim.
	The Colonel's Bequest	Soon	?	3-D Animated Adv.
	Conquests of Camelot	Soon	?	3-D Animated Adv.
	Hero's Quest	Soon	?	Adv./RolePlaying
	Hoyle's Book of Games	Soon	?	Family Classics
	Leisure Suit Larry III	Soon	?	3-D Animated Adv.
	Manhunter San Francisco	Soon	?	Adv./Strategy
	Sorcerian (from Japan)	Soon	?	Action/Role Play
Spectrum HoloByte	Vette!	?	49.95	3-D Driving Sim.
Spinnaker	Quadralien (from Europe)	July	?	Arcade
	Star Goose (from Europe)	July	39.95?	Arcade
TAITO	Arkanoid II: Revenge/Doh	NOW	29.95	Action/Arcade
	Operation Wolf	NOW	29.95	Action/Arcade
	QIX	NOW	29.95	Action/Arcade
	Rambo III	NOW	29.95	Role Playing Adv.
	Rastan	4Q	29.95	Action/Arcade
Top Ten/Mandarin(UK)	Lombard RAC Rally	NOW	39.95	Racing Sim.

SEE NEXT PAGE FOR COMPANY ADDRESSES

The following is a list of addresses for the companies in the "NEW ATARI ST SOFTWARE" listing. When calling/writing these companies, please let them know that you saw them in the Atari Interface Magazine (AIM).

THE AVALON HILL GAME COMPANY
4517 Hartford Road
Baltimore, MD 21214
(800) 638-9292 (Orders only)
(301) 254-9200 (Information)

BRODERBUND SOFTWARE, INC.
17 Paul Drive
San Rafael, CA 94903-2101
(800) 521-6263 (Orders, M-F: 8am-5pm PST)
(415) 492-3200 (Information)

CAPCOM U.S.A., Inc.
3303 Scott Blvd.
Santa Clara, CA 95054
(800) 843-4632 (Information)
(408) 727-0400 (Information)

DATA EAST U.S.A., Inc.
470 Needles Drive
San Jose, CA 95112
(408) 286-7074 (Information)

ELECTRONIC ARTS (E.A.)
1820 Gateway Drive
San Mateo, CA 94404
(800) 245-4525 (Orders, M-F: 8am-5pm PST)
(415) 571-7171 (Information)

LUCASFILM GAMES
P.O. Box 10307
San Rafael, CA 94912
(415) 662-1800 (Information)

ORIGIN SYSTEMS
136 Harvey Road Building B
Londonderry, NH 03053
(800) 999-4939 (Orders, 8am-5pm EST)
(603) 644-3360 (Information)

STRATEGIC SIMULATIONS, INC. (S.S.I.)
1046 North Rengstorff Ave.
Mountain View, CA 94043
(415) 964-1353 (Information)
(415) 964-1200 (Technical Hotline, M-F: 9am-5pm PST)

EPYX
P.O. Box 6041
Sherman Oaks, CA 91413
(800) 826-4848 (Orders only)
(415) 366-0606 (Information)
(415) 364-0281 (3/1200 baud BBS)

INTRACORP, INC./CAPSTONE
14160 S.W. 139th Court
Miami, FL 33186
(800) 468-7226 (Orders only)
(305) 252-9040 (Information)

MPS (MICROPROSE SIMULATION SOFTWARE)
180 Lakefront Drive
Hunt Valley, MD 21030
(800) 876-1151 (Orders, M-F: 8am-5pm EST)
(301) 771-1151 (Information)

MINDSCAPE, INC.
3444 Dundee Road
Northbrook, IL 60062
(312) 480-7667 (Information)

SIERRA ON-LINE, INC.
P.O. Box 485
Coarsegold, CA 93614
(209) 683-6858 (Information)
(209) 683-4463 (24hr. BBS 16-64 lines!)

SPECTRUM HOLOBYTE (a division of SPHERE, INC).
2061 Challenger Drive
Alameda, CA 94501
(415) 522-0107 (Information)

SPINNAKER SOFTWARE
One Kendall Square
Cambridge, MA 02139
(800) 826-0706 (Customer Inquiries)
(617) 494-1200 (Information)

TAITO SOFTWARE, INC.
267 W. Esplanade, Suite 206
North Vancouver, B.C. CANADA V7M1A5
(604) 984-3344 (Information)

TOP TEN
40308 Greenwood Way P.O. Box 1450
Oakhurst, CA 93644
(209) 683-7577 (Information)

For 520ST. 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.
Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A: Socketed, no RAM	$129
520B: 1 MB, socketed	$249
520C: 2.5 MB, socketed	$495
520D: 4 MB	$795
520-1: 1 MB, non-expandable	$199
1040A: 1 Bank sockets, no RAM	$110
1040B: Fully socketed, no RAM	$149
1040C: 2.5 MB + 1 bank sockets	$495
1040D: 4 MB	$795
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own - $385
10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own $295
10 MB - $395 30 MBCDC - $565
20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
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Wizball

by Bob Retelle (MACE,WAUG)

Wizball is one of those rare games which combine great graphics and smooth scrolling with a truly unique play mechanic. On top of that, it's one of those even more rare games that don't cost an arm and a leg! My copy of Wizball was only $15.95 at a local store.

Unfortunately, the packaging really doesn't do the game justice, and I probably would have passed it over if I hadn't run into a true Atari fanatic at the store that day. He was making his monthly pilgrimage from the Toledo, Ohio area to the Detroit area stores to see what was new in the Atari world. He recommended Wizball over the more expensive games I'd been looking at, so I decided to give it a try.

The story line for the game sounds an awful lot like Attack on Pepperland by the Blue Meanies. Wizworld has been attacked by the evil Zark, and all color has been drained from the landscape. Wiz (you) and his faithful companion Catelite have to kill the horrible sprites guarding the world and restore color to the land.

Unfortunately, a "truly unique play mechanic" doesn't always translate into an easy-to-play game. When you first enter the game, the "Wizball" which represents YOU is bouncing helplessly around the screen. You can control the speed and direction it rotates, and thus the speed and direction it will bounce, but with virtually no control over where it goes. I spent many frustrating hours trying to do something more than die instantly when my Wizball bounced into one of the enemy sprites. The instructions are very unclear about what to do, though they do allude to "icons" which will give your Wizball more powers.

I can understand the game designers wanting to leave some things up to the players to find out for themselves, but something as basic as how to control the character on the screen should be fully explained.

The first set of aliens you encounter look like slowly spinning DNA molecules which don't move around at all. The only danger from them is that your wildly bouncing Wizball will touch them and be destroyed. If you manage to shoot one of these, it turns into a green "pearl." Running over the pearl (easier said than done) will cause an icon at the top of the screen to flash. Each subsequent pearl causes the next icon in the row to flash. If you "wiggle" the joystick back and forth while a particular icon is flashing, your Wizball will gain the power the icon represents. Ah...! A light dawns..! The first icon lets you move the Wizball left and right with more control, although it still bounces wildly. The one that appears in the first icon position after that will give you COMPLETE control over the Wizball!

Once you've managed to gain control by obtaining these icons, the game becomes completely playable, and enjoyable. In a way, it's ironic that the difficulty of the game actually DECREASES as you play. With more icons, you gain better firepower and shielding, while the game itself really doesn't increase in difficulty very much from level to level. I wonder how many beginning players will simply drop the game out of frustration, before they discover how to gain control and really enjoy the game.

There's one picky little complaint that I had about the game design. There's no "start the game over" or suicide button to let you restart a game that's going badly. With many games this really isn't necessary but I've found, even now that I know what to do, I may die almost instantly, wasting one of the three Wizballs. I'd rather just start over, but no convenient way is provided. If you think staying alive is a challenge in this game, try dying on purpose...it's just as difficult!

One of the icons brings the Catelite into play. Simply killing the nasty sprites with your Wizball isn't enough. Some attack waves, instead of being sprites, are serpentine strings of paint bubbles. The Wiz must shoot the bubbles, releasing the paint droplet inside. Unfortunataly, Wiz cannot collect the paint himself, so he must direct the "Cat" to catch the droplet. This action involves another part of the rather unique play mechanics of the game. In a one player game, you must learn to coordinate controlling both the Wizball and the Cat with the same joystick. By holding the Fire Button depressed, the joystick takes over control of the Cat, allowing you to grab the paint droplets. Unfortunately, this also freezes the Wiz, sometimes fatally, until you release the button. It's an action that takes some getting used to, although it's not all that hard to learn.

In a two player "team" game, one player controls the Wiz, the other controls the Cat. The only problem with this arrangement is that the Cat player spends a lot of time just watching, until the Wiz player can manage to get the Cat icon activated. The Cat has a limited life, and contact with nasty things will eventually cause it to die, leaving the Cat player as a nonparticipant again, until another Cat icon can be earned. (Listening to two young Wizball players, you'll often hear "I wanna be the Wiz this time!!")

There are many special features in the game, such as paint droplets that confer extra lives on the Wiz or the Cat, and ones which will cause more undesirable things to happen, such as turning out the lights!

The object on each level is to collect paint droplets of three different colors, and fill the "color cauldrons" at the bottom of the screen. Each level has only one color available, and at the beginning of the game you're limited to Levels 1 to 3. When you fill the "target cauldron" with the colors for that level, you're given a bonus round, and then a trip to the "Wizlab" where you can trade in the bonus points for permanent icon powers, or take the points for a huge score increase.

By the time you get several of the permanent powers, you'll find your Wizball will be almost indestructible unless you get careless. As I mentioned, the difficulty of the later levels really isn't all that much higher, so there isn't quite as much challenge as there could have been.

Finding the entrance to Level 3 can be rather frustrating. I spent a long time wondering why I couldn't get another bonus level before I noticed that one of the "tubes" between levels had small markings which looked like an arrow pointing down. This turned out to be the secret entrance to Level 3, but I almost gave up on the game before finding it.

Other levels use different devices to indicate the direction which the tubes will take you, but none are as hard to figure out as the first. One other thing I ran into was that the game seems to have a problem with its "ending." The ST version has 8 levels, which you have to run through several times each. There comes a point where you can't advance any farther, but the game doesn't end. You're left on your own, shooting things, but without any further challenge. I'm still not sure whether I'm missing something else or whether the game designers never expected anyone to reach Level 8.

Even with all my picky little complaints, I like this game...very much. It's the kind of game that grows on you, assuming you stick with it long enough to get past the initial high frustration it presents you with. The music in the game is excellent, and the graphics are extremely well done. The backgrounds for the different levels are very imaginative, and the enemy sprites come in a wide variety of extremely colorful shapes (one of them looks like a cloud of maurading Compact Disks). Wizball is an excellent value for anyone who's looking for something "different" in a game.

Wizball is a product of Ocean Software Limited, distributed in the U.S. by Mindscape, Inc.

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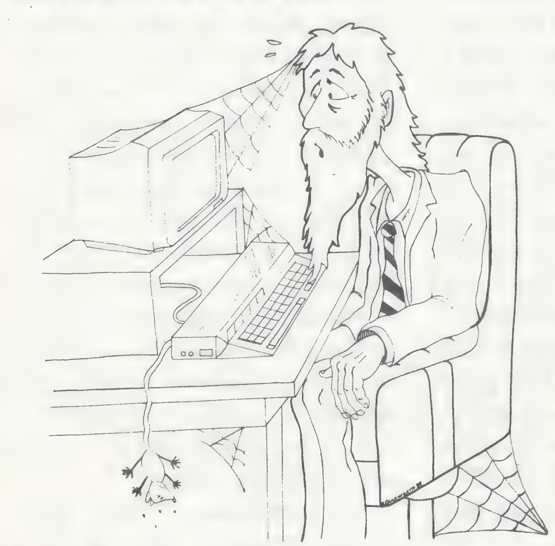

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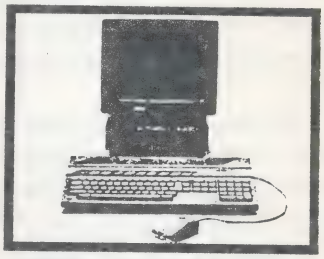

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Epson Emulator for Atari Laser Printer

by Graham Thomas

Well, Atari UK finally released the Epson FX-80 emulator for the Atari laser printer, the one that some other European countries have been selling for months. As usual, Atari made a bit of a mess of it.

Pluses

First, the good news. The emulator itself seems to be basically OK, though not perfect.

Using it with First Word Plus, we've found it occasionally loses its way and forgets to print a chunk, or prints the same paragraph several times over. Reprinting usually solves the problem, and I'm not sure what exactly causes the glitches.

IMG graphics in Wordplus documents now print out very nicely, and at the correct size as indicated on screen. Screendumps are also nice, in any one of five sizes from postage stamp to A4 (provided you have the RAM for the latter - you may need up to 1 meg for the buffer!).

The set of fonts which Atari has included lets you print text in pica, elite and (non-standard, 5cpi) expanded formats, in the most popular styles (bold, underlined, italics), and with proper sub- and superscripts (except for expanded).

Minuses

The bad news is: no condensed print (font not supplied), no 1.5-line spacing (fontheight governs linefeed, so until someone produces a set of 1.5-line high fonts...), not all combinations of styles in all typesizes. The emulator can handle several different font formats, including GDOS fonts, so improvements are a matter of putting together better font libraries (again, you need lots of RAM) or waiting for kind souls to submit their collections to the PD libraries.

Helpful tips

One important tip for users of First Word Plus: use the INSTALL.PRG from your version to reinstall the PRINTER.HEX file supplied with the emulator.

The PRINTER.CFG file supplied by Atari is likely to be for a different version from the one you have. (My suspicion is that it's the one for the German version current in November 1988 - the PRINTER.HEX file has a lovely German explanatory preamble, which shows how much customising Atari UK did!) Finding this out lost us an afternoon.

Documentation

The documentation with the emulator is a 60-page booklet which, although at times a little cryptic, is adequate. It's therefore a huge improvement on the non-documentation that was sent out with the Diablo emulator.

We haven't tried printing from a self-written C, Pascal, Basic or whatever program yet, but the docs appear to provide enough information on the necessary control codes, including the extra ones that make the laser printer do a few things a real dot matrix printer can't.

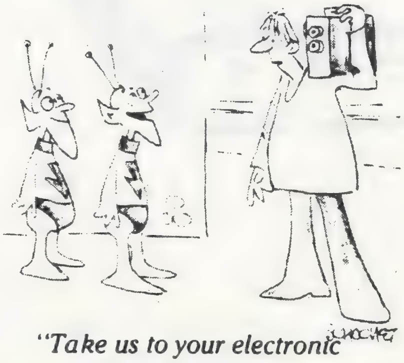
Verdict

OK so far, but I was let down by sloppy presentation on the part of Atari UK. The people from the German firm DMC, who wrote it, seem to have done a pretty good job. Now we need a better set of fonts. Cost is 29.95 UK pounds.

Post Script

I keep asking about Ultrascript, but Atari UK won't say when that might see the light of day in the UK. They really aren't committed to getting the ST into business and educational markets, whatever they say in their press releases. Shame.

[Editors' Note: Graham Thomas can be reached by mail at: SPRU, Mantell Building, University of Sussex, Brighton, BN1 9RF, UK or Phone: +44 273 686-758.]



"Take us to your electronic game center."

A New Shareware Program from Bob Puff

by Stephen Moffit (TACE)

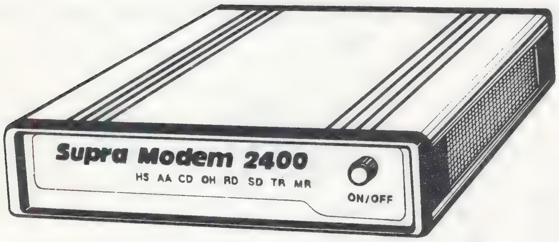
(c)April, 1989

This is a program for Atari 8bit users who wants it all (well, mostly all!) for their "modeming" without having to spend a lot of money on it. (I know you, ahem, cheapskates are out there. I am one.)

BobTerm's Requirements

This is a nice program that will work with your modem through the 850, P:Rconnection, all known RS-232 interfaces and most direct-connect modems (such as the SX-212).

A minimum of 48K is required — giving you an 11K buffer!. Note: Other than the MIO, the "Black Box" and the 850/ P:Rconnection, no support is included, so you will need a modem driver from another source. Bobterm has been tested with many DOSes including MyDOS 4.5, which he wrote, and SpartaDOS X.



BobTerm's Features

Okay, now some features (I bet you couldn't wait!):

Translation options included are: ASCII, ATASCII, and VIDTEX, a CompuServe translation mode.

Baud RATE: Up to 19.2K (for null modem through-put).

Duplex: Full and Half. It will also echo characters from another modem if that other computer is in full duplex, called Echoplex.

Dialing Type: Will dial both tone and pulse, assuming your modem or phone system will support it. MPP does not support Tone dialing. You may send Originate, Send a Carrier (Answer Mode), and Hang Up (provides for modifying for modems that do not support this).

Added Features

I know, no transition, but... Some other features include quitting to DOS without dropping the carrier so you can load other programs such as ARC!

Did I mention the transfer protocals? No? Well they are XModem, XModem-CRC, 1K-XModem, Ymodem(batch), CompuServe Fast XModem (meant to speed up THAT XModem) and Fmodem (also ASCII XON/XOFF).

You may do most DOS functions from here, including loading a file which may be used to load modules in the future. BobTerm supports sub-menus when using DOSes that support that function. You have eight "large macros" of 31 characters each and eight "small macros" of 15 characters each. You also can define one character macros for up, down, left, right, and fire button on your joystick! Automatic AsciiAtascii translation (and back) is offered.

In Summary

I would say that the dialing menu is somewhat similar in look to the Express! menu, and as such is quite nice.

My impression of this program is that it is a very nice program with a better "look" then Express! and a better "feel." I have uploaded large files at 2400 Baud using 1K-XModem and met with easy success. The documentation file is about 15 pages long and is quite complete.

Once again, Bob Puff offers us a professional quality program at a decent price (a donation), we should thank him for this quality program and reward his efforts.

Single-Sided to Double-Sided ST Disk Upgrade

by Rod Smith (WAUG)

Are you an ST owner with one single-sided and one double-sided disk drive? Annoying, isn't it, not being able to directly copy a file from one double-sided disk to another. Or do you perhaps have only single-sided drives? Wouldn't it be nice to halve the number of disks you've got by making them double-sided?

Well, you can! The ST's disk drives are pretty much industry-standard, although the connections to the ST are not. This means that, if you've got an SF354 single-sided drive, or an internal single-sided drive, it's possible to replace it with a double-sided mechanism for about half the cost of a new double-sided drive from Atari. For 520ST-FM owners, in fact, this is the *only* way to upgrade to a double-sided drive, short of trading in your computer for a 1040ST.

Some Caveats

This project, while not terribly complicated, is not for the faint of heart. It involves opening up your ST's drive (or your ST, in the case of internal drives) and swapping components. As such, it will void your warranty, assuming it's not run out already.

I can make no guarantee that it will work for you, especially if your system is different than mine or you use a different drive than I did. You may have trouble getting the new mechanism to fit neatly in the old drive housing. You will also likely be out the cost of the replacement mechanism if something goes wrong.

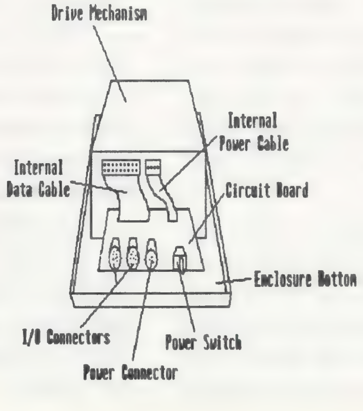
How I Did It

Bearing these caveats in mind, then, how is it done? The procedure I'm about to describe is how I replaced my SF354; the details will likely be different for you, since my SF354 was very old (with an eject button in the lower right-hand corner) and since you'll likely get a new double-sided mechanism from a different source.

My adventure began when I saw an ad for an external 3.5" drive from Radio Shack on sale for $99.95 (catalog #25-1061). This was a lower price than I'd ever previously seen on such mechanisms, so I decided to go take a look, and ended up buying one.

Other sources for 3.5" mechanisms can be found in ads in electronics magazines and Byte. One such source is Jade Computer, in California. Their phone number is (800)421-5500. You could also check with local computer stores; ask for a 3.5", double-sided drive mechanism for an IBM PC. A typical price seems to be about $120 for what's generally a kit for mounting the drive in an IBM PC. If you're replacing an existing mechanism, you won't need a power supply, drive controller, or extra mounting hardware, so don't pay extra for these things.

SF354:
The Inside Story



If possible, buy a drive with an eject button and "disk busy" light which are in the same location as they are in your existing drive. This is especially important if the drive does not include a case or if you're buying it to replace an internal drive. I'd avoid drives marketed for the Macintosh, since Mac drives have been modified in strange and mysterious ways, and they're thus more likely to give you troubles than more traditional drives.

When I got my new drive home, I opened up both it and my SF354 (after unplugging the drive from the wall, of course). The SF354 has seven screws on the bottom. Remove the four outermost ones first; this will allow you to remove the top cover of the drive. The remaining three screws hold the drive mechanism in place, and these should be removed as well.

The Heart of the Beast

You now see the workings of your disk drive, as illustrated in the figure. There should be a small circuit board, with a pair of cables leading to two connectors on the drive mechanism itself. The larger cable carries data signals to and from the drive, while the smaller feeds power to the drive. Your new mechanism should have similar connectors, and possibly a circuit board of its own.

Disconnect both cables from your single-sided mechanism and plug the cables into the new mechanism. The cables may be difficult to unplug. I used a small flathead screwdriver to pry them apart. *Be careful* when doing this, though; snapping off one of the prongs could cause serious problems. When I did this, I actually moved the circuit board from the SF354 to the Tandy drive, rather than swap the mechanisms, since this was quick and I wanted to test the setup. *This is something you should do.*

When you've plugged the new mechanism into the SF354's circuit board, you can test the drive. Plug it in just as you would the SF354, and turn on your system. When I did this, I found that my new drive didn't work! After a few minutes of near-panic, I discovered the trouble.

The Teac drive mechanism which Tandy used had a number of pairs of pins on the top of the drive mechanism, some of which were covered by metal-and-plastic caps, so as to make an electrical connection between the pins while insulating them from other pairs of pins. Some of these pins were labelled "D0," "D1," "D2," and "D3," and a cap was placed on the pair labelled "D1." Since I knew that every ST drive "thinks" it's the first drive, and since these labels looked suspiciously like drive numbers, I used tweezers to move the cap from "D1" to "D0." I then re-connected the system, and everything worked! Other mechanisms may have a different means of selecting drive number, so you may have to examine your drive carefully in search of such an option, should it not work when you first connect it to your ST.

All The King's Horses...

Now it's time to put everything back together. Since the Tandy drive I purchased had an eject button immediately below the center of the drive slot, in a very different location than the placement of the button on my SF354, and since the Tandy came with its own enclosure, I decided to leave it that way. I replaced the metal RF (radio-frequency) shielding and discovered that the cables to the connectors (which necessarily sat rather far within the housing, since the Tandy drive is deeper than an SF354) would not fit through the only hole in the housing. Fortunately, the top and sides of the housing are plastic, so I merely cut out a corner in the back large enough to admit my power cables. It was then simply a matter of putting the cover back on.

This setup has the disadvantage of an inaccessible power switch and cable connectors. Since I have a surge protector/power strip, this isn't a real concern for me, but it might be for somebody else. Those wishing to place a drive in an Atari housing will likely have to remove the front pieces of the drive mechanisms and swap them. This might be difficult, since there's no guarantee that mounting screws will be located in the same place (they aren't on my drives).

As mentioned before, eject buttons and activity LEDs may be placed differently, as well. It may even be necessary to cut holes in the front of your Atari drive (or 520ST-FM case!) to get everything to work. Once you've worked through this problem, you might have trouble mounting your drive in the SF354 case, since (as with the faceplate) mounting screws are not guaranteed to match. Once you've worked around any of these problems which may arise, put the case back together.

One possible way to avoid these problems altogether might be to open up your drive before even purchasing a replacement mechanism. Find the manufacturer's name and any other identifying marks, such as model or serial numbers. Then look specifically for the equivalent double-sided drive. Since Atari has used several different makes of disk drive, there's no guarantee that your neighbor's drive will be the same as yours, or even that your two drives will be the same inside.

In other words, examine whatever drive it is you're going to upgrade. If these problems prove nearly insurmountable, don't panic! You could nail together your own wood enclosure, or perhaps use something else, such as a lunch pail or even (gasp) a "generic" external drive housing. These options are less viable for 520ST-FM owners, but they might still be workable if you construct extension cables for your data and power lines.

Some Speculation

If you want to buy a non-Atari drive as an *addition* to your system, rather than as a replacement for an existing drive, it may be possible, but would require additional equipment. Depending on the drive you get, you may need an enclosure. You'll also need a power supply and appropriate cabling to reach the new drive. Your situation in this case is basically the same as connecting a standard 5.25" IBM drive to your ST. I refer you to David Small's article, "ST Uses IBM Disk Files," in the November, 1985 issue of Antic magazine for more details. I'll add, though, that the additional hardware purchases necessary for such a project will likely bring the total cost to near what you'd pay for a new SF314, so it's probably not worth the effort unless you already have some of the necessary components gathering dust in a closet.

All Done

With any luck, you've now got a functional double-sided drive where you used to have a single-sided one. So far, my new drive has read every double-sided disk I've put into it, and my old double-sided drive has had no trouble with disks formatted by the new one. The new drive will format (and read) to 83 tracks of 10 sectors each, so I have no difficulty using extended formats.

I have encountered one problem, however: the new drive seems to be less-than-diligent about reporting disk swaps to the ST; sometimes it will report them, other times not. This is not a major problem, however, since certain actions, such as placing a write-protected disk in the drive, will force correct behavior. Other drives may or may not have this problem.

I certainly hope that anybody attempting this modification has as much luck as I've had. I've heard of it being done before, so I know that my case isn't simply a lucky fluke. I welcome any questions or comments. Send them to AIM or post them on the Treasure CheST BBS (313-973-9137) or Molin's Den (313-420-0407) BBS.

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Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

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The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

FISHIN' AROUND by Brent Fisher

Well 8-bit owners, it looks like Atari is going to support us after all. A couple of months ago Atari Explorer Publications came out with their first issue of Atarian Video Game Magazine. In there I found (believe this or not) a previews section. In this section Atari announced that they are bringing out Commando, Ikari Warriors and Xenophobe for the XE Game System (this includes us XE and XL owners too).

These guys even had an interview with Nolan Bushnell in the May/June issue. But it does indeed look as though Atari is going to support us, at least with as many games as we are willing to buy. I personally like the looks of some of the video games that they had in there, I just wish that they would bring out some of the out of production productivity software that would really be useful, but of course only time will tell.

Anyway this new magazine isn't too bad for two bucks, I just can't figure out why they would want you to get a subscription when it is cheaper to buy it from a bookstore. The subscription fee is $12. While the newsstand fee is $11.70. Not a great deal of difference but at least it'll get you out of the house for some exercise.

Well on with some important news. Yes, the C.A.C.E. BBS is up and running. Yes I know that we had it down for a while, but we were only making some improvements. So if you have a modem and would like to tell us if we did it right or wrong give us a call at (517) 787-4011. We would love to hear from anyone, who likes Zmag and a good conversation.

All of you golf fans out there (well those of you in the 8-bit

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world anyway) will be interested in knowing that Atari is releasing Mean 18 Golf sometime later this year. With a little luck maybe they will have it with them when they come to the World of Atari show in Detroit. Yes if you are reading this and you didn't make it to the show you missed it. But don't fear I promise to tell you all about it since I plan on going and seeing everything possible.

Does anyone read my column just to find out when the next meeting will be? If you do I suppose that I should just come out and tell you all when it will be. But then again I am kind of torn between letting you know now or waiting until the end. Ah, what the heck, the next meeting will be on Sunday, July 9th. So I hope that one and all will come and join us at the East Side Lounge, on the corner of Ganson and Horton.

I was reading Zmag issue 160 and in there I noticed Jerry Cross reviewing a book called Master Memory Map. He said that he liked it better than the wonderful Atari treasure trove Mapping the Atari. He also talked about the Authors Robin Sherer and Craig Patchett. If I'm not mistaken these two people have been writing columns for ANALOG for the past year. In fact Robin Sherer's column was entitled Master Memory Map. So if you can't get a hold of Zmag 160 or the book that Jerry wrote about (there should be no reason not to, all you have to do is call the C.A.C.E. BBS), check out the last ten issues of ANALOG. I believe that this is probably one of the finest tutorials on the Atari 8-bit memory locations around.

Anyway people, that's the news and I am out of here.

CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy. Piracy is theft!

For more information contact:
The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting: Saturday, 09-Sep-89. We are not scheduling meetings for July/Aug this year. Your AIM will come in the mail as usual...if your dues are paid, of course.

For those of you that would like to know what happened to the June meeting... its too late now.

I, for one computer member, have been very busy trying to rewrite some of my programs for my Star NX-1000C Rainbow printer. I have been working on disk labeling programs. I wanted to be able to select any of the seven colors available on my printer so I can make my labels more appealing and categorize them by color instead o? buying colored disk. I have been quite successful even with my limited knowledge of programming.

I have given out this program before, and it is still available to our members... contact me if you have use of this color upgrade.

I started this project because I have not seen many utiltity programs available to take advantage of the color printer capabilities.

I also installed a US Doubler in my 1050 drive. It works just fine, but I had to take the drive apart twice because I didn't have a IC socket adapter. The directions mention you may need one, but you don't know until you take it apart at least once. As it turns out, I really need two since my drive was manufactured in Singapore. The socket is available from ICD for $4 each. This has a tendency to increase the price of the US Doubler, but it has been working just fine.

I have been using my SPARTADOS-X cartridge for a month or so. I am getting better...I have been able to access the drive on startup, know how to write the boot files from DOS and am able to go back and forth from DOS without losing my Basic program. Basically, it has improved my access time getting into my programs.

Haven't had a chance to get together with any of the officers, but I should within the next couple of weeks and I will be able to check up on what new items they are working on.

I hope to keep you informed for the next two months, so check your AIM.

Call me if you want to consider a new position of leadership in the club. I may not be able to continue in this position this next fall.

Frank

Great Lakes Atari ST Support 'GLASS', Michigans only 'ST' only Users Group I ♡ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

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GRASS
GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 5 July 1989. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mich. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244
Gary Heitz	Director	(616)676-0112
Gerry Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

With summer vacations here there is not to much to write about. The July and August meetings will be informal show and tell get togethers. If you are coming to them and have anything of interest, unusual, or a new way to use an old product, bring it to the meeting and show it. We'll try to have a few things there, including the disk library data base as it gets further along.

I am looking forward to the World of Atari show in Dearborn, these shows are great to browse around, find a few good deals, and catch up on the new stuff out for the Atari. I hope to see some of you down there (of course this will be past by the time you read this). HAPPY COMPUTING TIM

M.A.C.E. M.A.C.E.
MACE
MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
Down River Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

MACE Minutes, June Meeting

The June '89 meeting of the Michigan Atari Computer Enthusiasts was held on Tuesday, June 20, at the Southfield Civic Center. Meeting Coordinator Bob Retelle called things to order at 7:45pm noting the feature topic would be "New Users" in which novice Atarians would be able to ask any questions they might have about using their computers. Bob then went on to discuss what's new in the Atari world, ranging from TOS v1.4 to new/upcoming releases of games for the XE game system to announcing that Astra Systems had gone out of business.

With help from members Mike Lechkun and Brian Wilmoth, Bob described the recent Consumer Electronics Show which was followed by a video tape, complete with narration by former officer Jim Kennedy.

Bob polled the audience for questions about using their 8-bit computers, and (to his surprise) got NONE! It would appear there are either no new users or they are all very shy! Bob then easily answered the three questions he got about using an ST, and then went on to show the "ST Intro" program and announced it was available in the ST Disk Library.

There was some discussion about the upcoming (this weekend...) World of Atari show to be held at the Hyatt Regency in Dearborn. Flyers were available and members Mike Lechkun and Jerry Cross sold advance tickets for $3/one day and $5/two days.

Bob announced there was a paper bag full of current and back-dated issues of Video Gaming magazines which had been donated by Soft House of Garden City. (Many thanks to Larry Berman for his support.) The meeting was adjourned at 9:45pm.

The next meeting will be held on July 18 and will feature (tongue in cheek) "Those Useful Programs You Should Avoid." If you've got a gripe about a particular piece of software, now's your chance to vent some frustration! Contact any of the MACE officers if you'd like to share your grief with the rest of the members.

Michael Olin, MACE Rec. Sec'y 6/21/89

Added Notes:

September is just around the corner, which means officer elections are coming! All positions are "Up-for-Grabs," so if you'd like to help MACE continue its strong support of the Atari line of computers, please support MACE by volunteering and running for the officer position of your choice. Remember that officers of MACE receive a free year's membership in addition to the free membership while they're in office. If you'd like to know what a position involves, just ask the current officer! Most of the positions only take a few hours time a month and help the club tremendously.

The new and exciting terminal program from Bob Puff called BobTerm is available from the MACE library, complete with printed documentation! The special price for the complete package is only $5. MACE also selling 8bit disks for $2.50 for 10 disks and ST disks at $8 for 10 disks. If you're ordering through the mail, please add $1 per 10 disks ordered. Quantities are limited.

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Please note the TACE address has changed to:
Route 5, Box 539,
Blanchard, OK 73010
and the TACE BBS number is also changed to:
(405) 755-9561
with Rick Spencer as the new SysOp.

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are July 15th and August 12th, 1989. Officers:

President	Steve Volker	(517)793-2955
ST Librarian	Leroy Valley	(517)686-6796
Treasurer/Sec'ry	Marty Schmidt	(517)792-6029
8 Bit Librarian	Ted Beauchamp	(517)686-8872

Club dues are still only $20, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

First Up... At our June meeting, being election time, the following individuals were "subscripted" into officer positions:

Steve Volker was nominated, elected, and assumed the duty of overseeing the meeting, just in time to participate in the formal voting, during which he was elected. Leroy Valley acquired the duties of ST Librarian and Technical Advisor in abstentia, but was later notified by phone. Marty Schmidt and Ted Beauchamp were not consulted, but were re-elected anyway. Free will government in practice. Sigh...

What You Missed... Bryant LaFreniere DAZZLED us with an amazing demo of,..well, let's see...he had Multi-Desk, EZ Draw (w/SuperCharger), and Mouse Accelerator installed in his Desk Manager, added EZ Tools, Scan Art, and Draw Art Pro, and ran it through CodeHead's new Hot Wire, while using Macro-Mouse to present a fifteen minute PRE-programmed demonstration of EZ Draw, with speech synthesis. Hmmmm... Anyway it was great! Bryant put some real work into this one so how about a good round of applause.

What You Shouldn't Miss... Wayne Fenior, our newest member, will be demoing MasterCad on his Mega 2. Just moments after paying his membership dues to Marty, we put him to work! (Not bad, huh?) By the way, Wayne is the new ST Sysop for Charlie BBS with Paul Benkirt. He left us a few numbers; Saginaw (793-1014), and Freeland (695-2032), and said CALL!!

On the 8Bit side, Ted Beauchamp will be demoing MovieMaker next month. This amazing animation program has a lot of surprises, so come and watch it with us! Also, Ted has offered to track down some information on the new 16Bit upgrade board shown at the Expo put on by M.A.C.E. last month. Things like how much does it cost? and where is it available? and can we get the company to come by and demonstrate it some time? Good luck Ted!

A motion from the floor and presented by Jerry Monroe, opened a discussion on the merits of lending support to A.U.A., the Atari Users' Association. (See related article in the last issue of AIM, pg. 22.) After everyone had a chance to express themselves, the original motion was seconded and passed. Steve Volker volunteered to contact them and report next month.

And Finally... How well have we weathered the storm? Through chip shortages, vaporware, shrinking software support, and the 'foreignization' of Atari, yet still we have endured, and long enough to see the other end of the tunnel. A hearty CONGRATULATIONS! to all of us, we've shown our mettle.

But NOW is not the time to sit on our laurels, it is time to secure a few footholds. We now have an Atari Corporation which finally fulfills it's promises, a great influx of new European software titles appearing, a growing voice through the Atari Users' Association, TWO local computer dealers willing to support us, an upcoming Atari-specific computer expo, and a powerful and exciting computer in our homes and offices. Now is the time to add to our numbers and share our secrets. Bring a friend to the next meeting! Post a notice! Tell somebody where you spend your Saturdays! Volunteer!.. Let's get T.A.G. growing again!!...

...Nuff' Said...

Equipment Volunteers for July:

Wayne Fenior Mega 2 Steve Volker Monochrome Monitor

Ted Beauchamp 8Bit computer and drive Jerry Reno 8Bit monitor

Remember, if you're bringing equipment, please bring all the necessary cables (i.e. power cords, monitor cords, mouse, or whatever.)

The June meeting was called to order at 7:30pm by President Jon Brode. Jon edited his usual "Hear yea! Hear yea!" such that it came out sounding more like "Listen up, Kiddies!" Jon was in top form as he eventually got around to announcing that this meeting would be the annual Election/Flea Market night. In what turned out to be one of the most entertaining meetings of the year, the members elected the following persons to the Executive Board for the '89-'90 term:

Craig Harvey, President
Rick Shraeder, Vice President
Mike Olin, Recording Secretary
Dick Selke, Treasurer/Membership
Mike Millage, 8Bit Librarian
Russ Crum, ST Librarian
Paul Walkowski&David Brzezinski, joint Newsletter Editors

Paul was nominated for the Editor position, and agreed to accept on the basis that someone else could fill in for him on the nights he could not attend the meetings. David was nominated and accepted according to the same stipulation, so the members were polled for agreement to accept TWO persons for one office. Upon consent of the membership, both were elected to the position.

The remainder of the evening was left to run its course as members bought, sold, traded, and/or otherwise swapped excess goodies amongst themselves. Most of the hardware and software was for the XL/XEs.

The next meeting will be held on July 11 in the Wolverine Room of the Michigan Union. The feature topic will be MIDI/Music, and we'll have plenty of musical hardware on hand.

Congratulations to the newly elected officers, and Bon Voyage to the ones departing.

From the Treasurer

First, I would like to thank everyone who attended the June meeting and unanimously elected me to a second term.

Now to business. Larry Mumford is our new member for May; David Garland and Steve Filler renewed their memberships.

We didn't do as well as expected at the MACExpo and could have used more help at the booth on Sunday.

Remember, if you would like to join our group or renew, please make your $15 check or money order payable to:

Dick Selke,
31139 Cooley Dr.
Westland, MI 48185

See you at the meetings..

Mouse Balls

Submitted by Bob Retelle

[This text ACTUALLY came out of an IBM service database. Of course it's referring to the rubber ball inside a computer mouse...]

Abstract: MOUSE BALLS NOW AVAILABLE AS FRU (Field Replacement Unit)

TEXT: MOUSE BALLS ARE NOW AVAILABLE AS A FRU. IF A MOUSE FAILS TO OPERATE, OR SHOULD PERFORM ERRATICALLY, IT MAY BE IN NEED OF BALL REPLACEMENT. BECAUSE OF THE DELICATE NATURE OF THIS PROCEDURE, REPLACEMENT OF MOUSE BALLS SHOULD BE ATTEMPTED BY TRAINED PERSONNEL ONLY.

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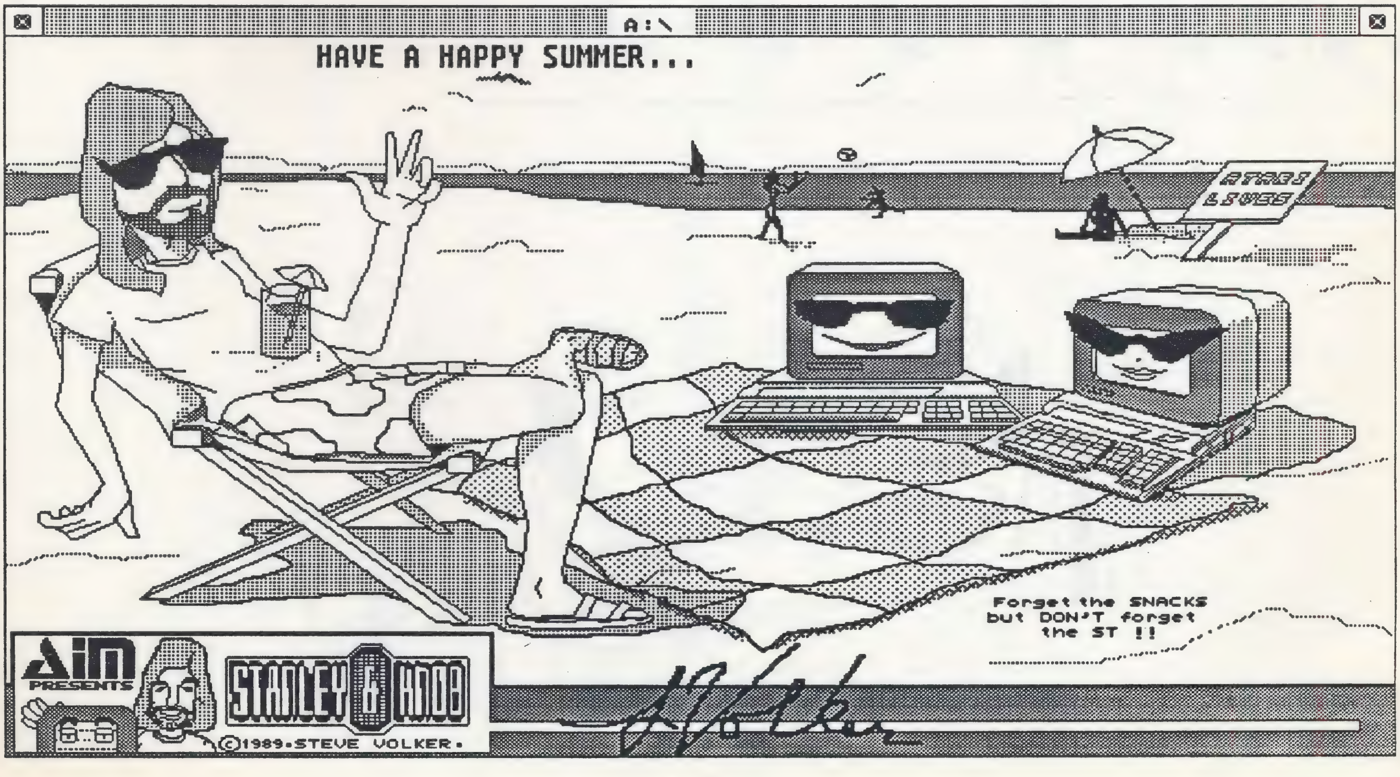
UPON COMPLETION OF BALL REPLACEMENT, THE MOUSE MAY BE USED IMMEDIATELY.

IT IS RECOMMENDED THAT EACH SERVICER HAVE A PAIR OF BALLS FOR MAINTAINING OPTIMUM CUSTOMER SATISFACTION, AND THAT ANY CUSTOMER MISSING HIS BALLS SHOULD SUSPECT LOCAL PERSONNEL OF REMOVING THESE NECESSARY FUNCTIONAL ITEMS.

P/N33F8462 — DOMESTIC MOUSE BALLS
P/N33F8461 — FOREIGN MOUSE BALLS



July 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
						TACE 1
CIS 8bit CO 10PM 2	3	Delphi CO 10PM 4	**GRASS** GEnie ST CO 10PM 5	**GLASS** CIS ST & GEnie 8bit CO 10PM 6	7	8
CACE CIS 8bit CO 10PM 9	10	**WAUG** Delphi CO 10PM 11	**GAG** GEnie ST CO 10PM 12	CIS ST & GEnie 8bit CO 10PM 13	14	**CHAOS** **TAG** 15
CIS 8bit CO 10PM 16	17	**MACE** Delphi CO 10PM 18	GEnie ST CO 10PM 19	CIS ST & GEnie 8bit CO 10PM 20	21	22
CIS 8bit CO 10PM 23 30	24 30	Delphi CO 10PM 25	GEnie ST CO 10PM 26	CIS ST & GEnie8bit CO 10PM 27	28	29

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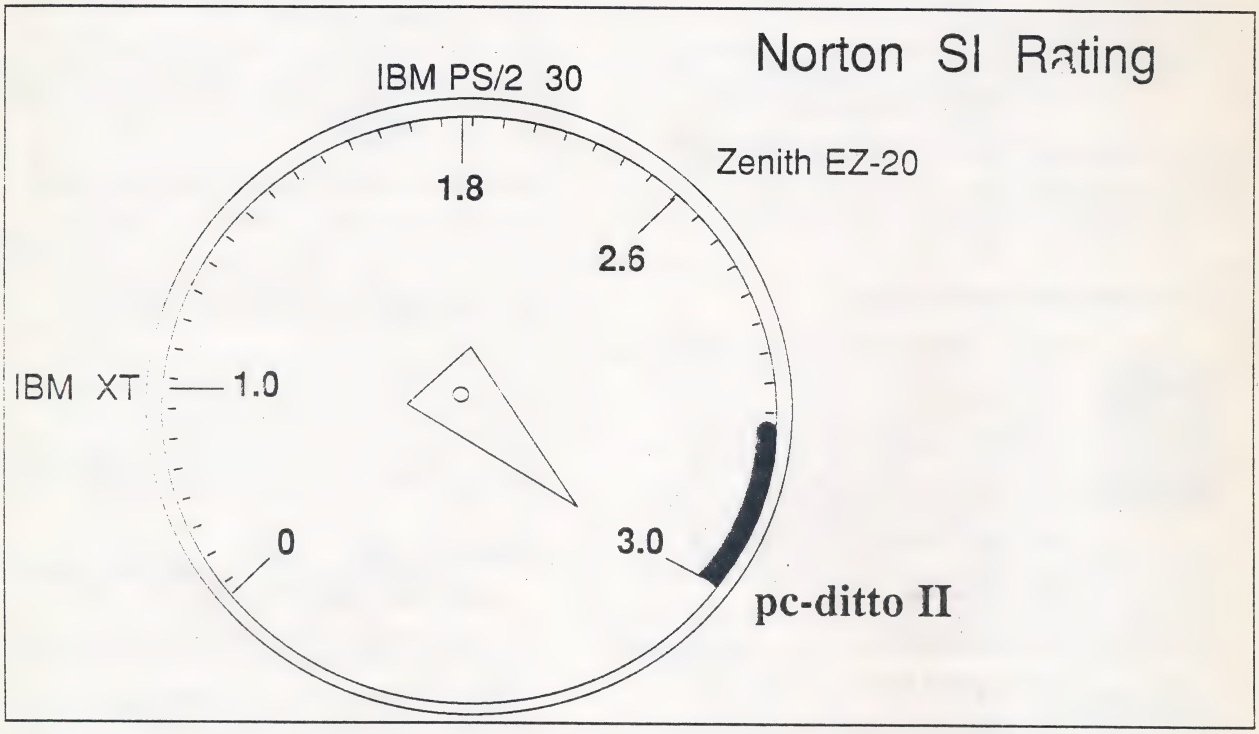

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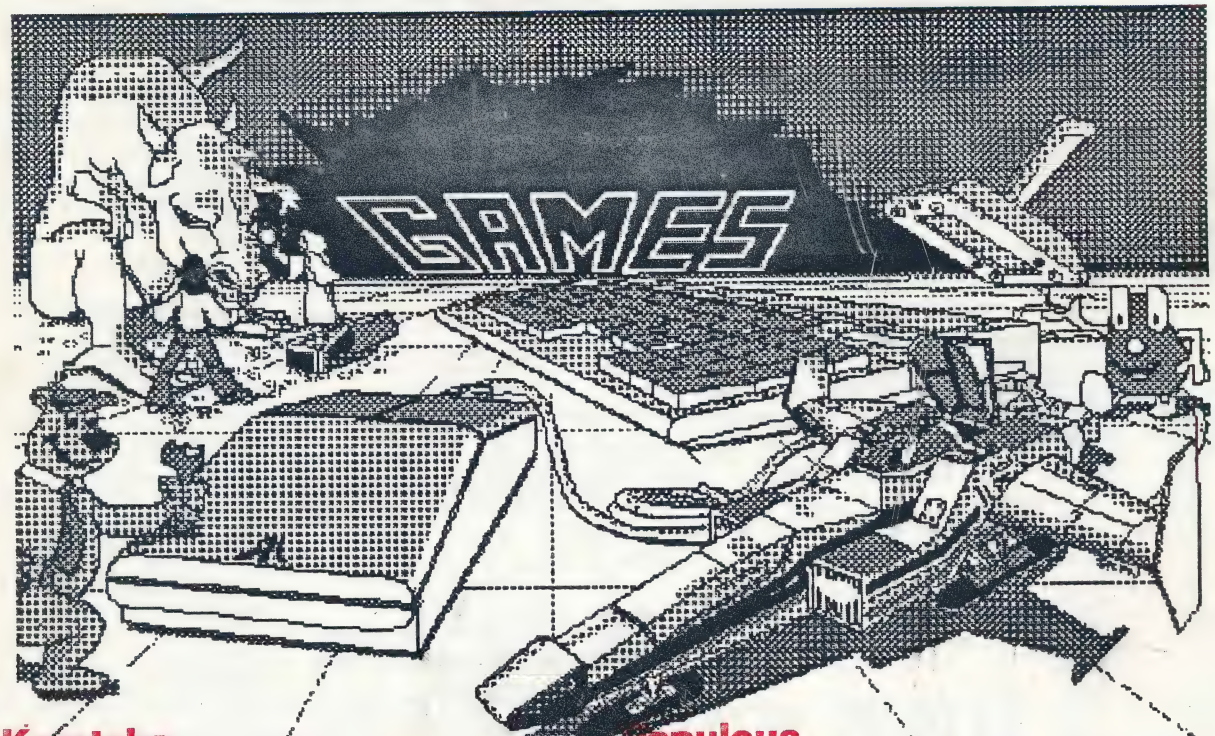

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Steve Volker (TAG) creates a visual compilation of some of his favorite games.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker, Migraph
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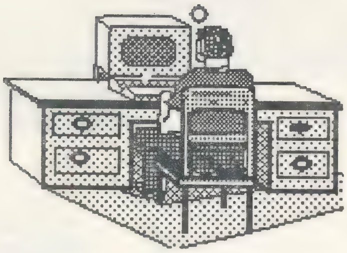

Editorial Ramblings

In the wake of the recent World of Atari (WOA) show and the clash between that show and a local Michigan user group AtariFest, we feel it is important that all user groups planning to host their own shows or to invite ST World to produce a show should consider carefully what happened in Michigan.

During the course of planning for the MACE-sponsored AtariFest, there were apparent attempts made by Rich Tsukiji of ST World, and/or his show coordinators, to scuttle the MACE show. The most upsetting of these apparent attempts implied that MACE officers were, in essense, blackmailing Atari into supporting the MACE show and dropping support for the WOA show. According to John Nagy, the user group coordinator for the World of Atari show, he received a call from Rich Tsukiji in which Rich said that Pattie Rayl, MACE show coordinator, had spoken with Sig Hartmann and Sam Tramiel. Rich Tsukiji stated that this information had been passed on to him by Sig Hartmann. According to John Nagy, Mr. Tsukiji said Pattie had told Atari that all the other Michigan user groups preferred that Atari support the MACE show over the WOA show, and if Atari did not comply, they would be shown to the public as not being supportive of user groups. Mr. Tsukiji concluded by requesting that John contact the clubs and have them get in touch with Atari to let their side be known.

Without contacting MACE to verify any of this entirely fabricated story, John Nagy contacted the four clubs involved in the WOA show and the fireworks began to fly. Letters, phone calls and FAXes to Atari and a few online outbursts on GEnie nearly killed Atari support for both shows. In attempting to sort out the whole mess, we talked at length with Sig Hartmann. Mr. Hartmann was highly upset over the entire thing and denied fervently that he had ever said any such thing to Mr. Tsukiji. Sig suggested that we organize a conference call, at Atari's expense, to get Mr. Tsukiji and the involved club presidents together to iron out the problems.

We contacted Mr. Tsukiji to schedule the meeting, but we were told by him that he didn't have time for such nonsense. After this conversation, we immediately called Sig Hartmann to see if he could convince Mr. Tsukiji to attend, and we were informed that Sig was speaking to Mr. Tsukiji on the phone at that very moment. We waited, and when Sig finally spoke to us, we were told by Sig that the whole conference call meeting was a bad idea and should be dropped.

Rich Tsukiji has stated that he plans for ST World to be the ONLY Atari show producers by the end of 1990. It seems he may attempt to meet this goal no matter what the cost to the user groups.

Another thing for clubs to ponder is the fact that ST World did not contact the vast majority of Michigan user groups to invite them to participate in the show in any fashion.

Even if all that changes and Mr. Tsukiji begins to deal fairly and honestly with all clubs in an area where a show is planned, there is still another major concern that all user groups should have. There was virtually no advertising done for the recent Dearborn WOA show. According to Rich Tsukiji, Atari did not come through with the advance money needed to pay for advertising. From this, one must interpret that the WOA shows are just as dependent upon advance money and help from Atari as the club-produced AtariFests. Also, the local clubs participating in the show were told that ST World would handle regional and national advertising, but all Michigan area advertising would have to be done by the clubs (apparently at the clubs' expense). Why should any user groups take on the basic responsibilities of producing, manning and advertising a show for a "professional promoter" who takes all the show profits? Why should user groups put their faith in a promoter who is dependent upon Atari for up-front money to properly produce the show?

We urge any user group weighing the choice between producing their own AtariFest or inviting ST World to hold a show to seriously consider these questions.

Bill & Pattie Rayl

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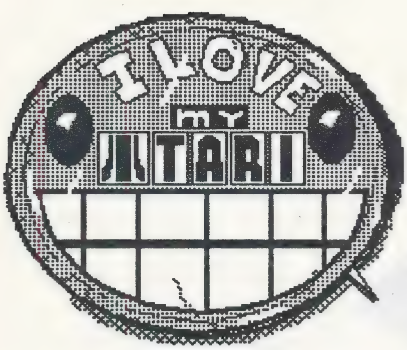


Atari News and Comment

by Bill and Pattie Rayl

Atari Corp. News

The long awaited AtariWriter+ 80 is now available, but initial reactions from users of the word processor are that it just wasn't worth the wait and certainly isn't worth the price.

Of course, if you love AtariWriter+ and have an XEP80, you'll probably want to form your own opinion! AtariWriter+ 80 is available from your local 8bit dealer, if you're lucky enough to have one.

Innovative Concepts of Warren, MI, has AtariWriter+ 80 in stock for $49.95 and you can mail order it, and other fine 8bit products, from them. If interested, contact Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730.

Developer Kits

If you're an ST programmer and you've been wondering how to become a registered developer, look no further!

There are actually two different classifications for registered developers. For those who just want to get the documention in the developer's kit, Atari will sell the documentation for $112.50.

If you want the documentation, Atari technical telephone support, access to the private "developer's areas" on the major online services and special hardware discounts, the price is $237. And, for an extra $63 ($300 total), you get all of the above and a copy of Mark Williams C (a $179 retail value).

All California residents must add 7% sales tax to the above prices. All payments should be made by cashier's check or money order made out to Atari Corporation and sent to Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, Attn: Gail Johnson/Developer Coordinator. If you would like more information about becoming a registered developer or about the developer's kit, contact Ms. Johnson at (408) 745-2568.

TOS 1.4

The "final version" of TOS 1.4 is reportedly in the hands of registered developers in PROM form. Indications from Sunnyvale are the new ROMs will be available at your local Atari dealers by late fall.

Meanwhile, online reports from users of the "final" version indicated that Atari had removed RS232 Flow Control from the PROMs sent to developers. Atari officials confirmed the reports and said that Flow Control would be "put back in" for the public release of TOS 1.4. Some resourceful hackers have said that Atari merely "blocked" Flow Control in this latest release, and ways have already been found to "remove" the block.

Upcoming Atari Shows

The Washington Area Atari Computer Enthusiasts (the clubs that collectively participate in Current Notes) are co-sponsoring ATARIFEST '89 on October 7 and 8 at the Fairfax High School.

Billed as "COMDEX for the Common Man," the show is open to all and admission is FREE. For more information, see the ATARIFEST '89 press release elsewhere in this issue or call Charles Smeton, WAACE Vice Chairman at (301) 465-8628.

The next stop for the World of Atari (WOA) show, sponsored by ST World magazine, will be at the Holiday Inn Holidome in Dallas, TX, on August 19 and 20. Although no official announcement has been made as to what exhibitors will be attending this third WOA show, a number of developers at the recent Dearborn WOA show indicated they would not be attending.

Developers like Gribnif and SofTrek said the $650 a booth price was a bit too steep for them, while others indicated that a show every other month is just too much and doesn't allow for enough time to properly advertise the shows.

It is also unknown at this time if Avant Garde, STart/Antic, Timeworks and ISD (all no-shows at the Dearborn WOA) will be coming to the Dallas show. The show will only be days away as you read this, and more concrete information should be available by then. For more up-to-date info, call ST World at (503) 673-2259.

The possibility of a Seattle WOA show this year has apparently hit a snag. According to Jim Chapman, Vice President of S*P*A*C*E and PSAN coordinator, "the as-yet uncertain availability of a suitable site" to hold the show may mean no show until early 1990. Meanwhile, Michigan area Atarians have been promised that the WOA show will be once again swinging their way in May of 1990.

New Releases

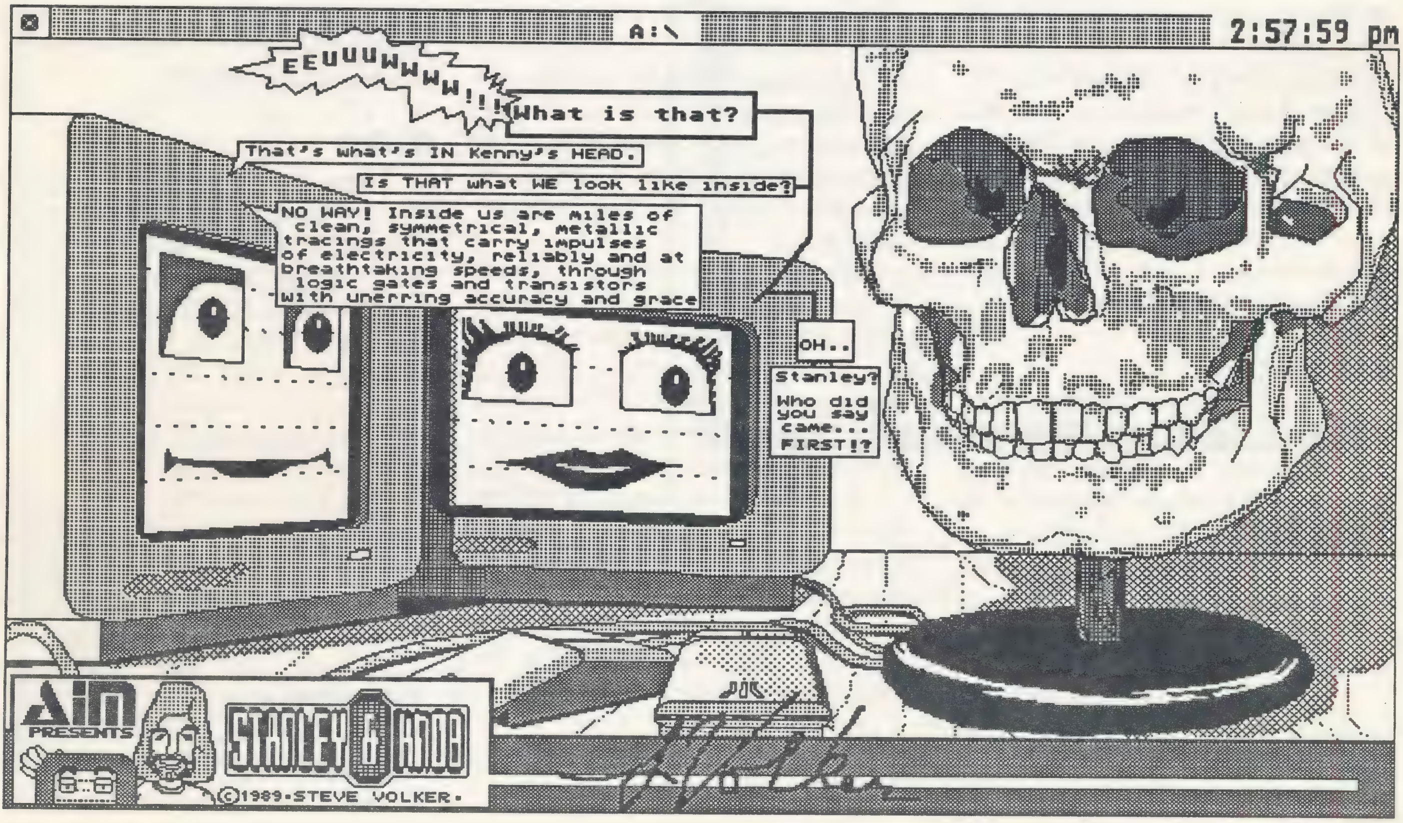
Orion MicroSystems has begun shipping Keith Ledbetter's new Express! cartridge-based terminal program for the XL/XE. The cartridge has been generating some very favorable responses from online users and sells for $69.95. For more information, contact Orion MicroSystems, 2211 Planters Row Dr., Midlothian, VA 23113.

Not to be outdone, Bob Puff has released version 1.10 of BobTerm, considered by some to be the very best overall terminal package ever written for the Atari 8bit computer. The new version now has 80-column support using Atari's XEP80 adapter. BobTerm is available from the online services or, most likely, from your local user group or BBS. Remember to support the Shareware concept — if you use the program, send in a donation. The Atari 8bit community needs programmers like Bob Puff, and your donation really does make a difference!

Regent Software is has released a function key labeling program called FUNCTIONZ. Consisting of a special label maker program, six clear plastic label stands and a collection of predefined function key labels, the package costs $24.95. The program is GEM-based with built-in help and is "guaranteed not to crash or bomb." An additional 8 plastic label stands are available for only $13.95. (Add $3 US, $5 foreign when ordering directly from Regent Software.) A demo version of the FUNCTIONZ software is available on CompuServe in Library 6 of the Atari Vendors Forum (GO ATARIVEN) and on GEnie and Delphi. For more information on FUNCTIONZ, contact Regent Software, PO Box 14628, Long Beach, CA 90803, (213) 439-9664.

In the Local Area Network (LAN) market, the ST has long been lacking a solid, inexpensive package that would allow multiple STs to be linked together and share resources. Now, Lantech Systems has released a 10 megabit-per-second LAN for the low price of only $179 per port (hardware and software included). Each ST hooked up to the Lantech LAN requires a card that plugs into the ST cartridge port, standard 50- to 75-ohm cable, BNC Couplers and connectors readily available at any electronics store. The LAN is totally transparent to TOS and GEM and is fully configurable to each user's needs. The Lantech LAN will function with a minimum of two STs connected, and the maximum number of connected systems is limited only by the frequency and duration of disk accesses. For details or dealer inquiries, contact Lantech Systems, PO Box R, Billerica, MA 01821, (508) 667-9191.

Abacus Software, a long time supporter of the ST, has recently released BeckerCAD ST. A "Professional Level" 2D Computer Aided Design package, BeckerCAD comes with a built-in programming language for modeling intricate objects and object manipulation. The software also supports Postscript, HPGL and GDOS output and requires at least 1 Meg of RAM to run. Arnie Lee, president of Abacus Software, reports that "Early users have commented how easy BeckerCAD is to learn to use. But, they've also been impressed at the extent and depth of the design tools that are part of BeckerCAD." BeckerCAD is available now at a suggested retail price of $395. For more information, contact Abacus Software, 5370 52nd St. S.E., Grand Rapids, MI 49512, (616) 698-0330.


A:\
2:57:59 pm
EEUUUWWWW!!!
What is that?
That's what's IN Kenny's HEAD.
Is THAT what WE look like inside?
NO WAY! Inside us are miles of clean, symmetrical, metallic tracings that carry impulses of electricity, reliably and at breathtaking speeds, through logic gates and transistors with unerring accuracy and grace
OH..
Stanley? Who did you say came... FIRST!?
AIM PRESENTS
STANLEY & KNOB
©1989•STEVE VOLKER•

Turbo-Info #2

Where is All of My Memory?

by Chuck Steinman (DataQue)

This is the second part of a multi-part information article on the Turbo-816 from DataQue Software, for the Atari XL/XE computers. The first installment went over the basic system, and this article will explain the various possible types of available memory in a Turbo-816 upgraded system.

Because of the limited addressing range of the 6502 CPU used in the Atari 8bit computers, there have been several techniques used to allow larger programs and more data to be stored. None of these techniques used to date have been efficient, and most are awkward at best.

The Turbo-816 changes all of that. Because of a lack of definition in the past of the various ways of describing the many ways the 6502 can address memory, I have made my own definitions as to how the 6502 and Turbo-816 can address memory. I have broken memory down into several basic groups.

Standard

This is the original 64K of memory that the 6502 can directly access without any gymnastics. In most systems, there would be a 16K section dedicated to the ROM space and I/O devices, and the remaining 48K is available for either RAM or cartridges.

Extended

This is the RAM that is available by using a bank selecting technique like the Atari 130XE. Many have upgraded their XL computers to also have a compatible bank selected RAM area. The Turbo-OS includes several routines to manage and report the amount of Extended RAM available. The Extended RAM is used and available exactly like it always has been, so your programs that use the XE banked RAM will still work just fine.

Explicit

This is a 1 megabyte area for RAM or ROM which is installed by using Turbo-SRAM cards. It can be any mix of either Static RAMs or PROMS. The Turbo-SRAM card is compatible with many common sizes of RAMs and EPROMS.

The Turbo-OS checks the Explicit range from $010000 to $07FFFF every 32K for a pattern, to detect whether either ROM or RAM exists. The reason for dedicating an area for SRAMs and EPROMs was to allow for resident programs to be held in either EPROM, or RAM, and for those programs to optionally also have their own dedicated data RAM.

This would allow you to have several different application programs or device drivers installed in the system, and select from those programs without having to load them from a disk file or insert a cartridge. They would normally be dormant, and would be activated by a system call.

There are several operating system functions which support the Explicit memory. There are routines to allocate and deallocate Explicit RAM. There are also routines to Initialize and Execute application programs that reside in the Explicit memory range.

Expanded

This is an 8 megabyte area dedicated for use by user applications as either data or program RAM.

The Turbo-OS will scan the range of $080000 to $7FFFFF to determine how much Expanded RAM exists in a particular system. Also, the RAM can be allocated in 256 byte blocks by applications. This will allow for multiple applications to share the available RAM. There is also a deallocation routine to return allocated RAM back to the system.

Proto

This is an area defined for the prototyping card, which is available for any user developed applications. No production product should ever use this area. This two megabyte area runs from $800000 to $9FFFFF and is not checked, or used, by the Turbo-OS.

Video

There is a 4 megabyte range of memory dedicated for video adapters, in the range of $A00000 to $DFFFFF. This will allow for multiple video adapters to have their own RAM, without conflict. Also, this RAM is specified as dual-port DRAM, so unlike the ANTIC video RAM, no bus arbitration or DMA is required to access the RAM, either by the CPU or Video controller.

This allows the CPU to run though video refreshes, unlike the current system in which ANTIC halts the CPU while it is reading the video RAM out to the shift registers.

DataQue

This is an area defined for in-house applications and products, and should not be used by any third party or user products. This one megabyte area runs from $E00000 to $EFFFFF and is not currently checked, or used, by the Turbo-OS.

Turbio

This block is reserved for Input/Output (I/O) devices and control registers. It is located from $F00000 to $FFFFFF and can be used by various peripheral cards. There are specific ranges within this spec for certain devices.

At this time, the only device that uses this area is the 80-column video adapter. Other peripherals such as disk controllers, printer interfaces and co-processors would use this area for their access, to allow for maximum compatibility. Each peripheral and its supporting device driver should allow for several different locations, to allow for co-existence with other peripherals and also multiples of like peripherals.

How much is YOUR time worth?

Turbo ST turns your 520/1040 ST into a speed demon. Check out **Turbo ST** at your local dealer or download our free demo from your favorite bulletin board.

Upgrades to version 1.6 are only $5 with your original disk. For more information, call (407) 657-4611, or write to SofTrek, P.O. Box 5257, Winter Park, FL 32793.

Press Release

New Support Club For ST User Groups!

Tucson, AZ. Practical Solutions has initiated a new program, the Atari Computer Enthusiasts (ACE) Support Club, for all Atari ST user Groups. The ACE Support Club allows User Groups to obtain one free copy of each Practical Solutions' product for a one-time membership fee.

Here's how it works: A group wishing to join sends a Letter of Application, signed by an Officer of the User Group, along with a check or money order for $25 and a request for their first product (only one at a time can be requested). The product of their choice is sent FREE and becomes the property of the User Group. The User Group then presents the item at a regular group meeting and subsequently reviews it in their newsletter.

When the group is ready to receive their next product, they simply send in a copy of their newsletter where the review appeared with their next choice. Their Practical Solutions' product selection is then sent, again free of charge! ACE Suppport Club membership limits a User Group to one free copy of each product.

Practical Solutions has always received support from User Groups and we feel that this is a way to show our appreciation for their enthusiasm. The ACE Support Club gives us a chance to become more involved with User Groups whose existence is vital to the Atari ST community. Their members direct feedback is also immensely valuable in aiding the direction of all of our products and services.

Letters of application and inquires can be sent to:
Practical Solutions, Inc.
Attn: ACE Support Club Coordinator
1135 N. Jones Blvd.
Tucson, AZ 85716
Phone: (602) 322-6100

Dearborn World of Atari Show Report

by Patricia Snyder-Rayl

Many Atarians in Michigan were scratching their heads in puzzlement earlier in the year when ST World's Rich Tsukiji announced he would be holding a show only six weeks after the show date already announced by MACE.

Both shows have now come and gone, and some users are still scratching their heads, wondering why there was no advertising done for the Dearborn World of Atari (WOA) show and why the show didn't live up to its promotional promises.

According to Rich Tsukiji, Atari did not come through with promised pre-show funds for advertising and that is why no advertising was done. Reportedly, Atari was supposed to advance $10,000 to help in advertising for the Dearborn WOA show.

When Jerry Cross, president of the Genesee Atari Group, was told that no promotional material had been sent to any user groups, he took it upon himself to mail flyers to clubs in the region — just two weeks before the show. At the show, Atari's Chris Roberts said that Atari had indeed given Mr. Tsukiji advance money, and in return they were given more booth space at the show than Atari had paid for.

Regardless of what the truth is, no local or regional advertising was done to reach the general public. Pre-show publicity projected that around 6,000 people would be attending the show. Probably due to lack of advertising, the number of attendees never even came close to the projection.

ST World stated "official" attendance for the Dearborn show was 3,100 but other exhibitors placed the attendance figures at closer to 2,000. Some attendees commented to me about the emptyness of the show, and it did seem many times on Saturday that there were more vendors at their booths than show attendees.

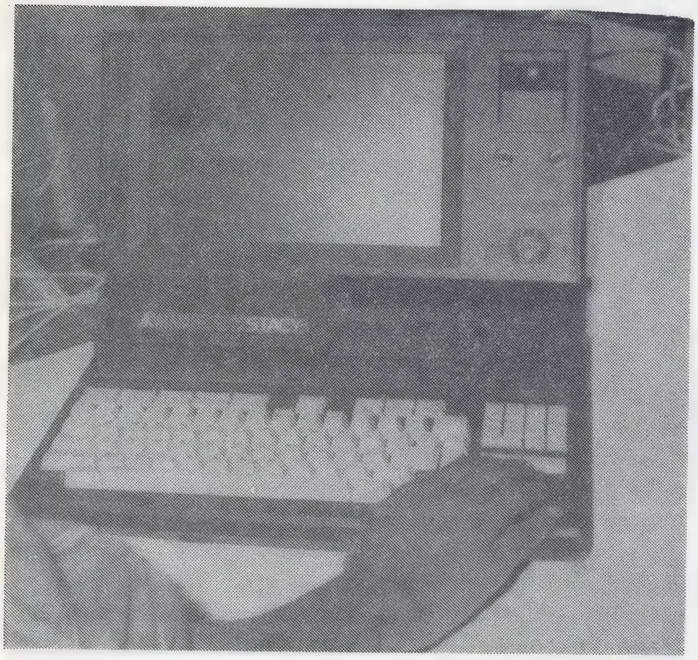
Atari Corp's Chris Roberts

Those Atarians that did attend were satisfied with the show, but many were a bit disappointed that the show did not live up to their expectations. One attendee told us he was glad he purchased his tickets in advance from his user group, because he would have been upset had he paid full price for admission.

Atari was at the show, though not in full force as was stated in online show announcements. The pre-show promotional information stated that 15-20 Atari representatives would be attending the show. This figure was, to put it mildly, inaccurate. In fact, only Sig Hartmann and Chris Roberts, Atari's new user group coordinator, came from Atari US to support the show.

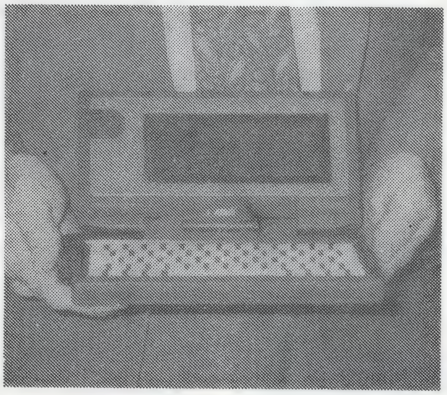
Rick Flashman of Gribnif Software had posted a message on GEnie just prior to the show that he had been told Atari would not be sending representatives to the show. He had been told, by an executive-level source within Atari that Atari was disappointed in the previous Anaheim show and that some Atari equipment had been damaged and stolen at the show. Perhaps this is why Atari only sent Sig Hartmann and Chris Roberts, but we may never know.

Atari had two large booth areas, one for the ST products and one for the 8bit. Though noone from Atari manned the 8bit booth, attendees were free to play with the items on display there. Those included the 8bit version of Midi-Maze, the popular multi-player ST game and the long awaited AtariWriter+ 80 wordprocessor hooked up to a monitor with a less than pleasing display. In fact, an attendee



The STacey

of the show had typed into the wordprocessor what he though of the monitor...and that message remained onscreen for a good part of the day!



Atari's Portfolio

On the ST side, Atari was showing some new Bentley Bear educational software, the MegaFile 44 removable cartridge hard drive, the STacy laptop, WordFlair and the Portfolio VCR-tape-sized IBM compatible.

When Chris Roberts was asked if Atari had any press releases on WordFlair, an integrated spreedsheet/ database/wordprocessing package that uses GDOS, he said the program isn't yet far enough along in development for that. He further indicated that people at Atari are "still playing with it."

AIM Editor Bill Rayl decided to follow their lead and did a little playing with WordFlair himself...and the program locked up within seconds. Looks like it will be some time before we see this software hit the market...hopefully!

The STacy laptop was at the show, and it was working beautifully thanks to a miracle performed by David Small. It seems the STacy was dropped and "sorta smashed into a thousand pieces," according to one observer who saw the STacy before Dave operated on it.

According to Dave Small, "We had to put STacy back together. We were up until 5 a.m. and the inside of it is full of duct tape and it's all wired down."

Dave said they had to raid a local convenience store to get "all kinds of glue" to put the machine back together. "It was pretty bad seeing the only STacy laying in a box in pieces," he said.

Atari's new Portable Color Entertainment System and ABC 286 IBM-clone were not at the show, contrary to pre-show announcements. The Dearborn WOA show also had a number of well-known and respected exhibitors showing their stuff.

Gadgets was showing off their Spectre GCR, but didn't have any units for sale. David Small was more than happy to talk about and demo the Macintosh emulator and there was a sign-up sheet for people wanting to be contacted when the product was ready to ship.

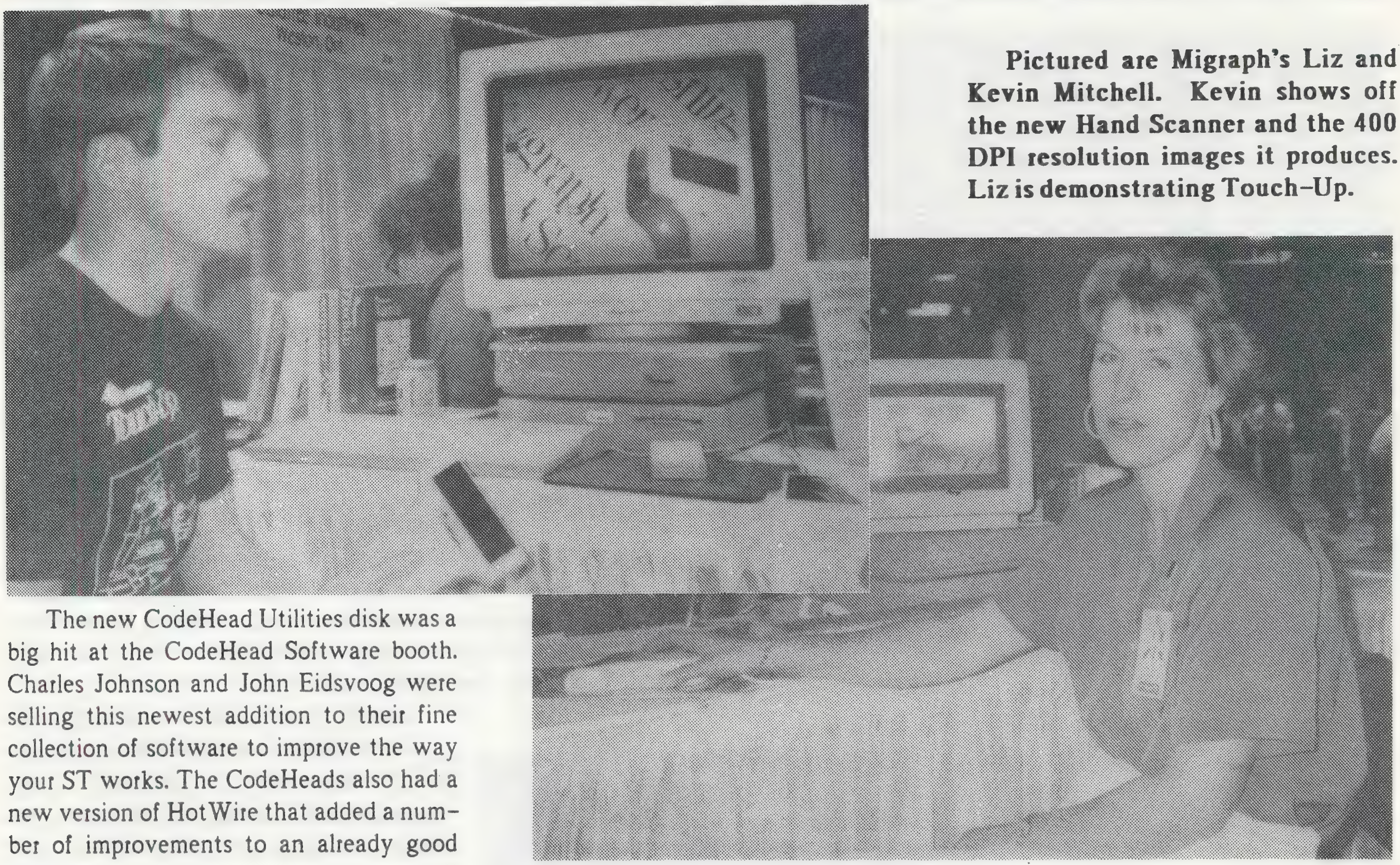
Liz and Kevin Mitchell of Migraph were proudly displaying their new Hand Scanner and Touch-Up. The demonstration given by Kevin Mitchell, using the Hand Scanner to scan in black-and-white and color originals at 300 and 400 dpi, was impressive to say the least.

Abacus was displaying their complete line of Atari computer books and showing off their new CAD program BeckerCAD. MichTron had a large, centrally-located booth where they were showing all their available software.

Alpha Systems was there with their impressive hardware and software products for the 8bit and ST computers. George Morrison was showing off their new Jam Master, an ST program that can turn your low-end Casio keyboard into a powerful MIDI synthesizer.

SofTrek had a new version of TurboST and they were giving FREE upgrades to show attendees that brought their original disks to the show. They were also showing their soon-to-be-released super-fast TurboST upgrade that speeds up GEM functions to a phenominal rate.

8Bit MIDI Maze



Pictured are Migraph's Liz and Kevin Mitchell. Kevin shows off the new Hand Scanner and the 400 DPI resolution images it produces. Liz is demonstrating Touch-Up.

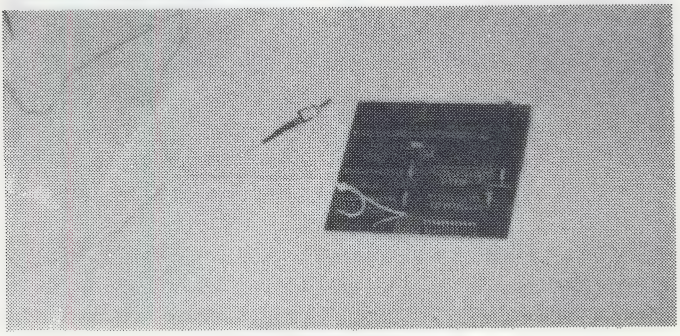
The new CodeHead Utilities disk was a big hit at the CodeHead Software booth. Charles Johnson and John Eidsvoog were selling this newest addition to their fine collection of software to improve the way your ST works. The CodeHeads also had a new version of HotWire that added a number of improvements to an already good program.

ICD was at the show and they were selling their popular FaST hard drives at a very tempting price. In fact, by the middle of the first day, ICD had even sold their demo model. Gribnif Software was showing attendees the wonders of NeoDesk, the replacement desktop for the ST.

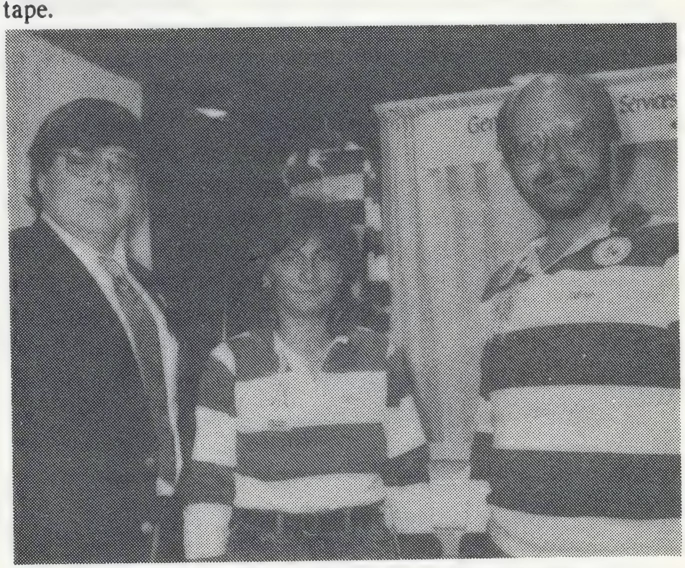
Problems with the phone line at the InterSect booth prevented demonstration of the InterLink terminal program to showgoers. Both InterLink and Revolver were on sale at the booth, but the eagerly awaited MasterLink terminal program was not available for purchase or demonstration.

Jim Allen of FaST Technologies was showing off his 16mHz accelerator board for the ST. Jim was very willing to talk about his product and allowed people to test the board's performance for themselves by comparing an ST with the accelerator to another ST without it. This side-by-side comparison, using benchmarking programs, was quite nice. Jim even brought out his prototype board for us to snap a picture (elsewhere on this page).

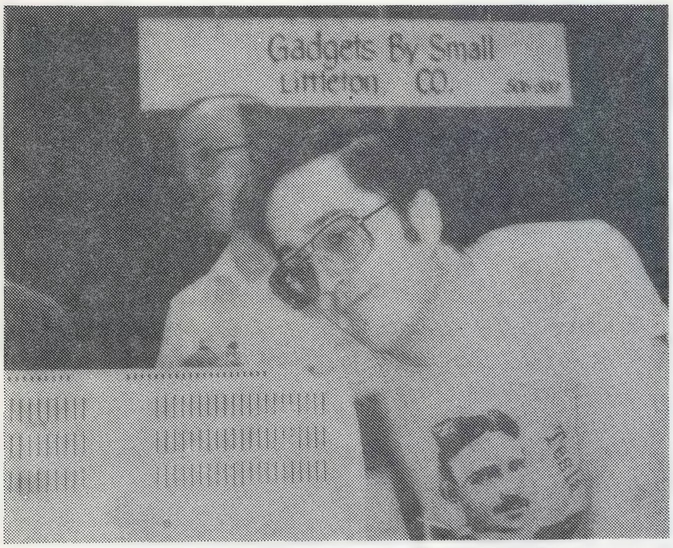
DataFree of Canada was also at the show with their own 16mHz accelerator, giving show attendees the opportunity to see and compare these two products. Seymor Radix had their well-known IMG Scan product and their new DTV hard drive backup hardware/software that backs up your hard drive to VCR tape.



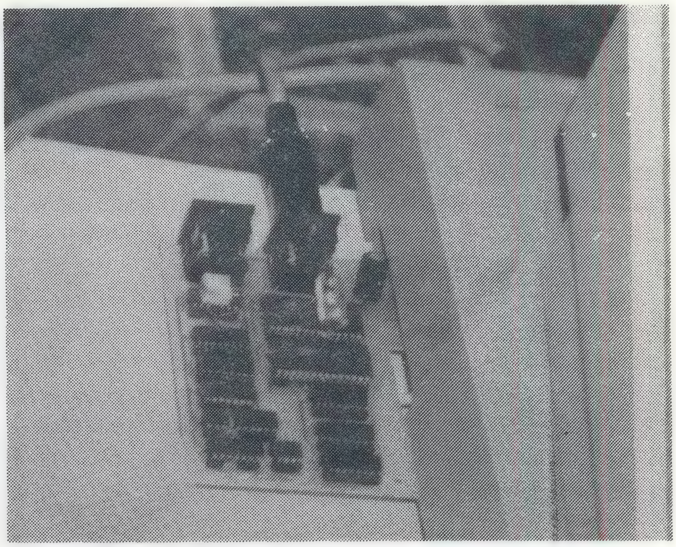
The Turbo16 board



GEnie Sysops Craig Thom(left), Darlah Pine and Jeff Williams (right).



Dave Small



A look at the Spectre GCR

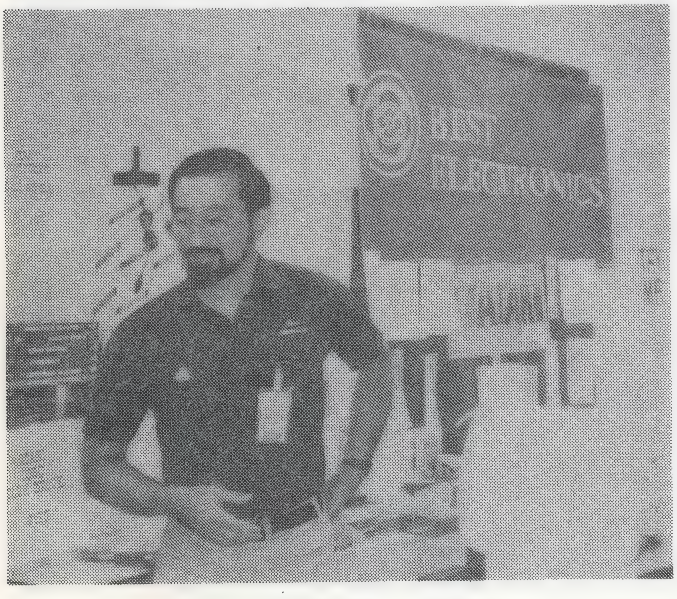
Alan Reeve of Reeve Software had the Diamond cartridge for the 8bit Atari on display and for sale. He also had Diamond Paint, Diamond Write and Diamond Publish at the show. Having "parted ways" with USA Media, Alan has pushed on with his product and Diamond is looking good! Also behind the Reeve Software booth was a running demonstration of JRI's GenLock. Showing a rotating 3-D CAD image, GenLock looked impressive.

Other exhibitors at the show included BEST Electronics, Innovative Concepts, Imagen, GEnie and Sierra On-Line. Dealers included mail-order and local stores like First Stop, Rite Way, Mars Merchandising and Cal Com.

Companies that had been announced as attending that did not show included Timeworks, Antic/STart, ISD and, the biggest disappointment of all, Avant Garde. A number of show attendees indicated that they had come to the show for the express purpose of seeing the new pc ditto II.

There were nine seminars scheduled over the two days, six on Saturday and only three on Sunday. These seminars included talks by Sig Hartmann of Atari Corp., Dave Small on the Spectre GCR, Alan Reeve discussing 8bit graphic operating environments, Jim Allen talking about his company's accelerator board, Darek Mihocka on his new Quick ST shareware, Dorothy Brumleve on Computers and Kids, and two seminars by MichTron's George Miller (one on HiSoft BASIC and one on desktop publishing).

A number of the seminars were scheduled at times that directly conflicted with other seminars, forcing showgoers to make a choice in which talks to attend. Tom Harker's seminar on hard drives was cancelled because he did not accompany the rest of



Brad of BEST Electronics

MichTron's founder, Gordon Monnier

Sierra-On-Line was proudly showing off new releases for the Atari Line of computers.

ICD's representatives to Dearborn, and the National User Group Forum seminar "just never got off the ground."

The local clubs that were invited to participate in the show included MAGIC (Warren, MI), GAG (Flint, MI) and GLASS (Troy, MI), the three clubs that together sponsored the successful Detroit MAGIC show, and CHAOS from Lansing, MI. These clubs were given booth space in return for their work in promoting and staffing the show.

Overall, the impression of the Dearborn show was that it was, despite its shortcomings, a good show. Certaintly, for being billed as a "professionally produced" show with more to offer Atarians than user group sponsored AtariFests, the Dearborn WOA show fell far short of being a resounding success.

In comparing the Dearborn World of Atari show to past AtariFests, user group produced shows like the Detroit MAGIC Show and Toronto Atari Convention were much better.

But, the Dearborn WOA show was not produced by user groups and should be held to a higher standard. After all, these guys are supposed to be professional show promoters.

Looking at the show as an affair put on by a company trying to make a name as a professional Atari show producer, the Dearborn WOA show failed to live up to its billing.

Having just finished planning an Atari show for MACE, I know how much work there is to putting on such an event. I also know how difficult it is for User Groups to sponsor AtariFests, since Atari doesn't support them as much as many Atarians would like. I understand how attractive the idea is to have an outside "professional" promotor sponsor a show.

Knowing all this, the Dearborn World of Atari show was a disappointment, and, if this show was an indication, Atari user groups may be much better off holding their own shows. The World of Atari show pales considerably when compared to many of the past and recent user group sponsored shows.

The next World of Atari show is scheduled for Dallas in mid-August, and Rich Tsukiji has stated there may be another World of Atari show here in Michigan in May of 1990. Let's hope he's learned a lot by then.

IMAGEN
A QMS Company

A look at UltraScript from Imagen

Populous

by Nabil Pike (PAK)

This article originally appeared in the COMPUTER NEWS, published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiasts.

Populous is a new game from Bullfrog Software, a brilliant two-man team of programmers, who (if Populous is any indication) will have a promising future in the software industry.

In Populous, you play one of two deities (gods) who battle for control of your world. At first sight, this game looks like nothing more than a complex game of "Capture the Flag," but as you play, it is seen that the game is possesed of a much greater depth. You do not directly control your people, but rather help them in building and expanding. Your help is in the form of raising or lowering the land to facilitate the building and expansion of your people, and also to interfere with the progression of your enemies' building.

Along with this option is the ability to alter the world and events on an even larger scale by causing natural disasters such as earthquakes, swamps, volcanos and, most destructive, a flood that raises the level of water across the entire world. But, alas, all these miracles require progressively larger amounts of mana.

Mana is the spiritual power you draw from your followers. There are two methods I have found successful for gaining mana. The first is to gain mana by having a large amount of followers who produce a small amount individually. The second, and more efficient, method is to create larger flat areas of land for building. This allows your people to build larger and more sound settlements that produce people slower but create more mana.

Another factor that makes this game so versatile is its ability to vary options, such as terrain, worlds and available powers. If this isn't enough for you, you have the option of reediting the world or creating your own.

When you get tired of playing against the computer, you can always call up a friend and play by modem.

Overall, this game is an incredible value for the money and is a tribute to the high standard of software that is any computer user's inalienable right. So, all you would-be deities get out there — we have worlds to conquer.

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Assignment: ShadowGate

by Steve Volker (TAG)

"Hi!" Aaron the Brave here, on current assignment at Castle ShadowGate. Actually, it's more like Aaron the Dead right now. You see, I've just died for the forty-seventh time since beginning this quest. (I was SURE that the 'David' thing would work on that 'Goliath' of a cyclops.) It's lucky us computer hero types are a hearty lot! Anyway, this gives me a chance to tell you a little about what I'm doing.

I had just finished up a job slaying a dragon and saving a princess, and I had had a bit too much victory celebrating and woke up with an empty purse. (Something about that word 'purse'...hmmm...) The only part of the posted edict I could be sure of was the large letters across the top...R E W A R D! (We heroes aren't usually big readers.)

I copied down the area code and number, and I soon found myself standing before the most high wizard, Lakmir, waiting my turn for an interview. One minute I stood behind three burly, foul-breathed barbarians, and the next Lakmir was waving his hands and speaking harkish sounds, and...well...here I am.

What do you think of this place? I personally like the cobbed and greenish skull above the entrance, it lends a certain sense of danger and...what the...Oh, O.K. It's time for me to go back in now. The enchantment called 'SAVING' is done, and my master is quite adamant about me ending the miserable life of the Warlock Lord as soon as possible, so...hey, why don't you come with me? Good, let's go!

We've been all through this area here; the hardest part of this was trying to find all the keys. This place has some of the hardest damn doors I've ever seen. I'm serious! If you don't have a key, you don't get through!

This has been one of the most enjoyable quests I have had in a long time. Almost everything can be EXAMINED and OPERATED to some purpose.

Oh, you need to use this for just about everything...it's one POWERFUL talisman with the unlikely name of 'mouse'. (Go figger' it!) Its enchantment allows you to examine the secrets of these ancient walls, probe for hidden passages and defend yourself against the many foul denizens which seem to be everywhere. It can even be used to look inward, to examine what you carry, or determine what condition you're presently in.

WATCH THIS HERE! Some of our comrades triggered a hidden mechanism and fell to their deaths as the floor fell away beneath them. Gods, but I fear to touch anything! Everything is enchanted, and little is as it first seems. At each door or dead end, or rubbled wall, you find you can go no furthur until the proper item, of the hundreds discarded everywhere abouts, is found and OPERATED correctly. Nay, this Warlock Lord is no fool!

There was some history known before we first entered here. A strange, single-sided block of rarest material bespoke of the creators of this thrice-cursed castle: ShadowGate.

Known only as ICOM Simulations, Inc., these great wizards, and those of the dark coven MINDSCAPE, did wrought this abomination for the purpose of entertainment! Why, the great wizard Lakmir himself had to acquire a most wonderous orb called a Color Monitor before even one of his power could perceive the runic messages found within. The Warlock Lord is no trifler.

We have found a number of scrolls and ancient writings in the most hidden of places. Some have yet to be translated, but of those we now understand, clues to our true quest and of the true powers of some of the items we now carry can be found, though most are of an abstract and symbolic rhyme.

Wait scribe! Hie yourself to a place of safety, quickly! For we are now approaching the arena of death where...Hold! Stop! You there! Do not toss your torch there! NO!! Gods! It lives again! ARghhhhhhhhhhhhhh...

[Editor's Note: The preceeding account was found written on a sheet of blood-stained parchment and tied to the handle of our office door when we opened this morning. We make no statement as to its true account.]

Karateka

by Bill Rayl

Over a year ago, Broderbund announced they would be porting Karateka, an action-oriented karate game, to the ST. The game has been eagerly awaited by many ST owners who punched and kicked their way through the 8bit Atari version. Now, Karateka is here for the ST.

In the game, the Princess Mariko has been kidnapped by the evil Lord Akuma and is held captive in his palace. You are a karateka, one trained in the art of karate. It is up to you to save the princess. To accomplish your mission, you'll need to defeat a dozen or so opponents in battles to the death, beat off an attack by Lord Akuma's pet hawk and finally face Lord Akuma himself.

One of the features that sets Karateka apart from the other games of this type is the almost cinematic way the game unfolds. The storyline is presented to you onscreen, as a parchment scrolls up your monitor. Then, the game begins as you reach the top of the cliff on which Lord Akuma's palace stands. Here, you meet your first opponent.

Once you have defeated the guard that is stationed at the cliff, the scene shifts to inside the palace. There, you see Lord Akuma ordering one of his men to take care of the disturbance on the cliff. The man bows to Lord Akuma and then leaves. The scene now switches back and forth between you and Lord Akuma's minion until you close for the fight.

The technique is very effective, and you are soon engrossed in the game. As you get closer and closer to accomplishing your mission, the cinematic feel of Karateka adds to the tension. When you first enter the palace, the scene shifts to Princess Mariko in her cell. She hears the disturbance and she raises her head to listen. Later, as you descend to the next level of the palace, the princess stands up in expectation of being freed.

But, setting the princess free is no easy task. As you progress in the game, Lord Akuma's minions get harder to beat, and their strength increases. You, on the other hand, grow fatigued and your strength decreases.

Each opponent you face must be defeated using only fist and foot. You can punch or kick in high, medium or low zone, using joystick or keyboard to control your movements. In Karateka, there are no fancy weapons, jump-spin-kick moves or back flips.

This simplicity of control makes Karateka seem more playable than many of the other karate/streetfight games. Instead of trying to remember some convoluted sequence used to accomplish a rolling summersault, you're busy kicking the butts of Akuma's minions.

Once you've defeated all the men Lord Akuma sends against you, the game really gets tough. Now, you must defend yourself against the beak and talons of Lord Akuma's trained hawk. Each time you don't succeed in punching or kicking the hawk, the bird will score a hit on you. A few hits and you're dead. If you're good enough and you defeat the bird, then Lord Akuma awaits in the next room.

Lord Akuma is, by far, the toughest opponent you face in the game. Aggressive and quick, he will take the initiative. If you defeat Akuma, Princess Mariko is yours; if you fail, there's always tomorrow...once your hand and your joystick recover from today's battles!

The graphics and sound effects in Karateka are quite good and complement the game very well. But, Karateka is probably not a game you will boot up to inspire awe and praise from your friends. On the other hand, Karateka probably won't end up on the shelf with the "awesome" games that look great but just aren't playable.

Tony Husband

'Wait for it!'

Tomahawk -- A Helicopter Simulation for the 8bit Atari

by Rich Link

I guess I tend to buy things by the "theme" method. When I get the yen for an adventure game, I end up with five! If I get hooked on a particular type of arcade game, suddenly there are 3 more boxes of the same type sitting beside it on the shelf. While some people might think that this is a silly way to buy software, it has its advantages. It's really easy to make comparisons when you have 'em all at once!

The latest "theme" seems to be based on the name "DATASOFT." After a period of not getting anything new (meaning not much available on the shelves), my eye was caught by a list of titles in the American Technivision ad in Antic. There were lots of Datasoft programs at prices of only $12.50. So I decided to give them a shot. Now it looks like I'll need to buy another shelf to put this stack of boxes on!

Datasoft has alway produced quality entertainment software. Their forte has been arcade games like Zorro, Conan and Saracen, and the Alternate Reality role playing series. Knowing how good their games are, I ordered Tomahawk figuring that it would probably at the least be entertaining.

Now, you have to realize that when it comes to flying, I have all the ability of an apteryx (a wingless bird with hairy feathers). I can usually get the plane off the ground, but getting it back is another story. I have played Flight Simulator II on several different systems, and they all work the same...when I land, I crash. So, can I do any better with a helicopter? Can pigs fly? Of couse not! But I can have lots of fun crashing this baby.

For someone with a basic grasp of the dynamics of airplane flight, helicopters take some getting used to. First of all, the controls are just similar enough to make you feel comfortable until you want to make it do something.

For example, I know helicopters can fly in a stationary position, but it just isn't that easy to get the thing to stop when you're cruising along at 160 mph. And you can roll a chopper over just like a plane, but then it has a tendency to accelerate in a downward direction... CRASH!

If it sounds like I didn't like it, you couldn't be further from the truth. I LOVE IT! The program seems to give you just the right amount of feel for flying these fixed wing beasties.

What about the rest of the game? First of all, this is an attack helicopter, which means that you are supposed to be shooting at something. You are flying over a 3-D terrain with trees, mountains and other features. It looks every bit as good as FS II. Along the way, you will be shooting tanks, buildings, artillery and even other aircraft. You have several weapons systems, from guns to Hellcat missiles.

There are four mission levels from which to choose, including flight training. You can have different scenarios with clouds, wind and day/night settings. For those of you who have the same novice stature as I, there are four pilot levels.

Flight control is via a combination of joystick and keyboard activity. As with most flight simulators, it is impossible to put all the controls on the stick, so things like activation of weapons, throttle, collective and rudder are accomplished by pressing keys. Memorizing the commands takes a bit of time, but there is a Quick Reference Guide included with all necessary commands and an explanation of the screen.

The game display is very nicely done, with a combination of bar gauges, digital readouts and icons showing the status of the craft. In addition, a quick tap of the "M" key brings up a map showing your position. A Doppler Navagation system shows your heading and tracks enemy craft.

Documentation is very complete, with a thorough explanation of the workings of the controls. In addition, there is an insert with the history of the Apache Attack helicopter and a background on helicopter aerodynamics. You can have fun and learn too.

The program came on an Atari/C-64 flippy disk, so you can run it on both your system and a friend's system (to impress him with your flying ability of course!). The game is extremely enjoyable and well done. A clear winner from DataSoft.

DataSoft
19808 Nordhoff Place
Chatsworth, CA 91311

Night Hunter

by Perry Bailey (PAC)

This article originally appeared in the Computer News, published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiasts.

You awaken suddenly. Your eyes fly open and you see nothing; you feel trapped, smothered. A surge of panic runs through you. Jerkily, your arms fly forward, snapping an obstruction out of your way and suddenly you can see. Bathed in the soft silver light of the moon, you inhale deeply the fragrance of the night.

Then it hits...the hunger boiling inside of you like fire coursing through your veins. Suddenly, all your senses become so acute that you can hear the rats running through the walls, you can smell the blood coursing through their bodies. You feel powerful, strong, unconquerable. Then you hear the sound of footsteps, and the hunger flares to a bright glow. "Humans, this night, I, Count Vladmir Dracula shall feed well!"

While Night Hunter doesn't quite start out this way, it probably should. This is a vampire game with a twist — instead of hunting down or running from the vampires, you are the vampire, the Night Hunter. This is one of the very few games in quite some time that has really gotten my interest. I think I have played Night Hunter recently more than any other game. Let me describe it to you.

The opening screen shows you, the vampire, standing beside a coffin. In the room with you, you will probably see rats running along the floor. (Ignore them; they are harmless. But, should a witch fly by, duck as she could zap you and drain your powers.)

At the bottom of the screen, there are two power indicators. The first one is appropriately red. This one is you power indicator and is replenished from the blood of your victims. (By the way, one thing I would like to mention is that in this game there is no such thing as an innocent victim — either you kill them, or they will kill you!)

The second gauge is blue and indicates your powers of transformation. After all, what kind of a vampire would you be if you couldn't turn into a bat! Night Hunter gives you the option of turning into a bat (a highly necessary function) or a werewolf-type creature.

According to the documentation (which is the weakest feature of this game) there are 30 levels to play and a total of 20 screens per level. If you don't think that is enough, then you haven't played this game! I am still trying to get past level 4 (if it weren't for them durn vultures I'd have made it last time!).

This is one tough game. There are a large number of foes to fight, from bowmen to priests to mad scientist types in the higher levels. The only foe you really ever have to run from is Van Helsing — he just has to throw a wooden stake in your direction and it is curtains, nothing left of you but a little pile of ashes.

One of the best features of this game is the clever use of sound effects, from the twang of an archer's bow to the sucking noises your vampire makes as he drains the life blood from his victims, leaving no more left of them than bones that crumble and tinkle musically together as they fall to the ground.

There are also all the sounds of the night, as well as the sounds and songs of the birds in the morning that herald the coming of day and the death of any vampire not hidden away in his crypt.

I am also very impressed with the graphics of this game. For example, as time passes during the night, you can keep track by watching the moon as it sails through the night sky...or the fine details of the characters on screen, like the vampire's red eyes...or the fact that the bowmen actually draw their bows before firing.

A great deal of detail went into this game's design, both from game play which is excellent (the joystick is quite responsive) to the great sound effects and graphics. I would rate this game very highly; I would say at least a 9. I would go higher, but there are a few gripes that I have with it, such as:

- There is no "Save Game" feature documented.
- On bootup, the game asks you for some kind of code, though the documentation doesn't explain anything about it. This is frustrating, for all I know the proper code letters could get me to some of those levels I only dream about seeing.
- Once again, the documentation (two pages) just doesn't seem to tell enough to do anyone any good.

As for my final conclusions, I think this game, while off beat, is a real winner and a good addition to anyone's library. The only thing I need now is a "trainer version" of the game so I'll live long enough to see all 30 levels!!!!

A Novice Fumbles Around the Keyboard or AtariWriter+ Explained for People Who Don't Want to Read the Book

by Jimmy Boyce (CACE)

[Editor's Note: This article is the first in a series to help XL/XE users of Atari-Writer+ get the most out of their word-processing endeavors.]

It shall be my endeavor to rewrite the book and explain (from personal experience) what this word-processor is all about. STUDENTS, this will interest you, because I have used this program exclusively for ALL OF MY HOMEWORK at Jackson Community College and the Jackson Area Career Center. For statistical work and charts I use B-Graph. That I will get into at a later date.

First of all, there is an interesting article in the July 1988 issue of ANTIC about the subject at hand. Secondly, I will be just sort of rambling through the handbook without any sort of order. Opinions about the various aspects of AW+ will be my own and not necessarily those of CACE.

I received my copy of Atariwriter+ (AW+) as a birthday present from a very dear friend. To that friend, I say THANKS A THOUSAND TIMES OVER. One of the nicest parts about this program is that the disk has versions for the 800, 800XL, 1200XL, and the 65XE on one side and for the 130XE on the other. For me this is super because I have an 800 and 130XE, so both computers are usable with AW+ and the spellchecker works for all of the aforementioned computers. If you put in the wrong side (if you don't have an 130XE), it reminds you of that fact with a little message.

I am not going to go through the methods of setting up your equipment and how to load a disk. I figure you have already done that, so lets assume that you have got all of your equipment plugged in to the proper places and in the proper order, and you have turned on the system and booted up AW+.

After it has gone through all its grinding and flashing on and off, a menu appears on the screen. Lots of stuff with the first letter of each line looking strange when compared to the rest of the line. This stuff will begin the formal discussion of AW+. When ever you see <p#>, that is the reference page in the manual.

CREATE A FILE <P6> & <P13>

As the name implies, you are about to fill a blank page with some sort of literary genius of your own (or someone else's if you are copying). Stroke the letter "C" and the screen divides itself with the top being blank and, at the bottom, is a second little rectangle with arrows. The arrows are for tab spacing (more about that later).

Next, you will see INSERT MODE. This means that as you type and discover that you have something additional to put in the text, you can go back to the place that you wish to insert that information and start typing as it pushes the rest of the text ahead of it and nothing is lost. If you wish to type over something, then hold down the CONTROL key and strike the INSERT key and you will see the message TYPE-OVER MODE.

Be careful of this arrangement; if you forget, you can lose a lot of hard work. LOWERCASE is next...by striking the CAPS key that word would change to UPPERCASE. If you want to type in only capital letters, then change it and you'll know from the screen that the change has been made.

The bottom line contains a number and BYTES FREE. This number varies according to the type of computer and disk drive you have. BE AWARE OF THE MAXIMUM SIZE FILE YOUR COMPUTER WILL LOAD!!! I learned the hard way and had to do some fancy editing to save what I had written (more about that later).

C=1 is the next thing you see, and that locates you on the vertical axis of the screen. L=1 locates you on the horizontal axis of the screen. Well folks, that locates you on the computer so you can begin your creativity with the best of them, even Bill Shakespeare.

You should be sitting with a blank screen in front of you, so experiment. It's fun and not too many computers have been destroyed with the normal finger tip pressure applied to the keys.

Don't tell me, you are sitting in front of that blank screen too terrified to touch a key! I didn't think so! I mean you might get some sort of a rare terminal(CRT) disease like dry eyeballs or something.

EDIT FILE <P6>, <P13,14>

Once you have started a file and you need to do something else, like checking the formatting prior to printing, just hit ESCAPE (the [ESC] key in the top left corner of the key board) and the Main Menu returns. After you have done whatever you wanted to do and have hit the [ESC] key again, the Main Menu has returned.

Folk's don't panic...I know what goes through many people's minds when that four letter word jumps up, but in this case EDIT means return to the document you were working on. Sooooo, strike the letter "E" (remember it can be a lowercase E) and you are back to those little pearls of literary genius of yours...or hit the BREAK key (that's in the upper right hand corner of your keyboard) and you will be returned directly to your document.

Some of the handy edit commands are:

[SELECT][T]—This takes you directly to the top of your document. Handy when you want to make a change near the top.

[SELECT][B]— This takes you to the bottom of your document when you are done at the top and want to continue writing. Isn't nice how the commands make sense — T for top, E for edit, B of bottom?

[CONTROL]— By holding down the [CONTROL] key first and then holding down on an arrow key, you can scroll a line or column at a time to locate the cursor where ever you wish.

[SELECT][->] and [SELECT][<-] -- Holding down [SELECT][->] moves the cursor to the next word on the right which speeds up the process of moving the cursor; [SELECT][<-] does the same thing in the opposite direction. I found this to be a bit awkward as a key stroke, but that's my opinion.

[CONTROL][A] and [CONTROL][Z]— These are handy commands — [CONTROL][A] moves you to the beginning of the line you are on and [CONTROL][Z] moves you to the end of the line you are on. This is nice when scrolling up and you are on the left side of the screen and want to get to the right side in a hurry or vice versa.

[OPTION] Key Commands — To get to the bottom of the screen (not the document) try using [OPTION] and the down arrow. Use [OPTION] and the up arrow to get to the top of the screen.

DELETING TEXT

If you goof and need to delete a letter, place the cursor over the letter and hold down the [CONTROL] key then hit the [DELETE/BK SP] key then type in the correct letter. The [DELETE/BK SP] key when struck alone works like a typewriter and deletes the letter to the left of the cursor.

There are ways of DELETING BLOCKS OF TEXT <p24>. That sure sounds terrible. Why would anyone want to delete something they just wrote? Who knows? Maybe you decided that particular bit of literary genius stinks and wish to try over.

Anyhow, the first thing to do is move the cursor to the first letter of the first word you wish to get rid of. Next, exert continuous pressure with one of your fingers on the [OPTION] key, while exerting yourself push the [B] key. Notice down in the lower screen where it used to say "INSERT MODE" that it now reads "BEGINNING MARKED".

If you have a lot of text to eliminate hold down the [CONTROL] key and push down on the down arrow to move the cursor down. At this time you will notice that as the cursor moves down everything is now in inverse print. If you go too far don't worry, because all you need to do is back up the cursor with your arrow key to the point you intended to stop. Notice how the inverse disappeared one letter at a time. Now you have all of your text to be deleted in inverse characters, right?

OK, next key strokes are [OPTION] and [DELETE/BK SP]. Please take note of the little message down in the lower left hand side of your screen. It says something like DELETE BLOCK Y/N? This is the biggy, because when you gently touch that [Y] key, ZAP...it is gone! But not forgotten, at least not by the computer.

"Holy cow," you shriek. "What have I done?"

Never fear folks, just place the cursor where you want to replace all that lost composure (pardon the pun) and gently stroke [OPTION] and [X], and as in X marks the spot, there is your lost composure (OOPS did it again). It was saved in the failsafe buffer.

Now let's see, oh yes, dumping everything from the cursor to the end of the file. Let us suppose that you decided that your talents as a writer were in the toilet that day and what you had was garbage. Try this, push the [SELECT] and [DELETE/BK SP] keys. It is gone, and I mean gone — no failsafe buffer, nothing — just gone! (For you 130XE people, this is just to the end of whatever memory bank you are in at the moment.)

OTHER TEXT BLOCK OPTIONS

By the way, before I forget, this is the same procedure for pasting a block of text <pg 25>. Just place the cursor where you wish the first word of the deleted text to pop up at, and push down on the [OPTION] and [X] keys. Nifty, huh? (Attention 130XE users — you can go from memory bank to memory bank with pasting operations, just remember your failsafe buffer is 8K of memory. First get the block deleted, next press [START] and [B] to get to the memory bank of choice and then hit [OPTION] and [X].)

Suppose that you were not writing garbage...suppose that you were so proud of what you wrote that you wanted to see it twice! That is called DUPLICATING BLOCKS OF TEXT <pg 25>.

The main difference between deleting or pasting is that instead of punching [OPTION] & [DELETE/BK SP] at the end of the highlighted text you push [OPTION] & [E]. This leaves the highlighted text in place, removes the highlights and places a copy of the text in the failsafe buffer, where it sits until you place the cursor and strike [OPTION] & [X]. (130XE devotees can carry this action across memory banks as well.)

Another nice editing feature is the ability to take a random list of words and alphabetize them. Lets suppose you have a list of jobs that you have to do and you prioritize this list.

As it sets there on the monitor with the first priority job being the fifth one on the list and the second being the last, why not try this and they will be shuffled into numerical sequence. Press [OPTION] and [B], do the highlighting bit and then press [OPTION] and [A], a few seconds later — voila — they are in their new and proper sequence and you can run off to the garage knowing that the attic is next to be cleaned (or ignored because you discovered that the TV slated for the garage sale works).

To count the number of words in a file just type [OPTION] & [W], and down in the lower left, the program will tell you how many words are in your document. Go ahead and count them!

SEARCH AND REPLACE

Let's suppose that you have written an article about winter. Let's suppose you are now bored with winter. Let's suppose you have a magic wand (an Atari computer), and you are going to change winter into spring. Well this is kind of silly I know, but how else can I lead into SEARCH AND REPLACE (S/R) <pg 26-27>.

According to the manual, you can search out and replace 21 characters at a time (130XE owners can cross memory banks with this procedure). Here is how you get rid of Old Man Winter. First, type [SELECT][T]. This puts the cursor at the top of your article. Next, hit [START][S].

Notice down in the lower left where INSERT MODE was? It now reads SEARCH STRING. Type in "Old Man Winter" without the quotes (or whatever it is you wish to replace with no more than 20 characters) and hit [RETURN]. Now type [START][R], and notice the lower left of the monitor screen reads REPLACE STRING. This is our chance to turn winter into spring, by typing in "Spring" and [RETURN].

You notice that the cursor has moved all by itself to the first occurrence of Old Man Winter! Press [SELECT][S] and the lower lefthand side of the screen reads STRING FOUND. Now for final revenge! Your fingers pounce on the [SELECT][R] keys and Old Man Winter is replaced by Spring. Wouldn't it be great if we could do that with the weather?

What I have described is the case by case method of SEARCH and REPLACE. Another method is to simply hunt out the offending word(s) and use [SELECT][R].

When you are all done with your search and want to make sure that Old Man Winter no longer exists in your file try using [SELECT][U]. This will take you back up through your file looking for a last time for any appearances of Old Man Winter so you can enjoy your newly created Spring.

This may seem a bit tedious, so let's make it easy. Once you have gone through all of the first steps of defining the string and you have typed [SELECT][S] try [OPTION][G]. From where the cursor is setting to the end of the document, Old Man Winter will be replaced with Spring and down in the lower left screen you will see the following: GLOBAL SEARCH/REPLACE COMPLETE. (130XE owners, this will not cross banks. However, you only need to find the first occurrence in each bank, place the cursor as described and strike [OPTION][G] in each bank.)

Here are a few little additional items to help with search and replace. If you have a word like NOT and you wish to replace it, be aware of the word. Those letters appear in other words like NOTHING for instance. So, when you use S/R you must put a [SPACE] in front of and behind the word so that the S/R function of AW+ does not get confused and change parts of a different word. Another function is that S/R will change control characters for you, and you can use [?] as a wildcard.

One final note: you can use S/R as a search and delete function by typing [RETURN] instead of [START][R]. Well folks, that is it for this month. Next month we will try our hand at merging files and some other things that may be of interest to you. In the meantime, punch the keys and see what happens, but save as you write. Periodic saving of your text just may save you a lot of retyping!

New Publication Focuses on Shareware Programs!

Computer Publications, Unltd. (CPU) announces a newsletter for Atari ST/MEGA enthusiasts and shareware programmers. This publication contains news and information specific to the world of public domain and shareware programs.

Shareware authors will find THE SHAREWARE CONNECTION the perfect link for communicating with the ST community. ST enthusiasts will find THE SHAREWARE CONNECTION a valuable resource for information on public domain and shareware software found nowhere else in the industry.

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Hard Drive Myths and Mysteries

by David C. Troy

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[Editor's Note: This is our first installment in a series of articles from Toad Computers. Although this was not originally written as the first article in the series, it is the best introductory article to the series.]

While I feel I have addressed the intermediate to advanced users with my previous "HDM&Ms" files, I don't really feel like I have reached the true beginners, the guys who just want to know what the hell is going on. So, this time, instead of talking just to you folks who wanted some explanations of buzzwords, I will talk to the beginner as well, and between us all we can make some sense out of this whole hard drive thing.

You have an Atari ST and a single or double sided floppy drive, maybe you have two, and you're used to it, but you find work sometimes tedious, annoying, or cumbersome because of disk swapping, labeling, or filing.

Your friends say you need a hard disk. They say it will speed things up. "Once you get one, you won't be able to live without it," they say, coyly, knowingly, while you mutter that you're just fine with your floppies. You say, "I don't need to spend the five hundred dollars." And you're secure in that. How much can it really be worth?

But the suspicion nags... Gee, maybe I really do need a hard drive —what if I could try one without anyone knowing? Maybe an all-night computer store... No one would know...

Finally, your lower instincts inch into the decision making part of your brain — you want speed, capacity, and convenience. And you admit it. If passion is a crime, then lock me up. One goes quickly. As long as the wife doesn't find out, you're well on your way.

You start hanging around with the wrong crowd — at the computer stores. You start asking, "So, how much would 20 megabytes be?" "What about 30, or 50... or maybe 85?" You're addicted. Just one use of a hard drive is 99% addictive. "I'll just use it socially," or "I can control it...really." Sure. That's what they all say..

So, now you're looking to buy a hard drive. What, oh what should you buy? Let's look at a few basic factors, and you can determine that by yourself. Price, speed, capacity, physical size, expandability, and warranty.

Price

This is frequently the most important factor. Hard drives are in a weird situation now where you can enter the market for as little as $499 (for a 20mb), or you can spend literally thousands.

The way the pricing breaks down is a little weird. You can get 20 mb for $499, or 30 for $539, or 40 for $599, or 50 for $599, or 65 for $679, or 85 for $709, or 100 for $899, or 170 for $1399. (These are cheap, Toad Computers prices by the way :-)

But anyway, the point is, you'll get yourself caught in an endless loop of "Well, if I spend $17 more, I'll get 20 more megs." All the way to the top of the line. That's why most of the drives I sell these days are 50 or more megabytes. It's simply a better deal. But, if the money on hand is a constraint, the smaller drives are always going to be available. You decide which is right for you. You might choose to analyze it by megabytes per dollar.

Speed

Speed is a factor in choosing a hard drive. The median access time for hard drives sold today is 40 milliseconds. As I explained in my last HDM&Ms file, access time is a measure of the time the drive takes to move from one random point on the disk to another, on the average.

Just to give you an idea, 65 is slow, 40 is good and healthy, and 28 or less is for people who need it or are just weird. The place where access time is going to make a difference is if you have prolonged disk access. Most people don't.

Most people have spurty, once every fifteen minutes disk access. People that run BBSes, or who print with GDOS a lot, or other similar things where the hard drive will run for 5 minutes straight, will get a cumulative increase in speed. You decide which is right for you based on the way you anticipate you will use your drive.

How Much Do I Need?

A good general rule is that a hard drive will hold as many floppies as it has megabytes. Of course, ST floppies are not 1 meg disks, but a hard drive needs to have constant boot programs & desk accessories, and the leftovers will be taken up by that. So, if you have maybe 20 programs you use regularly, a 20 megabyte hard drive might be just about right for you. Although the larger sizes are more popular, don't buy something just because everyone else is. If you don't need the extra, don't buy it.

Another thing you will want to think about is the way in which you will use your hard drive. Will you be using it as a replacement for all of your disks, or as a place to put your most frequently used programs. If you try to put everything you've ever run across on there, you'd want the bigger drive. If you just have your spreadsheet & DTP program on there, you might only need the smaller drive. You decide which is right, based on the way you anticipate you will use your drive.

Physical Size

Drives come in 3.5" and 5.25" sizes nowadays. People sometimes think that 3.5" drives are ALWAYS FASTER, some people think that 5.25" drives are more reliable, some people think that 3.5" drives are always more reliable. These are mostly myths.

Drive size is just a factor of what is convenient for the manufacturer. Most 3.5" drives share almost identical specifications with their 5.25" counterparts. The biggest difference is that some capacities are easier to make in 5.25", others are easiest to make in 3.5" sizes. Don't really worry about physical size when thinking about reliability and speed. (How many times have you used that line in the bedroom?) Worry more about transfer speed and access time.

Physical size can become an issue when it comes time to mount it, though. (What about that one?) For instance, the ICD FAST cases can hold 2 3.5" drives or one 5.25" drives. We at Toad Computers have some cases which will hold 2 5.25" drives, or two 3.5" drives. So know your case and your desire to expand before you committ to a drive size.

Expandability

This goes pretty much hand in hand with physical size. Most drives nowadays are SCSI (scuzzy) drives, and so that makes the issue of a controller moot, thus making remaining case space the only remaining issue. For the most part, with ST hard drives, if it's got the room in there, you can expand it. If it has a controller and the room, you might be able to expand it a little cheaper.

Some drives (like the FAST) have external SCSI ports, so even if it doesn't have the room it's expandable. But you need to get another power supply and case in addition to the drive if you want to do this. You want to make sure that you will be able to format an expanded drive, too. Check with your dealer/manufacturer/streetcorner salesman.

Warranty

(I'm tired — it's 2AM). A warranty is a good thing to have. Don't buy a drive without a warranty. While hard drives are for the most part very reliable, errors do occur, and it's nice to be able to get the thing replaced if it dies. If you can't get it replaced, it's a fair amount of money down the drain. We at Toad Computers have a 1 year warranty on all of our drives. It seems to work pretty well.

Oh well, I guess that's all for now. I'll be back the next time I feel inspired. I hope this has enabled you to decide if you do need a hard drive, and if you do, what size and type of hard drive.

I think next time I'll write about beginner applications and set up of hard drives.

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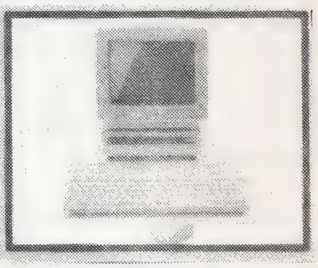
ICD's FAST Hard Drives Include A Built In Clock, Fan, and Power Supply, And Are Totally Expandable!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FAST 3.5" Drives		FAST 5.25" Drives	
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30 MB 40ms	$599	65 MB 40ms	$709
30 MB 28ms	$629	65 MB 28ms	$739
50 MB 40ms	$679	**85 MB 28ms**	**$769**
50 MB 28ms	$709		

Two 3.5" Drives or One 5.25" Drive May Be Placed Inside the FAST Case. Let Us Know If You Require a Special Configuration. CALL FOR LATEST LOW LOW PRICING!

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These prices reflect a 4% discount for money orders, certified, or personal checks. We accept Visa, MC, and Discover. MD residents add 5% sales tax. Call if you have further questions.
FREE SHIPPING!!

AtariFest '89 -- COMDEX for the Common Man

by John Barnes (WAACE)

East Coast Atarians don't have to travel to Chicago, Atlanta, Las Vegas, or even Anaheim because they can get the straight scoop on the latest Atari doings right here in the "seat of government."

AtariFest '89 is scheduled for October 7th and 8th at Fairfax High School. The event is sponsored by the Washington Area Atari Computer Enthusiasts and the Adult Education program of the Fairfax County Public Schools. Admission is free and the Fest is open to the public.

Since its humble beginnings in a hallway at Fairfax High School in the fall of 1985, the WAACE AtariFest has grown to become the premier East Coast event for Atari users. The 1988 Fest drew people from 26 states and a couple of foreign countries.

Something for Everyone

The fact that nearly 3000 people attended the 1988 Fest is a clear indication that WAACE is providing something people want. The WAACE member clubs, who cover the ground from Baltimore to Richmond, put a lot of effort into providing a varied and interesting experience. There is something for the inveterate shopper, the serious hacker, and the bewildered user interested in learning more about his Atari.

Hardware and software from all over the Atari computing world will be on display and, in most cases, on sale. Leading retail outlets and software developers will be represented. The educational side of the program will feature seminars, demonstration rooms, and a desktop publishing contest. Subjects covered will include desktop publishing, personal finance, computer languages, telecommunications, games, graphic arts, and business uses. Music applications will occupy a special demonstration area of their own. A hardware and software swap meet will also be in operation.

Seminar speakers on Saturday and Sunday will present timely information on the latest products, trends, and problems.

A special feature for 1989 will be "The Best of Atari Desktop Publishing", a contest for anyone who feels that itch to be creative. Download file 10387 for a Publisher ST version of the Contest Rules.

Everyone gets a chance to unwind and mingle with our out of town guests Saturday night at a chinese banquet at the Hunan Lion restaurant in Fairfax. WAACE is recruiting an outstanding speaker and there will be special awards, including the prizes in the DTP contest.

Users Helping Users

WAACE is a confederation of user groups, people who are dedicated to the proposition that someone who has been there is in the best position to help someone else. These groups get front page billing at AtariFest with their disk libraries and membership campaigns.

Public domain software for Atari computers is a vital part of the mix and there are plenty of experts on hand to help you find your way.

Uninitiated members of the public who have never been in a user group are in abundance at the Fest and the groups can recruit very effectively. Anything that can inspire this much loyalty has to be worthwhile.

It's Your Fest

While the Fest doesn't cost the public anything it does cost the sponsors a lot of sweat and tears. It takes about 150 people to set up the space and tear it down again, to staff the demonstration rooms, to assist the vendors, to print the program, to register the visitors, to plan the banquet, to sell advertising, to generate publicity, ... the list goes on and on.

For the 1989 event the organizers will be canvassing over 300 vendors from all over the world. Additional vendor space has been arranged for, and a dressier look will pervade the whole Fest. Additional print advertising is being laid on to encourage attendance at the Fest.

A bigger and better AtariFest means a bigger bill for labor. Something like 20 percent of WAACE's total membership will have to help. People from other clubs and other areas are welcome wherever they can help. There are lots of opportunities in the seminars, the demonstration rooms, advertising sales, graphic arts production, you name it.

The only profit the organizers and their workers take home is a feeling of satisfaction in sharing the joys of Atari computing with the rest of the world.

Compuserve folks who want more information on the Fest can send E-Mail to WAACE Vice-Chairman, Charles Smeton at 73047,2565. I would encourage everyone to capture this and spread the word throughout the land.

What Atari Left Out of Some STs

by Bill Pike (PAC)

This article originally appeared in the Computer News published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiats

When Atari started making the ST series of computers there were some computers that were made with an RF Modulator and a composite video output. Atari has also constructed quite a few ST computers without these items.

You might ask, of what use is RF output and a composite video output to a person who already has a RGB monitor? Well, yes, a person with an RGB monitor has a much clearer picture in both low and medium resolution modes than a person who is using a standard TV or a composite monitor.

However, what about the person who has just purchased an ST and doesn't have the necessary funds (near $400) for an RGB color monitor? Or what can you do if you want a bigger than 13" picture to show in front of a larger group of people, like 50 kids that just found out you have a computer and want to play video games, and most of them are your bosses's kids? Or maybe your monitor goes "bye bye" right in the middle of an article that you have put off for about the 20th time with a deadline of last week, and you have a composite monitor that you use on your 8bit machine.

Well, if you happen to be one of the lucky ones that have a 520STfm or 1040STfm, you are still in business even if the video isn't quite as clear.

If you don't have either of these machines, you are stuck, sorry.

Atari has not installed either an RF Modulator (used with a standard TV set) or a composite (standard video signal) output on any machines except the 520STfm and 1040STfm machines. Now you can do something about this.

Practical Solutions has come up with the VideoKey. VideoKey is a unit that plugs into the monitor output jack on ANY ST or Mega computer. It changes the RGB output to three different outputs: RF [suitable for a standard TV] Composite Color [suitable for any composite monitor] Monochrome video [suitable for a green screen or amber screen monitor]. By the way, you also have the audio output along with the video.

Ok, you still have the equivalent resolution (sharpness) of a standard TV in all three outputs, but this sure is a lot better than nothing or 50 people gathered around a 13" color RGB monitor.

A small digression, even your 520STfm and 1040STfm might not have the clearest video that your computer is capable of producing in the composite mode; the VideoKey produces the best available.

The output of the VideoKey is standard 75-ohm video and 1 volt of audio into 1-kohm. These are the same values that your stereo amplifier or VCR uses. The RF output can be set for channel 2 or 3 if you wish to use a standard TV.

The connection to the computer couldn't be simpler — just plug the cable from the VideoKey into the monitor jack of the computer. Plug an RCA-type jumper cable into the connections you want: RF for Standard TV, composite video and audio into your VCR, audio into your stereo amplifier, etc.

The only problem that I had with the unit was adjusting the ColorLock (a small screwdriver adjustment on the bottom of the unit) for a picture without rainbowing (colors drifting across the screen). Just follow the instructions included with the unit to adjust.

Once this has been adjusted, it is quite stable and will not need to be readjusted until you change TVs. However, the adjustment is a little touchy (a little change has a large effect), so take it slow and easy.

The suggested retail price of the unit is $99.95, however it can be found at prices in the $60-$70 range with a little shopping. I would suggest the purchase of this unit for anyone who has the needs mentioned above. It is also a good, lower cost, back-up for your existing monitor.

For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.
Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A: Socketed, no RAM	$129
520B: 1 MB, socketed	$249
520C: 2.5 MB, socketed	$495
520D: 4 MB	$795
520-1: 1 MB, non-expandable	$199
1040A: 1 Bank sockets, no RAM	$110
1040B: Fully socketed, no RAM	$149
1040C: 2.5 MB + 1 bank sockets	$495
1040D: 4 MB	$795
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own	- $385		
10 MB	- $485	30 MB RLL	- $695
20MB 48 ms	- $595	40 MB ST251	$795
30 MB f. ht. 45 ms autop. CDC	- $745		

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own	$295		
10 MB	- $395	30 MBCDC	- $565
20 MB 48 ms	- $525	40 MB ST251	$745
65 MB 22 ms autopark RLL drive	$845		

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB	- $349	30 MBRLL 48ms	- $570
20 MB	- $485	40 MB ST251	- $645
63 MB h. ht.22 ms auto parking	- $795		

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:

10 MB	- $295	20 MB 48ms	- $398
30 MB full ht. CDC 45 ms	- $465		

Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.
Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available!
Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

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909 Crosstimbers, Houston TX 77022
(713)691-4527/8 FAX: (713)691-7009

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ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Greetings and salutations fellow CACE members. This coming month we will have the August meeting which will be held Sunday the 13th from 1 pm to somewhere around 4 pm at the East Side Lounge on the corner of Ganson and Horton.

To All of you ST people out there, hey listen up. Some of you might know this and some of you might not. Anyway, the club maintains a Post Office Box here in Jackson. We receive quite a bit of ads and other computer related information through this box. If you are interested in what the newest stuff is that you can get for your ST, or even for you 8bit people, come to the next meeting. I will have tons of this stuff all set out and ready for you to take home. Some material that you might be interested in: Issues of ST World, The WordPerfect Corporation newsletter (if you haven't seen these you really need to check them out), and issues of STing, a ST newsletter from Coopersville (you've really got to check this one out — NICE). And while I'm on the subject, we also receive newsletters from Great Lakes Atari Digest and MAGIC. So as you can see there is plenty that you have been missing if you haven't attended a meeting in a while.

Those of you who didn't make the World of Atari Show missed out on a lot of software and hardware for some really decent prices. I picked up a 1020 color printer for $10. Those of you who don't know about this little printer should come to the next meeting and see a demonstration.

Lately I've been hearing rumors that Roy Goldman, the author of Daisy Dot and Daisy Dot II (What do you mean you have never heard of these programs, this is a program that allows you to use whatever near letter quality font you like with your Epson compatible dot matrix printer?), will soon be coming out with Daisy Dot III. It has been said this program will allow use of near-letter quality fonts with almost all dot matrix printers and has expanded font capability. I personally can't wait for this one. If you don't have either of the Daisy Dot programs mentioned above, you can get them from the club's library.

This next part is for those of you with modems. Bob Puff has released his latest version of BOBTERM. Version 1.1 allows direct use of the SpartaDOS command line, those of you who have been using DeTerm will appreciate this. And if you have been using 1030 Express! this is the program for you. If you don't have access to the club's board yet, get on. Or, if you would prefer, you can get the program from the club's library.

BOBTERM and Daisy Dot are two of the finest shareware programs around for the Atari 8bits.

Well, anyway I know that those of you who receive AIM have not had an issue since May. I called Pattie again today and left a message on her machine (I just hate those things, don't you?), so hopefully we will be getting those issues soon, and maybe this one a bit earlier.

I think that this is about it for this month. As Dennis Miller would say 'That's the news and I am out of here.'

CAPITOL HILL
ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

For Sale
Arkanoid from Taito & Space Station Oblivion from Epyx

Each only $15!
Call (313) 973-8825

GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy. Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

President's Report by Jerry Cross

Not much to report this month. With the school closed we can't hold our July or August meetings. The next meeting will be in September, same time, same place.

The FACTS bbs is now running the new Michtron BBS software. This is a multi-line bbs supporting 3 lines, just like the NiteLite software I used to run. It works far better, had many more features, and so far I have not had any major problems or crashes. I'm sure you will enjoy it's features. The number is 736-3920, and supports 3,12,2400 baud. That's it for now, see you in September.

For Sale

520 ST Upgraded to 1 Meg
2 DS & 1 SS Disk Drive
Color Monitor
PC Ditto, Business Programs
and some game software
Asking $1000
Call Nate at 548-8029

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Open	
Archiver	Dave Oldenburg	
Librarian	Bill Berner	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting: Saturday, 09 Sep 89. We are not scheduling meetings for August this summer. Your AIM will come in the mail as usual...if your dues are paid, of course.

A few of us devoted members managed to make it to the Dearborn computer show. I can only say that it was most impressive. There were tons of ST programs and hardward devices available. I also was able to look at a number of 8bit programs, but there wasn't as much available as there was at the last show I went to.

A note here for you users of the GKAUG BBS. Shortly, maybe even already, the BBS will be changing location and we will have a new number. It will be in Kalamazoo so a lot of you will have access to it without a long distance call. There are currently 85 active users and we hope it will grow a bit. We will be adding additional drives so there should be a greater selection of programs and activities. Our new number is: (616) 385-2448.

You will need to log on again, get a new ID number, but you should still be able to use your old password if you get on quick and no one else gets there first. I hope to keep you informed through the summer, so check your AIM.

Call me if you want to consider a new position of leadership in the club. I may not be able to continue in this position this next fall. If I cannot, the club will be limited to those who have access to a modem, and all business will be handled by phone.

Frank

Great
Lakes
Atari
ST
Support

'GLASS', Michigans only
'ST' only Users Group
I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

Next Meeting: August 2nd, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE, Comstock Park, MI 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasuer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

M.A.C.E. MACE

MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

The July meeting of MACE was held on Tuesday, 7/18, in the Southfield Civic Center. Meeting Coordinator Bob Retelle called the meeting to order at 7:45pm announcing the feature topic would be "Those Excellent Programs You Should Avoid." Bob noted the topic was chosen tongue-in-cheek and that no malicious intent was to be inferred.

President Bill Rayl announced the annual officer elections would be held during the September meeting, and that nominations would be entertained in August. There is really no need for only one person to run for each office. Bill announced that ST Librarian Ed Hanson would be selling blank disks in bundles of 10 for $8, while 8bit Librarian Ted Newkumet would have blank disks (also in bundles of 10) for $2.50. Ed also would be selling 3.5" disk labels and the STICKER III program for $6.

Bill and Bob spent about 20 minutes discussing Atari News. The big topic seems to be the "un-release" of TOS 1.4; no one really seems to know when Atari will be making this upgrade available to end users, however developers are reporting having received the new chips. There was quite a bit of discussion amoungst the membership about the ST World of Atari Show held in late June, both positive and negative reactions were aired, however, the general consensus among those who attended the show was that it was worth attending even though some of the announced exhibitors DID NOT.

Member Steven Sturza started the demonstrations of "excellent programs" by showing Reeve Software's "All Pro Hockey." Steven noted "This is one program you would NOT want to buy," and showed some painfully slow graphics. Other programs that were demonstrated: Star Trek, The Next Generation (good initial graphics and sound effects, but the game is little more that a glorified text game); The Hippo Almanac; Metropolis by Paradox (this silly game laughs at you when you lose!); the Dungeon Master Hint Disk (this is really not a bad program at all, simply that it's virtually useless unless the user owns 2 STs or is willing to jump out of game play to load up the hint program then finally re-load Dugeon Master again); and ST Talk Pro (a much ballyhooed terminal package from QMI that is prone to crashing.)

On a lighter note, Bob Retelle showed the Fun Face program which allows the user to develop facial drawings from a variety of pre-drawn ear/eyes/nose/mouth/hair sketches. This program was released as a demo of a commercial package that never materialized. The members got a number of chuckles out of the various faces Bob developed, and one loud boo for not having any female sketches to work with.

The next meeting will be held on August 15th.

Michael Olin, MACE Rec. Sec'y

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are August 12th, and September 16th, 1989. Officers:

President	Steve Volker	793-2955
ST Librarian	LeRoy Valley	686-6796
Treasurer	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

First Up

What a nice meeting! It seemed as if EVERYONE had a story about a great software or hardware deal found at one of the two most recent Atari shows (M.A.C.E. and World of Atari), held in May and June respectively.

Pro and Con discussions on excellerator boards, 4096 color upgrades, the portable Atari ST-STACY, the VCR tape-sized PORTFOLIO, and upcoming SOFTWARE, began in small groups before the meeting, and continued on after, to become a number of informative and interesting debates. Questions surfaced as to what was available in the area, and where, and the topic of local dealers was brought up. A poll was taken on who had visited either of the local stores, MIDI-TO-GO and SIMPLY SOFTWARE (both on Euclid in Bay City just a few blocks from each other), and there was a good show of hands. It was agreed that support of these two shops was an important and beneficial part of membership in the local Atari community.

Officially, four proposals were presented, with the first two tabled and the other two passing without dissent. Steve Volker opened a forum on membership, with ideas of greater visibility in the community, a membership form (introduced by Jerry Monroe), club identity with t-shirts, buttons, or hats, an elected officer with the duties of membership goal setting and fulfillment, etc. Topic was tabled for next month when hopefully more members will be present. Leroy Valley made a motion to raise the cost of copied library disks to provide cash flow into the club treasury and to facilitate upgrading the library to double-sided disks. This was tabled, with nods of general agreement, until the new cost for the disks is determined and will also be reopened at the August meeting.

The proposal to convert our ST Library to a double-sided only medium was motioned from the floor by Leroy, and seconded by Jerry Monroe. It was passed with a note on converting programs on an individual basis for those few who still have single-sided drives. The final proposal, presented by Leroy and seconded by Steve Volker, was a recommendation to purchase 50 blank disks for the ST library. Leroy agreed to place the order.

What YOU Missed

Wayne Fenior showed remarkable familiarity with the object of his demo, MasterCAD. Despite having the software only one month, he easily zipped through the programs myriad of pull-down features, such as ANGLE, ZOOM, PLANES, VIEW-POINT, POLYLINE, 3D AND 2D modes, like a pro. Some of the pluses of MasterCAD include the ability to view your creation from the inside out, a SPIN with up to 99 points, GROUP, FLIP, COPY, and PROPORTION processes, and two ways to print your output. The only major downside mentioned was the lack of dimensioning capabilities, and a less than spectacular med-rez display. MasterCAD from MichTron comes on a single, Double-Sided disk, and requires at least one Meg of RAM. Wayne reviewed it on his Mega 2 with TOS 1.3 and a blitter, and it was impressive.

What YOU Shouldn't Miss

We've managed to coax Leroy Valley back to tne podium as he demos LAZER 'C' debugger. Though the application is for use only with the LAZER 'C' package, LeRoy suggested that it would be a good tool for introducing the "uninitiated" to the uses and functions of a good debugger. (I know I'll be taking notes!)

Coming up at the October meeting (hopefully) is a demonstration of the TouchUp/Hand Scanner package available from MIGRAPH. From what was shown at the World of..show, this should be something. On the 8Bit side, Ted Beauchamp was unable to make the club meeting and our newest member, Hank Kaufman was the only eightbitter present. Hopefully Ted will be able to do his demo next meeting.

On Another Note

We have an exciting raffle coming up next meeting for the game TOWER TOPPLER. We have picked up one new member at each of the last two meetings. Leroy will have our new ST Library disk catalog done, and our new members drive is growing steadily with newspaper ads, a mention on TV-5's Community Calendar, posted signs at local dealers, and with, hopefully, each of us bringing along a friend or relativeto the next meeting. We have the potential for an extended period of growth as Atari finally gets itself together in America. Let's all take time to promote the Tri-City Atari Users Group whenever the opportunity presents itself. Remember: A BIGGER CLUB MEANS BIGGER AND BETTER THINGS TO COME!

Equipment Volunteers for August: Leroy Valley Mega4 Bryant LeFreniére Color Monitor Ted Beauchamp 8 Bit Computer and Drive Jerry Reno 8 Bit Monitor

Remember, if your bringing equipment, please bring all the necessary cables,(i.e. power cords, monitor cords, mouse, or whatever.)

July Minutes

The July meeting of the Washtenaw Atari Users Group was held on Tuesday, 7/11, in the Wolverine Room of the Michigan Union on the campus of the University of Michigan. There was a bit of a scramble at first as no one seemed able to remember where the monitor cable had been stored, and we nearly had President Craig Harvey convinced that the meeting would not start promptly at 7:30pm as is his goal. It turned out the cables were hiding inside Dick Selke's brief case (which we'd have known if we'd only asked... "If you ever don't know something, just ask me!" was Dick's only comment!) Mike Olin demonstrated the improved sound quality resulting from the Tweety Board upgrade kit and described the installation procedure.

Craig introduced himself and the club to the visitors and announced the feature topic for this meeting would be MIDI/Music. Craig also announced the August meeting topic will be "Hard Drives," September's will be "Utilities" and October will be "Emulators" (pending any of the members have received their Spectre GCR or PC Ditto III by then...) Craig showed a newsletter he had received from Gadgets by Small which gives a list of functions the Macintosh emulator can/cannot do and then went on to briefly discuss some of the various "speed-up kits" for the ST.

Craig then turned the meeting over to Vice President Richard Schrader who spent the majority of the evening treating us with his musical talents by tweaking and peeking a considerable array of MIDI hardware which he was kind enough to bring from his home studio. Rick showed us many of his techniques for recording and editing his compositions, and then went on to show how his experimentation is ultimately printed into musical score using his deskjet printer.

Co-Editor David Brzezinski demonstrated the Antic Music Processor (Dec. '88) showing how .AMS files can be converted to this system and then edited and saved as new files. On a fanciful note, the lyrics can be displayed on-screen during replay resulting in an interesting graphic presentation.

8Bit Librarian Mike Millage sheepishly announced he had forgotten to bring the library with him. (Mike graciously volunteered to let Wilma spank him, but word has it she took a rain check...) ST Librarian Russ Crum announced he had disk specials of some MIDI utilities from the library as well as a new update for the catalog disk. Dick Selke gave us a financial report, after which the meeting was adjourned so the curious could seek further MIDI enlightenment from Rick.

Michael Olin
WAUG Rec. Sec'y7/12/89

A Word From The President

Having survived my first general meeting as WAUG's new President, I thought it was time to let you know where WAUG is headed in the coming year. As you can see from the meeting minutes, we started things off with a (musical) bang with a great midi/music show thanks to the particular interests of a couple of members. I intend to continue having meetings that will both entertain and enlighten us all on the many capabilities of Atari computers.

For instance, the August meeting will cover the creation and/or purchase of a hard drive for your computer (8bit or ST). In September, the topic will be utilities, and I'm working on getting Darek Mihocka (creator of many great shareware utilities for the ST as well as the 8bit emulator) to demo his creations. For October, you will get to see how to run IBM software at 12 mhz on an ST, how to slip a Macintosh disk into your ST drive and run it better than a low-end Mac can do it, and how to attach your 8bit disk drive to your ST and then run your 8bit software on it (no, you can't do all three of these things at once!). Another topic that we plan to do is "Packet Radio" which allows calling around the world without the use of phone lines (or long distance charges), almost as if you were calling a local bulletin board. December, as usual, will be the games meeting.

If you do anything with your Atari that not everyone else is also doing, or if you want to see something that you've only heard about, let one of the officers know (or better yet, come to an officer meeting yourself).

Craig Harvey

From The Treasurer

We had four Renewals in June, the David Brzezinski family, the Don Neff family, Jay Skotcher and the Bruce Urbanski family. We must be doing something right. Welcome back folks.

If you missed the July meeting (MIDI demos) you should kick your butt, Rick and David educated and entertained us to the Max. If this was only some of the equipment that Rick has in his lab, I would really like to see his BOOM ROOM. Fantastic Night Rick, THANKS, from all of us...

Remember, if you would like to join or renew your membership. Send your $15 check or money order to Dick Selke, 31139 Cooley Dr. Westland, MI 48185. Till next time, keep cool.

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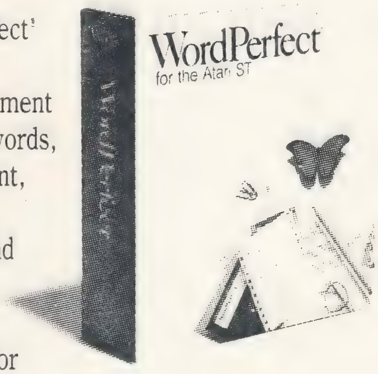

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August 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
		1	**GRASS** 2	**GLASS** 3	4	**TACE** 5
CIS 8bit CO 10PM 6	7	**WAUG** Delphi CO 10PM 8	GEnie ST CO10PM 9	CIS ST & GEnie 8bit CO 10PM 10	11	12
CACE CIS 8bit CO 10PM 13	14	**MACE** Delphi CO 10PM 15	GEnie ST CO10PM 16	CIS ST & GEnie 8bit CO 10PM 17	18	**CHAOS** **TAG** 19
CIS 8bit CO 10PM 20	21	Delphi CO 10PM 22	GEnie ST CO 10PM 23	CIS ST & GEnie 8bit CO 10PM 24	25	26
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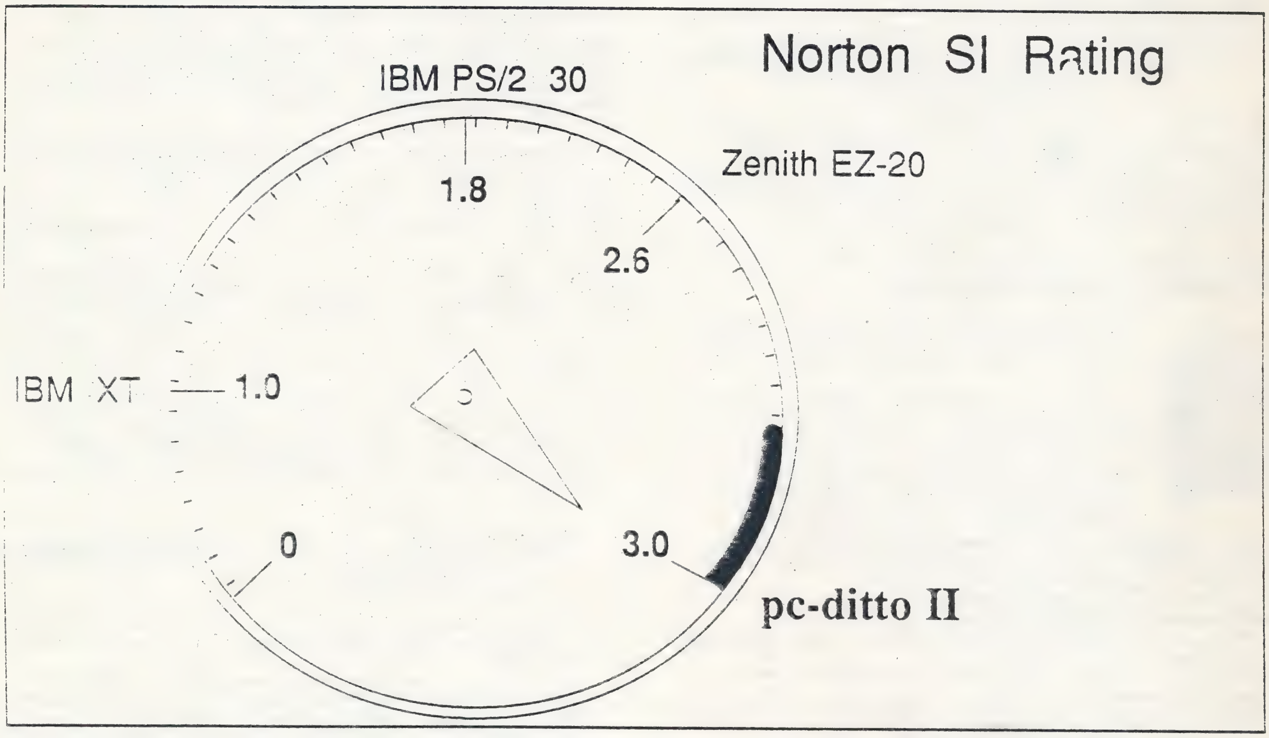

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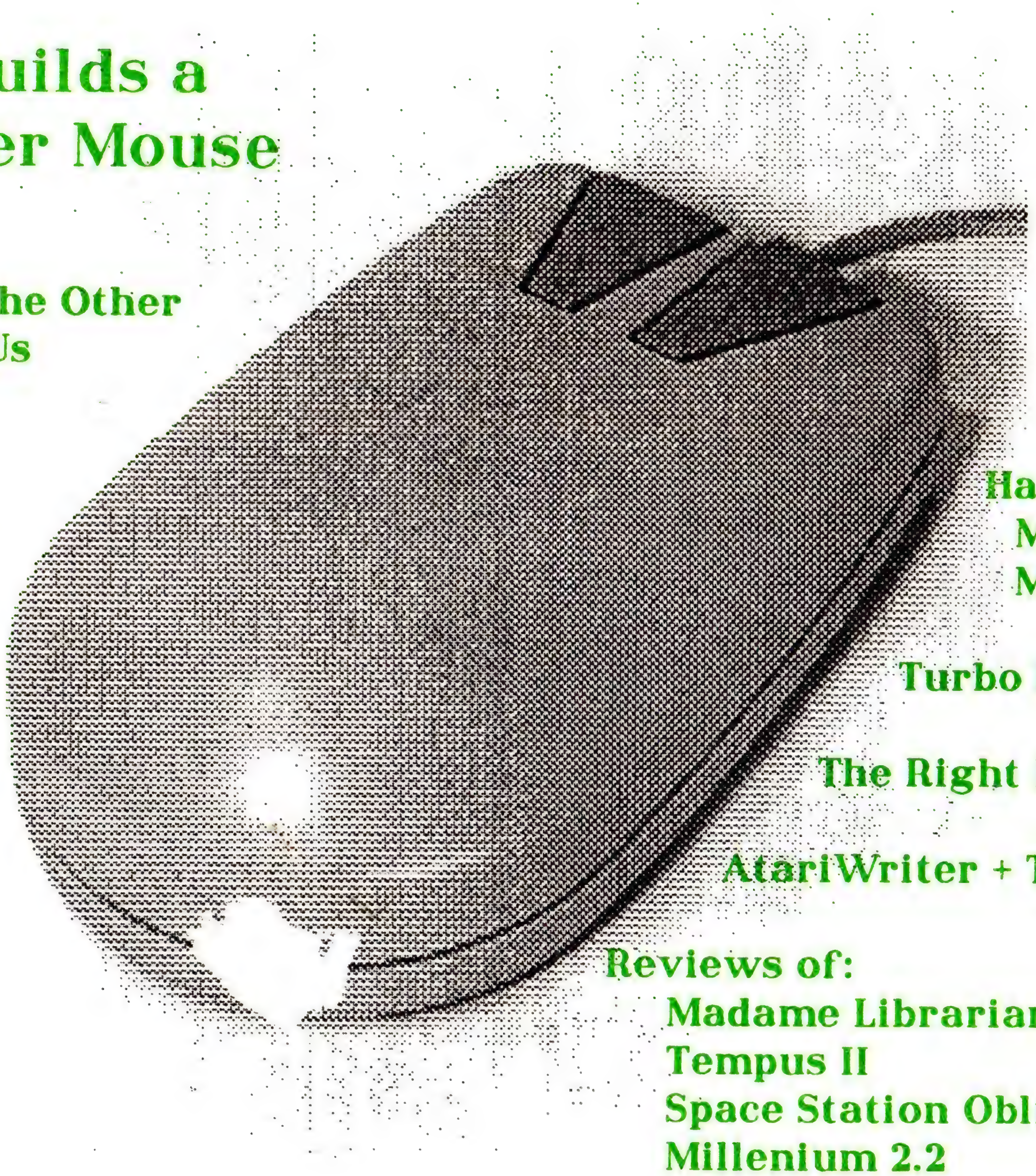
ATARI INTERFACE MAGAZINE

Vol. 1 No. 9

September 1989

Best Builds a Better Mouse



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The Best Mouse (see review on page 22). Photo courtesy of Best Electronics

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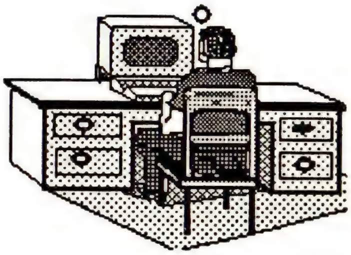

Editorial Ramblings

With the "revolving door" at Atari in full swing again, we thought it appropriate to take a quick look back at all who've come and gone.

Mike Dendo, Joe Mendolio (and secretary) and Chris Roberts have all left Atari in the past two months. Chris Roberts was hired only a short time ago to replace Cindy Claveran, who in turn replaced Sandy Austin. Joe Mendolio was hired a few months ago and Mike Dendo was made Vice President of Sales and Dealer Relations only a few months before that.

Mr. Dendo and Mr. Mendolio were hired to fill vacancies left by Larry Samuels, Tony Gould, Vincent Giammettao and Chuck Babbit. Others to recently leave Atari include Les Player (General Manager of the STacy project), Shiraz Shivji (ST Designer), Richard Frick (Entertainment Division head), Neil Harris (Communications) and programmers John Scrutch and Roy Goode. Cindy and Chris had the distinction of being fired, while all the other people mentioned apparently left of their own accord. Doubtless, there are others who were less publicly know who have also left Atari.

With all of these people leaving Atari, many of them within months of coming aboard and many of them holding key management positions, one is inevitably left wondering about Atari's ability to formulate any plans for the "long haul." How can a company with "short-term management" ever hope to design and implement long-term planning? It is our opinion that Atari's lack of direction and commitment, at least from all outward signs, is a direct effect of Atari's inability to hire and retain quality people in key positions.

The most important question, of course, is this -- why can't Atari keep these quality people on the payroll? Most speculation points directly at the Tramiel family and their peculiar style of management. One on-line personality on CompuServe likened the problems Atari Corp. and the Tramiels are having to troubles faced many years ago by then-family-owned Ford Motor Company and the Ford family.

If indeed many of these executives left Atari due to clashes with the Tramiel family, the Tramiels should look carefully at the devastating effects their "style of management" could have on Atari's future. We've seen a lot of talented, knowledgeable people leave Atari in the past two years. We've also seen an Atari that vacillates from one project to the next with little tangible result. For Atari to overlook or ignore the connection between these observations, or worse, to continue on as if there was no problem within Atari headquarters, could be disaster.

In the computer industry, image is very important. Atari's seeming lack of direction, due in large part to high executive turn-over, is giving Atari a "Keystone Cops" image. If Atari Corp. is ever going to be a credible force in the computer industry, the underlying problems contributing to Atari's poor public image must be resolved.

Bill & Pattie Rayl

From the Reader's Viewpoint

Dear Editor,

Enclosed you will find a check to restart my subscription. I am most interested in your 8bit articles. I think your magazine and Current Notes are the two best Atari publications on the market.

Dave Harris,
Selfridge, ND

PS. Any news on an 80 column version of Paperclip? I have AtariWriter 80 and it is just as pathetic as AtariWriter Plus. The 80 column screen is nice though.

[Editors' Note: Dave, we haven't heard anything about an 80 column version of Paperclip. Sorry that we can't help you, but the column from Jimmy Boyce of CACE may help you get more from AtariWriter.]

The Sniper's Column

In the June issue of AIM, there was a vehement argument between the editors of AIM and Leo Sell of CHAOS/Great Lakes Atari Digest (GLAD) fame. In the ensuing battle of text that followed, we noted that a reference was made to the publications of Z*Magazine and ST Z*Magazine, in which these publications were referred to as Z*Rag and ST Z*Rag.

We at CACE regard these comments as an infringement upon our publication rights, as it is well known that we publish the only "rag" in Michigan. Should such references occur again, we shall consider legal and/or military action against these parties (or we may even give these would-be offenders a dirty look and a nasty innuendo).

Also, we feel that we have not been given adequate magazine space in AIM to express our snipes. And we resent the fact that no one has ever argued with us, or complained in the slightest degree about our articles. As a result, no one reads our articles anymore.

Should anyone wish to bicker, contend, dispute, fight, hassle, quarrel, quibble, squabble, tiff, wrangle, or call us something derogatory, we can be reached through the CACE post office box:

C.A.C.E.
P.O. Box 6161
Jackson, MI 49204

For those of you who would prefer to argue with us online, we may be reached through the CACE BBS at (517) 787-4011.

Thanks for your support.
Tim Sharpe and Brent Fisher

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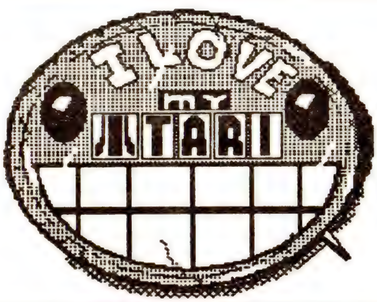


Atari Bulletin Board

by Bill and Pattie Rayl

Things certainly have been happening in Sunnyvale since last month, and not all of the happenings have been good.

Atari's Revolving Door

About a month ago, Joe Mendolio "unexpectedly" left Atari, taking his secretary with him. When asked about the reason for his departure, a credible source within Atari stated that, although they could not discuss why Mr. Mendolio left, "his leaving came as a complete surprise to us."

Also gone is Atari's recently-hired User Group Coordinator, Chris Roberts. According to Atari, Chris was fired, but no details would be discussed. Possibly the STacy "accident" that occured en route to the Dearborn World of Atari show may have had something to do with the firing. Other sources have indicated a possible clash between ST World's Rich Tsukigi and Chris Roberts may have played a part as well.

New User Group Coordinator

The good news here, though, is that Atari has already named a new User Group Coordinator. Bob Brodie, an active User Group supporter and past contributor to the online Z*Mag, replaces Chris Roberts. Atarians who know Bob Brodie personally say he is very capable and an excellent choice for the position.

Finally, in the "revolving door" category, Mike Dendo, Vice President of Sales and Dealer Relations has also left Atari rather suddenly. Again, no word as to why Mr. Dendo left has come from sources within Atari.

Dealers in the Michigan area were very impressed with Mike Dendo on his visits to this area.

Profits Decrease Dramatically

One other bad note before we move on to more positive news.

The August 15 Edition of *The Wall Street Journal* reported that Atari's second quarter profit "plunged 94 percent to $327,000 or one cent a share." Atari reportedly blamed depressed video game sales due to unfair practices by Nintendo and foreign currency rate fluctuations as the cause for such a dramatic drop in profits.

Atari's Color Portable Entertainment System, unveiled at the Summer CES in Chicago, has been renamed. The handheld game machine is now called the Lynx and it will reportedly be shipping in the next few months.

Portfolios Sold to FedEx

Federal Express has reportedly contracted to buy an undisclosed number of Atari's new IBM-compatible Portfolio. Rumor is that most key executives of Federal Express will be issued a Portfolio. The Portfolio was also on display at the *PC Magazine* Editor's Day held on August 18. Sig Hartmann and other Atari representatives were on-hand to answer questions.

New ST, the ST-E, Announced

According to Matthew Seitz, an employee of Moses Computers and an attendee of the *PC Magazine* Editor's Day event, Sig Hartmann said that the ST-E was available as of mid-August.

It seems from the information given by Sig Hartmann that the ST-E is the "Amiga Killer" we've all heard rumored to be in the works. Mr. Seitz reportedly contacted Gayle Johnson, Atari's Developer Coordinator, who knew absolutely nothing about the ST-E. No dealers who were contacted had heard anything about the ST-E, either.

SIGGRAPH Show

Frank Foster of Atari US and representatives of Atari UK and Perihelion attended the recent SIGGRAPH Computer Graphics show in Boston, MA.

The ATW (Atari Workstation) was being "unveiled" for the first time to the US market. Two ATWs were running, one with 13 transputers running a flight simulator and the other (with only one transputer) showing an array of color demos. Atari's small booth at the show was reportedly getting a lot of attention!

One attendee, Thomas D'Alimonte of Missing Pieces, a software and consulting firm, reported on CompuServe that "The flight simulator was fantastic! The smoothest shaded polygon rendered landscape and plane I've seen in real time.... Nothing short of ILM (Industrial Light and Magic) would be better."

Atari Front Page News

Finally, on the Atari homefront, the front page of the *Detroit Free Press* recently mentioned Atari in their "Sound-off" call-in poll column. The column mentioned that "In the West German branch of the US Computer firm Atari, non-smokers have been given an extra six days of vacation per year to compensate for the cigarette breaks that smokers get."

Glendale Atari Show Cancelled

The annual Glendale Atari Show has been cancelled this year. According to show producer John Tarpinnian, the show will not take place due to ST World scheduling a World of Atari Show in San Jose just two weeks after the Glendale show was set to take place.

Similar to problems faced by the Michigan User Group, MACE, the Glendale sponsors decided to call it quits. "The ST World show cancelled the [Glendale] show," John Tarpinnian informed us.

In the wake of this conflict, ST World has also cancelled the San Jose show, but not soon enough to allow the Glendale Show to continue. "The wheels are in motion," said Mr. Tarpinnian. Dates for the Glendale Atari Show have already been set for 1990 and 1991.

According to an ST World spokesman, no more shows are planned for the rest of this year.

Viruses on the ST

Reports have been coming in concerning a "sleeper virus" or "trojan horse" that has become fairly widespread, at least in the Midwest. Information from User Groups in Michigan, Ohio, Illinois and even Ontario, Canada indicate that this virus may be reaching epidemic proportions. Although this "sleeper" does no damage, ST owners are urged to wipe this virus out before someone creates an accompanying "key disk." For more information on this virus, see the article "Neo STAG Struck by Virus" elsewhere in this issue.

Across the pond, a particularly nasty virus has been discovered in pirated copies of Leisure Suit Larry. Sierra On-Line, producers of the game, reported on the virus in their Spring '89 issue of the Sierra Newsletter. According to the Financial Times (London, November 30,1988), the virus "copies itself to the hard disk. After a pre-determined time or a certain amount of use, the virus obliterates any data stored on the hard disk." The virus has been reported in Switzerland, Germany, The UK, The Netherlands and has even reached the US. Most notable, the virus reportedly infected hard drives on the Dutch government's network and has hit a number of banks and trading houses in London. Sierra On-Line has stated their absolute assurance that "software leaving our plant does not contain any virus."

New Products

Very soon, ST gamers are going to be able to purchase a game that is guaranteed to be a smash hit. Bloodwych, soon to be released from Mirrorsoft of the UK, can only be described as "two-player Dungeon Master." With game-play and graphics similar to FTL's bestseller, Bloodwych is sure to be a big seller. The game allows two players to each recruit a party of four to explore Castle Bloodwych. The object of the game is to find the four crystals in the castle's towers, bring them together in the center of the castle and defeat the horrible Bloodwych. According to Mirrorsoft, the ST version of the game should be available by the time you read this. For an excellent, playable demo of Bloodwych, contact your local User Group or download the demo from the major on-line services.

A Colorado-based company called Maxwell CPU has announced release of the GoGo ST, a program similar to CodeHead Software's Hotwire. At a retail price of $34.95, GoGo ST allows ST owners to create lists of programs and then execute the programs with a single mouse click. GoGo ST also has the ability to keep track of how much time you spend in each program. Also available from Maxwell CPU is a product called MegaSTender, an "extension cord" for your Mega ST keyboard. The MegaSTender comes in 6, 8, 12 and 25 foot versions, and the 25 ft length starts at $24.95. For more information, contact Maxwell CPU, 507 W Baseline, Lafayette, CO 80026 or (303) 665-4849 voice or BBS at (303) 666-4470.

K-Products of Salt Lake City, Utah recently bought rights to produce and market an 8bit hard drive interface for Supra hard drives. The K-P Hard Drive Interface is available from K-Products, 4267 W. Midway Dr, Salt Lake City, UT 48120.

XL/XE owners who have been wanting to add a light gun to their system can now purchase a light gun from BEST Electronics. The gun offered by BEST is fully compatible with the new light gun cartridges, comes with a 9 foot cord and retails for $34.95.

For the ST (and XL/XE) computers, BEST Electronics has begun shipping the BEST Mouse at a retail price of $49.95. For a review of this new mouse, see elsewhere in this issue. For ST owners with a Taiwan-made mouse, BEST is offering an upgrade called Mouse +. This kit replaces the current photo-optic interruptor shafts in your mouse and adds Teflon rollers for smoother, near maintenance-free operation. BEST Electronics, 2021 The Alameda, Suite 290, San Jose, CA 95126 or (408) 243-6950.

If you're an owner of any 8bit Atari machine and you're looking for some of the older, hard to find software/cartridges or books for your computer, chances are that American Techna-Vision has what you need. American Techna-Vision carries many hard to find items and even stocks 8bit motherboards, chips, accessories and Sam's ComputerFacts manuals. In fact, they have "one of the world's largest inventories of Atari 8bit material." For a catalog or more information, contact American Techna-Vision, 15338 Inverness St, San Leandro, CA 94579 or (800) 551-9995.

Last, but not least, is a newsletter now available for all ST desktop publishers who want to get the most from their machines and software. DeskTop Publishing:Atari Style gives useful tips for the most popular DTP programs and reviews of new products that make the desktop publisher's job easier. This newsletter will be a great help to the novice who wants to learn the fundamentals of typography, publication design and page layout. The power DTP-er should also find the newsletter useful. Six issues are only $9.95. Contact E&L Productions, 27 Cedar Hill, Sumter, NC 29154 or call (803) 494-2201.

Turbo-Info #3

What is the Turbo-OS and What Does It Do?

by Chuck Steinman (DataQue)

This is the third part of a multi-part information article on the Turbo-816 from DataQue Software for the Atari XL/XE computers. The previous installments went over the basic system and the memory, and this article will explain some of the unique functions of the Turbo-OS.

What is Turbo-OS?

Some background on the Turbo-OS for those of you which have just tuned into the AIM Channel #816.... The Turbo-OS is an operating system for the Atari XL and XE computers which either can fully replace the Atari OS you now have or be used in addition to the Atari OS. The latter application requires the addition of a toggle switch to allow for user selection of which Operating System is active. A version for the 800 computer will be offered also. The Turbo-OS will only operate in systems with the Turbo-816 CPU adapter card installed.

My original intent was to have both the Atari OS and the Turbo-OS in one PROM. This would have reduced the amount of hardware needed and simplfied installation.

Due to my not being able to aquire an acceptable agreement for the Atari OS, the Turbo-OS is a seperate PROM, without the Atari OS included. This results in an additional 28 or so solder connections if the "Dual-Prom" option mentioned above is installed. Another option is to use one of the commercially available OS switchers, which include a PC board with multiple OS sockets and a selection switch.

There are two sections to the Turbo-OS, the normal CIO/SIO system interface and the new user interface. The latter is a menu system which allows the user to perform many new unique features. Also there are many new CIO vectors, which perform memory management and system control functions.

The Turbo-OS menu features include the following:

- A non-interactive NotePad mode which is similar to the Atari 400/800 memo pad mode. While not too useful, kids get a kick out of it, and it does come in handy for certain applications.
- A full 16 megabyte hexidecimal and ATASCII dynamic memory dump utility. This will continuously dump the contents of a specified block of memory to the screen. There are several command keys to make moving about the large addressing range a breeze.
- A system configuration key, which will scan the addressing range of the Turbo-816 for applications and memory. If applications are found, they are installed into a menu, where they can be executed by a key selection. Up to 8 of these applications can exist.
- There is a memory option to clear areas of RAM including: Standard RAM, Banked RAM (extended), Application RAM (explicit), and Expanded RAM. There are several options as to exactly how the RAM is cleared.
- There are many built-in keyboard "hot" keys which can be made active from the Turbo-OS menu. An indictor shows the current status of the hot keys. These keys will allow the cursor to move about the screen quicker, and turn the video, key-click, and SIO noise on and off. Also key repeat and delay rate are adjustable from the keyboard.
- A built-in diagnostics screen will allow for verification of all memory types, including the Turbo-OS PROM. Also, there are provisions for testing the keyboard, joystick controls, paddle controls and other peripherals.
- There are also keys to select either a cold start of the system, or an option to return to the users application program if one is active.

The new CIO (Central Input/Output) system calls include the following:

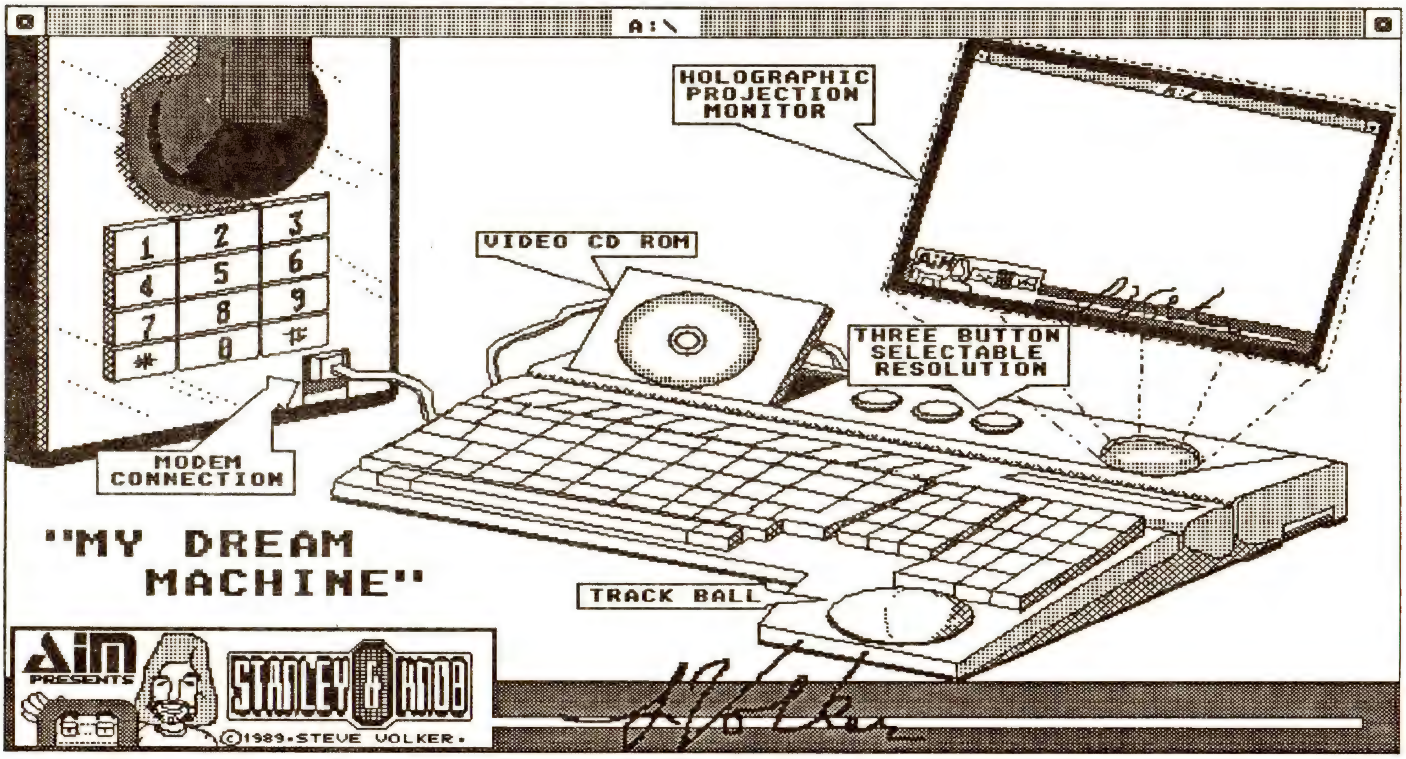
- CalcOS: Calculate and return the checksum of the OS ROM in register A.
- TRAMCk: Scan one (or all) of the three types of non-standard RAM.
- TAlloc: Allocate a specified amount of one of the four types of RAM.
- TDaloc: De-Allocate a specified amount of one of the four types of RAM.
- TExecu: Execute an installed Turbo-Application.
- TIniti: Initialize an intalled Turbo-Application.
- DoBank: Select one of the 16 possible Extended RAM banks.
- NatVec: Call an OS function from outside the 64k address range.

- CpyBuf: Copy up to a 64k block from-to anywhere in the 16MB range.
- FilPat: Fill a block anywhere in the 16MB addressing range with a pattern.

Another feature of the Turbo-OS is the improved floating point package. These routines are called by many application programs and languages such as the Atari BASIC and Atari Assembler/Editor cartridge. The amount of increase in speed ranges from 10% to over 300% and is being improved further. The improved routines were originally coded by Charles Marslett and were merged with the Turbo-OS under his direct authorization.

Some items, which should be noted about the Turbo-OS and compatibility with current applications, are:

- The C: (cassette) handler was removed to make room for the Turbo-OS enhancements and Turbo-menu. If the C: device is used, there is an installation option to allow the original Atari OS to be selected by a toggle switch. Anytime the cassette is needed, a flick of the switch will allow the system to communicate with the cassette.
- The extended character set table was also removed to free up more memory. This should not be a significant problem for domestic units, and like the cassette device, could be selected by switching in the Atari OS.
- Two routines to support the uploadable device linker from the 1090 interface were deleted. Their entry vectors terminate with an appropriate error. It was felt that there was no need to support this device in the Turbo-OS, and again, the switch option could be used if needed. Insufficient documentation would have precluded me from being able to write the routines from scratch anyway.
- A few games, and even fewer applications, scan the OS and compare it against the Atari OS. If any OS other than the Atari OS is resident, either an error message is printer or some other abnormal sequence follows. The switch option will allow these programs to run as normal.
- Some user written programs, and a few commercial programs, have used illegal entry points into the OS. The only valid entry points in the OS are on page $E4xx as listed in several reference documents. To simplify coding, or reduce code size, some people feel that using subroutines in the OS, other than the vectored ones, is a way to reach that goal. This is not as common as it was before the XL series was introduced.
- A very rare compatibility problem exists where a program either uses an unpublished 6502 op-code or feature. This has only shown up in two programs out of the several hundred programs tested by the beta testers. There is no easy fix for this, unless the program itself can be patched to remove the conflict. This would be evident if the program would not run with either OS activated.
- Finally there is a compatibility problem with certain pbi devices which do not buffer the address and data lines properly. The problems of this type are limited, but I am looking at modifications to the motherboard to correct the problem in all cases. The problem occurs only when the pbi device is attached to the Atari and is related to noise generated when that device is accessed.



The Right Brain

by Paul D. Stampfli (El Paso)

Author's Note: For the purposes of this paper the terms IBM and MS-DOS will be taken to mean any computer operating on the MS-DOS standard as its native operating system, as popularized by, and including, IBM. IBM, APPLE, Mac, MS-DOS, and other terms are registered and/or copyright by their parent companies, International Business Machines, Apple Computers, and Microsoft respectively. (Gee, I hope that's right, and am I ever glad that it's over!)

My second disclaimer is that this is actually a slightly revised issue of the article that I wrote for the August 1989 issue of the El Paso ST Club Newsletter. That is the last issue that Tim Holt, our club president, and I did together as Co-editors prior to hooking up with Atari Interface Magazine. Frankly, I just didn't have the time to do a totally new article before the deadline rolled around. Now to the more serious stuff...

Sorting It All Out

What the heck is going on over at IBM/MS-DOS and Apple? I'm confused. Have you ever noticed that no matter how much you don't want to look at a car wreck when you drive by it on the road, you somehow feel compelled to look anyway? That's how I am in this situation. I really don't want to look, but the magnitude of the disaster forces me to look.

I'm still getting those darned MS-DOS magazines that the subscriptions haven't quite run out on yet. (I subscribed to those back in the days when I wanted a "serious" computer.) And I sometimes make a mistake and look at them.

It's a mistake 'cause I feel so bad for the poor consumer who is reading this trash like it's just come down from the Mount of Olives. And boy is this chicken getting plucked in fine fashion! I don't get Mac magazines (fortunately I never wanted a Mac), but if I'm any judge at all of the human condition, those chickens are taking a major change in feather style as well. (They're getting plucked even worse than the MS-DOS guys.)

IBM Imitates MAC

Ok, let's try to make sense out of all of the "bru-ha-ha" and get organized. First, the MS-DOS world is trying to "re-invent" the Mac. Finally, after all this time, after all the ignoring of the Mac, not to mention the languishing of Microsoft Windows, IBM has jumped on the bandwagon.

Now, suddenly, they say that "their research" indicates that business people want a graphic interface to reduce training and retraining time and, therefore, money.

What they don't want to talk about is that with the wave of DTP (DeskTop Publishing) in the computer world today, the IBM standard is in some danger. It just doesn't have the tools to do the job quickly, cleanly, and conveniently.

DTP is best accomplished with a mouse. I know. I've used a keyboard command set and the mouse. The mouse wins without question. I haven't used a Track-ball, but I understand that they are difficult to use in intricate maneuvers because they amplify "user jitters," that slight motion that we all have in our hands all the time.

So IBM wants to re-invent the Mac. To get the mouse, the basic software, and a decent starter system, get that *big* checkbook ready.

You need to know that IBMs (and all its numerous clones) come in just a few basic designs.

- The PC – Not much used anymore, the original.
- The XT – the one we are most used to seeing in the ads, based on the Intel 8086/88, or NEC V20, series chip, generally a basic system, mono, no bells, no whistles, can be had in the $1000 range.
- The AT – based on the Intel 80286 and 80386 chips. These are the speed demons you hear about running at 20, 25 and even 33 mHz! Buy in for the basic, no bells, no whistles, mono, AT class machine is in the $2000 – $2500 range.
- And finally, the PS/2 machines. This is a new line of IBM (and a few clone makers) that covers from the XT through the AT style with some new bells, whistles, cases and wiring.

The newer idea is a bigger (wider) bus (pathway for data) which leads to more information flow and higher chip and throughput speed. The bottom line is that they go awfully fast. Probably faster than is necessary for a personal, at home, computer.

These are clearly business oriented machines, meant to handle very large databases and huge volumes of numbers in spreadsheets. They also have opening price tags in the $5000 and up, UP, UP, range. And let us not forget that huge operator training "curve" lurking out there. Anyone tried to explain 1-2-3, or maybe WordPerfect or WordStar to a novice user lately?

Let's Hear it for PC Ditto!

PC Ditto, at this time, makes us PC compatible, the hardware version of Ditto II is going to make us XT compatible. And faster than most of the garden variety XT's out there. I think that Ditto II with JATO will make us a slow AT class machine, but able to run 286 specific software. I have JATO and when I run the "Norton" I see I have the world's SLOWEST 286 system! Now do you see why I'm confused?

Apple has already re-invented the Mac with the new SE-30 version. It's supposed to be an IBM killer, what with the mouse, one meg of RAM, 40 meg hard drive, and built in mono monitor. Why, it's new SUPERDRIVE can even read/write MS-DOS format disks!!! (Something my little Atari 520ST "Game Machine" has been doing just fine without modification for over three years now.) Aren't you impressed? If not, stand by, the price tag, basic, is $5000. Color will cost you additional $$$$$. Now that's impressive!

Intra-Compatibility

What about intra-compatibility? I think that's going to be the wave of the future. Business is tired of all this "custom applications, raise the price, raise the training cost, lower the profit margin" stuff. They want to buy whatever they like in software, take it to the office and use it. They do NOT want to have to make the devastating choice of either waiting and hoping it comes out for your machine, or scrapping all your hardware to match the software.

By the way, for all of you who believe in the MS-DOS standard, well, it just ain't so. It was once, but now it's like driving a "Chevy." "Is that truck, car, what model, what options, which engine, etc, etc? Oh, and by the way, you can't haul wood in your Berretta." Ok? Since the introduction of OS/2, the operating system for the PS/2 series of computers, there is no such thing as an IBM "standard" unless you ONLY deal with IBM and no one else. In which case I've got some land for sale...

MAC Imitates IBM

Mac talks a lot about a "DOS Bridge" that will make Mac *The Name* in computers. Remember that SE-30 we talked about before? The salesman at a local authorized dealer (This is El Paso, remember?) was VERY careful to tell me that the bridge did NOT make it fully compatible with MS-DOS — just "some selected applications like WordPerfect and Excel." By the way, the bridge goes for "$1500-1600 depending..." I didn't have the guts to ask what it depended on. We were already up to $8000 plus for my color Mac SE-30 and I didn't have a printer and *no software* for either IBM or MAC.

If you say "intra-compatibility" to IBM/MS-DOS salespeople they mostly laugh. One even had the guts to tell me, (I was playing dumb) that there was NO software written for which an IBM version didn't exist that was better and (hold on) *usually cheaper.* I was nice, you would have been proud. I didn't even bite him. (Well, not too hard anyway. Maybe all this civilization stuff is taking the edge off my instincts.) To make a long story shorter, to get the mouse ($150) and "WINDOWS", a Microsoft product that is supposed to be as good as GEM, (check the resolution, I don't think so!) ($99) will require an AT class machine. That works out to slightly less than $3000 without a printer at a local dealer out at "Computer Plaza" on the freeway. The salesman was polite, courteous, and very helpful. I felt kinda guilty about being less than truthful with him. He did make the point that these are RETAIL prices and could be negotiated if I bought a package deal. I might even be able to get some software thrown in on the package...

To the Point

"So Stampfli, you've done a lot of talking and 'BSing', what's your point?" My point is that Nick Sullivan wrote an outstanding article in the July issue of Home Office Computing that started all this. Here are a few paraphrased quotes that got my blood pressure working.

"A Mac gives me a greater sense of power and control that an MS-DOS machine does. I love the ability to size and move windows around the screen, to cut and paste between any two programs, and to quickly move to the middle or end of a file by just moving the arrow on the edge of the window. The ability to store a grab bag of pop-up programs (called desk accessories on the Mac) is also a big advantage. The Mac is more fun to use... It's now clear that the original design concept of the Mac was rock solid... "

My point is that I sat down, spent the time on the phone, and came up with the price comparison between the three systems (see table 1) here in El Paso, not in New York, not in some second rate magazine from some fourth rate company that may never deliver. All these companies are local, established, and have a reputation in the city. They aren't chain stores that can afford to loose money. I only identified Jenkins' Computer Store because he was the only one who gave me permission to reprint the facts and figures.

My point is that for roughly the same, or much much less, money, *never more,* I can run all the software I have ever found made for the Big Three of personal computing. Pay attention class, this is the wave of the future here! Neither of the other two even come close to making the compatibility jump, and the solutions of IBM, (to re-invent the intent of the Mac interface), and the Apple solution, (make it kinda sorta compatible and charge as much as a good, separate, XT machine for it) are totally unacceptable to me.

My point is that the Software is *there* for the Atari, WordPerfect, DTP in lots and lots of flavors, dBMan (a dBase III Plus like program that runs on the Atari and shares files with the MS-DOS version), and then a new program LDW (Logical Design

BEST ELECTRONICS

ST/Mega

First shown at the World of Atari show in Anaheim our **New ST/Mega Compatible Mouse $49.95**

The very **Best** mouse cleaning kit we have seen, it's so good it has an U.S. Patent on it!

"The 360 Cleaner" $16.95

Hard drive builders and Megafile 30 owners, check out our new low price on 3 ft molded hard drive cable male to male $15

6 ft ST **Monitor cable** male to male $19

Happy Discovery Cartridge Option 1 upgrade kit, clock, 3rd+4th drive circuitry $27

Right Angle ST 40 pin connector $4

ST/Mega CX22 **Trackball/mouse** $24

Back in stock! with 1987 pricing 6ft Disk drive cables $15 ea. 25" Disk drive cable $12

520ST Owners thinking about selling your computer to upgrade? Make that computer look like a new computer with a new 520ST case set. Reg $40 **Sale $29**

Mega Owners! Need a longer keyboard cable? Try our new cable that is 5"-7" longer in its coiled form. $12 ea.

Goldstar **ST Monitor** TH901 Thermistor $8

Xformer Cable The Xformer Cable allows Atari 8 bit peripherals to be used on ST/Mega systems and data transfer from 8 bit to ST. Xformer software and Documentation not included $19

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Works) Power, a Lotus 1-2-3 program that the authors refuse to call a clone, it does however share files and Macros with Lotus 1-2-3 version 2. LDW Power goes for a retail price of $149.95, check the price of Lotus the next time you're out there. And if you just Have to have that 1-2-3 come up on screen, get PC Ditto II and run Lotus, WordPerfect, dBase III Plus, or any other MS-DOS program faster than most XT clones. Now where else can you find an XT clone for $300? Just try it, I dare you.

Hurray for the ST!

What the heck is going on over there, anyway? I'm just as happy as a pig in stink with my TOS/MS-DOS/Mac(able) little GAME MACHINE. (Or as Jim and Tom call it, the "STIB-MAC") I like that name, perhaps it will catch on.

While on a recent vacation in the Pacific Northwest, I wandered into an MS-DOS clone store. Nice folks, polite and patient. When I told them what my machine was doing and what I could do with it, they got VERY interested in who owned the patents and when they could get some to sell in the greater Seattle area. When I told them it was an Atari at first they didn't believe me. So I talked them into calling a local Atari dealership and asking all the right questions. When I asked if they would start dealing Atari, they laughed and said "Only if we can put it in a PS2 tower case and put someone else's name on it." I'd like to change that image, but it still haunts us.

And finally, if Mr. Sullivan thinks that the Mac design was rock solid, what would he think of the design of the Atari ST and Mega series of computers? Besides, how much more bang for the buck can you get? Think we should tell those other guys that the ship has already sailed? Nah...

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NOTE: These prices are retail and making a good "deal" is possible. Also note that the MS-DOS clone will only run MS-DOS software, The Mac will run Mac and "some" MS-DOS software. The Atari will run TOS, Mac, and MS-DOS software. The difference is not just the dollars, it's the utility.

Madame Librarian

A Magazine Article DataBase

by Gordon Totty (MACE)

Madame Librarian was written by David Plotkin, one of the more prolific writers on the Atari scene. It was published by Astra Systems Software, a branch of Southern California Astra Systems, Inc. The copy I reviewed is identified on the disk as "v 1.0, 9/13/88" and in the documentation as "Rev 7." It was written in OSS's Personal Pascal.

You might have trouble finding Madame Librarian with the demise of Astra, but if after reading this you think it is for you, I suggest you write to David Plotkin at the following address:

Dave (Madame Librarian) Plotkin
488 Walnut Avenue
Walnut Creek, CA 94598

Madame Librarian is a special purpose database which you can use for cataloging magazine articles. It comes with its fields set up for that purpose alone. While you could, I suppose, put any kind of information into these fields that you want, you would be limited by the sizes of the fields and use the titles given them.

The fields are: Title, Page, Description, Magazine, Issue, Author, Type, and Language.

You can search for records that match words or phrases in any of these fields except issue date. I looked at about 200 of the entries and the earliest date that I noted was December, 1985. The latest was September, 1988, so this database contains almost three years worth of records of ST articles. The records represent articles about the ST that were published in Antic, Analog, ST-Log, ST Resource, STart, Compute's Atari ST and Compute.

In case you are wondering, I already checked and learned that I didn't write any of the articles in this database. I am prolific in other pursuits and arenas. At least, I think I am! You can add any articles from any magazine that you wish to the database.

You can print out listings from the database. One word of caution, however. The program does not send line feeds to the printer, and so you may have to configure your printer to compensate, unless you like to sit and watch your print head blacken one line for a few minutes.

There sure are a lot of Atari magazines, aren't there? Sometimes I feel like we have more magazine support than software support. Plotkin's database can help you bring order to some of this pleasant chaos. In my home, all of the piles of magazines in my study can be moved to the basement after the articles I am interested in are added to the database. Then, one small diskette and maybe a printout can remain in the study with the rest of the material "archived" in "remote storage."

Without a database like this, I would be (have been!) reluctant to move the magazines to the basement. I felt that if I did, I would never use them again. The database is the key. I can use it for quick reference and, if I find something that looks interesting, then go to the basement to dig it out. I would know as I started down to the catacombs exactly which issue I wanted. Gosh, if I arrange them in order this could get to be downright efficient!

The documentation is complete and clear, owing no doubt to Mr. Plotkin's skill as a writer. I have always had a suspicion that some software houses would publish much better documentation if they would only let a professional writer prepare it. While this instance proves nothing, it is valuable data that reinforces my hunch. Heck, I can show you documentation that could have been improved if the software house had only let a reader look at it before printing!

I'm getting off the subject here, but one final thought: Wouldn't it be fun to be on a panel of documentation pre-publication reviewers? "OK, Smedley, you read it. Now, what do you do first?" "Uh, ... gosh, I don't know." Mr. Plotkin does not leave you with that feeling of not knowing what to do next.

Madame Librarian came with a coupon that could be used to order upgrades, which are available monthly. Perhaps once or twice a year would be enough for you, but with monthly updates you'll know when you order an upgrade that it should be up to within two months, at most, of being current. This used to cost just $5.00, plus $1.25 shipping and handling, and was available directly from Dave Plotkin.

Unfortunately, though there is provision for you to save your own input as part of the database that you first acquire, I saw no information on how to merge this revised file with a new update from Plotkin. A couple of smaller databases, perhaps split by magazines (his and yours), might be more efficient than one big one.

Do you really need to buy this database? I imagine most of you have a word processor, spreadsheet, database program or all three. Although most spreadsheets, and some word processors, lack a search function, you could still do a fairly nice job of simply organizing data with these programs. A database program would give you more functions and flexibility than Madame Librarian.

However, if, like me, you do not have such a database already established, for a small expenditure you can now have most of the work done for you. I don't know about you, but I am lazy. My time is worth more than a few bucks. Well, at least sometimes it is!

Review of the Tempus II Text Editor from MichTron

by Craig Harvey (WAUG)

I purchased Tempus II from Michtron at the World of Atari show in Detroit, and my first reaction was WOW! That's FAST!

And I saw all the features it had like character redefinition, macros, sorting, choice of cursor motion from line to line, comparing files, etc., and I said another WOW.

However, I quickly realized that there are a couple basic features that any editor should have, and the lack of them sticks out like a sore thumb when you actually try to use Tempus II.

For instance, I started writing this in Source mode (no wrapping) since I had tried Wrap mode enough to know that it did some really weird things. Source mode meant that I had to hit Return at the end of each line.

Of course, I eventually found something I wanted to go back and change, but when I did I was hit with the alert "Warning: Line 7 too long!! The desired command cannot be executed because the maximum line length would be exceeded." (As an aside, trying to type those quotes was interesting, since you have to hit shift-2 to get a double quote. Hitting the quote key gives you the @ sign. Luckily the user can be fix this in the keyboard definition table.) The alert did not provide any choices for how I could remedy the situation.

However, having become familiar with the editor, I knew I could either reset the line length to something greater than 80 characters (not a good idea for anything you plan to print out eventually) or to switch to "Word wrap mode." I went ahead and switched to word wrap mode, and some fascinating things occurred.

It went ahead and performed word wrapping of ALL the text instantly (remember what it does, it does FAST). This sounds good, but on all those lines where I had put Returns at the end of the line, the last word of that line became one with the first word of the next line, and thus was all put at the beginning of that next line.

So.... I went back and inserted spaces between the two words. And now I'm typing away in word wrap mode thinking that all is fine UNTIL I decide to start a new paragraph. The first time I hit Return now, it will simply display a little 'cr' in the cursor without moving anything anywhere.

Then I hit Return again, and finally it moves the cursor to the start of a new line, while sticking that cute little 'cr' at the end of the line I was on. Note that it didn't bother putting any such 'cr' symbols after all the other lines.

So, what does this little 'cr' mean? It means that instead of ending a line with the standard CR/LF (or whatever other characters you care to specify in the setup parameters) it adds an extra CR (ascii 13), resulting in a CR/CR/LF combination in the saved file — just what one needs when you thought you were dealing with a straight simple text editor. I still haven't figured out what I'm going to do when I want to print this thing out. (Later note: it does print out fine from either Tempus or the desktop.)

Now that I've made both source mode and word wrap mode sound perfectly wonderful, let me add my biggest peeve about source mode. Even if you have specified some nice long line length (it will go up to 255) and you have two nice short lines that you wish to merge onto one line, you CANNOT do it by simply hitting delete at the end of the first line or backspace at the start of the second. Either of these approaches does absolutely nothing.

The only ways I've found to do it are (a) select one of the lines (which requires double clicking with the left mouse button at the start of the line, and then double clicking with the right button at the end of the line), move the cursor to the desired insertion point and execute the Block Move command (from the menu or with a CTL-V), or (b) create a macro that will do the actions of (a).

And if you think it ought to be possible to delete the second line and then undo the action with the cursor at the end of the first line, you're right — it OUGHT to, but it isn't. The undo command ('undoable undo') will only undo the last deletion and it will only undo it by placing the deleted characters exactly where they were originally. (Give me my Flash editor!)

Working my way down my list of gripes, we now hit the subject of search and replace. Yes, what it does, it does FAST, and it even has some really great search/replace features like allowing the search string wildcards of '?' and '*' for one or any number of characters, respectively. (And I thought I had written the only ST search/replace routine that allowed wildcards <smile>)

Another feature I haven't seen before on the ST is the ability to specify a column range for the search/replace function. For instance, you can tell it to replace '111' with '123' only when the '111' occurs within columns 10 – 20 of any line. However, it will not let you search for whatever characters it is using as end-of-line markers (normally CR/LF), and it will therefore not let you find any string that starts on one line and continues to the next line.

And now for a couple final minor grievances. Access to the macro recorder can only be obtained from the keyboard and not from any menu function. (In trying this out right now, I just lost ?ccess to the first letter of the ?lph?bet by defining ?ssigning ? m?cro to it, so be c?reful.)

OK, I'm back now, with full alphabet in hand, after saving, quitting Tempus, and returning. The last thing I noticed was that in the keyboard definition file someone apparently truncated the lines at 60 columns when there had been text going beyond that point describing various key functions. There is enough text remaining that you will probably be able to figure out what the missing pieces should be, however.

Let me close with some additions to the list of good fun things Tempus II has to offer, which I began way back in the first paragraph.

- Edit 4 files at once (with block move/copy among them)
- Optional full justification in word wrap mode
- Configurable file auto-save, screen-saver, and corner clock.
- Upper/Lower case conversion.

And especially for you programmers:

- Cross reference generation (which also allows using compiler error output to go to the line and column of an error in the source code)
- Checking for balanced structures (e.g. pairing of comment symbols in source code).
- Built-in RPN calculator with decimal/hex/octal/binary conversions.
- Run another program (e.g. compiler) from Tempus with parameter passing (the parameter passing was not compatible with my TDI Modula-2 system but hopefully is OK with other compiler systems). Also, go the other direction and run Tempus from another program with parameter passing.
- Shift blocks right or left (great for adding/deleting execution loops in programs).
- Optional print out of line numbers in the text.

In closing, there are other things Tempus can do, but the above are the ones I considered most fascinating.

Tempus II is small and fast for all that it does (the prg file is about 70K and it's all done in assembler). It will run in either high or medium resolution. Tempus II costs $79.97.

Final note: everywhere above that says "fast" should read **INSTANT**.

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Hard Drive Myths & Mysteries
Part Two

by David C. Troy

(c) 1988 Toad Computers

This article explains many myths & unravels the mystery of hard drives a bit. It may be distributed freely, and is considered to be public domain, provided it remains unmodified, and credit is given to the original author.

So, you want to get a hard drive? Well, I am going to quickly go over a few solid facts about hard drives so that you may become better acquainted with the technology and thus pose more probing questions, allowing you to learn more on your own. I do not intend to go over every little detail, as I don't believe it's necessary.

The Basics

The first thing we need to recognize is that the DMA plug coming out of the back of our ST is NOT standard. Its heart is in the right place, but in order to hook up a hard drive to our DMA port, we need some more circuitry. That more circuitry is called a Host Adapter. It converts the ST's non-standard DMA port into something that is standard called SCSI, or to draw it out, Small Computer Systems Interface.

Now that we have a SCSI (pronounced Scuzzy) connection, we can attach standard SCSI devices. Standard SCSI devices include: Hard disk drive controllers, hard disk drives with imbedded controllers, tape backup controllers, and other amazing things. What Atari and Supra drives use are MFM hard drive controllers. ICD FA•ST drives use drives with imbedded controllers. You can't use a hard drive without a controller. It may be an imbedded controller, but you need a controller. You can't use an IBM hard drive controller. They aren't SCSI — they use the IBM bus, another non-standard interface.

So at this point, just for laughs, let's say that we have an ICD ST Host Adapter with an Adaptec 4000 MFM Hard Drive controller hooked up to it.

Now that we have a hard drive controller, we can hook a hard drive up to it. (See, this does make sense.) Virtually all hard drive controllers connect to ST506/412 flavor hard drives (Don't taste them: they have a 20 pin card edge connection and one 34 pin card edge connection, that's how you can tell.), most HDs are ST506/412 though, so don't worry too much. You CAN hook up IBM hard drives (not hard cards) to your ST by way of your SCSI controller, but be sure to chuck the IBM controller — remember, it won't work.

So at this point, you have an ICD ST Host Adapter, an Adaptec 4000 MFM hard drive controller and a Seagate ST225 20 Mb hard drive connected to your ST.

Add a Little Juice

What's missing from this picture? Power, and cabling too. Electricity makes it work better. You will need a power supply with 2 disk drive connections (+5 & +12 Volts). Let's say, just for laughs, that you're using the power supply & case from Toad Computers. You'll have a fan & all the power you need to get this thing going.

As far as cabling goes, you need to connect your ST to your host adapter. The DB19 cable comes with the host adapter. You need to connect your host adapter to your controller. For this, you need a 50 pin array female to female cable, which comes with a ST Host/Controller Kit, but may need to be purchased/manufactured separately based on your needs. You need to connect your controller to your hard drive. For this you need a 34 pin cable, as well as a 20 pin cable. These can be purchased with an ST Host/Controller Kit or with a whole drive system kit.

Things You Should Know

Most SCSI controllers can handle 2 drive mechanisms each, but some take as many as 4. You can run up to 7 controllers on one host adapter board (which means probably 14 hard drives). Drives with imbedded controllers cannot handle a second slave drive. To expand such a system, a second controller, or second drive with imbedded controller, must be purchased.

MFM and RLL are terms which refer to capacities of hard drives. Think of MFM as single density & RLL as double. Some mechanisms are certified for RLL and others are not. It is possible, and is becoming increasingly discouraged, to format MFM drives in RLL, although with older drives it can be done usually successfully. RLL controllers cost more, as do RLL drives, but they don't cost much more, and they provide about 150% increase in storage over their MFM counterparts. But different people have different needs.

Ask a dealer like Toad Computers for advice if you have any questions. We'll be back next time with some more exciting hard disk facts!

Neo STAG Struck by Virus Origin Unknow -- Members Seek Help

by W.D. Parks & Chet Walters

Copyright 1989 This article first appeared in the August NEO STAG News and may be reprinted so long as it is not modified in any way and this preface is included in the reproduction.

There's a trojan afoot in the Atari community! Beware! Write protect all your diskettes NOW! This trojan 'virus' spreads without any ill effects, unbeknownst to you or anyone who comes in contact with you, until it's too late! You can spread it as innocently as giving your friend a disk full of pics to look at. We have found this beastie on commercial disks, magazine disks, club disks and many more. No disk is safe. Check all your disks!

What first alerted the WWiz to the fact that "all was not right with the world" was when I wrote an executable boot sector to the floppy in drive A: with DC Formatter. The boot sector was to bypass the harddrive auto boot and execute the auto folder on the floppy instead of the one on the harddrive. I copied a few files to the disk and rebooted the machine. Alas! The executable boot did not work as advertised. So, I wrote the boot sector again. Again it did not work. Hmmmmm.... it always worked before. Let's get DiskDoctor to take a look.

Ok, the $60 BRAnch looks alright. The $38 offset looks ok. Let's see what's there. Yikes! This ain't no bypass! And why does the 'Dclick' that DC formatter always writes to the disk now say "00 00 00 00 c k"???? Hmmmm..... So, just for a lark, I ran a virus detector program and checked the disk. LO! A virus! Type 1. Known! Yikes again! There was something there overwriting the boot sector and spoiling the harddrive bypass routine. What?

In closer examination, we found a routine that is explained in greater detail later in this article. However, we must first emphasize that the programs mentioned above had absolutely NOTHING to do with the virus. They were as innocent as we. They were victims. This trojan is all too easily passed around.

All one needs do is boot with a disk infected with this virus and any disk placed in the drive thereafter will become infected whether it is read or written to and disks that need their own boot sector to work properly will be destroyed. If the drive motor spins for any reason — ESC pressed to update the window, a file copied to or from it, a program calls up the fileselector, just open the window — it gets infected. This trojan can spread rather quickly throughout your system, your club, your community in this way.

The virus itself seems only floppy oriented, infecting only floppy disks, but the KEY DISK might just do more harm to a harddrive than anything else.

I discovered the culprit late Wednesday night (7-26-89) but was very occupied Thursday getting ready for a short vacation so I had little time for an extensive investigation. I did, however, sound the alarm to the other members of the club.

In the limited time I did have, I found that nearly 50 of my disks were infected. Others of our club found more than that in their library, others not so many, but one fact is clear — it seems that *everyone* in NEO STAG is infected.

I spoke to a friend in Cleveland and mentioned it. He called me back an hour later and said he'd found numerous disks in his library infected as well.

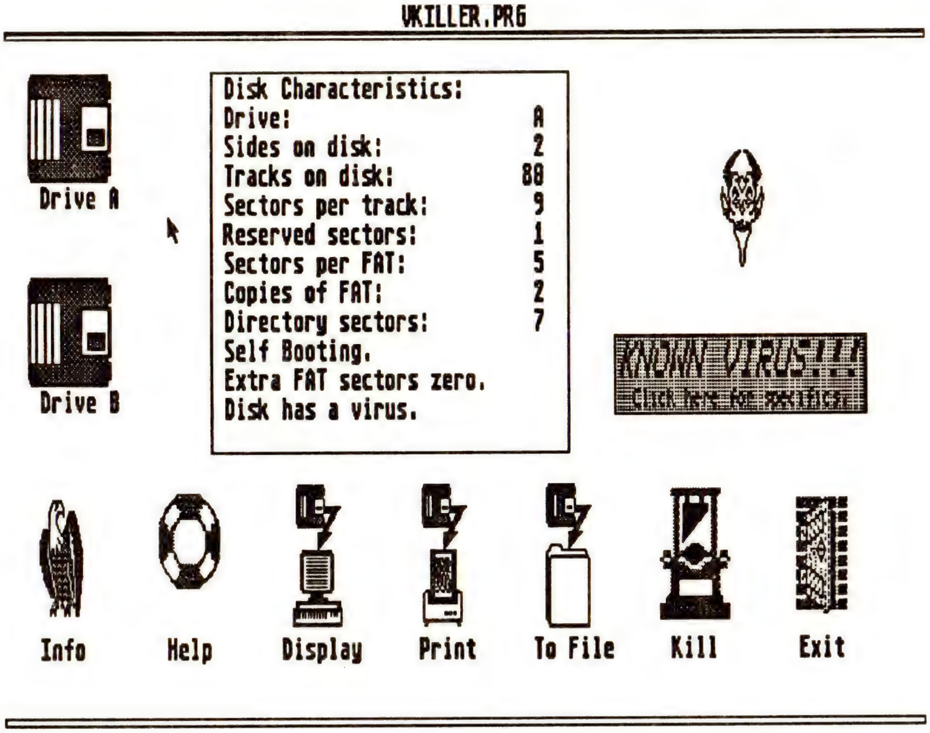
A friend of his had two disks from the WOA show in Michigan that were infected and the man insisted that he had not written nor read the disks without the write protect tab in place which means that the disks came from the show in their present ill condition. This little beastie may well be very wide spread and a real threat to the entire Atari community.

Whether this trojan is an old one that has resurfaced, or a new one that's newly circulated we can't tell. In perusing the reports from various members of our group, we seem to think that we first got infected here in early spring 1989. Judging from the disks infected and scouring our memory, it seems disks not placed in the drive since March or April are 'clean,' but many of those used after that time are dirty.

This is a standard trojan that spreads silently and waits for a key disk to set it off. We haven't found the key disk. We want you to help. Here's all the information we care to release about this little beastie (if we give out any more there may be some unscrupulous individuals at large who could create and spread their own variety of key disk for this trojan).

The lion's share of the digging was done by Dr. Bob. Because of his unique investigative skills and the fact that I was leaving for a four day hiatus at Virginia Beach, I turned the 'dirty work' over to him.

This Trojan program seems to have come into it's 'hazardous' phase. Dr. Bob calls this a trojan because that is what it is. It is not a virus. In Dr. Bob's inimitable



```
Disk Characteristics:
Drive:                    A
Sides on disk:            2
Tracks on disk:          80
Sectors per track:        9
Reserved sectors:         1
Sectors per FAT:          5
Copies of FAT:            2
Directory sectors:        7
Self Booting.
Extra FAT sectors zero.
Disk has a virus.
```

style of phrase: "A virus is a glorified term given to personify and to create a mystique for a simple off-color, fornicating device; to wit: a program that will damage your diskettes.

These kinds of programs do not deserve ANY public relations other than jail sentences. So let's snip the 'hero cult' where it can't have any offspring (preferably with something rusty!)"

Dr. Bob's findings: The Trojan program that we have here is sometimes called TYPE 1.

Identifiable Characteristics

At the very beginning of the boot sector the first 6 bytes are hex codes: $60,$38,$00,$00,$00,$00

The $60 .... BRAnch instruction of self booting disk (normal); the $38 .... tells offset to which to BRAnch (normal); the 4 zeroes.... There should usually be something! (abnormal)

NOTE: Many self booting disks or disks with executable boot routines built into them have the $60 $nn sequence as the first word of the boot sector. The $60 is a flag which tells TOS to execute the routine at the $nn offset in the buffer.

Disks with these codes are not always trojanized, they are simply boot-disks. Indeed, these are the very codes that alerted the VViz to the trojan since the second byte had been modified so the 'bypass HD' boot routine wasn't executing. The two trailing zero words (4 zero bytes) are the quick identifier of the trojan in this case.

Immediate Symptons

Few to speak of, other than all floppies get this auto boot sector written to them if the trojan is hooked into the system. It's a sneaky one, writing itself to all disks accessed in either floppy drive while you are unaware except that you might notice a slowdown in floppy access time.

The purpose of a Trojan is to duplicate itself on all diskettes and to wait for a key disk.

Day in the Life

This trojan is started by placing a diskette that contains the viral boot sector on it into drive A: and booting the machine which causes the trojan to wedge itself into the operating system's HDV_BPB vector... pointing that vector to itself.

Hence forth, any calls to read a new floppy will pass through this new vector. Hard-drive owners are not immune since the ST always reads the boot sector in floppy drive A: first and executes a 'flagged' boot sector that starts with the BRAnch instruction.

After it's 'hooked in', the trojan first calls the old vector then, before returning to say...the desktop or PageStream or whatever program accessed the disk, it will sneak a peek at the boot sector. If it doesn't find a $60 $38 as the first two bytes it then knows there's a 'clean' disk in the drive and proceeds to copy itself to that diskette's boot sector. This is done before the diskette has stopped spinning from the initial valid call so no one's any the wiser.

It then simply 'falls through' to the calling program which first accessed the diskette and all proceeds as normal. But the work is done! If the diskette accessed wasn't write-protected it will now have the trojan on it!

That's what it does if it finds no $60 $38 as the first word. However, if it FINDS the $60 $38 already there THEN we got some action going. It will check the diskette's 'identity' at offset 2 and later at 4 looking for the code $10 $xx (again, we won't tell you exactly what this 'ID number' is so there won't be anyone else making KEY DISKS for this trojan other than the original SOB that started it) immediately following the $60 $38. If it finds the $10 $xx it knows that: THIS IS THE KEY DISK!

It then goes through a little song and dance that can only be explained as "The Trojan's Author's need to check to make sure his routine worked." It checks the next two bytes also and compares them with itself. If the keydisk's number is larger than itself it acts!

Now...remember the identifying marks? 60 38 00 00 00 00? EVERYTHING is going to be bigger than 0000! Right? So why bother checking? I told you why! The programmer wanted to test it and not write over his own key-disk by accident....

What does it do now? That is a very good question. It does whatever the key-disk tells it to do since the key disk has an entirely different routine residing at the offset BRAnched to and THAT is where this little trojan jumps to when it finds the key-disk. It RUNS the key disk program (which appears to anyone viewing the diskette as though it were just another auto boot program; but now we know better!).

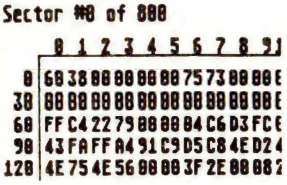
It could do something as innocuous as print a "hello world" message on the screen and return your system to you. It could also do something as harmful as zeroing all the directories on your harddrive!

So that's the key-disk to look for. It will have $10 $xx at the 3rd & 4th bytes in the boot sector (offset 2,3) right where the first two zeroes are on the trojan. It would look like:

$60 $38 $10 $xx $nn $nn

If the "$nn $nn" also contain zeroes then the key disk will be dormant.... maybe............

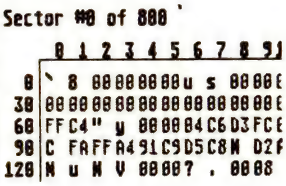
TROJAN DISK AS HEX



```
Sector #0 of 800

       0  1  2  3  4  5  6  7  8  9
     ______________________________
   0 |60 38 00 00 00 00 75 73 00 00
  30 |00 00 00 00 00 00 00 00 00 00
  60 |FF C4 22 79 00 00 04 C6 D3 FC
  90 |43 FA FF A4 91 C9 D5 C8 4E D2
 120 |4E 75 4E 56 00 00 3F 2E 00 08
```

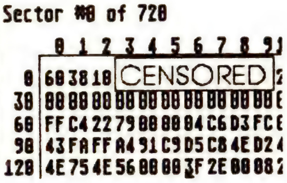
TROJAN DISK AS TEXT



```
Sector #0 of 800

       0  1  2  3  4  5  6  7  8  9
     ______________________________
   0 |`  8  00 00 00 00 u  s  00 00
  30 |00 00 00 00 00 00 00 00 00 00
  60 |FF C4 "  y  00 00 04 C6 D3 FC
  90 |C  FA FF A4 91 C9 D5 C8 N  D2
 120 |N  u  N  V  00 00 ?  .  00 08
```

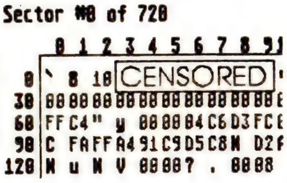
KEY DISK AS HEX



```
Sector #0 of 720

       0  1  2  3  4  5  6  7  8  9
     ______________________________
   0 |60 38 10 CENSORED
  30 |00 00 00 00 00 00 00 00 00 00
  60 |FF C4 22 79 00 00 04 C6 D3 FC
  90 |43 FA FF A4 91 C9 D5 C8 4E D2
 120 |4E 75 4E 56 00 00 3F 2E 00 08
```

KEY DISK AS TEXT



```
Sector #0 of 720

       0  1  2  3  4  5  6  7  8  9
     ______________________________
   0 |`  8  10 CENSORED
  30 |00 00 00 00 00 00 00 00 00 00
  60 |FF C4 "  y  00 00 04 C6 D3 FC
  90 |C  FA FF A4 91 C9 D5 C8 N  D2
 120 |N  u  N  V  00 00 ?  .  00 08
```

If you encounter the key disk, DO NOT erase it! Send us a copy so's we can dig in there and find out first: what this sucker is supposed to do when it executes and second: identify the SOB that started this thing circulating! Send to:

NEO STAG
PO Box 45
Girard, OH 44420.
You will be rewarded.

So, what do you do to prevent this virus spreading if you have it? You can, of course, get hold of a virus detector/killer program and examine all of your disks. We can't recommend a particular program for you because our bylaws forbid it.

You see, the members of NEO STAG will not purchase, donate for, publish the name of, nor support in any way any single virus detector/killer program on the premise that the author of such a program is not above first releasing the virus eradicator then subsequently releasing the actual virus the program is designed to detect and kill thereby creating a demand for the original virus detector/killer program.

That's that, though we can say that there are some out there that will detect and kill this trojan effectively. We can recommend you use a simple sector editor and look for the patterns described in this article. If you find the pattern, you can kill the trojan by writing a single zero byte to the very first byte of the boot sector.

However! Don't overwrite ALL disks that have the $60 as the first byte. If it's a known boot disk (game, executable boot, etc.) then DON'T overwrite that $60 or the disk will be destroyed. Look for the trailing zero bytes like you see in the illustration, then you can feel comfortable killing the virus with the zero byte.

The best way to prevent yourself from getting a virus is to always keep the write protect tab in the open position and always boot with a disk you know is clean. Again, if you find a disk with the 'KEY' sequence, make a copy and send it to us. We want to see it!

[Editor's Note: This particular "sleeper virus" or trojan horse seems to be near epidemic proportion in the ST community, with reports of the virus from many clubs in the U.S. and Canada. According to Jerry Cross, president of the Genessee Atari Group, their club library was found to be infected, and they contacted other clubs who have found this virus in their club libraries.

In checking our own personal library, we discovered a handful of disks that were infected with this particular virus! It is VERY important that you check ALL your disks to insure that they are virus free, and to check every disk you receive from outside sources. If you receive an infected disk, inform the person/organization you receive that disk from IMMEDIATELY.

If you have friends who own an ST and have not read this article, please inform them of this virus. We all need to share this information and work together to kill this virus before a "key disk" comes along that does real damage.]

Space Station Oblivion From Epyx

by Bob Retelle (MACE,WAUG)

This is one of those games with a really silly premise that turns out to be a very playable game in spite of the silliness. The scenario for the game tells you that the moon of your planet is threatening to blow up, due to gas pressure from below the surface. Your job is to explore the 18 different sectors and set up drilling rigs that will vent the gas and save the day.

Somehow, I don't think the idea of designing a game based around a planetoid that has gas would have ever occurred to me, but here it is.

You begin the game in a ground-based crawler equipped with a laser cannon and a transporter to teleport the drilling rigs from your home planet. Somewhere on the moon, in one of the sectors, is an air vehicle that will let you fly around and view everything from overhead, but it can't place any drilling rigs.

Each sector is named after a different mineral, such as Amethyst, Graphite, Obsidian, and so on. There is an optimum place in each sector for your drilling rig, but unfortunately, except for a very few sectors near the beginning, it's a guessing game as to where to place the drill. You CAN pick up the drilling rig and try again, but that action expends a large amount of valuable energy. Your score depends a great deal on how closely you guess at where to drill.

The graphics in the game are very nicely done. The cockpit of the vehicles is well detailed and colorful, and the landscape of the moon is done as filled polygon shapes. You can view the objects you encounter from all different angles and see their shapes change as your point of view changes.

Unfortunately, the sound doesn't measure up to the quality of the graphics. Most events are accompanied by one or another of the limited repertoire of beeps and bongs provided by the game.

Something I'm always picky about is the kind of controls a game provides. Happily, the vehicles in Space Station Oblivion have a versatile and easy-to-use control system. The mouse can be used for all movement and positioning of the vehicles or the keyboard cursor keys can be used for the main directional controls.

You have full control over rotating the craft around all three axes and raising or lowering its height. The distance travelled each time you click on "forward" can be set and changed, as can the angle turned when you rotate. You'll find situations when you need the utmost speed to get through dangers and other times when you'll need to creep along slowly and precisely.

The crawler and aircraft are armed with a laser that does double duty, both as a defensive weapon and to activate the various switches and controls in the sectors. Doors and other obstacles can be opened by shooting their controlling switch. Some sectors have devious puzzles which can make getting to the proper drilling site pretty tricky.

Switches in one sector can also control things in other sectors, resulting in a lot of trial and error searching through the sectors. The sectors are always the same every time you play, so the game is mappable.

On the other hand, this also results in having to play through all the sectors you've already solved to get to the ones that are giving you trouble. Happily, there's a Save Game option so you can save the game at your current position.

The laser sight is fast and responsive, and you'll need fast reflexes to take out the enemy laser cannon and orbiting platforms that appear suddenly. You can blast most of the things you see without any problems, and a lot of objects are worth points even though there's no particular reason why.

For example, if you watch the self-running demo in the game, it blasts a rectangle on top of a tall pole in the first sector. This target is worth something like 1000 points, even though it doesn't look any different from any of the other essentially similar rectangles in the game.

Your energy and shields can be replenished by finding and shooting two different kinds of crystals. The supply of crystals is limited, so you have to be careful not to waste energy or take too many hits from enemy lasers. You also have to be careful not to fall off the edges of the sectors or any of the high platforms and ledges you'll have to cross.

Space Station Oblivion isn't the kind of game you'll boot up and play over and over again, for months or years, once you solve the puzzles. It IS fun though, and complex enough to hold your attention until you do solve it.

Incidentally, while browsing at a computer store recently, I came across the same game in the "Imports" software section, with the title "Driller."

The Way the Other Side Sees Us

by Tim Holt (ST of El Paso)

First of all, let me give you some exact quotes from the July/August issue of INFO magazine, a magazine for the Amiga and Commodore computers. Please remember, these are all from *ONE* edition:

Page 13, under the column "Rumor Mill": *"On the topic of piracy, one big US Amiga software distributor estimates piracy in the Amiga market at 50% — he speaks of the 'Atari-ization' of the Amiga market...."*

Page 14, under the column "Show Report" a report on the Chicago COMDEX a picture of the STacy laptop and the following: *"Elsewhere, Atari took first place in the Vapor Hardware catagory, with the 'introduction' of the STacy, a laptop version of the Atari ST. The model they showed was under glass and looked like it had been put together with a hot glue gun just for the show. The LCD screen had horrible contrast but it makes little difference, since I would bet my Commodore Max Machine that no one will ever see one on a store shelf anyway. Not satisfied with a single new vapor product, Atari also announced a tiny hand-held PC clone called the Portfolio."*

Page 71, under the column "Summer Slump" the author gives a reason NOT to subscribe to Antic's Amiga Plus: *"Antic's Amiga Plus: Do you really want to get your Amiga information from an Atari publishing company hedging their bets at this late date as the Atari slides?"*

I don't know about you, but these three quotes made my blood boil! Atari slides? Vapor Hardware? Atari-ization of the Amiga market? It seems that the editorial policy of INFO magazine is to bash the Atari line of computers.

As a long time user of the ST line of Atari computers, I have been reading Atari-related magazines for a *long* time, and I have *never* seen an attack on the Amiga like I saw on the Atari in this issue.

The Amiga is a nice machine. One of my best friends has one. The Atari is a nice machine. I have one. I don't go calling my friend names just because he has an Amiga, and he doesn't call me names because I have an ST. We love to COMPARE what we both have, and whenever I go to Houston, he pulls out the latest AMIGA graphics and sound demos, tells me how it multitasks and has great stereo sound.

When he comes to El Paso, I whip out the latest ST graphics demos, show him how I can word process and download files at the same time, and play a few tunes through my MIDI keyboard for him. He leaves with his mind unchanged by my sales pitch, just as I leave with my mind unchanged by his sales pitch. We are still friends. We don't call each other names.

The INFO articles made me think. There are several explanations for an entire magazine to bash the Atari ST. Here are the ones I could think of:

1. The editors and staff of INFO magazine have poor informational sources. The STacy IS coming out. The Portfolio IS coming out. If the folks at INFO don't know this, then the people that gave them the information are poorly informed. I contend the piracy problem is *industry-wide*, not Atari specific.

If you look further into the issue of INFO, there is a regular feature called "COPY CORNER" (page 58), an article that tells you how to use copy programs! Atari pirates? I have never seen a "How to Copy Programs" article in ANY ST magazine.

2. The Amiga community is jealous of the ST and Mega line of computers. They are jealous that the Atari stock is now near $10 a share and rising. They are jealous that Atari is introducing and producing new and exciting computers, while other companies do not. Like a trapped animal, it seems as if the only response is to lash out at the predator. It seems as if Atari is doing some preying, and the prey looks trapped.

They are jealous of a laptop like the STacy, so they misrepresent it to the public. (Put together with a hot glue gun? ha!) They are jealous that Atari has a hand-held PC clone and Commodore does not.

Anyway, I just thought that you, as ST and Mega users should know how we are looked upon in the AMIGA community. Should you like to respond to these gross misrepresentation, address your letters to:

Benn Dunnington
Editor INFO Reader Mail
123 North Linn Street, Suite 2A
IOWA City, IA 52245

Mr. Dunnington "bet his machine" that there would never be a laptop ST...I wonder how we are going to divide that by a few thousand people???

Titan from Titus Software

by Bob Retelle (MACE,WAUG)

I always hate to write a bad review of a game. I've written games myself, and I know how it feels to put your time and energy into writing a game, especially one which has several fairly unique features. But sometimes things just don't come together no matter how unique the features may be. TITAN from Titus Software is one of those games. In a word it's, well, boring.

TITAN is somewhat similar to the Arkanoid/Breakout style of game where you bounce a ball against targets that disappear when they're hit. Like Arkanoid, there are many, many different screens with different layouts of targets and several varieties of targets, some good, some evil. Some targets have to be hit more than once before they disappear, and others change into something else when hit. So far, so good... I like games with a lot of variety in screens and targets (there are 80 screens in all). The graphics are also quite good.

To play the game, you bounce the ball off your "paddle," which in this game is square since you can hit the ball in any direction, not just up as in Breakout. If you're moving slowly, the ball simply rebounds off the paddle at an angle. If the paddle is moving more quickly, the ball passes through it and reverses its original direction. Unfortunately, the game uses the joystick to move the paddle, instead of the more quickly responding mouse. (The game also allows the use of the cursor keys to move the paddle, but that's such a ludicrous situation I won't even mention it!)

The screens consist of patterns of targets and obstacles. To complete a screen, you have to eliminate all the targets or hit the "EXIT" target. Some of the obstacles are completely solid, while some will let the ball pass through but block your paddle, and some are the reverse. Then there are squares that slowly rise out of the "floor" of the screen every time your paddle passes over them, eventually becoming solid obstacles. A few of the obstacles move around, causing the ball to bounce randomly, and just generally get in your way.

Of course, there are also the nasty targets that will do unfriendly things like kill you. If your paddle or the ball touches a white skull, you die. If the ball touches a green skull, you die. You can destroy the green skulls with your paddle, but you have do that while also keeping track of bouncing the ball.

So far, the game sounds pretty good. It begins to run into trouble though with the fact that the actual playing area is much larger than the screen area. This means that the screen must scroll around as you move your paddle to see all of the playing area. Because the ball moves independently, it may go off somewhere other than the area you can see, so there's also a "radar" indicator to show you where it is in relation to where you are.

Now, I like games with scrolling screens and radar indicators. It's just that those "features" don't work very well in this type of game. Because of the somewhat sluggish movement of the paddle, it's difficult to go chasing off after the ball when it disappears off your screen.

Another problem is that much of the time you may have to guard an area of skulls while the ball is off beeping and boinking against targets you can't even see. I don't know about you, but I like to see the action, not just listen to it happening somewhere off-screen.

This game makes it feel more like the computer's having the fun and you're just there to watch. The same "off-screen action" problem makes it awfully hard to aim at anything in the areas you can't see. You just have to hit the ball up there somewhere and hope it hits something. Aiming isn't all that accurate anyway, even when you CAN see the target. It seemed as if I was chasing the ball around rather than playing a game where the object was to actually hit a specific target.

If the ball gets past you, you may end up spending an awfully long time just trying to get it back to where you want it to be. There's an option to slow the ball down by pressing the spacebar or the joystick button, but that only makes it slowly frustrating instead of rapidly frustrating.

The game isn't all that difficult, except for the difficulties created by the lack of control and visibility. I easily reached Level 17 without dying before I decided I had better things to do with my time. The final straw came when the ball got past me for the second time and bounced its way back around a spiral maze that had taken me almost 10 minutes to painfully shepherd it through in the first place. Twice.

If you enjoy high levels of frustration or having the computer play the game for you, you might enjoy TITAN. Otherwise, I'd recommend you find a dealer who will let you playtest it first. You may find, as I did, that Arkanoid or even good old Breakout are more fun.

Millenium 2.2

by Tim Holt (ST of El Paso)

In the mid-seventies, there was a television series called Space:1999, where the commander of a base on the moon watched helplessly as the moon was blown out of the Earth's orbit, and the residents of the moon base had to fend for themselves. Pretty bad acting if I recall, but the IDEA was neat. Now, there is a game that has come out from Europe with a similar theme: Millenium 2.2.

You are the commander of a lunar base that is the last bastion of humanity. Seems as if the old Earth was wasted by a stray asteroid. Now it is up to you to repopulate the solar system. It won't be easy. There are only 100 folks on the moon, and the renegade human outpost on Mars decides that you are going to make good target practice. So, how are you going to do it? That is what Millenium 2.2 is all about!

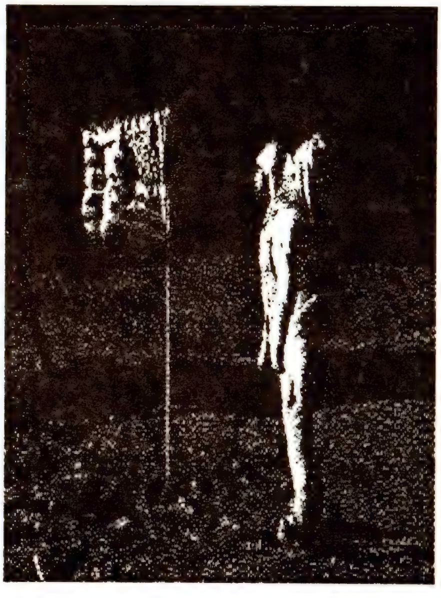
The moon base has six different areas that are under your command: research, energy production, industrial production, living quarters, the launch pad, and defense. By clicking the mouse on any one of these areas, you find out exactly what is going on at that moment.

When the game starts, energy and research are the most important areas, as the game progresses, production and defense gain in importance. All of the areas are important at one time or another, as you must constantly produce items such as energy cells, and must constantly research places where you can make colonies.

It is hard to tell about the game without giving away the secret to success. The ultimate object is to repopulate the Earth by producing a terraformer that can change the toxic atmosphere back into oxygen.

To do this, you must find certain substances such as silver, which are not available on the moon. These substances are available somewhere in the solar system, but you gotta find them. You find them by building probes, and sending them out to look for it. Once you find the stuff, you have to construct colonies there, so mining can take place. To get the items back to the moon, you have to build ships that can ferry the stuff from point A to point B. How you build your ship, and what you consider important is the key to the game. If you chose one thing as being more important, and it isn't, then doom awaits you.

All the while, Mars is attacking you, and your colonies, so you have to build defenses as well as regular ships.



It sounds complicated, and Millenium 2.2 is at first. The instructions are very skimpy, but I found that this ADDED to the tension of the game. I didn't know what was around the corner, and since the instructions didn't help, I had to use my head. (I am not used to this!)

The game switches from graphic adventure to arcade action whenever you are attacked, and that was a nice touch. The graphics are EXCELLENT. I won't spoil them for you. Go buy it and see for yourself.

I did have a few gripes about Millenium 2.2. Once you have finished the game, it is the same every time you play. It then becomes a race to see if you can beat your old time to repopulate the Earth. My best time is 18 years. Everytime you are attacked, the damage is done to the exact same type of equipment. I thought that was a bit unrealistic. The damage would be different each time in a real war. However....

If you judge a game by the amount of time you spend stuck in front of your Atari trying to get it done, then Millenium 2.2 has to be the most successful game I have ever played. I bought the game at 4 in the afternoon, and was stuck in front of my computer until 2 am. My wife threatened divorce during those eight hours, I think, I wasn't paying attention...

Great graphics, a nifty plot, and only minor complaints. Buy it, play it, become addicted, and when you are done, give it to your kids. Tell your wife it was an educational game (It really does have accurate information on the solar system in throughout the game.)...she might fall for it...

BEST Builds a Better Mouse
New Mouse Available for ST/Mega and XL/XE Computers

by Bill Rayl

I've never been totally satisfied with the design or durability of the ST mouse provided by Atari Corp.

On the design side, the ST mouse is a bit too large and oddly shaped for comfortable hours-long usage. As for durability, I've found from my own personal use that an Atari mouse, if cleaned on a regular basis, still ceases functioning properly in less than two years.

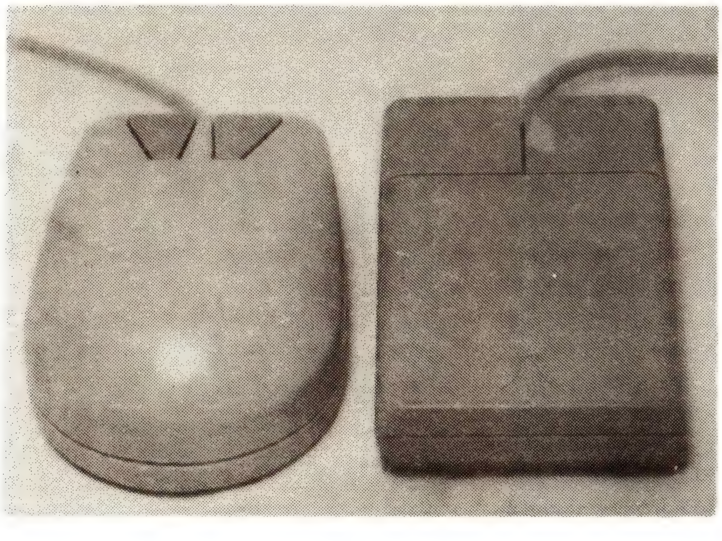
I consider myself an average to heavy user of the ST, putting in at least 20-30 hours per week in front of the computer. In the last three years, I have repaired or replaced the Atari mouse three times. Dungeon Master alone did one of the little rodents in!

Because of the almost constant cleaning, repairing and replacing of the mouse, I had a modified trackball added to my ST system. This solved the durability problem, but a trackball isn't the most comfortable thing to work with after a few hours either.

Add that to the fact that some operations are just plain easier to perform with a mouse than a trackball, and I was looking for a better alternative. I've used the MicroSoft(tm) Mouse on the IBM and I found its design and near maintenance-free operation to be far superior to my Atari's mouse. "Now why hasn't someone produced a mouse this good for the ST?" I asked myself.

Well, now someone has! BEST Electronics of San Jose, California has built a mouse that I believe even puts the MicroSoft(tm) mouse to shame.

Retailing for $49.95, the same price as the Atari mouse, the BEST Mouse is designed with the user in mind. From its sleek design that fits comfortably into your hand to the replaceable teflon "mouse feet" that make the device glide over your computer desk, the BEST Mouse is a joy to use.



No more cramped fingers and tired hands after a few hours of Desktop Publishing! The mouse buttons are responsive and quite firm — much better than the Taiwan- or Korean-produced Atari mice.

The BEST mouse boasts high resolution photo tracking of 200 pulses per inch, making this mouse approximately twice as fast and responsive as the Atari mouse. When using the BEST mouse, you don't need a mouse accelerator!

Not to be outdone by the exterior, a look inside the BEST Mouse instantly shows this mouse lives up to its name. The rollers that contact the mouse ball do not seem to be prone to the dirt build-up you get with the Atari mouse. No more scraping gunk off the rollers each month!

If you're an XL/XE owner using a GEM-like operating system such as Diamond OS, the BEST Mouse offers you an alternative to purchasing an Atari mouse. For a comparable price, the BEST mouse is truly the better buy!

Using the BEST Mouse on my spongy, cloth-covered mouse mat yielded less than satisfactory results. When used directly on my desktop, or on any hard surface, the BEST Mouse performed beautifully. This seems to be because the mouse feet actually lift the mouse slightly from the mat or desk surface, allowing the mouse to skate effortlessly over the desk. Using a spongy mat, the BEST Mouse simply isn't able to glide — sort of like roller skating on a carpet.

If your mouse is on its last legs or you're tired of the constant maintenance and repair of the Atari mouse, take a good look at the BEST Mouse. Chances are you'll decide the BEST Mouse really is the best mouse available for your ST/Mega or XL/XE.

For more information, see your local Atari dealer or contact BEST Electronics (408) 243-6950.

Atari Writer + for Those Who Don't Want to Read the Book -- Part II

by Jimmy Boyce (CACE)

Let's wind up the section on editing with some of those odd ball things that can save you some time and frustration. Like merging a file <pg27>. As editor of the CACE newsletter, I have to merge files a lot and this function has been of great help.

Merging Files Together

If you've seen the three column format of the CACE newsletter, you will notice that two or more unrelated items will fall in a single column. Since the number of contributing reporters has been growing, each article is saved on a disk as a seperate file. But, when printed they must be merged to fill a column. This is what I do to accomplish that feat:

First I load a file, and then I set the cursor to the end of the file with [SELECT][B]. Now, I press [OPTION][L]. In the lower right of the screen is the prompt: FILE TO MERGE. I type in the file name (if the file is on Drive 2, then I preface the file name with D2:) and type [RETURN].

That's it folks, I have just merged a file. When merging files, please make sure that you have enough free memory to make the merge (130XE owners — you cannot merge across memory banks).

Saving Blocks of Text

Another handy little option is the ability to save a portion of a file <pg28>. I don't know if you are like me, but on occasion I get to writing on the old 800 and forget that the file lengths are not as long as they are on the 130XE.

Next thing I know, I am stuck with a file that is too long to save. DO NOT PANIC! (I can say that because I did once, but now I don't.) Place the cursor at the beginning of the part you wish to save.

Remember when we talked about deleting blocks of text? Remember that command [OPTION][B]? Remember how you arrowed down using [CONTROL] [=]? Well that is what you do here until you have got enough highlighted text to make a shorter file.

"OK," you say, "what's next?" Try [OPTION][S]! Check out the lower right-hand side of your screen, it should read — FILE TO SAVE.

What I usually do is give my file a name and number (i.e., D2:TOOLONG1). Then I hit [OPTION] [DELETE/BK SP] and get rid of the saved portion. I repeat this process and save the next part as D2: TOOLONG2 and so forth, until my long file is all saved and I can recall it in logical sequence for hardcopy.

Additional Remarks

For 130XE people, here are a couple of notes: if you load up a memory bank press [START][B] to go to the next bank...you have two more available. It will save across banks and will reload to the same banks.

Let's say you need to add something to the middle of your file. Bank 1 is full, and that is where you need to place the additional information.

Try using [OPTION][F]. This command redistributes the file evenly across the three memory banks and leaves you space to make the insertion in Bank 1.

Put the cursor at the top of Bank 1 before you do it so you know where the cursor is when you are done. The first time I tried it, I had the cursor at the end of Bank 1 and finally found it at the end of Bank 3. Nothing serious, but it was unnerving.

Saving Text as ASCII

This next bit is kind of fun and interesting and, for serious writers or programmers, of great help. You can save your files in ASCII format by going to the Main Menu (by typing an [ESC]), pushing [CONTROL][S] and saving your file in the usual manner.

Now you can send this file via your modem to a friend with a different computer or a different word-processor, and they can receive it without the AW+ control characters. This will save them some time trying to unscramble your file. Make sure that you have deleted all AW+ global print format commands. These commands will screw up your file on any non-Atari program.

Programmers should save their files in the same manner, then ENTER the file into their compiler. Be sure to LIST your program. These files cannot be SAVEd.

Primarily AW+ files are compatable with any DOS 2.0 and 2.5 formated word-processors. So be it with editing. Bye for now.

[Editors' Note: The next installment from Jimmy Boyce will deal with spell-checking your Atari Writer + files. If you have any comments or questions, please share them with us.]

Spitting Image
Monty Python, Here I Come!

by Bill Pike (PAC)

[Review copy loaned by IB Computers. This article originally appeared in the Computer News, published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiasts. Reprinted with permission.]

I was sitting down one evening in a generally foul mood and was sick and tired of the whole world. My generally foul mood was getting deeper so I decided to blow something up. Of course I went to my (Friendly?) computer.

I found something to cure my mood. It was a British game called SPITTING IMAGE. If you like British Humor or "the colonies" TV show "D.C. Follies" or "The Muppet Show" you will love this game. It is destined to become a classic for the ST.

The game package says, "Barry Manilow Free." On the back of the package you will find that "This game is guaranteed to contain no reference to Barry Manilow (except this one) (and the one on the front)."

There is also a "WARNING: DAMAGE" saying "A good way to really damage your cassette or disk is to smear marmalade all over it or leave it overnight in a bucket of creosote."

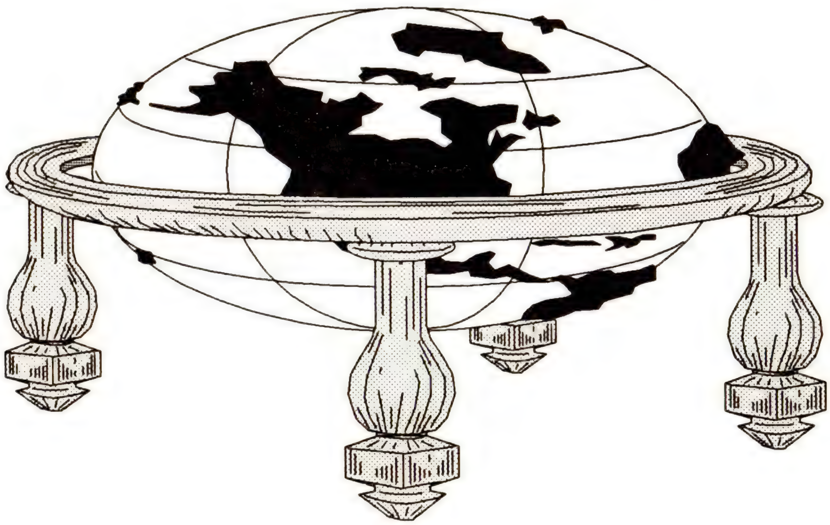
SAVE THE WORLD

Within the next seven years a world war will take place. A war so great that even the Swiss will get involved this time. A war so terrible the Italians have already surrendered.

One leader will emerge from this war to rule the world. It is your task to stop this leader and SAVE THE WORLD.

That is the title screen, and you are then shown a map of the world and the cursor will identify the various world areas for you.

You will also be shown your antagonists: Grovey Gorby, His Holy Coolness, Ms. T, Ronald MacRegan, Mr. & Mr. Ayotollia, and President Botha who is a very nice man (Report compiled under the South African Reporting Restrictions). You will also be introduced to Her Royal Reffness who will judge all contests.



Pick your champion, pick their antagonist and have at it. You have to defeat all antagonists, totally discrediting them. You will then have to face the Prince in a real mud-slinging contest. When you have successfully completed your task you will be shown who will rule the world.

Then, you are told what the instructions are. The game tells you, "This is the most confusing bit. Ronnie got completely lost here and even Maggie took 5 seconds to understand it." Anyhow, you also have a "sidekick" to help you if you need him/her.

The cost of this game is $37.95, why they don't just say $38.00 I still don't know. I know the cost is a might high, but the program is worth it.

This is the best program I have seen in a long time, however I do enjoy Monty Python. The graphics are excellent and watch the background scenes for some surprises during the combat sequences.

I spent about 3 hours playing the game when I first got the disk and this is a record for me. Even my 16-year-old son liked it. My wife hated it...she thought it was silly. She also thinks I'm silly, so take it for what it is worth.

P.S. If you get tired of playing against the computer you can also thrash your best buddy in a two player game. Ta!Ta!

For 520ST. 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.
Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A: Socketed, no RAM	$129
520B: 1 MB, socketed	$249
520C: 2.5 MB, socketed	$495
520D: 4 MB	$795
520-1: 1 MB, non-expandable	$199
1040A: 1 Bank sockets, no RAM	$110
1040B: Fully socketed, no RAM	$149
1040C: 2.5 MB + 1 bank sockets	$495
1040D: 4 MB	$795
1040K: Kit w/all parts, no RAM	$ 68

Clock Option on Memory Board	$ 30
Clock, stand-alone for 520/1040	$ 38

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own - $385
10 MB - $485 30 MB RLL - $695
20MB 48 ms - $595 40 MB ST251$795
30 MB f. ht. 45 ms autop. CDC - $745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own $295
10 MB - $395 30 MBCDC - $565
20 MB 48 ms - $525 40 MB ST251$745
65 MB 22 ms autopark RLL drive $845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

10 MB - $349 30 MBRLL 48ms - $570
20 MB - $485 40 MB ST251 - $645
63 MB h. ht.22 ms auto parking - $795

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.
* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:
10 MB - $295 20 MB 48ms - $398
30 MB full ht. CDC 45 ms - $465
Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.
Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available!
Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

$79/119 with clock - $119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

tech-specialities Co.
909 Crosstimbers, Houston TX 77022
(713)691-4527/8 FAX: (713)691-7009

Distributors for:
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Tech-Soft, 460 Stirling Hwy, Suite 37
Claremont, Western Australia 6011
Tel.: (09) 385-1765
Canada (East)
Computer Country, Paul Wilson
148 Waterloo Street, Stratford, Ont., N5A 4B4, Tel.: (519) 273-1011
West Germany
ING.-B. Dipl. Ing. M. Krompasky
Schillerring 19, 8751 Grosswallstadt
Tel.: (06022) 24405

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The C.A.C.E. BBS. is run by the club and is open to anyone with a modem. The number to call is 1-517-787-4011. The current membership dues are $14.80 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O. Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with C.A.C.E. should be sent to: P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place in the basement of the East Side Lounge at 2214 East Ganson, Jackson, Mi.

Fishin' Around by Brent Fisher

Well, it seems that last month people tried to show up for the meeting, only to find a sign that stated that the East Side Lounge would be closed on Sundays during July and August. No one told me that we would not have a meeting place in August. And it seems especially strange since we did have a meeting at the Lounge in July. I would just like to take a moment to apologize to those of you who showed up after I had left, and hence I was unable to make other arrangements with you.

The next bit of business would be the late arrival of our issues of AIM. The editors and publishers of AIM are having a meeting with the principal contributing clubs on the 26th of August. I plan on being in attendance. Hopefully there I can work out something so that everyone gets their magazine on time.

Just so that everyone knows, this month's meeting is scheduled to take place on Sunday, September 10th, it most likely will be held in the basement of the East Side Lounge. I would ask that all interested parties show up as close to 1 pm as possible, this way just in case there is a problem with the meeting place, we can make other arrangements. If anyone has questions or comments, my phone number is published every month at the beginning of our header. By the way, I figure that it might be wise to tell everyone that the October meeting will be on Sunday the 8th, just in case he magazine comes late again.

Now for a bit of Atari news. I called and talked with Atari yesterday, and received some very interesting information. If you would like an inexpensive way to upgrade your disk drive, Atari has a plan for you. Send Atari your old 1050 and $75, along with a note stating that you would like to have a XF551 sent back in it's place. Oh by the way here's the exact address to send your drive, the note, and the money to:

Atari Corporation, Att: Customer Relations, 390 Caribbean Dr., Sunnyvale, CA 94089.

Now for some bad news for those of you who want to get Atari Planetarium, but it looks as though Atari has run out of stock on another good 8bit program. I was told that they have no immediate plans to produce another batch for us program starved hordes in the near future.

One last piece of news concerns Atari's executive revolving door process. It seems that Chris Roberts has left, so by the time you read this user groups will be dealing with another new user group co-ordinator. What does that make this, three or four this year? I don't know, I just don't know.

Anyway, it is time to get this off to AIM, so until next time, Come To The Meeting.

CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

GENESEE ATARI GROUP

Serving the Flint area

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

GKAUG ATARI

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Open	
Archiver	Dave Oldenburg	
Librarian	Bill Berner	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting: Saturday, 09 Sep 1989

We managed to get reservations for room 302 again, but we will be making a final decision at this next meeting if we will be going to Star World for our next meeting in October. The decision will be in October's AIM if you don't happen to make it to the meeting.

It looks as if I will be able to handle the next year as President. I am back to work in my own area. If I don't have to work the overtime, I will be at all the meetings.

Next meeting:

- Discussion of Star World Meetings
- Richmans 80 column word processor: if it comes in.
- 1020 Plotter demos: they are so inexpensive to own now.
- General Discussion: Lots of new items to bring up.
- Looking for officers: it can be you.

See Yah, Frank

Great Lakes Atari ST Support — 'GLASS', Michigans only 'ST' only Users Group I ♥ my ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

For Sale:
Each only $15

Space Station Oblivion
Titan from Titus
Gold of the Realm

Call (313) 973-8825

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: Wednesday, October 4th, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE, Comstock Park, MI 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasuer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

President's Monthly: 17 August, 1989

Hi all, it is good to be back at the keyboard after a prolonged absense.

How have you all been since my last entry? I hope you have had a good a summer as I have. My computer useage the past couple of months have been on a PC trying to get several C.N.C. (computerized numerical control) machines all hooked up to a single PC to allow the use of a new CAD/CAM package. There are still a couple bugs in some of the connections, but all in all the system works well.

Now to old trusty... My Atari has had it very easy this summer, but now that things are slowing down, I hope to give it some of those long workouts that keep it (and me) active till all hours of the night.

I have not bought anything new so far this summer with the exception of a second XF551 drive, so I don't have to much to share with you until I get back into the swing and find out what all you have been doing and any new pieces that you've added to your collection.

Shortly after the September meeting, I am planning an officers meeting to get some sort of agenda for upcoming topics and demos. If you have any ideas for the demos, or have something new that you would like to demo, let me know about it and we'll try to get it in. Let's not be shy, I am sure that many of you have items that would make great demos.

One more item, Terry Reine has moved to Ohio. He has taken a promotion into the marketing field of the retail company that he works for. Good luck Terry, we wish you every success in your new job.

This leaves us in need of a new Membership Chairman. If anyone is interested, get in touch with me and the job is yours.

Come to the October meeting

Tim

M.A.C.E. MACE MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

August Meeting Minutes

The meeting got off to a late start, with the night's first order of business dealing with Jerry Cross's loss of equipment at the Michigan Atari Computer Expo. After a lengthy discussion, the majority of members present voted to reimburse Jerry for his insurance deductable.

President Bill Rayl and Meeting Coordinator Bob Retelle then lead a discussion of recent events in the Atari world. They talked about the Atari revolving door, talked about a ST virus epidemic and the cancellation of prominent AtariFests on the West Coast.

Bob Retelle then talked about the upcoming elections in September and named those lucky MACE members who have been (unknowingly) nominated for officership. Remember, MACE needs your help to keep the club alive! (Volunteer before you are volunteed!) Nominations so far include: Bill Boles, Jim Samples, Kip Keifer, Harry Price, Gordon Totty, Bob Retelle, Brian Wilmoth and Frank Alexander.

Next on the agenda was a talk about hard drives from ST Librarian Ed Hanson. He talked about the utilities available for hard drive owners like FatSpeed, Turtle, Unturtle, DL2 and T_restore. These public domain files are available in the MACE ST library; they are disks U28 and U33.

The next meeting is September 19, and we will have a guest speaker from MichTron!

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. Founded in 1988, The ST Club has distinguished itself as great help to those that are new to Atari computing as well as helping those that are old "hacks" at computing.

Meetings of the ST Club are held on the second Saturday of each month at the Richard Burges Branch Library, 9300 Diana. Meeting time is 12:30pm. Each meeting features demonstrations of the latest in software, and help for those that are having problems with particular programs.

Membership in the ST Club of El Paso includes the following benefits: A one year subscription to Atari Interface Magazine, discounts on computer supplies and software at Jenkins' Computer Store, discounts on services at local merchants, access to a huge PD file area, access to the ST Club area on STEP BBS, technical assistance, regular club auctions and social events. Voting membership is only $20 a year! (A great deal, when you consider that a subscription to AIM alone is $18!) Sponsored memberships are $15 a year, and newsletter only memberships are also $15.

To become a member of the ST Club of El Paso, call 915-821-2048, or write to: The ST Club of El Paso 10953 Yogi Berra El Paso, Tx 79934.

President:	Tim Holt	(915) 821-2048
Vice President:	Morris Miller	594-1906
Sec't/Tres:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234

From the Prez...

I hope that you noticed the changed look of our newsletter! The members decided at the August 12 meeting to adopt Atari Interface as the official newsletter of our club. I think this gives us a more professional look and takes a burden off Paul. So, let me know what you think of our new "baby" at the next meeting.

Here is a quick rundown of what happened at the August 12 meeting: Paul Stampfli demo-ed HABA's Home Accountant. Probably the only decent program that came out of that defunct company. (I know, the program is old, but it is really neat!)

The club business discussed included: Adoption of AIM as our newsletter, possible second meeting per month (this looks like it might be the last Tuesday evening of each month, or possibly just SIGs meeting at various people's homes), selling raffle tickets for the $50 gift certificate to Jenkins' (drawing to be held at the September meeting), newsletter was distributed, the two new types of membership rates (sponsored and newsletter only), and a discussion on what the club wants to see in the future.

Four new members joined at the August meeting: Clarence Klaassen Jr., Billy Corbett, Mike McCown, and John And Pat Hawley. We wish to welcome them to our club.

The September meeting will feature a demonstration/lesson of how to run ArcShell 1.99, as well as a new game. Arcshell is a very important program for the ST, and if you are new to the club and the Atari, this is the meeting to be at! The raffle for the $50 gift certificate will be drawn, and the door prize this month is the latest album by Tangerine Dream, composed entirely on the Atari ST. I hope all of you can make the meeting September 9th.

Until next month, enjoy the new newsletter! Tim

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report–July 1989

Okay folks, this was one of the most exciting times of the year. The volunteers for the various offices were pressed into service!

And here they are...

Greg Ray volunteered to be the President for the next year, Ron Hamilton volunteered (was volunteered?) to be the Technical Advisor (you would have called him for all those little problems anyhow...), Chris Hamilton is the new 8-Bit librarian, the vice-president is doing a repeat performance, and me as Secretary/Treasurer.

The new address for all Tinker A.C.E. correspondence is:

104 E. Northrup
Midwest City, OK 73110-5226

SpartaDOS X was shown at the meeting and no bugs were seen beyond those explained in the documentation.

Don't forget, Tinker A.C.E. dues ar now due (of course, if you are reading this, you probably have already payed them), the dues are prorated at $1.25 a month for correspondence membership and $1.66 a month for full membership.

August — Nice meeting

Both president and vice-president brought their ST's as well as one 8bit.

A survey was taken by Greg L. Ray as regards the club...he also gave out a printed copy of all the many Print Shop (tm) icons that he personally has.

We are currently payed up on all bills (except Puget Sound Atari News) at this time.... If you want a subscription to Puget Sound Atari News, you may get it through the club (me) for $ 1.08 an issue.

Please encourage your friends to come to the next meeting, we should have a demonstration of the Express cartridge (by Keith Ledbetter) by Advengar of Timewarp BBS at the September meeting (which, by the way, should be the second Saturday of September, rather than the first Saturday).

Stephen C. Moffit

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are September 16th, and October 14th, 1989. Officers:

President	Steve Volker	(517) 793-2955
ST Librarian	LeRoy Valley	686-6796
Treasurer/Sec'y	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

First Up

I would have to guess that ever since the days of 1K, gaunt, keyboardless computers, whenever a group or 'club' of individuals had agreed to come together on a regular basis, the president or chairman of that group invariably found it necessary to "chastise" the members for poor attendance records. (Especially during the summer months.) I would also hazard a guess that very few of these impassioned pleas were the least bit effective, so I think I'll skip mine. One small point though. I think it is interesting to note that the number of topics discussed at the August meeting outnumbered the number of members present. Hmmm...

Remember! Re-Up, then Show Up!!

What You Missed

Listening to LeRoy Valley demo a LAZER 'C' debugger, doesn't necessarily sound like the most exciting way to spend an afternoon, but even a program-specific tutorial, in the hands (and mouth) of an expert, can be very entertaining. Especially with the little side remarks and devastating mini product reviews which seemed to spring up unbidden as Mr. Valley deftly takes whatever application he is demoing through it's paces. No one walks away without learning something.

The tabled discussion on how much to charge for copies of club disks was reopened this month. After a brief flurry of comments and suggestions all around, a motion was brought to the floor by LeRoy Valley, that the cost for DS disks should be $5 per and the cost of SS disks should be $3 per, for disks purchased from the club with library software on it. Bryant LeFreniere seconded and the motion was passed.

Bryant also confirmed that he would be demoing Migraph's Touch Up and Hand Scanner combo, at the October meeting. He said anyone who wishes to bring something in to be scanned into an IMG. (like old photographs, hand drawings, etc.) should feel free. He will try to get to everyone.

The Forum on membership drives will be reopened at the September meeting. A number of negative comments were heard about AIM's recent inability to get us our "newsletter" on time (i.e. before the meetings), and also in reference to the seemingly counter-productive denials, explanations, and defensive rhetoric which have continued to fill the pages of the magazine, almost since it's inception, concerning the split with John Nagy et al. It is suggested that you make a point to attend the next few meetings, in order to have a voice in any upcoming decisions that may have to be made.

(Presidential Note: There is a General Order meeting between the AIM's staff and participating Users Group representatives scheduled for the 26th of August in the AIM offices. Topics to be addressed are magazine content and club participation, among other things. Our concerns will be voiced at this meeting also, and a full report will be presented at our next meeting.)

What You Shouldn't Miss

Steve Volker will be showing off SHADOWGATE by ICOM Simulationsand MINDSCAPE, and explain why it is a Moral Imperative to own this game! (By the way, what IS that THING on the front of the box? Look for a demo of Fast Technologies new 16 mhz upgrade board soon, and see CMI's version, with a socket for the BLITTER chip, in person! (And For Sale?) The 8bit section is on hold temporarily, until some 8bitters, besides Ted Beauchamp, decide to SHOW UP!

BOTH MasterCad (by Michtron), and Speller Bee (by First Byte), are available for members who wish to take them home and explore them for a month. Ask STEVE or LEROY...

On Another Note

The Fall Consumer's Showcase at Fashion Square Mall will be coming up soon, and we've been invited! We need to start making a list of volunteers who will bring and man their machines at this event. LET'S HAVE A GOOD SHOWING!

Equipment Volunteers for September:
Steve Volker - ST System
Ted Beauchamp - 8 Bit System
Remember, if your bringing equipment, please bring all necessary cables, (i.e. power cords, monitor cables, mouse, or whatever.)

Looking for Public Domain Software? MACE has it!
Over 300 disks in the ST Library and 400 disks in the 8bit Library!
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The August meeting was held Tuesday, 8/8 in the Wolverine Room at the Michigan Union. President Craig Harvey called the meeting to order promptly at 7:30pm, as promised. He immediately suggested that intermission take place at the beginning rather than the middle of the meeting so he could dash home and get his ST monitor since there was no telling when V.P. Rick Schrader would arrive with the club monitor.

Guest speaker Ed Hanson, of Hurricane Systems, hosted a very informative discussion about hard drives for the ST. Ed described the various hardware/ software options available to persons who wish to assemble their own system, and then went on to show some of the formatting/partitioning software from ICD.

Member Mike Pieronek described some of the pitfalls of installing a hard drive internally in his Mega 2, and then proceeded to show how well it worked while running the Spectre 128 Mac emulator. The ensuing Q&A session was quite lively and eventually ended with a discussion centering on the uncertain release of TOS 1.4 for the end user.

Craig announced the September meeting feature topic will be "Utilities" and October will be "Emulators" where we will be showing the Spectre GCR and PC Ditto II (assuming they are available by then).

Mike Pieronek noted that he had tried to order his Spectre GCR earlier in the day and had been told that orders were only being taken every other day and that he'd have to call back again! Who would have guessed that Gadgets By Small would have gotten so finicky about taking money from the adoring public?

ST Librarian Russ Crum announced a new update to the catalog disk which may be purchased for $2 or traded for a previously-purchased disk. Russ also had a special package of two disks containing a variety of hard-drive-related items from formatting programs to 40-folder-fixes to backup and restore systems.

8Bit Librarian Mike Millage had some bundles left over from previous meetings and also announced a new catalog disk would be available at the October meeting. There are now nearly 240 different disks available in the 8Bit library.

The meeting was adjourned at 9:30pm.

Michael Olin

REVOLUTIONARY NEW PRODUCT

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Switch/Back is a revolutionary new hardware and software package that lets you get more from your ST, MUCH MORE.

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BACK-UPS –Switch/Back can work with your favorite back-up program and allow you to save whole protected disks to files for archival purposes. It can also automatically unprotect a program and save it as standard file. This method works on hundreds of ST programs and it allows you to run the files directly. Its perfect for running protected programs off a hard disk. It creates standard TOS files, that can be stored together on disks or even transferred by modem.

SWAP – Switch back lets you load just about any two programs into your ST and switch instantly between them. It works with games, business programs, utilities, compilers, etc. Although only one program is running at a time, the other is available instantly, right where you left off.

The Switch/Back hardware plugs into your printer port for easy use (It has a pass through connection for your printer too.)

Switch/Back requires at least One Meg of memory (Or a Polydisk or Megadisk) **ONLY $69.95**

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Finally ST Copy protection techniques are revealed. This complete book and disk package details the state of the art in ST Protection methods and much, much more.

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The book includes topics such as Phreaking, Logic Bombs, Hardware data keys, the legal aspects of piracy and software protection, Custom disk formats, Pirate Bulletin boards and much more.

In addition it contains reviews of the popular ST back-up programs and detailed explanations of ST disks and drives.

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DIGISPEC is an exciting new breakthrough in computer video digitizing. **DIGISPEC** works with your Color ComputerEyes to create **spectacular 512 color** video images. Now you can capture and display video pictures in unsurpassed detail and clarity, with 512 different colors on your ST screen.

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Note: Those with only 512K of main memory can use Switch/Back with a Polydisk, just like those with one Meg.

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ALPHA SYSTEMS

September 1989 **Events Calendar**

SUN	MON	TUE	WED	THU	FRI	SAT
					1	TACE 2
CIS 8bit CO 10PM 3	4	Delphi CO 10PM 5	GRASS GEnie ST CO 10PM 6	GLASS GEnie 8bit CIS ST 10PM 7	8	GKAUG ST Club of El Paso 9
CACE CIS 8bit CO 10PM 10	11	WAUG Delphi CO 10PM 12	GAG GEnie ST CO 10PM 13	CIS ST & GEnie 8bit CO 10PM 14	15	CHAOS TAG 16
CIS 8bit CO 10PM 17	18	MACE Delphi CO 10PM 19	GEnie ST CO 10PM 20	CIS ST & GEnie 8bit CO 10PM 21	22	23
CIS 8bit CO 10PM 24	25	Delphi CO 10PM 26	GEnie ST CO 10PM 27	CIS ST & GEnie8bit CO 10PM 28	29	30

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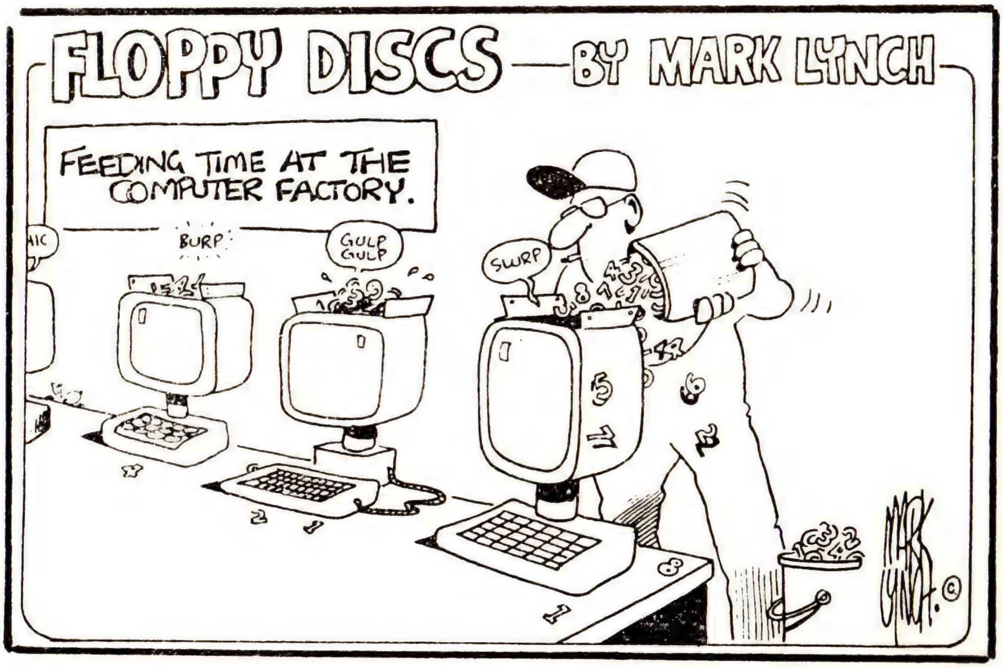
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BRAND NEW ITEMS

$\$199^{95}$ The "BLACK BOX"!© $\$199^{95}$

The **Black Box** is a device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It has two buttons, two switches, and a set of dip switches visible from the outside. It plugs directly into the back of the 600XL, 800XL, and 130XE computers. Custom cases may be an optional expense. The **Black Box** performs three main tasks: interface to a SASI/SCSI bus device (hard disks), Parallel printer port, and a RS232 port. A fourth option, available soon, will be a floppy disk port, especially useful to XF-551 owners. The SASI/SCSI port provides the necessary signals for hooking up most common hard disks. You may partition your hard disk into as many drives as you wish; up to 9 can be accessed at at time. By pressing one of the buttons on the **Black Box**, you will enter the configuration menu, where you can re-assign drive numbers, etc. When you exit, you will be right back in the program you were running when the switch was pressed. Each hard disk can be write-protected. The Parallel Printer port will allow you to hook up any printer that uses the standard Centronics interface. As an option, you can use the computer's extra memory as a printer buffer, or order the **Black Box** with 64K of on-board RAM. You may assign printer number and line-feed options within the menu (for use with multiple printers). Another amazing feature of the **Black Box** is the built-in screen dump. By pressing a button (on the box), the contents of your screen will be dumped to your printer (you can define text or graphics modes with a switch)! The RS232 port supplies the full RS232 spec signals for connection to a modem, or another machine (for null-modeming). The handler for the **Black Box**'s modem port is built in and takes up NO memory! The port handles rates up to TRUE 19.2K BAUD! A future upgrade for the **Black Box** is a floppy disk interface board. This will allow the addition of up to four 5.25" or 3.5" mixtures of floppy drives to be used with the system. The drives will act like standard single/enhanced/double density disk drives, but MUCH faster! All drives will be Super Archiver compatible, and support up to 2 sides of 80 tracks. Along with this hardware upgrade will come software capable of reading, writing, and formatting disks in IBM's MS-DOS format and the Atari ST format, and allow you to transfer files between those disk formats and the Atari's format. In addition, a machine language monitor has been added to allow memory disassembly, memory/register changes, and more. The Price of the **Black Box** is $199.95 for the basic unit and $249.95 with 64K of RAM (for printer spooler) plus $8 for S/H/I.

$\$199^{95}$ The "MULTIPLEXER"!© $\$199^{95}$

This device brings the power and flexibility of larger systems to your 8-bit. The **Multiplexer** is a device (actually a collection of modules) that allow up to 8 Ataris to read and write to the same drive (typically a hard disk), printer, and talk to each other. One 'master' computer (any 8-bit) is equipped with the master **Multiplexer** interface. Then up to 8 'slave' computers can hook up to the master, each having their own slave interface. The 'common' peripherals (things that are to be shared) are connected to the master computer. On each slave, all disk and printer I/O is routed through the master, so no drives are needed on them. The master computer can be configured in any manner you wish - you can for example have certain peripherals 'local' to the slave, or routed to a different number on the master. Under development is a BBS system that will make full use of this device, allow ing up to 8 lines/users to be using the system at the same time! A multiuser chat mode is a feature of this program, however, you do not NEED this program to run a BBS with the **Multiplexer** (but be warned that not all BBS programs will run concurrently). All slaves are independent, and do not need to have the same program running on them. This system is excellent for BBS SysOps, because you can be using your hard disk(s) while still running your BBS uninterrupted! Another example is in a classroom situation, or anywhere a disk needs to be shared by different people. This is an EXCELLENT programming/debugging tool as well! The **Multiplexer** price is $199.95 for a master and two slave units (plus $5 S/H/I). Additional slave units are $69.95 each.

$\$149^{95}$ The "SUPER E-BURNER"!© $\$149^{95}$

This device plugs into your Atari's cartridge port, allowing you to program PROMs or EPROMs. (EPROM stands for Erasable Programmable Read-Only Memory.) A PROM is a type of integrated circuit that will store information permanently. This is what is used in cartridges, and even in the computer to hold the operating system program. The **'Super E-Burner'** will program the following chips: 2732, 2764, 27128, 27256, and 27512 PROMs/EPROMs, with any suffix. The burner will let you make multiple copies, read data, burn from a file, etc. but does so EXTREMELY fast! It can fully burn and verify a 27128 in 15 seconds. Also under development is a gang-burner module for the **'Super E-Burner'**, allowing it to program up to 8-chips at a time, with this same insanely-fast speed! The **'Super E-Burner'** sells for $149.95. A deluxe version capable of programming 1 MEG EPROMs is available for $179.95. Add $5 for S/H/I

$\$99^{95}$ The "POWER PLUS"!© MEMORY UPGRADE $\$99^{95}$

(for 800XL'S and 130XE's only)

C.S.S. has made the **'Power Plus'!** memory upgrades available on an "unadvertised" basis to our regular patrons. These upgrades have become so popular we are now making them available to everyone! For those of you unfamiliar with **'Power Plus'!** upgrade, it is the most COMPATABLE upgrade available for the 800XL or 130 XE. All other upgrade kits have some degree of INCOMPATABILITY with certain software programs. C.S.S. studied this problem and developed the **POWER PLUS** upgrade which, to the best of our knowledge, appears to be 100% compatible. To upgrade a 130XE to 320K is only $99.95. To upgrade an 800XL to 320K is only $149.95 (circuitry from a 130XE is actually transplanted into the 800XL). Add $5 for S/H/I. C.S.S. will install these upgrades for only $20 if you wish.

$\$39^{95}$ The SIO "POWER BOOSTER"!© $\$39^{95}$

Weak data signals are often the problem of errors in data transmissions, especially when working in High or Ultra Speed modes! Long cables, modems, interfaces, and other devices that draw their power from the computer rather than having their own power supply often degrade the waveform of the signals between your computer and other peripherals, sometimes resulting in errors. The **SIO Power Booster Cable!** will amplify the signal to and from your computer 20 to 100 times providing perfect square-wave data transmissions regardless of peripherals used. The **'SIO Power Booster' Cable!** looks like a standard SIO cable and simply plugs into your computer! Only $39.95 plus $5 S/H/I.

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(for ATARI 1050 drives)

The new **SUPER ARCHIVER**, obsoletes all copying devices currently available for the **ATARI 1050!** It eliminates the need for Patches, **PDB** files, Computer Hardware, etc. Copies are exact duplicates of originals and will run on any drive; without exaggeration, the **SUPER ARCHIVER** is the most powerful **PROGRAMMING/COPYING** device available for the 1050! Installation consists of a plug-in chip and 6 simple solder connections. Software included. Features are:

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$\$39^{95}$ The "QUINTOPUS"!© $\$39^{95}$

The **"QUINTOPUS"!** is an inexpensive device that provides a tremendous amount of convenience while eliminating the problems associated with the endless "daisy-chaining" of peripherals (eg: drives, interfaces, printers, modems, cassettes, etc.). The **"QUINTOPUS"!** is an I/O port expander that converts a single I/O output/input into five additional outputs/inputs. Instead of daisy-chaining all your peripherals (which often times results in passing a signal through 30 feet or more of cable!), the **"QUINTOPUS"!** allows each device to be connected directly to the computers through only three or four feet of cable. This is particularly useful when attempting to use **ULTRASPEED** or **WARPSPEED** data transfer rates. The **"QUINTOPUS"!** also provides the "extra" I/O ports often needed to connect devices not having daisy-chaining capabilities. Cable resistance and compacitance are greatly reduced thereby significantly improving the opportunity of accurate data transfers! Only $39.95 plus $5 S/H/I. SIO cable is $5 extra if needed.

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(with SWITCHABLE PORTS!)

This Deluxe version of the **"QUINTOPUS!"** has all of the above features with the additional benefits of two **SWITCHABLE PORTS!** This means you can connect two computers to one printer or two printers to one computer; you can switch in a computer/printer combination and while you're printing out a long document, switch in a second computer to access a modem, disk drive, cassette deck, etc! Switch multiple combinations of peripherals or computers without the hassle or re-arranging I/O cables...simply flip a switch! Only $59.95 plus $5 S/H/I. SIO cable is $5 extra if needed.

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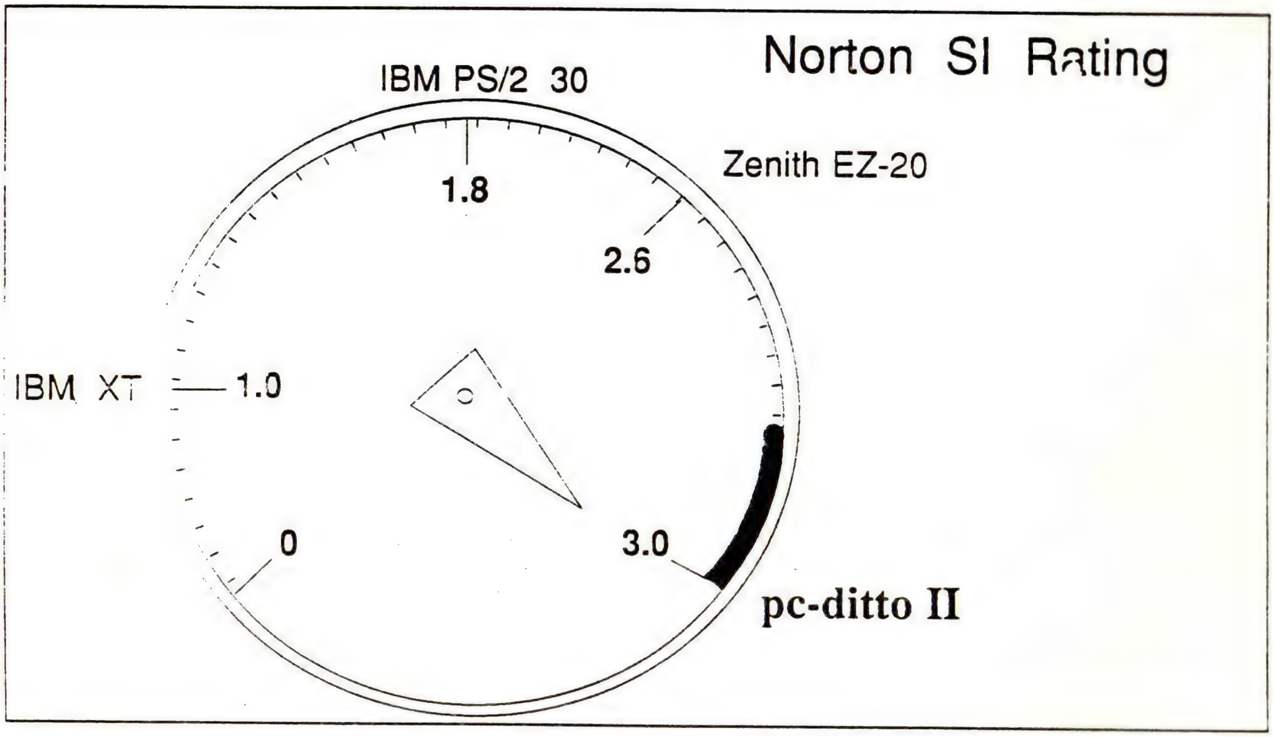

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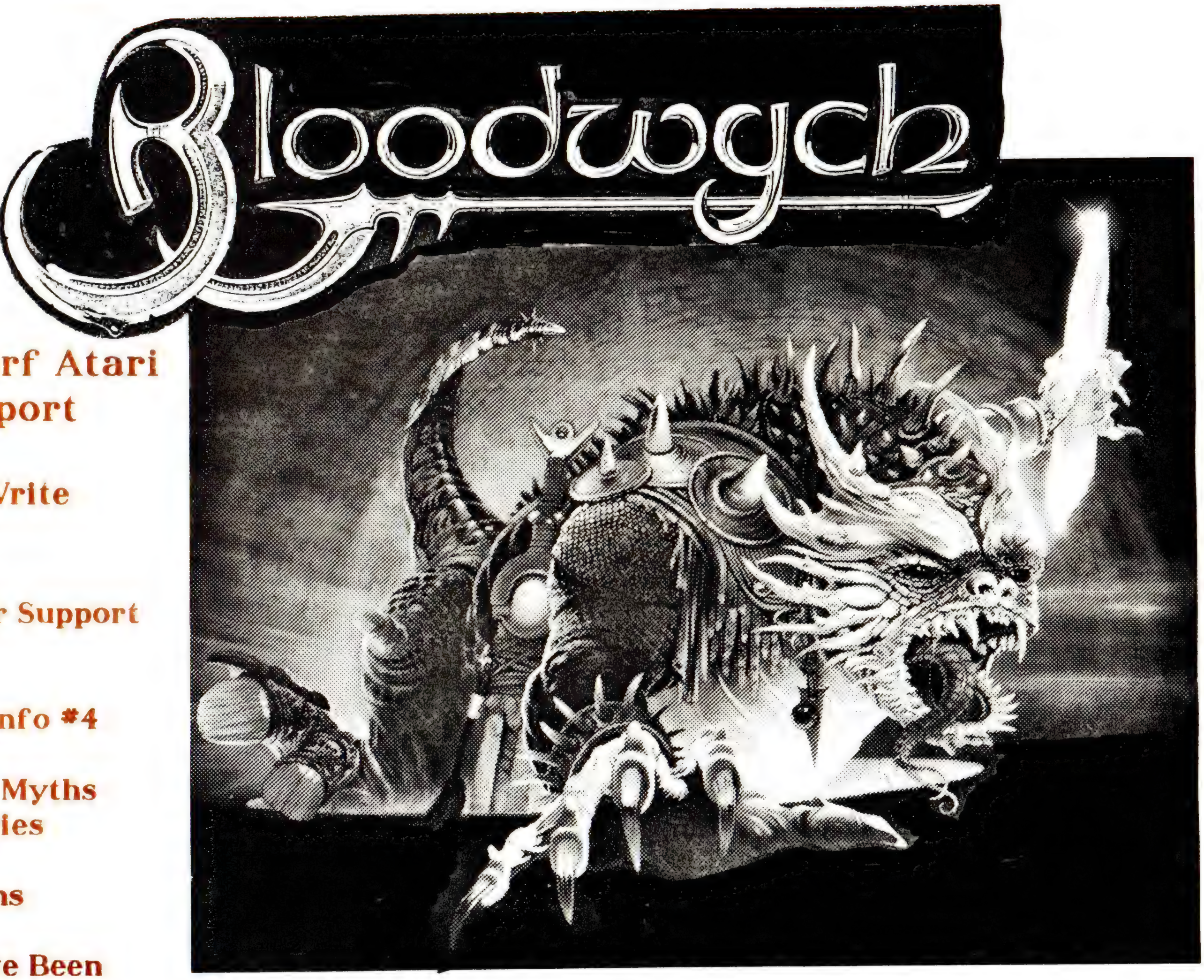

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32,768 Color Support for the ST

Turbo-816 Info #4

Hard Drive Myths and Mysteries

Expectations

It Must Have Been Something I Ate

The CSS Black Box

Dallas World of Atari

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Artwork and logo from the game Bloodwych. Artwork by Chris Achillios.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
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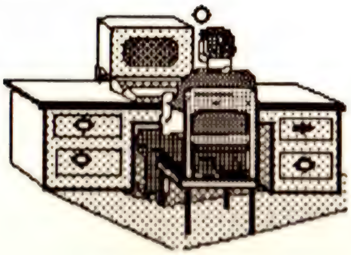


Editorial Ramblings

Welcome, CCCC, RACC, MAUG and LACE! Welcome to the AIM "Family" of Atari User Groups!

CCCC stands for the Central Connecticut Computer Club from Bristol, CT. They boast as one of their members the Atari GEnie SysOp Darlah Pine. Their club president is Rich Scheidel, otherwise known to CIS callers as Yankee Rich.

RACC is the Rockford Atari Computer Club from Rockford, Illinois. RACC members are receiving AIM as a supplement to their own newsletter. As you know, Rockford, IL is also the home of ICD, Inc., and this Atari Club has hosted meetings with ICD people like Craig Thom. We look forward to the report from the next meeting he has with RACC!

MAUG is the Mid-Ohio Atari User Group. Their club president is none other than Chuck Steinman, the creator of the Turbo-816. Readers of AIM have been enjoying his articles on the Turbo-816, the 16bit processor for the 8bit Atari line, for several months now. MAUG is based in Ontario, OH.

LACE is the Layton Atari Computer Enthusiasts. Their club is based in Roy, Utah. Irwin Brooks is the president of this small, but very devoted, Atari club. LACE is trying AIM out for this month to see how we fit their needs. We hope to have them along for as long as they find us useful!

On another note, the Genesse Atari Group (GAG) has changed status to an Affiliated club, and the Capitol Hill Atari Owners Society (CHAOS) has dropped relationship with AIM altogether.

We are happy to say we anticipate many more clubs joining the magazine as Participating Groups. We have four clubs now waiting to jump on with the November issue, and we may hear from others before the November deadline passes.

Bringing user groups more closely together to share ideas and experiences is what Atari Interface Magazine is all about. We would like to take this opportunity to give a special THANK YOU to all the clubs (and their contributing members!) that have participated in making AIM a first-class user group oriented publication.

Oops!

We made an error last month in saying John Scrutch was no longer employed at Atari Corp. We apologize to him and to his family for saying he was out of a job! In fact, John Scrutch is in charge of marketing for the 8bit systems at Atari.

Bill & Pattie Rayl

Atari Interface Magazine Offers User Groups a Low-Cost, Hassel-Free Newsletter Alternative

Press Release

ANN ARBOR, MI — Has your Atari user group found itself spending a large chunk of its funds to produce and mail a club newsletter? Do you have an overworked newsletter editor who scrambles to get each newsletter produced? Does your club find it increasingly harder to have a quality newsletter containing original articles? Has your club tried including Z*Net supplements only to find the increased production costs far outweigh the benefits?

Unicorn Publications, producer of Atari Interface Magazine (AIM), announces a plan to help Atari user groups overcome the hassles associated with producing a club newsletter. We invite your club to join groups from Michigan, Oklahoma, Texas, Illinois, Utah, Ohio and Connecticut in becoming a Participating Club in Atari Interface Magazine for the low price of only 50 cents per issue per member...for each member, that's only $6.00 per year!

For the price many clubs are currently paying for postage alone, your members can have a high quality, national newsletter delivered each month to their doors.

Here's how it works: Participating Clubs submit club news, minutes, reviews, editorials and other feature articles on or before the 17th of each month. Participating clubs also supply mailing labels for their members and a check or money order for 50 cents per supplied label.

Here at Unicorn Publications, we write monthly columns and features, and we do all the "dirty work" — editing, laying out and producing the magazine and mailing each issue to the club members.

For those of you unfamiliar with the history behind AIM, Unicorn Publications began producing the magazine in December, 1987, under the name Michigan Atari Magazine. With the addition of Participating Clubs outside Michigan, the publication evolved into Atari Interface Magazine.

The magazine supports both the Atari 8bit and ST computers. With over-the-counter sales in select Atari stores from Maine to California, chances are you can find AIM at your local dealer.

As well as submissions from participating clubs, the magazine currently includes these regular monthly columns:

- **Atari Bulletin Board, a look at what's new each month in the Atari world**
- **Turbo Info by DataQue's Chuck Steinman who discusses the Turbo-816 16bit processor upgrade for Atari 8bit owners**
- **Hard Drive Myths and Mysteries**
- **An in-depth tutorial to help people get the most from the AtariWriter+ wordprocessor**
- **The Right Brain, a look at Atari computing through the eyes of Paul Stampfli of the ST Club of El Paso**

If your editor is currently struggling to produce a monthly newsletter, or if your club has tried including Z*Net supplements only to find that local content has to be decreased or newsletter production costs soar out of reach, we urge you to consider participating in AIM.

Production and mailing of a monthly club newsletter is, quite often, the largest expense for a club. As a Participating Club paying only 50 cents per issue per member, your newsletter costs should decrease substantially. At the same time, your club joins with other Atari user groups to gain the benefits of participating in a national user group oriented publication.

For more information on becoming a Participating Club in Atari Interface Magazine and other benefits of participation, contact Pattie Snyder-Rayl at (313) 973-8825. Or, give our BBS a call at (313) 973-9137 (300/1200/2400 baud).

Unicorn Publications can be reached via electronic mail on CompuServe (ID 71361,411), GEnie (UNICORNPUB) and Delphi (UNICORNPUB). We hope to hear from your club soon!

Atari Bulletin Board

by Bill and Pattie Rayl

There is a bit of news this month from Atari headquarters. Atari President Sam Tramiel held an online conference on GEnie and lots of press releases appeared after The Dusseldorf Messe at the end of August.

In this issue, there is a report, complete with product pictures, on the Dusseldorf show from special correspondents Christian Strasheim and Michael Schutz of ST Vision.

Sam Tramiel Conference

In the online conference held on August 30, Sam Tramiel talked about the new STE and TT, both of which were officially announced to the public at the Dusseldorf show.

"The 1040 STE has a palette of 4096 colors, hardware fine screen scrolling and support for light guns, paddles and extra controllers. Also, Genlock is supported without the need for internal modification," Sam Tramiel stated. "The sound in the STE and TT are 8bit stereo PCM. The number of channels depends on the software.

"The TT has six built in graphics modes: the three ST modes, with 4096 colors, and three new modes: 640x480 16 colors, and 320x480 256 colors, both using the 4096 color palette, as well as a very high 1280x960 monochrome resolution. The TT has three chips for serial IO. Two 68901's, and an SCC, which can go much faster than the 68901. As well, in the VME slot, we will have future video boards which will knock your socks off.

"We plan to ship the TT in 4th quarter, 1989." Tramiel continued, "We will be shipping Stacy by October, in the US also, pending FCC bureaucracy.

"We will advertise in the appropriate magazines as we have all along. We are actively looking for a new US sales team and plan to launch the Portfolio with direct response big advertising in mid-September and to use this machine to attract dealers for the ST line as well."

Tramiel also indicated the STE would be available in the US by the end of October.

The Atari Marketplace

Sam went on to talk about the US and European markets. "There were 35,000 attendees at the three day Atari Fair. There were 145 third party software and hardware suppliers there as well. It was one hell of a show. The next challenge is to get the US market up to the same level of support.

"As most of you know, we had a tremendous DRAM shortage in the years of 1987 and 1988. We made a tactical decision to support Europe and keep our market there very strong. Very sorry to our loyal US supporters, but it was a necessity. Now the DRAM situation has reversed. Does anyone out there want DRAM?

"But seriously, it's now time to re-enter the US," Sam added. "At the Dusseldorf fair, we saw a lot of serious software, particularly graphics software. This runs on all ST products today. There is no question that in the personal computer market, games are very important. The better they are on your machine, the more you sell. But for reasons I mentioned before, we have not really launched in the US, but plan to starting in mid-September. As our distribution increases, so will our advertising.

ATW Afterthought

"Regarding the ATW, we have shipped the first 300 machines to Europe and plan to bring this machine into the US some time before the end of the year. I also think it is a great product, but we must focus on getting the ST going in the US, and if we do too many things at one time, we will not succeed," Sam concluded.

While he was in conference, he told conference attendees that he just heard news from overseas that Atari France burnt to the ground, with no one injured. The building next to Atari France's offices was reportedly to blame for the fire.

(Rainbow) TOS 1.4

Atari has released TOS 1.4 (also called Rainbow TOS), and you should be able to purchase the 6-chip ROM sets at your local Atari dealer.

Prices may vary, but Atari has set the retail price on the set at $99, not including installation. If you don't know who your nearest dealer with TOS 1.4 is, you can call Atari Customer Service at (408) 745-2367.

Atari Corp. recently modified their "trade-in" policy, increasing prices across the board. In the past, a standard 520ST CPU that had ceased to function could be traded in for only $95. With the new pricing, replacing that dead ST will now cost $300.

Atari Stock Watch

Atari Stock is on the rise! As we write this, Atari's stock was at 11-3/4. Atari's stock has been the most active stock on the American Stock Exchange for the month of September, and has risen in price by 40 percent.

In fact, on the 12th and 13th of September, more than *a million* shares of Atari stock changed hands. Most stock-watchers attribute this rise to the market's interest in the Atari Portfolio.

Portfolio at Local Dealers

On September 13, 1989, Atari officially announced that the Atari Portfolio was available worldwide. The IBM PC-compatible "palmtop" computer weighs one pound, is powered by three "AA" batteries and retails for $399.95. According to Atari President Sam Tramiel, "Atari Computer has been shipping the Portfolio to key European markets for a few months and we can't keep them on the shelves." The Portfolio was first introduced at the Spring COMDEX last April.

New Products

"Look Mom, No wires!" Practical Solutions has announced their Cordless Mouse for the ST. The mouse uses an infra-red signal, allowing you to use the device up to five feet away from the receiver. The Cordless Mouse comes with a full one year warranty, and though the mouse is due for release on October 20, Practical Solutions reports demand has been overwhelming. The Practical Solutions mouse retails for $129.95 and runs on two AAA batteries. For more information, contact Practical Solutions at (602) 322-6100.

The Cordless Mouse might be a good addition for the new "Hottest" game on the ST, Bloodwych from MirrorSoft. You'll find a review of this Dungeon Master-like game in this issue. Bloodwych's popularity is already assured, after the first shipments of the game into the US from England were sold out in a matter of days at most dealers!

Emulators Now Available

Another product who's popularity has been assured is Avant Garde's PC Ditto II, the hardware IBM/XT emulator for your ST. The coupons for half-off the retail price ($299) have been sent to registered owners of PC Ditto I, and most of the PC Ditto userbase should have received them. The Coupon is only redeemable until the 15th of October. According to Rick Flashman of Gribnif, the $150 coupon price for PC Ditto II is $50 below DEALER cost and a great bargain!

MichTron has recently announced they are marketing the German IBM emulator known as PC Speed. This upgrade board is similar to Avant Garde's design in that they both fit over the 68000 CPU chip. However, the PC Speed board requires soldering to the 68000, while PC Ditto II simply snaps in above the 68000 chip. PC Speed has a Norton SI Rating of 4, which is faster than PC Ditto II's advertised SI Rating of 3. PC Speed retails for $399.95. For more information, call MichTron at (313) 334-5700.

New Version of WordPerfect

WordPerfect Corp. has just started shipping their latest version of the word processor extraordinare. If you have an earlier version of WordPerfect other than 4.1, you can upgrade for only $17.50 — including shipping and handling. To send for the upgrade, write WordPerfect Atari Update, 1555 N. Technology Way, Orem, UT 84057 or call (801) 225-5000.

New Utility Package

Double Click Software has announced the availablity of DC Utilites, a collection of some very useful and innovative utility programs for the ST. Included on the disk is a fast ARC extraction Desk Accessory, a self-extracing ARC program, a program to turn Desktop.Inf files into executable files, "the fastest RAM-disk available," and more. DC Utilities retails for $30. For more information, call Double Click's support BBS at (713) 944-0108.

The long-awaited MasterLink terminal program for the ST from Intersect Software is now available. Featuring "total background operation," loadable file transfer protocols, a built-in script language and much more, MasterLink (version 1.2) brings new power to ST telecommunications. MasterLink retails for $59, and owners of InterLink can upgrade for only $23. Contact Intersect Software, 3949 Sawyer Rd, Sarasota, FL 34233.

Commercial to Shareware Packages

Draper Pascal 2.1 for the Atari 8bit is now Shareware and is available on the online services (and probably your local User Group!). A 39-page manual with tutorial is included in this Shareware release.

On the ST side, Aegis Animator has been released into the Shareware market! If you're looking for a graphic animation package, take a look at Aegis Animator.

Remember to support the Shareware concept; if you continue to use these program, send in your contribution!

ST Vision Magazine

ST Vision is a German User Group located in Langen, West Germany. Their newsletter goes to over 5,000 readers and is as professonally done as some US ST magazines — possibly more so! You can get the latest European Atari news delivered monthly, but you need to read German! Their address is Postfach 1651, D-6070 Langen, West Germany.

Atari Messe Dusseldorf (August 25 - 27, 1989)

by Christian Strasheim and Michael Schutz

This show report appears courtesy of the ST VISION User Group of West Germany.

During the last weekend in August, Atari again held its annual "Atari Messe" in Dusseldorf, West Germany. Over 150 exhibitors from all over Europe — and even some from overseas — showed their Atari related products in Halls 1 and 2 of the fairground in Dusseldorf. The fair lasted the usual three days, and during that time more than 35,000 visitors strolled through the halls.

As announced by Atari before the fair, Dusseldorf saw the world premiere of two new Atari computer models — the TT and the 1040 STE. Over the last one-and-a-half years the TT had already been shown secretly in backrooms at other fairs, but here in Dusseldorf, the new flagship of the Atari ST line was presented publicly for the first time.

The TT uses the Motorola 68030 processor and runs under the new TOS030. Most of the currently available ST software will run on the TT without major changes — with a speed improvement ranging from three to ten times faster than on an 8MHz 68000 ST.

At the end of this year, UNIX System V (Version 5.31), XWINDOWS and the newly developed operating system for the TT will be available. The TT itself will be available sometime in November '89 for a price of approximately DM 6,500. This includes the TT with TOS030, 2 MB RAM, a 30 MB harddisk and a monochrome monitor.

The Enhanced ST (1040 STE) is a 1040 ST with a new TOS and much better sound and graphic abilities. It can display 512 colors at once out of 4,096 different colors/shades. [Ed. Note: According to Atari U.S. the STE will only be able to display 16 colors in low resolution and four colors in medium — the same as the current ST computers. Access to, and displaying of, more than 16 colors at once must be handled by software.]

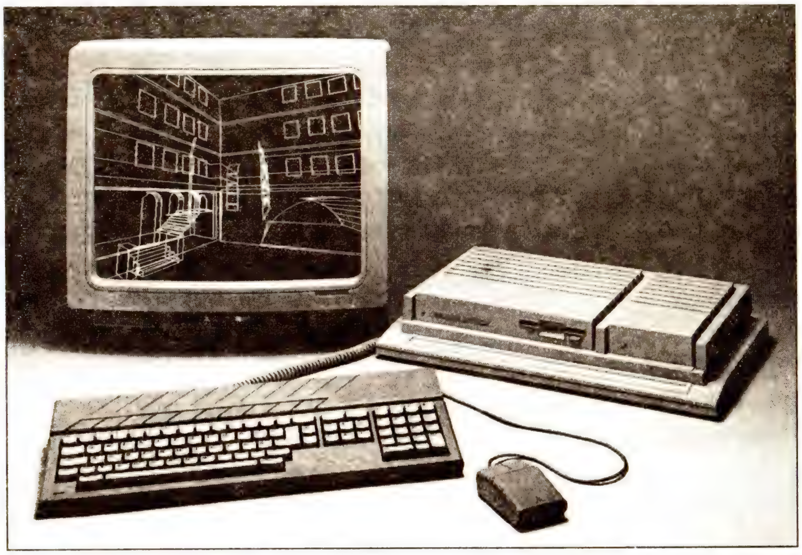
Besides the standard connections, the STE allows the user to plug in up to six joysticks, a lightgun or a light rifle. A stereo-sound-output makes the playing of PCM sound directly through a stereo system possible. [Ed. Note: According to Sam Tramiel, the STE also supports GENLOCK with no internal modifications.] The 1040 STE with these features is aimed at the young computer gamers and graphics applications. Its similarities to the Amiga 500 are obvious.

The price of the 1040 STE lies around DM 1,500 — slightly above the price for a standard 1040 ST. This raises the question of whether Atari will discontinue production of the older 1040 model soon, because who in the future will buy an inferior machine if he/she can get a much better one for a little bit more money?

Other products shown by Atari were the PC Portfolio, the ATW transputer and the small transportable game system LYNX (better known as Portable Color Entertainment System) and, naturally, the PC line up to the 80386-based PC5. As already seen at other fairs, both PC Portfolio and LYNX got a lot of attention during their presentations.

Many ST users waited for it a long time, but since a couple of weeks ago the wait here in Germany is over. At last the ST can run MS-DOS software through the help of hardware MS-DOS emulators.

In Dusseldorf, the two German hardware emulators, PC Speed and SuperCharger, were



The Newly Announced Atari TT

demoed. While the SuperCharger starts selling soon after the fair, PC Speed has been on the market for a couple of weeks before the show. Both products are not vaporware; they are running and are looking good. [Ed. Note: Michtron has just announced they will be selling PC Speed here in the U.S. For more info, see "Atari Bulletin Board" elsewhere in this issue.]

Another topic of the fair was networking with the ST. In Dusseldorf, a couple of companies were showing their ST network solutions. The Munich-based company Bavaria Soft presented a complete networking solution for LAN's (Local Area Networks) based on ST computers in combination with BioNet or eLAN. The system includes up to 20 terminals and features address-, customer- and department-management, order handling, writing of invoices, product calculation and accounting.

Many other new products were demoed, plus new versions of established programs were announced. But, the most interesting fact that distinguishes this fair from a lot of other fairs is that in Dusseldorf — other than a very small percentage — most of the exhibitors presented only application software and hardware and no games. This show once again proved that the ST here in Europe, especially in Germany, is playing a major role in the computer market.

The ToadFile 44

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We at Toad Computers wonder why good technology always has to mean high prices and long waits. We have the Toadfile 44 **now**, available in varying configurations with fixed drives up to 129 megabytes, while other companies are still telling you to wait. We also have **the lowest price** available. We use the same drive Atari™ will be using in their drive, and compatible cartridges will be available at your Atari™ dealer, or through us. Finally, the capacity of a hard disk with the convenience of a floppy. Only from the leaders! Toad Computers.

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Toad 85 *Drive 28 ms Access Time 5.25" Mechanism*......................$709
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Rana or **Indus GT** Drive Service Manuals **$35ea**
Indus Diagnostic Disk **$15**
XE Game Machine Owners want to know more about your built in **Basic** programming language, try these books: Atari Basic Learning by Using **$5**, 101 Programming Tips and Tricks **$5**, Inside Atari Basic **$6**, Kids on the Atari (a good book for Adults too) **$7**
Can't find the Synfile filing program any more? Try MPP **MicroFiler** progam (C) **$12**

Atari 1020 4 color 40 column **Printer/Plotter**. Don't be fooled by companies advertising units at lower prices! We **100% Test** all of our 1020 units and **Guarantee them 90 days. $20ea** (Great first printer for XE game machine)
For those of you who have bought 1020 Printers thru mail order and found them **bad!** try our **Replacement Mini gears** for the 1020 **$5** pair
Print Shop 1020 printer driver program (D) $14.95
3 ft I/O Cable Reg. $10 Sale $ 5 ea.
Wico 3 Way Joystick $15.95 or Black Max $8.95
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(408) 243-6950

Dallas WOA

by Tim Holt (ST of El Paso)

I convinced fellow member Richard Hayden that driving to Dallas from El Paso would be a neat way to end the summer. I guess that I forgot Dallas is 600 miles from El Paso. I guess that I forgot that the first 300 miles are all scrub brush and tumbleweeds. Oh well, when we finally got to Dallas, I forgot that the Dallas World of Atari Show wasn't in Dallas, it was in Irving, the same city the Dallas Cowboys are from. What a strange state Texas is.

We arrived at the Dallas WOA show before it actually opened. It was being held in a meeting room at a Holiday Inn. I would guess three hundred folks were in the small lobby, all talking computer-ese.

"Say Leroy, your Z-28.9 D upgrade is unusable. It needs a B45 chip in the doo-hickey slot."

"Ok, Billy, I will send it to you with a B-17 hard drive processor file with the FBI index monitor thing-a-ma-bob."

I looked around. I looked at Richard. We both had the same thought at the same time: we had stepped into the Twilight Zone and were part of the episode "Invasion of the Nerd People." It was scary.

When the doors finally opened (15 minutes late), it was like stepping into an Atari orgasm. There were things on display that I had only heard of, things that I knew I could never afford. I headed straight for the Atari booth. STacy had to be there. Portfolio had to be there. Lynx had to be there. TT maybe? ST-E maybe?

THE
WORLD
OF
ATARI

Well, it was a bit of a disappointment. No STacy. A Mr. Crosby from Atari said it was going to a more important show in Canada. I felt a bit slighted.

Then Mr. Crosby said that the LYNX game system was not going to be shown either. I felt more slighted. The Portfolio was there and I played with it for a while. It was guarded by about 6 Atari business suit types, like the crown jewels.

Sig Hartmann was there, and some Texas good old boy was trying to pick a fight with him. "Atari said that there would be this, and that, and this.." Sig looked at the gent, "You have a poor memory..." and that set them off for about 10 more minutes. Welcome to Texas.

Ok, the Atari booth was a waste, but the dealers' booths were great! Things from Europe that I never heard of. Ever heard of a game called KULT? We got it for $17. Great deals on other stuff too. WordWriter for $30. Hotwire for $30. Codehead was there, showing off all the goodies; Migraph had a lovely lady showing off the Hand Scanner. I only mention that she was lovely because there was a nice-looking guy there doing the same thing, and no one was paying attention to him.

I met Dave and Sandy Small, who were showing off the new Spectre GCR. Looked really nice. I even got a pin that says: I've seen the Spectre GCR.

There were literally hundreds of copies of the Falcon Mission disk being sold for $15. If they say that they haven't sold any of those babies, I will know the truth!

I went to a conference where Sig Hartmann continued the song and dance about this being the year of Atari in the US. I would have believed it in February. It was August. I didn't believe it.

I was glad I went. There were incredible deals. From an economic point of view, these shows are great. Unfortunately, every person that was there was an Atari user. Every person at the Holiday Inn knew about the value of Atari. The show was preaching to the choir. And that is not the folks that Atari, or the folks that organize these shows, need to preach to. It is the Mac users, the IBM-ers and all the undecided users who need to know about Atari.

Reports I have read said that anywhere from 1200-1700 people saw the WOA show. I believe that latter number. The place was packed on Saturday. Not bad considering...there was NO ADVERTIZING at all in any Dallas paper. NO radio advertizing. NO TV coverage or advertizing. I really wonder how anyone can expect to spread the word, when there is no word going out. Oh well, we know about it. I am glad I went. Too bad the "real world" didn't know about the show.

Expectations

by Jim Jenkins (El Paso)

Every one of us has expectations of the firms we do business with. Since each of us is different, it is only natural to assume there are as many different expectations as there are customers. Consumer oriented firms must respond to *rational* expectations in a reasonable manner, otherwise, we will take our business elsewhere.

Recently, while discussing expectations about a certain firm, I found myself on the defensive. I accused my friend of irrational expectations, demands and attitudes about the company. And then I began to think about it...

What should you expect from "the company?"

Expect self-preservation. Policy and procedures must be made to preserve the corporate body. Failure to do so means they will not exist when you need them. If you want them to be there for you, then expect them to make policies and procedures which will insure they will. And, you must "be there for them."

Expect the company to make a "normal" profit. Failure to make a normal profit contradicts the first expectation. A company does not attract or retain shareholders unless it makes a reasonable profit. Every organization has profit centers and cost centers.

The myopic view eliminates "cost centers" and creates "profit centers" which maximize profits by charging "what the traffic will bear." Losses occur, especially in service centers, but these losses are normally balanced by an allowance in the normal mark-up. The necessary mark-up on products must include other costs such as marketing, warranty service, and research and development. So, if you want the company to make a normal profit, you must be willing to pay for my expectations.

Expect a professional attitude from the board of directors and that the same attitude will permeate the entire organization. Professional attitude is a combination of understanding the products and the goals of the company, and consistent attempts to satisfy the needs of the customer.

If you expect the "company" to display a professional attitude, you must be willing to act professionally. Part of this professional attitude is mutual respect. Any firm must respect its customer base. (And its dealer base.) Respect does not mean unwise policies biased toward the customer. Respect does mean a responsible attempt by the company to meet the needs of the customers (and dealers) in light of self-preservation and normal profits. It is not callous attitudes toward these persons. Respect is based on trust and information.

Expect credibility in a company. The company must release reliable information to meet the needs of the consumer, and the consumer must not encourage rumor by stating opinion and half-truth as if it is fact. Press releases and news conferences must not be a source of disinformation. Constant delays and announcements for products which never reach the market destroy confidence.

Expect research and product development. Technology which stands still is destined for obscurity. Product revisions must be made available to the installed customer base, but only within the limits established by these other expectations.

New products and innovations which cannot be classed as revisions must also be developed. Upward compatibility is desirable in new products, but if you must change, don't abandon your older products. Since you want both revisions and innovations, you must be prepared to buy both.

These expectations are reasonable. Any firm which ignores these points is destined to fail. Often it is difficult to make observations which are neither biased nor emotional. Perhaps by applying these expectations to our observations, we can better understand what is taking place.

Why don't you advertise more?

The most powerful form of advertising today is the television. The media executives realize this and charge accordingly. An advertising campaign must either be massive or consistent. National rates for "prime" advertising spots are so high that millions of dollars must be spent to achieve recognition.

If a two million dollar advertising campaign is implemented, then two million dollars must be added to the cost of the products. Raising prices is a difficult task, especially if you are trying to be a price leader. And advertising more will mean raising prices.

Since an efficient company will operate at lowest possible production cost, selling more does not increase profit margin, just total revenues. When we ask for more advertising, aren't we asking for higher prices?

Why do you constantly announce products that you don't deliver?

Research and development can carry technology beyond the capability to deliver at a reasonable cost. Proto-typing is expensive, but manufacturing something that will not sell is even more expensive. Because a production line requires a minimum quantity be manufactured, a market must exist before a product is made. Product announcements, industry wide, are made to help establish initial production requirements. If the survey indicates the product will not be successful, then the product is shelved, and only the R&D cost for proto-typing is lost.

Why can't you offer trade-in upgrades to newer products?

Anybody can offer a trade, but if we accept these expectations, the company must break even (make a normal profit) on the trade. Depreciation and obsolescence must be accounted for, as should be the value derived from your use of the product. Subtract about 30% from a realistic purchase price for used equipment, and you have the approximate trade value against suggested RETAIL price.

Dealers may offer trades, but VERY FEW manufacturers do. Trade value varies according to what you buy and "what you pay" for the new merchandise. If we ask manufactures to offer us direct trade-ins, are we going to be happy with their offer? I doubt it. And, will we be satisfied when you local dealer invites you to get your service directly from the manufacturer?

And now I leave you to evaluate "the company."

About the Author: Jim Jenkins Partner, Jenkins' Computer Store, Atari and IBM Compatables, 9348 Dyer St. El Paso, TX 79924 (915) 751-6938

Instructor, Computer Information Systems Univ of Texas at El Paso Management Department El Paso, TX 79902

I can't go on!
That should work...
Kenny!
huh?..
AIM PRESENTS: Stanley N Knob
Your A.I.M. magazine is here...
IT IS?!
Great! I was really worried and I wasn't sure if I'd ever see it again-it had been so long and I just kept wondering and worrying and then expecting-but it didn't come and then I waited and then it came and she said it was here and I was so excited and I finally knew that it would all be alright and it was and so I thought I could be ok now but still I can
Stev 89
by
©1989 · Steve Volker ·

Virus Write Detector for the ST

by Don Neff (MACE)

I usually buy PD disks from the many Atari user groups that attend the computer shows around our area. Recently the disk librarian of one of these groups alerted MACE that most of his PD disks were carrying a virus.

When I checked my disk collection I found the virus on every disk I bought at the Detroit WOA show. Luckily this particular virus affects only floppy disks and, since I boot from a hard drive, my system had not been harmed by it. I was lucky this time, but what if the next virus affects hard drives too?

We obviously need something to alert us when a virus is copying itself to our floppy disks and it has to be something a virus cannot turn off or "trap" its way around. I developed the simple circuit in Figure 1 to monitor ST floppy drives and give us a fighting chance to prevent a virus from spreading through all our disks.

Virus Reproduction

A virus can't begin causing problems right away because that would be announcing itself and we'd get rid of it, ending the problem immediately.

Instead, a virus reproduces itself quietly on your other floppy disks first before doing its damage or getting detected. Some viruses have counters that set them off only after they've reproduced on a certain number of disks first. Other viruses are triggered by dates captured from your system clock.

The one I encountered is waiting for a "Key" disk that contains the rest of the code needed to do its nasty deed. This same virus is probably in all the Atari user group libraries across the U.S. and Canada already since it has remained dormant, and therefore undetected until recently.

Users of other brands of computers have been unfortunate enough to receive viruses in sealed, commercial software packages from trusted software houses. One such virus came directly from inside Apple Corp itself in their own official software. Do not assume you are safe from viruses just because you've been avoiding PD software.

Viruses share one weakness in common; they all must write to your disks to reproduce themselves. Every time you boot from a virus-contaminated floppy disk the virus gets installed in your ST where it runs continuously in the background, checking all subsequent disks.

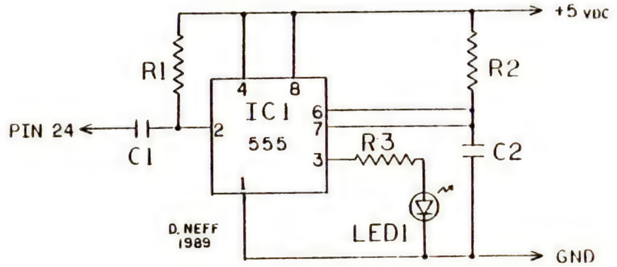

FIGURE 1

The virus won't read a disk itself because the drive access light would come on at inappropriate times and that would be a giveaway that a virus exists. Instead, it waits until you do a disk operation and then does its work while the drive is still running.

Since we are accustommed to the drive light staying on longer than needed anyway, we don't notice the extra second or two the virus adds to the operation. Whenever you read or write to a floppy disk, the virus program takes the opportunity to check that disk to see if a copy of the virus already exists on the disk. If it doesn't find a copy of itself, and the disk is not write protected, it writes itself to the boot sector of the disk.

The virus program either monitors or traps the "Write Protect" signal from the disk drive so it doesn't reveal itself by triggering the "Disk is Write Protected" dialog box by trying to copy itself to a write protected disk during a read operation. Fortunately, there is another signal the virus cannot control without neutering itself in the process; a "catch 22" for virus authors that we will use to our benefit.

Write Gates

Every disk drive defaults to "Read Only" status until it is temporarily forced into "Write" mode by an extra signal. The data to be written is blocked from the floppy disk in the drive by a protective system referred to as a "Write Gate."

In order to write anything to a floppy disk, the computer must open this gate first with the "Write Gate Signal" on pin 24 of the 34-pin floppy drive ribbon cable. Every virus has to use this same signal to reproduce itself on your floppy disks.

The circuit in Figure 1 monitors this signal line and lights an LED to tell you every time the write gate is being opened. The LED will light up whenever you write to a disk, erase a file or format a disk whether a virus is active or not. But, if this LED ever lights up when you are not intentionally writing to a disk, (i.e. copying files from a disk or just reading a directory) you can be certain that a virus is in your ST and is writing itself to your disk.

The Circuit

IC1, a 555 timer, sits idle until line 24 of the 34-pin drive connector cable opens a write gate by dropping to a low voltage level. The low voltage turns on the 555 timer which lights the LED for about 3 seconds. Most virus writing operations will take place quickly and the resulting quick blink of the LED would be overlooked without the 3 second time delay.

Since this write gate signal is common to both of your floppy drives, this one LED will monitor both drives at the same time regardless of which one it is connected to. The LED will tell you a drive is being written to, and the access light of that drive will tell you which drive is being affected.

The circuit board is small enough to fit comfortably inside an ST case or a GTS-100 drive but may be a bit tight in a standard Atari external floppy drive case. The 5 volt and the ground connections are made at the power plug of one of the drives. The LED must be mounted so it is always visible from your normal position at the computer keyboard or its usefulness will be lost.

Shareware Journalism

User groups may reproduce my ST articles in their club newsletters. All I ask for in return is a copy of your newsletter containing my article (send it to 9211 Pierson, Detroit, Michigan, 48228). I enjoy reading about other Atari users, and this also tells me if you are interested in these projects (which take a lot of my time to develop and write).

I made the same request when I wrote about Atari 8bit projects, but have never received a single issue of any club newsletters. I interpreted that as a sign of total lack of interest in my Atari 8bit projects and stopped writing about 8bits. Several 8bit projects I had completed, but not published, are being converted to the ST and will be printed here in AIM.

Parts List

All the parts for this project are available from Radio Shack. The value and stock number for each part are listed here for your convenience.

C1	.01 uf	272-131	C2	100 uf	272-1016
IC1	555 IC	276-1723	LED1	Red	276-041
R1	47K	271-042	R2	33K	271-040
R3	330	271-017	PC Board		276-159

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We won't tell.

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The Black Box Now Available from Computer Software Services

Courtesy CSS

There has been a great deal of interest since the announcement this spring concerning the Black Box, so hopefully this article will answer the majority of questions.

The Black Box is an add-on board for the Atari 600XL (upgraded), 800XL and 130XE 8-bit computers. It is a T-shaped board that plugs into the PBI port of the XL computer or the ECI and cartridge ports of the 130XE. Connectors for both types of computers are built-in to the Black Box, so no adaptor boards are necessary.

A cartridge port is available on the board itself for 130XE users, since the board plugs in where cartridges are normally added. The board is 12 inches wide and 3 inches deep, sitting back 3 inches from your computer. It has two switches, two push-buttons and a set of dip switches on the top.

What the Black Box does

The Black Box provides many unique and useful functions. The three primary functions are: RS-232 serial modem port, Parallel printer port and a SASI/SCSI hard disk port. A fourth floppy disk port for connecting 3.5" or 5.25" floppy drives will be available at a later date.

The RS-232 port provides the full RS232 specification signal levels for a modem or other serial device. It emulates the Atari 850 interface very closely, but goes beyond by providing 19,200 baud capability.

The R: driver is built-in to the Black Box, so it does not use ANY user memory!

The Parallel Printer port interfaces to most Centronics-type printers. You may assign the printer number and linefeed options from within the Black Box's configuration menu. The Black Box also provides you with a printer buffer, if the board or your computer has extra memory.

A printer buffer allows you to quickly dump your file to be printed into the buffer memory, then go about your business as the Black Box sends the data to your printer; a real time saver! The Black Box will use either its own RAM (if you order the 64K version) or the 130XE extended memory banks; it's all controlled by the configuration menu.

8Bit Hard Drive Interface

The Hard Disk port is the real reason for the design of the Black Box. You may connect most any hard disk controller that is SASI or SCSI compatible or drives with embedded SCSI controllers. It is totally compatible with the current versions of MYDOS and SpartaDOS (which both have a limit of 16 megabytes per logical drive), but a newer version of MYDOS is provided that is capable of 48 megs per drive. Combine that with nine drives and that's over 400 megs available at one time!

The Black Box also provides a conversion toggle for drives capable of 512 byte sectors only. Many of the embedded drives have this limitation and previously were unusable. The Black Box splits each 512 byte sector into two 256 byte sectors, so your DOS will still only see what it requires.

Another advantage is storage space. Many drives/controllers will give you more storage when using 512 byte sectors, some as much as 15% more!

Currently, format software for the Black Box supports the following drives/controllers: Adaptec 4000A and 4070, Xebec S1410, Western Digital 1002S HD, OMTI 352x controllers and all Maxtor and Seagate embedded SCSI drives.

Hard Drive Features

A partition is defined as a part of the hard disk that is seen by the computer as a separate disk drive. Since many hard disks are very large, it is useful to create several partitions of the drive, instead of one single drive, as your DOS sees it.

The Black Box goes one step further in not only letting you define the partition for each of your nine available drives, but allows you to have a list of up to 96 partitions, with names! Since a partition can be very small, you can make several small partitions of 720 sectors (the same length as a standard floppy disk) and sector-copy any of your non-protected programs to these partitions. Now you can swap that partition in as Drive 1 and boot your program at hard disk speed!

Configuring the Black Box

The configuration menu is the 'heart' of the Black Box. You can enter the menu from anywhere you are by simply pressing one of the buttons on the board. You may now edit the hard disk configuration, exchange drive numbers, enable/disable the modem and printer ports or go into the 6502 monitor.

After you are finished, pressing ESCAPE will put you right back into the

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- All ABCO Hard Disk Systems Are Fully Expandable (you are *not* limited to two drives only!) All cables and connectors installed.
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145mb #SG3A4210	989.00
170mb #SGT41776	1389.00
260mb #SG1244Q	2169.00
320mb #SGN7788Q	3295.00

Listed above are a sampling of the systems available. Prices also reflect various cabinet/power supply configurations (over 60 configurations are available) All Units: Average Access Time: 24ms to 34m. Larger units are available (special order only).

- All Units Compatible with Magic Sac, PC-Ditto/II and the Spectre/GCR
- Removable Media Devices Available (44mb) Syquest 555
- Available for ST -- Amiga -- IBM
- Lowboy - Standard - Dual Blower Cabinets
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program you were using! No memory or screen display is destroyed by using the menu!

The 6502 monitor is very handy for machine language programmers. How often have you wondered where your program was or what caused an apparent 'lock-up'? Entering the monitor will show you all the processor registers and display the disassembly of the instruction it was about to execute when you entered the monitor. Users of MAC/65's DDT will feel right at home with the monitor's use.

Other Features

The Black Box has other 'goodies' in it. Any communication with your floppy drive will be in high speed if you are using an XF-551, a modified 1050 or a Happy 810. This will work with just about ANY DOS or utility!

A text or graphics printer dump of your current screen may be done at any time by pressing one of the buttons on the Black Box. (The graphics dump is only available for dot-matrix printers capable of graphics.)

You may write-protect ALL of your hard disks by flipping another switch on the board. This can be a real life-saver when running a new piece of software. The Black Box provides disk I/O tones with separate pitches for disk reads and writes to your hard disk, so you can hear what's going on! This option may be disabled within the configuration menu.

The Black Box also provides support for users who have used an MIO previously to store data on a hard disk. The MIO actually stores data invertedly; this is fine as long as the MIO reads it, but when another host adapter reads the same data, it will be meaningless. By setting a dip switch, a previous MIO user will now be able to access all the data on his drive with the Black Box, with a small sacrifice in speed.

If you have any more questions, please feel free to call. User group and dealer discounts are available.

The retail price of the Black Box with no buffer ram is $199.95, and with 64K RAM buffer is $249.95.

Computer Software Services
P.O. Box 17660
Rochester, NY 14617
(716) 586-5545

AtariWriter+ for Those Who Don't Want to Read the Book -- Part III

by Jimmy Boyce (CACE)

Well as I promised last month we are done with editing — HOORAY!!!

Now, let's check the spelling before we print it. That way we won't waste printer paper doing it over again because we misspelled a word.

The creators of AtariWriter+ call their spellchecker "ATARI Proofreader" <pg 49>. A rose by any other color still checks spelling. The dictionary disk is very small (only 36,000 words), but you can improve on that by creating your own dictionary disk. We will go over all of that in due time. Believe me, if you don't have your own dictionary disk and you use a lot of technical terms like I do, then I suggest setting one up. It will save you a wealth of time and trouble.

Proofreader is a menu-driven program just like AW+ and just as easy to use. So, let's get started! You have just finished your document and it is edited and saved. Go to the menu and gently stroke the letter [V].

Ah, the purr and whirr of the disk drive...and then, what to your wondering eyes should appear? No, not Santa Claus, but a little message that says, "INSERT PROGRAM DISK THEN PRESS RETURN." Hmmm. OK, stick in the dictionary disk and press RETURN.

Purr and whirr..."INSERT PROGRAM DISK THEN PRESS RETURN." Wait a minute, I did that! "Stupid program doesn't work." That was my first encounter with Proofreader, so I put the program disk back in, did the whole bit again and up at the top of the screen it said in bold and brazen letters "LOADING PROOFREADER" <pg 49>. And, what to my wondering eyes should appear but a whole new menu <pg 50>.

First off, let me say that nice key in the upper left corner of the keyboard ([ESC] <pg 51>) will get you out of most any jam and get you back to the menu that you are presently staring at (assuming you are following along in AtariWriter+ while reading this. You are doing that, aren't you?).

This menu works just like the Main Menu. When you poke the key that matches the inverse letter on the screen, little messages are given at the bottom of the screen and you do what the messages tell you to do. Pretty simple actually, unless you are like me and can't or won't read the book until you get into trouble.

A couple things to remember, first this is a spell checker and that is it. Second, if the word is spelled correctly but is in the wrong context, Proofreader will say it is a valid spelling (i.e., their and there). Proofreader does not capitalize either, nor does it check punctuation.

This is the nifty one — if you spell a word correctly and that word is not in the Proofreader's dictionary, your word will be considered spelled wrong (another case for a personal dictionary). So, lets get on with it.

The first item on the menu is CORRECT ERRORS <pg 53>. Lay a finger tip on the letter [C] and you are told where to put your dictionary disk. If you have a one drive system, then it is logical that you must place the dictionary disk in drive one. If you have a two drive system, you will be prompted to place the dictionary disk in drive two (if you have it turned on).

Now the fun begins — notice that your document is on the screen and a little menu is at the bottom of the screen. The little menu reads:

C RETURN CORRECT WORD

D RETURN SEARCH DICTIONARY

RETURN KEEP THIS SPELLING

and over on the extreme right hand side it says "CHOICE:"

As your masterpiece blips past your eyes, the words are in their regular appearance on your screen. Oops, what is this? All has stopped and there sits the word TAHT highlighted. Now you have a choice to make.

First choice: pounce on the letter [C] and change the spelling to THAT, and answer the prompts.

Second choice: let's say it is one of those days that you cannot remember how to tie your shoelaces and you cannot remember how to spell the highlighted word.

Bang on the [D] key and do as directed — type in at least two letters of the word, hit [RETURN] and a list of words with those beginning two letters will appear at the top of the screen (if there are any). Once you find your correct spelling, follow the directions at the bottom of the screen and type in the correct spelling.

Your third option is that TAHT is a name or something of that nature and you strike [RETURN] to keep the spelling of that particular word. Proofreader keeps in memory the word TAHT and will accept it for the rest of your document.

Well, folks. That is it for now. Bye until next time.

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Bloodwych

by Bob Retelle (MACE,WAUG)

Stop the presses! Dungeon Master II is here! Only it's not called "Chaos Strikes Back" or "The Revenge of Chaos." It's called "Bloodwych," and it's from Image Works in England, not FTL.

Almost immediately after the release of Dungeon Master, the phenomenally successful graphic role-playing game from FTL Games, there was a tremendous demand for more of the same. For whatever reason, that demand has gone unfulfilled, until now.

In a review in a British magazine, it was mentioned that the author of Bloodwych didn't model the game after Dungeon Master, but the similarities are immediately obvious as soon as you boot up the game. Whether it's true or not that Bloodwych was developed independently, it will always be part of the "Dungeon Master" genre.

Bloodwych Basics

Essentially, Bloodwych is a "2-player" Dungeon Master. When you load the game, you can choose either a one-player or two-player game. A one-player game is played with the mouse, almost exactly like Dungeon Master, while a 2-player game forces both players to use joysticks. In both cases the keyboard can be used to move your party, again just like in Dungeon Master.

The 2-player game divides the screen in half horizontally, and everything is duplicated for both players. Each player sees the view that his party sees, independently of the other player's party. Thus you can actually find the other player's party and see them, while you see your own party in the other player's view.

The instruction manual that comes with the import version of the game appears quite extensive at first, until you realize it's written in four different languages. The 20 or so pages in English do a good job of explaining how to operate the game, which is very complex.

Anyone who hasn't played Dungeon Master before (IS there anyone who hasn't played Dungeon Master?) will have to do a lot of experimenting with the controls and screens to master them. Even experienced Dungeon Master players will have to become accustomed to the differences in the ways the displays and spells work, although it soon becomes second nature to flash around the screen clicking on status charts and spell books.

Storybook Time

As is customary in these kinds of games, there is a three page introductory story to set the scene. This time, the brotherhood of Psychic Mages, which was called the Bloodwych, let themselves fall victim to one of their own, an ambitious Wizard named Zendick. He destroyed the leader of the Bloodwych and banished the other members to the astral plane. Then began the mandatory reign of terror on the countryside.

You (of course) are the one hero in the Bloodwych who can save the world from chaos. By choosing among the last sixteen mortal Champions in the realm, and guiding them through Zendick's castle, you can restore order and balance to the universe (stop me if any of this sounds too familiar).

The overall goal of Bloodwych is to explore the four towers of the castle in search of four crystals that will help you destroy Zendick, then to confront and defeat the evil Wizard himself.

Getting Started

At the start of the game, you can choose between a one or two player game and whether you want to choose your own Champions or have a random party preselected for you. There are 16 Champions, four each of four different "Psyche Types," with each type represented by a different card suit (Spades, Clubs, Hearts, Diamonds). They are Fighters, Mages, Adventurers and Archer/Assasins.

There is also four specialization classes for magical abilities denoted by the color of the Champion's card suit — Serpent Magic, Moon Magic, Dragon Magic and Chaos Magic. Thus, each Champion has his or her own unique characteristics, in addition to their physical statistics. All have varying levels of Strength, Agility, and so on, but the most important characteristic of all turns out to be overall Vitality.

Forming the Right Party

Each player chooses one Champion to be their party leader, then the game begins. Your first task is to explore the immediate area and "interview" prospective party members to fill out the rest of your party. One unique feature of Bloodwych is the ability to converse with other denizens of the Castle. While the options are fairly limited and the converstation somewhat less than sparkling, this ability to speak to other characters really does add a lot to the game.

You can ask someone's name, what their occupation is, and whether they've heard of anything interesting in the vicinity. You can also engage in "smalltalk," either boasting about your own abilities or praising the other's. If you want, you can try insulting the other person or asking if they have anything to trade or sell. You can offer to sell them extra items you've found in the castle, such as armor or weapons you don't need.

The Champions all start out with the same equipment (10 coins, 5 "common keys," some food and a weapon suitable for their character type), so their possesions don't really enter into the choice of your party. Physical characteristics and Magical Spells owned are the main differences. One very nice feature is that there is both the typical "head and shoulders" picture of each character's face and a full-length picture showing what each one is wearing. You can see them "put on" and "take off" their armor. (No, you *can't* take off *all* their clothes...anyone remember being disapointed that the picture didn't change when Sonja threw her bra across the pit to trigger the floorplate on the other side in Dungeon Master? Hmm...nevermind...I guess you had to be there)

Character Characteristics

As in Dungeon Master, there are both male and female characters to choose from, as well as an array of non-humans (Mr. Flay, the friendly skeleton is one interesting character). Unfortunately, you must accept each one with the name and statistics they come with. Unless you spend a lot of time on the initial screen examining the Champions' statistics, the process of choosing a party can be pretty involved if you're trying to assemble the "perfect" group. When you run into an unattached character, you can greet them and invite them to join your party, but you don't have a chance to see their statistics until they actually join. If you decide you'd rather have someone else in your party, you do have the option of dismissing them.

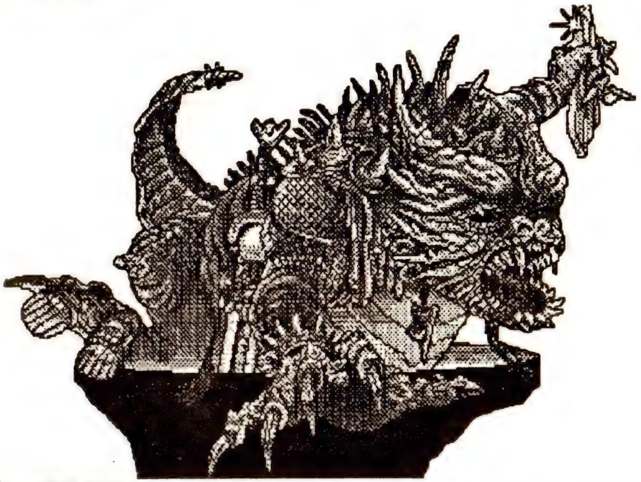
Each character has a backpack with several slots to store things and positions for armor, shields and weapons. An interesting feature of the game is the "spellbook" that each Champion is equipped with. Instead of having to combine magical elements, spells in Bloodwych are cast by "reading" them from the pages of the spellbook. The book itself has eight pages, each with four slots for spells (and a nicely animated "page flipping" effect), for a total of 32 possible spells.

Magic Abilities

Each spell is identified when you click on it, so there's nothing for you to memorize. Spells in the Champion's area of specialization are more likely to succeed, although any character can cast a spell in any of the areas. Putting more magical power into a spell increases the percentage of its working, as well as increasing its effect.

A spell can be cast again and again, but there is a "resting period" enforced before the character can make another attempt. Also, each Champion has a limited amount of magical energy available, and this energy can be recovered by resting. While your party sleeps (hopefully in a safe area), any new levels of experience they've gained through combat will be awarded.

Also, if any of the Champions are ready to receive new spells, the "Spell Faeries" will visit them during sleep and offer to sell them new spells. Yes, in Bloodwych, spells must be *purchased* with gold coins. This means that you must balance the need for more magic against the need to buy armor and other necessities for the party. There are gold coins available here and there in the castle, but (naturally) never enough. It's a good idea to evenly distribute the gold you have, maybe giving a bit more to your Wizard(s), to make sure everyone will be able to gain new spells when they can.



Spell Lists

A lot of the spells don't seem to be particularly effective or valuable, for example "Beguile" and "Paralyze" (did anyone *really* ever cast "Darkness" in Dungeon Master?). My poor Adventurer beguiled the heck out of everyone he met and still got bashed for his trouble. My Wizard hit with spell after spell, and if the monsters were paralyzed, they didn't seem to notice. It certainly didn't slow them down any!

On the other hand, there are several spells that are invaluable in keeping the party alive. It's just a matter of discovering which ones they are and practicing them until they can be cast reliably. Then too, there are still a LOT of empty slots in my characters' spellbooks, so there may be some interesting surprises still in store for me.

Fighting off the Monsters

One of the places where Bloodwych differs very greatly from Dungeon Master is in the way combat is handled. Instead of having to decide what kind of attack each party member will use, then clicking on a selection from a menu for each individual party member for each and every swing of the battle, you only have to click on the "Fight" icon in Bloodwych. The party members will fight continuously until the enemy is killed or you break off the fight by retreating. However, only the Leader is under your direct control. The others will join in as they see fit, giving more of a feeling that this is a group of actual individuals. You can influence the others by "commending" them for their actions, or you can "correct" them if they do something you'd rather they didn't do. This combat setup simplifies battles considerably, which may be attractive to those who found Dungeon Master's fighting to be overly complex. Actually, I preferred the feeling of involvement that Dungeon Master gave. I found it was much more satisfying to direct the action, rather than just observing.

There is also a "Defend" icon, which puts the party into a defensive mode to fend off an attack while you get spells ready or rearrange the order of the party. The only way to break off an attack seems to be to retreat from whoever (or whatever) you're fighting.

Movement through the corridors of Zendick's castle is identical to the way Dungeon Master's movement through the tunnels of Mount Anaias is controlled. You can either click on a set of icons to move you forward, backward, to either side or to turn in place left or right, or you can use a set of keys on the keyboard to move. Again, as in Dungeon Master, the keys for a one player game (or Player 1 in a 2-player game) are the cursor keys for movement, and the Insert and Clr/Home keys to turn in place. Player 2 in a 2-player game can use a group of keys on the left-hand side of the keyboard for movement. As in Dungeon Master, using the keyboard to move your party is far better than trying to click on the rather small icons on the screen.

The Leaders Among Us

Speaking of clicking on icons, I had some difficulty at first when trying to switch Leader status among the party. Each party member can hold a spell ready to be cast, which is the first thing they'll do in a battle. But only the Leader's spellbook is available to you. So, if you want everyone to cast another spell right away, you have to make each party member Leader, select their spell, then make the next person Leader, and so on.

The problem is that the same set of icons is used to set up the "marching order" of the group. I found that in the heat of battle, instead of making my Wizard the Leader, I ended up more often than not exchanging his position with one of the Fighters in the front row, leaving him to face whatever nasty creatures were beating on the group while I frantically tried to get him back in the back row where he belonged! After going through this drill several times, I found that a nice, slow, deliberate "double-click" on a player's icon will make them Leader without changing their places. You've just got to keep your cool in the face of giant crab-things and don't click too fast.

Types of Monsters to Expect

As far as I've gotten in the game, the adversaries have been mostly humanoid. There've been a few skeletons, and the giant crab-things, and a Blue or Green Dragon or two. As in Dungeon Master, it's extremely important to Save the game OFTEN. You never know what may be behind the next door!

Speaking of doors, there's no "Slam the door on the Rockpile Monsters" trick in Bloodwych. Once a creature is into the doorway, you've got a real problem because it's on YOUR side of the door now. Worse yet, the bad guys know how to open some of the doors, so just slamming the door in their faces isn't going to help you! It was a long time before I discovered that you could lock a wooden door shut with the "common keys" each character has and which are available in abundant supply around the castle. I'm still not sure why it is that the bad guys can open a wooden door, but can't figure out how to get an iron grate door open, although I'm glad they can't!

Differences from Dungeon Master

One thing I've noticed is that Bloodwych doesn't have the emphasis on puzzle solving that Dungeon Master had, at least as far as I've gotten into the game. There is a Maze, and I've found that there are "spinners," or floor sections that will turn you around, but nothing like the kinds of things that were introduced as early as Level 2 of Dungeon Master. Then again, I'm pretty sure I've still got a long way to go in Bloodwych, so there's no telling what may lie ahead. By the same token, while there are hidden wall sections, and buttons on the walls to reveal them, the buttons so far have all been easy to spot. Not all of them produce any immediately obvious results though, so you have to be watchful to see what they do.

Another *very* important difference between Bloodwych and Dungeon Master is that there really isn't the same concept of "Levels" in Bloodwych. There are stairways leading up and down, but there are so many, leading in different directions, that it's a little hard to keep track of what "level" you're on. You may go up a stairway only to find youself faced with another stairway that leads back down to another part of the level you just left. Later on, pushing a button may open up a way from the top of those stairs into a higher level. Eventually, in the center of the "first level" you'll find a place where three stairways lead upwards. These will bring you into the area of the castle's towers. There's the Dragon Tower, the Moon Tower, the Chaos Tower, the Serpent Tower (where I'm currently wandering) and Zendick's Tower (where the ultimate confrontation will occur). All of these staircases up and down will make mapping interesting, to say the least!

Two-Player Bloodwych

I haven't played Bloodwych as a 2-player game yet, but I have some reservations about it. The first is related to having to use joysticks. Moving your pointer around with a joystick is awfully slow (excruciatingly slow in fact), compared to using the mouse. Also, the accuracy of hitting the icons on the screen isn't as good as it is with a mouse, so you'll spend more time trying to hit the right spot with your arrow, while monsters are making mincemeat of your characters.

Another real problem is that most of the corridors aren't wide enough for both parties to pass each other, so you may find your retreat cut off by being blocked by the other player's party. It'll take a LOT of coordination between the players to avoid having one party get beat up while the other party is in the way. It IS possible to try to maneuver around a monster so one group can hit it from the front while the other group attacks from its back, so it may not be as great a problem as I suspect it will be.

One of my first thoughts about playing this kind of game with two players was that you could have one group of Champions go off and explore one tower while the other group explores another. In playing Bloodwych so far though, it's been pretty "linear." That is, you "can't get in here until you've gotten in there." Sending a group off on its own looks as if it would be fairly futile, since they wouldn't have the keys necessary to go anywhere other than where the second group is exploring.

Feeding the Adventurers

There also isn't enough food in the castle to feed one party of four, much less two groups, although this is only a problem until you discover how to get around needing to feed your Champions.

Even though I think that a "serious" attempt to win the game would be better off done with the mouse controls and somewhat greater freedom of movement of a 1-player game, it still sounds as though it would be great fun just playing a "Dungeon Master" style game with another person.

The graphics in the game are very good, even though I've heard one complaint that the colors are too bright. This may actually be due to the fact that the corridors of the castle are brightly lit, with no need to provide your own light source. It's quite a change from Dungeon Master, where you always had to have a torch or magic light spell handy.

The sound effects in Bloodwych aren't as good as in Dungeon Master, although they're not bad by any standards. The game uses virtually the same Save game setup as Dungeon Master, so you can Save the game out to different disks at different places, or rotate your Save disks so you always have one or two fairly current Saved games. Also, just like Dungeon Master did, the game renames the last Save game with a .BAK extension, so you can always restore to the next most recent Save. Unlike Dungeon Master though, Bloodwych allows you to Load a saved game at any time. This means you don't have to have your party "commit suicide" by throwing fireballs at a nearby wall if you want to start over.

In Summary

Overall, Bloodwych has a lot to offer, both to those who have become tired of waiting for the sequel to Dungeon Master and also to those who haven't yet had the opportunity to experience this kind of graphics adventure game. It's not quite Dungeon Master, but it's a definite winner, with lots of unique features and is *highly* recommended. If you don't buy any other game until Dungeon Master II (*really*) comes out, be sure to buy Bloodwych!

Letter from CEO of Sphere, Inc.

[This "letter" from Gilman Louie recently appeared on CompuServe. The message was posted as a response to Ralph Mariano of ST Report, but it is really aimed at all ST users who have been involved in the heated discussion concerning FALCON and the issue of piracy.]

First off, I want to thank all of those ST users who have supported us by buying FALCON. As of August 25, 1989, we have sold 12,962 units in North America. In addition, we have sold 1,640 FALCON Mission Disks (Operation: Counterstrike) since the beginning of the month. For the statisticians, total sales in August for ST FALCON were 202 units as compared to 836 for the Amiga, 1,151 for the IBM and 1,167 for the Mac version.

By the way, I have not been giving the ST users the "Silent Treatment" as you claim; it's just that some of us are trying to get new products out, such as the Mission Disk, and feel that this is the best way to support ST users. The ST users who have bought our products have been wonderful. They have shown that there is a market for the ST in the United States, and they deserve the support of other software companies. Many have written to me or left messages on on-line services.

ST users are fed up with piracy and have turned in a number of "pirate boards" to us. We, in turn, have turned these over to the Software Publishers Association (SPA). These boards should not be allowed to ruin the market for the rest of us.

While we were once again disappointed to see that the Mission Disk for FALCON (the Mirrorsoft version) appeared on the bulletin boards before we even released it here in the United States, we are not going to let it distract us from servicing honest ST users. As long as there is a market, we will support it.

It has never been our intent to slander the ST market but rather to help educate the user base about some of the frustrations of being a publisher, programmer or developer. You have helped us better understand some of the frustrations users must go through. We have taken off the disk-based copy protection on the Mission Disk and upgrade for ST FALCON as a way of say "thanks for being honest."

Thanks for all of the comments and letters. It has been an educational experience for all of us here at Sphere.

Sincerely,
Gilman G. Louie CEO/Chairman Sphere, Inc.

The Right Brain

by Paul D. Stampfli (El Paso)

I just hate it when I get let down. I just don't do well with disappointment. And I am seriously let down by Mr. Gilman (Chopstick) Louie and the folks over at Spectrum HoloByte, or Sphere, Inc. or whoever the heck it is that's responsible for Falcon.

I know all about the letter that good old "Chopstick" wrote about all of us pirates that happen to use Ataris. And I know that we stood up together and fired a few rounds back. And I know that Mr. Louie said that it was all a mistake and that he would apologize in writing. I'm still waiting.

Up until the 24th of August I was still waiting for my update and mission disk for Falcon, too. See, I BOUGHT (are you listening "Chopstick?") Falcon quite some time ago — one of the first six copies that Jenkins' (our local authorized Atari dealer) got originally. Although I spend most of my hours on the ST in productivity pursuits, I do like to play now and then, and this looked like something SERIOUS that you could play with. It was; I was thrilled. I still liked it when Tim (our User Group Prez and a fairly hot "pilot") found out about Control-X and started routinely kicking me out of the sky. (He will ripple fire four AIM 9L's at me and I just can't seem to get away from them all. Watch him when you're up there!)

So, back in July, I got a notice to upgrade and an option to purchase the mission disk along with the upgrade at a fair price. At least, I thought it was fair ($24.95). So, I sent my check out on the 18th of July and then I started to wait. My bank statement came in mid-August and the check hadn't been cashed so I thought, well, maybe it got delayed in the mail. Tim went to the Dallas World of Atari around the 19th of August and came back with the mission disk that he had purchased for $10. Jenkins' got it in at the same time, give or take a couple of days. He was selling it for $24.95.

Now that's retail, you have to figure that standard dealer mark-up is ABOUT fourty percent. So, Spectrum gave it to the dealers AND the consumers in the shorts, hard and fast. Like I said, I got my copy on the 24th, and it wasn't delayed in the mail, either. (I checked the postmark date.) Now what did the advertisement say that got me to order from the company direct? It said that if you bought the mission disk, your upgrade to 1.1 was free. I got this flash for you Mr. Louie, that ain't free. Not for me and certainly not for Jenkins'.

My major gripe is simply this: Spectrum HoloByte told me they would give me something free if I bought something else, sight unseen. I think I have the right to expect a fair price and a timely shipment. Apparently, I do not. I also think the dealer has the right not to have the parent company undersell him "on the street;" apparently, he does not. Sounds just too, too cute if you happen to be Spectrum, doesn't it?

(I don't intend to review the game for you here, that's Tim's domain, but I would like to make a few comments about it. You have to understand that I've only played it a couple of times so I could be mistaken about some of the features.)

The Spectrum HoloByte Falcon Mission Disk runs a CAMPAIGN, not just isolated missions. Try as I might I can't seem to find a SAVE feature so that I can return to a stopping point. This is a SERIOUS failing of the program in my opinion. If you have ever played this game, especially over the modem, you know how long it can be, and to have to start all over again every time you come up is just a waste of effort.

Spectrum Holobyte makes a lot of comments in their new documentation about copy protection. They even put a cute little pink slip in the package signed by Mr. Louie, CEO, and Mr. Phillip G. Adam, President, extolling the valor, fidelity, time, trouble, and money that it has cost them to bring this product to you poor little Atari users. They mention that the product is not copy protected in about six different places. It's enough to make me want to barf my socks. Cut me some slack guys! YES, you spent some money on the product, but you sure as the devil didn't GIVE it away, and certainly not to me. YES, there are pirates out there, and they hurt your pocket book, but the fact that I'm not 100% caucasian doesn't make me a commie, and the fact that I own an Atari doesn't make me a pirate.

You've got some serious lessons to learn in dealing with PEOPLE, guys. Let me try to help you a little. 1) Don't stereotype. If you don't believe that, just refresh your memories of the sixties. 2) Service your user base FIRST. These are the people that spent their hard-earned money on you in the first place, They are the reason for your success. I, for one,

It Must've Been Something I Ate

by Tim Sharpe (CACE)

It was one of those dreams you have right before you wake up, the kind that seem all too real. Ah, I remember it well (i.e., flashback now in progress)...

It took place at the Summer Consumer Electronics Show. As I wandered through the myriad of booths, filled with all sorts of neat gidgets and gadgets, an immense awe filled my being. Here, in one place, were all the newest and latest products of every big name in the computer and electronics business. I gazed in wonder as I passed each booth.

And then, at a dead-end section of the showroom, I found the Atari booth. It was filled entirely with calculators.

"Calculators!" shouted the man in the booth. "Getcher red-hot calculators!"

So this is what it had finally come down to, I thought. "Why?" I gurgled.

"Pardon me?" the man said.

I somehow managed to compose myself. "Why are there only calculators here? What happened to the Atari computers?"

"Well, we're trying to get rid of our games-machine image once and for all. No more computers or home video machines. Just good, practical calculators."

I considered this for a moment. It IS rather difficult to label a company that only makes calculators a "games-machine" company. About the only fun a person can have with a calculator is turning it upside-down and trying to spell cuss words or "shelloil." Still, this action seemed to me a little extreme.

"No more XE's or STs?" I queried.

"Nope," he said. "But take a look at one of these babies." He handed me a calculator with a flat, wooden stick protruding from the bottom side.

"What's this?" I asked, fearing the reply.

"An ATARI popsilator: looks like a popsicle, works like a calculator. Oughta go over great with the kids."

"Does it come with a wrapper?" I asked sarcastically.

"Now don't get smart with me," he admonished. "I don't have to put up with this—look." He pointed at my chest.

I looked down at my shirt and found an I.D. tag pinned on it. The tag read "Dream Visitor."

He continued. "This is one of our more promising models. It can be linked together by modem with another of its type."

I stared at him blankly.

"Well don't ya get it? One student can do his math homework on his calculator, while another student miles away gets a copy of the answers."

After a moment I said, "Surely you can't be serious." We then launched into a brief comedy routine that began with "Yes, and don't call me Shirley" and ended with me shoving a pie in his face. You know how silly dreams can get.

The last thing I remember saying was "Does Jack know about this?" Then I woke up.

As the real world imposed itself upon me, I suddenly became very thankful that Atari still made computers, and that they hadn't given up on us yet.

But you know what's stranger than fiction...

The Right Brain (continued)

take it as a slap in the face to be serviced LAST because I had enough faith in your company to order a product sight unseen, delivery date unknown, just on the basis of what you did in the past. 3) Honor your word, I think you know you made a mistake when you called us all pirates, but you said you would do something (apologize) and didn't. What does that make you?

The Atari community needs software developers and vendors, especially the high end, quality product that Spectrum HoloByte has a reputation for producing. However, it does not need a condescending Big Brother overseeing it's markets. The stuff you wrote in your documentation on copy protection made it sound like the entire Atari community was on probation with your company.

Let me take one of us off probation right now. I don't like your attitude; I don't like your support; and, I don't even like the new mission disk. I will NOT support your company, and therefore you, any more by purchasing your software. Oh, and by the way, did you even recognize the photo of the F16 on the mission disk folder is a configuration that CANNOT be achieved with your game? Now that's what I call attention to detail.

Till next time!

32,768 Color Support for the Atari ST

by Barry Orlando

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Here's a hardware modification for the standard Atari ST that increases the color palette from 512 colors to 32,768 colors (32 shades of gray), while still maintaining compatibility with existing Atari ST software (including SPECTRUM 512). This upgrade is software compatible with JRI's 4096C color board and will also be compatible with the recently announced 4096 color STE (Enhanced ST).

It does this by adding increased bits of resolution so as to increase the ST's 16 read/write color palette hardware registers from their standard 9 bits each to 15 bits each. Each of the standard color palette registers have the following bit arrangement:

```
FEDCBA9876543210
.....RRR.GGG.BBB
```

where, R, G, and B are the red, green, and blue components.

The higher the value for any of these grouped bits, the more intense the resulting color component. The above bits marked '.' are ignored.

The JRI 4096C color board and the upcoming 4096 color STE add an extra bit of resolution at bit locations 3, 7, and B, however these new bits are least significant bits so as to maintain compatibility with existing software.

The 32,768 color modification goes a step further by adding a fifth (and less significant) bit to each color component at locations C, D, and E. The new arrangement is then:

```
FEDCBA9876543210
.RGBRRRRGGGGBBBB
```

As with the JRI 4096C color board, this modification adds an additional Shifter chip. However this modification is slightly more involved in that it uses three additional integrated circuits and bypasses nine 5% tolerance resistors used by the Shifter chip, in favor of using nine 1% tolerance resistors.

Disclaimer of Liability

This modification should only be attempted by someone with experience repairing or building digital electronic circuits. Performing this modification will be done at your own risk and may void the warranty on your computer.

Parts Used

Qty	Description/Source/Cost
1	Component Perfboard (3"x2.5") cut from Radio Shack #276-147 ($2.99).
2	3M Board Mounting Interconnectors (straight single-row male). Digi-Key Part # 929834-08-36 ($2.05 each).

Digi-Key Corp. 701 Brooks Ave South, P.O Box 677, Thief River Falls, MN 56701-0677. Phone 1-800-344-4539 for a free catalog.

1	Quad 2 input NAND Gate, High Speed CMOS (74HC00N). Digi-Key Corp., Part # MM74-HC00N ($0.28).
1	Quad Tri-State Transceiver, High Speed CMOS (74H-C243N). Digi-Key Corp., Part # MM74HC243N ($0.78).
1	Octal Tri-State Transceiver, High Speed CMOS (74HC245N). Digi-Key Corp., Part # MM74-HC245N ($0.82).
5 ea:	3.76K, 7.50K, 15.0K, 30.1K, 60.4K ohm metal film resistors, 1%, 1/4 watt. Digi-Key Corp., Part #s 3.76X, 7.50X, 15.0X, 30.1X, 60.4X (each value: 5 for $0.50)
2	3.0K ohm carbon resistors, 5%, 1/4 watt. Digi-Key Corp., Part # 3.0E (5 for $0.25)
5	0.1ufd Monolithic Ceramic capacitors, Radial, 50V, 10%, or equivalent substitution, Digi-Key Corp. Part # P4525 ($0.19 each)
2	Shifter Chips, Atari Part # CO25914-38A. One chip is obtained from your ST's motherboard, the other from your local Atari Authorized Service Center ($30.00)

Installation of the Board

Located on the ST's motherboard is mounted a sheet metal box which houses the Shifter Chip. This box has a hinged lid which can be opened. Inside this box you'll find the Shifter Chip mounted in a 40 pin socket.

The board simply plugs into this socket so that the board is elevated above the ST's motherboard with sufficient clearance to allow closing the hinged lid.

Three wires are installed from the color board to three vias (trace thru holes) located nearby on the motherboard.

Additionally, jumpers are installed across each of three 3.6K ohm resistors on the motherboard. These resistors are easily traced from the Shifter socket pins 21, 24, and 27.

Board Assembly

Because the sheet metal box (discussed above) does not allow a lot of head clearance, all components are mounted directly to the perfboard. If you use chip sockets, the hinged lid will not fit back on without modification.

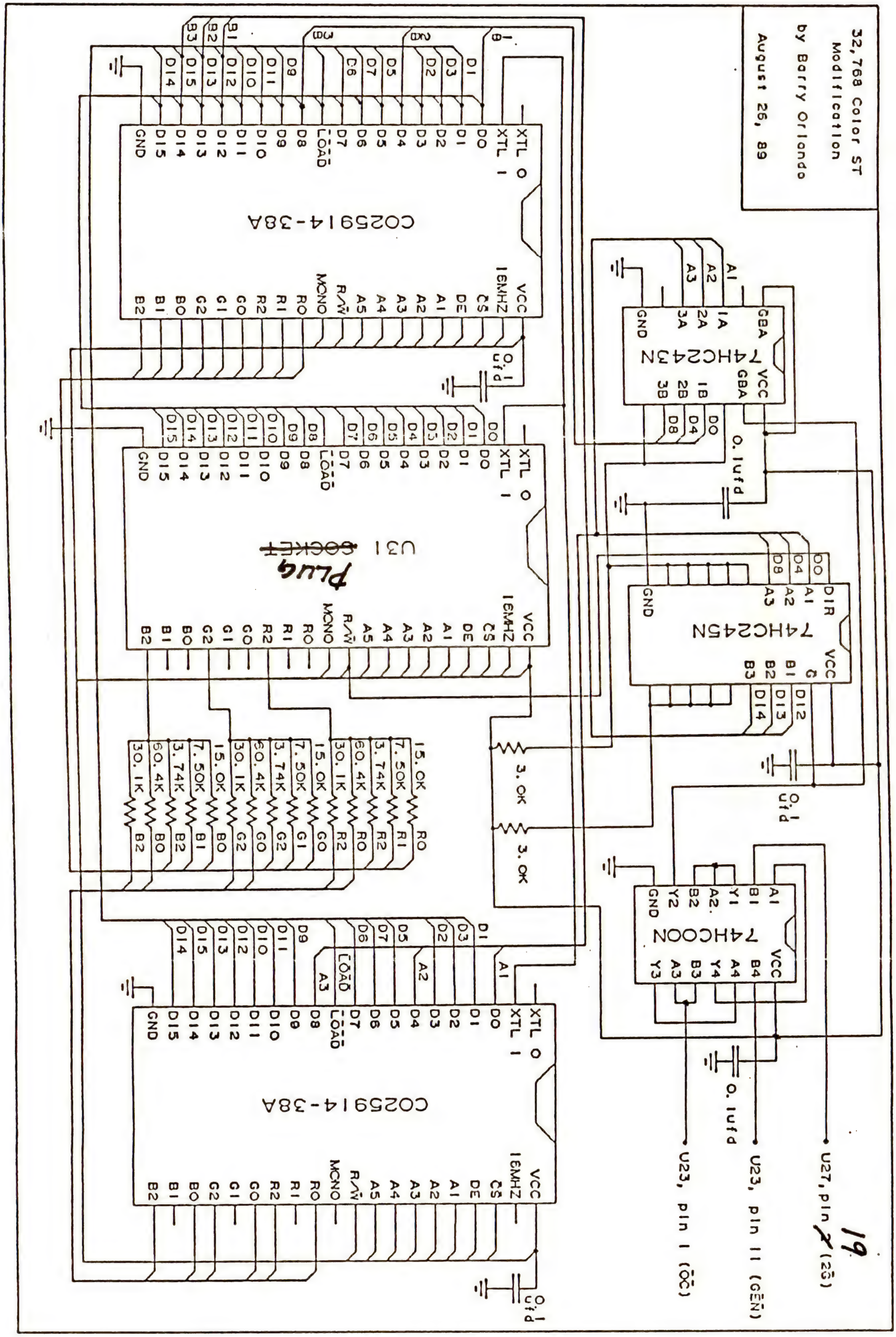
The diagram shows the orientation of components. I soldered all the components to the perfboard, then soldered all the connections using 30 gauge Kynar wire wrap solid conductor wire (Radio Shack 278-502).

There is a slight modification to the circuit if you have any RAM chips installed in your ST which are 150 nanosecond (i.e., slower than 120 nanosecond). Pin 1 (DIR) of the 74HC245N must be tied to ground instead of to the R/W line on the Shifter. This will only disable the read capability for bits C, D, and E of each color palette register mentioned above.

Software

Included with this article is a program to display all gray levels and colors. This is a very crude program but was intended to only prove that the circuit works. The C source code provides the engine for converting basic color intensities to board compatible bit patterns.

```
/* 32,768 Color Board Tester for Palette Register at location $FF8240 */
/* by Barry Orlando in Mark Williams C */
/* This program displays the 32 grey levels and then */
/* the 32,768 colors in sequence using background palette 0 */
#include <stdio.h>
#include <osbind.h>
#include <aesbind.h>
#define peekw(wp) (*((int *)wp))
#define pokew(wp,w) (*((int *)wp) = w)
/*********************main***************************/
main()
{
  int g, b;
  unsigned int c, r;
  long i;
  for (r = 0; r > 23; r++) printf("\n"); /* clears screen */
  for (r = 0; r < 32; r++) /* red, green, and blue values = r */
  {  /* c format is .RRRRRGGGGGBBBBB */
    c = r < 10; /* red */
    c += r < 5; /* green */
    c += r; /* blue */
    c = cvrt_m (c); /* convert to machine code */
    printf("grey level: %d \n",r);
    clr_write(c); /* set grey level */
    for (i = 0; i < 65000L; i++); /* added delay */
  }
  for (r = 0; r < 32; r++)
  {  for (g = 0; g < 32; g++)
    {  for (b = 0; b < 32; b++)
      {  c = r < 10;
         c += g < 5;
         c += b;
         c = cvrt_m (c);
         clr_write(c); /* set palette color */
         printf("\nred: %d green: %d blue:%d ",r,g,b);
         for (i = 0; i < 30000; i++); /* Added delay */
      }
    }
  }
  gemdos(0x01);
}
/******************** clr_read ************************/
clr_read() /* reads color palette register */
{
  long save_ssp;
  int o;
  save_ssp = Super(0L);
  o = peekw(0xFF8240L);
  Super(save_ssp);
  return (o);
}
/******************** clr_write() ********************/
clr_write(o) /* writes to color palette register */
unsigned int o;
{
  long save_ssp;
  save_ssp = Super(0L);
  pokew(0xFF8240L, o);
  Super(save_ssp);
}
/********************* cvrt_m() ********************/
cvrt_m(a) /* converts readable code to board compatible code */
unsigned int a; /* bit pattern in: .RRRRRGGGGGBBBBB */
               /* bit order in: .M321LM321LM321L */
               /* bit pattern out: .RGBRRRRGGGGBBBB */
               /* bit order out: .LLL1M321M321M32 */
               /* bit: FEDCBA9876543210 */
{
  unsigned int f;
  f = (0x400 & a) < 4; /* red bit L */
  f += (0x20 & a) < 8; /* green bit L */
  f += (0x1 & a) < 12; /* blue bit L */
  f += 0x800 & a; /* red bit 1 */
  f += (0x40 & a) < 1; /* green bit 1 */
  f += (0x2 & a) < 2; /* blue bit 1 */
  f += (0x7000 & a) > 4; /* red bits M,3,2 */
  f += (0x380 & a) > 3; /* green bits M,3,2 */
  f += (0x1C & a) > 2; /* blue bits M,3,2 */
  return (f);
}
/********************************** cvrt_b() **********************/
cvrt_b(b) /* converts back to readable code */
unsigned int b;
{
  int d;
  d = (0x4000 & b) > 4; /* red LSB */
  d += (0x2000 & b) > 8; /* green LSB */
  d += (0x1000 & b) > 12; /* blue LSB */
  d += (0x800 & b); /* red bit 1 */
  d += (0x80 & b) > 1; /* green bit 1 */
  d += (0x8 & b) > 2; /* blue bit 1 */
  d += (0x700 & b) < 4; /* red bits M,3,2 */
  d += (0x70 & b) < 3; /* green bits M,3,2 */
  d += (0x7 & b) < 2; /* blue bits M,3,2 */
  return (d);
}
```


32,768 Color ST Modification
by Barry Orlando
August 26, 89
CO25914-38A
U31 ~~SOCKET~~
Plug
CO25914-38A
74HC243N
74HC245N
74HC00N
0.1 ufd
3.0K
3.0K
15.0K
7.50K
3.74K
60.4K
30.1K
U27, pin ~~7~~ 19 (2̄3̄)
U23, pin 11 (GEN)
U23, pin 1 (OC)

Turbo-Info # 4

New 65C816 Registers

by Chuck Steinman (DataQue)

This is the fourth part of a multi-part information article on the Turbo-816 from DataQue Software for the Atari XL/XE computers. The previous installments went over the basic system, memory and OS. This article will cover some of the new 65C816 addressing modes.

The 65C816 is a 16bit processor, which also has the capability of executing 8bit 6502 instructions. To allow for this, there are two operating modes for the CPU, the EMULATION mode and the NATIVE mode. The emulation mode, as it implies, will fully simulate a 6502. The native mode opens up the full power of the new processor.

The 65C816 Cpu

Even while in the emulation mode, many new instructions are available. Some are of little use because of being limited to the 64K addressing range of the 6502. Many of the new instructions allow for smaller, faster code. Other instructions offer power which was previously not feasable or practical.

Because of the limited 16bit addressing range of the 6502, the designers of the 65C816 realized that if their new processor was to survive, it must be able to address more than 64K while still maintaining 6502 compatibility. This was done by using multiplexing which adds another eight lines to the address bus. This new 24bit address bus allows for a full 16 megabyte range.

Obviously, there was no inherent way to control these extra eight lines with the 6502 instruction set, so new instructions and addressing modes would have to be added.

To maintain 6502 compatibility, there would be certain limits to the functionality of those lines while in the 6502 emulation mode. There must also be the addition of several new registers to allow for dynamic control of the state of the new address lines.

Features of the 65C816

There are two new registers in the 65C816 that control the eight new address lines. The B register controls the new lines during access to data memory. This would be any time that you would be loading, storing or doing manipulations to data external to the processor. This register is also known as the DATA BANK register.

The K register is used any time that program memory is being accessed. This would be when the CPU is fetching an instruction and its operands. This register is also known as the PROGRAM BANK register. Both of these registers are eight bits wide.

It should be emphasized that the B and K registers are not used in the emulation mode on the T816, so they could be used as general purpose registers. Because of this, while in the emulation mode, the CPU is limited to the base 64K of memory. This lowest 64K is where the stock XL/XE motherboard resides in the memory map. The CPU, and Turbo-816, power up in the emulation state, to maintain compatibility with the 6502.

In the native mode, the B and K registers are appended to the normal 16bit addresses. This allows for expanded addressing, even while still executing the standard 6502 instructions.

There are two other registers which should be mentioned at this time. In the 6502, the lowest 256 bytes of memory had special addressing modes. They were called "Zero Page Addressing."

There were several variations of zero page addressing depending on which, if any, index registers were used, and also if the data was loaded directly or indirectly. The 65C816 expands this addressing mode by allowing this same addressing mode throughout the base 64K. The register that allows this to be done is the D, or Direct, register.

The D register is 16bits wide. The contents of this register are added to the user supplied operand, to form the 16bit address. This register is active whether in native or emulation mode, which causes some programmers grief, as they assume it is always on page zero while in the emulation mode.

The last register is really just an extension to an existing register. With the 6502, there was the limitation of only having a small 256 byte stack range. This limited use in applications where heavy parameter passing and stack usage were required. The 65C816 allows the stack to be located anywhere in the base 64K, and in the native mode, the stack can be up to a full 64K in theory.

A common mistake made here is that programmers forget that the stack is always located on page one, and always 256 bytes in size while in the emulation mode. Also, people assume that in the native mode the stack wraps around within the current page.

Another feature of the 65C816 is that the index registers (X & Y) and accumulator (A) may be either 8bits or 16bits in size while in the native mode. The index registers are always the same size, but the accumulator may be separately sized. Of course while in the emulation mode, all three registers are limited to eight bits.

Any time you switch between native and emulation mode the registers will be forced to eight bits. The upper byte of the index registers will also be lost. The upper byte of the accumulator will be retained while in the emulation mode but only accessible through the XBA instruction. Memory accesses will always take on the size of the accumulator. This is easily overlooked, especially with the shift and rotate instructions.

Another control function is the E bit in the status register. This bit controls whether the Turbo-816 and CPU are in the emulation or native mode. This bit is changed by using the CLC or SEC instruction followed by the XCE instruction. This instruction exchanges the Carry flag with the emulation flag. In this way, you can switch modes easily, and also know which mode you were switching out of (by the returned carry).

There are several additional control pseudo-registers in the Turbo-816 that are controlled by the CPU and ANTIC. This allows access to the full 16Mb of address space with the CPU, while limiting ANTIC, GTIA, POKEY, and the PIA to the lowest 64K. These registers are not user accessible directly but are controlled via functions of the CPU and ANTIC hardware.

Below is a table including technical information on the most popular Seagate hard drives. This table includes data on each drive's capacity, number of heads and cylinders, et cetera. This table accompanies the article by Ralph Mariano found on the following page.

ST 412 Drives with MFM Encoding (5.0 megabits/sec)

	ST125	ST138	ST225	ST251	ST251-1
Mb Formatted	21	32	21	42	42
# of Heads	4	6	4	6	6
Cylinders	615	615	615	820	820
Step Rate uS	3-200	3-200	5-200	3-200	3-200
Access mSEC	28	28	65	40	28
Write Precom	n/a	n/a	300/614	n/a	n/a
Power (watts)	10	10	14.8	11	12
	ST4038	ST4051	ST4053	ST4096	
Mb formatted	31	42	44	80	
# of Heads	5	5	5	9	
Cylinders	733	977	1024	1024	
Step Rate uS	10-70	10-70	3-70	3-70	
Access mSEC	40	40	28	28	
Write Precom	300-732	n/a	n/a	n/a	
Power (watts)	25.5	25.5	23	25.5	

ST 412 Interface Drives with RLL Encoding (7.5 megabits/sec)

	ST138R	ST157R	ST238R	ST251R	ST277R	ST4141R
Mb formatted	32	49	31	43	65	122
# of Heads	4	6	4	4	6	9
Cylinders	615	615	615	820	820	1024
Step Rate uS	3-200	3-200	5-200	3-200	3-200	3-70
Access mSEC	28	28	65	40	40	28
Write Precom	n/a	n/a	n/a	n/a	n/a	n/a
Power (watts)	10	10	14.8	11	11	25.5

SCSI Interface (Embedded Controller) Hard Disks

	ST138N	ST157N	ST225N	ST251N	ST227N
Mb formatted	32	48	21	43	64
Sectors	63,139	95,015	41,170	84,254	126,790
Access Time	28ms	28ms	65ms	40ms	40ms
Power (watts)	12	12	16.8	13	13

Note: All of the above are FCC and TUV/UL/CSA certified.

Hard Drive Myths and Mysteries

by R.F. Mariano

[Continuing our series on the ins and outs of hard drives, this month we have a submission from Ralph Mariano of ABCO Computer Electronics, Inc. (and ST Report).]

To begin, 99% of all hard disks are made to conform to IBM standards. With this thought in mind, we shall proceed... The most readily available, and in my opinion the most reliable and economical, hard disk mechanism is from Seagate... next in line is the Miniscribe. There are others, but you must make sure they conform to the IBM standard — ST-506/ST-412

MFM is the most commonly found format style in use, although recently, RLL has been becoming far more popular as it is a condensed, compact format allowing more data to be stored on an equivalent size hard disk. The major difference in RLL compatible drives is that the media itself in the hard disk is PLATED to insure accuracy and longevity.

Most commonly found hard drives do not have controllers built in. These are the most reliable and economical drives to use. Recently (in the past six months), great strides have been made in the technology and reliability of the embedded controller drives. In fact, it is easy to say that the embedded drive is the drive of the future. In the long run, the user is better off with the new embedded drives...if for no other reason than there are less individual component parts to fail and less of a load on the power supplies.

The actual chain of connection for a hard drive is: Hard Disk to Controller to Interface (Host Adapter) and the DMA or SCSI (scuzzy) port on your computer or hard disk (embedded controller) to Host Adapter to Computer.

Controllers

What is the Controller? This goodie is the custodian of your hard disk! It directs all I/O functions to the hard disk and it points to and accesses each cylinder.

The two most widely used, and I might add the most abundant and reliable, controllers are made by Adaptek. They are designed with the user in mind and provide for expansion in the future.

The Adaptek ACB-4000A is used to interface SCSI drive type ST506/412, while the ACB-4070 interfaces to ST506/412 RLL-Certified drives. NOTE: The 4070 does require shielding when mounted close to the drive.

The Adaptek 5500 type controller is MFM only and can handle four hard drive/SCSI devices. This type of controller is ideal where a BBS is concerned and interior cabinet space is at a premium. The other controllers available will handle only 2 devices.

OMTI offers the fast controller. That is, the 3500 series of controllers offer a speed increase on any hard disk of at least 15% and are RLL and MFM.

The following hard disk systems are special in that they have embedded controllers (all are SCSI drive types unless otherwise indicated):

IOMEGA
    ALPHA 10H, 10mb, Cartridge
    BETA XXX, XXmb Cartridge
RODIME
    RO650, 10mb
    RO652 interface, 20mb
SEAGATE
    ST138N interface, 30mb, 3.5 inch
    ST225N interface, 20mb, 5.25 inch

NOTE: Seagate has many more embedded drives... all Seagate embedded controller drives use the suffix "N".

WESTERN DIGITAL
    WD1002-SHD, SASI, ST506/412
XEBEC
    1410 and 1410A, SASI, ST506/412

These SASI devices are slowly fading into the sunset...

Hard Disk Interface

In most cases, the Interface (Host Adapter) determines what type of computer system the hard disk will comply with. In reality, you can take a hard drive system made for an 8bit XL/XE, change the Interface to one for an ST and it will now work on the ST (after a format).

There are four types available for the ST: Atari, ICD, Supra, and Berkley. The most popular is the ICD Host Adapter.

The ICD Host Adapter is designed for the ST hard drive or for most anything you care to connect to it (i.e., tape backup, hard disk, laser printer, etc.). ICD uses the finest in noise limiting circuitry, thus allowing the use of longer DMA cables. Up to 6 ft has been tested and approved for use with ABCO Hard Disk Systems.

ICD also provides a fine hard disk utility program called "CleanUp" that recognizes the ICD Host Adapter and then proceeds about its duties. Users would also be well advised to periodically check the performance of their hard disk systems with ICD's RATEHD.PRG and SCSI_ID.PRG.

Please note that I have not mentioned other Host Adapters...rather than "bad mouth," it's best that nothing be said.

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The C.A.C.E. BBS, is run by the club and is open to anyone with a modem. The number to call is 1-517-787-4011. The current membership dues are $14.80 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O. Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with C.A.C.E. should be sent to: P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place in the basement of the East Side Lounge at 2214 East Ganson, Jackson, Mi.

Fishin' Around by Brent Fisher

Good day and welcome to the month of October. Well, ok maybe you will receive this after October. I am still looking for my September issue.

Our next meeting is to be held on Sunday October 8th at one p.m. over at the East Side Lounge, and for those of you who don't receive their magazine until November, that meeting will take place on the 12th. For the latest information on the meetings you can call me at home, or if you have a modem call the CACE BBS at 1-517-787-4011.

There is not too much to tell about last month's meeting, except that it was pretty much a gab session, with discussion of the (probably not) forthcoming GOE cartridge and what has been happening in the 8bit market.

I have to admit I was a bit impressed that ANALOG decided to do an article on Star Trek the Next Generation television series. I was also impressed that they had so much color in the magazine, especially since we havn't seen that much in a long time. Still it does not make up for content. Next month should be interesting since ANALOG is once more merging ST-LOG into it's pages again.

This also brings up an interesting subject, what is going on with Antic? I haven't received my October 1989 issue from them yet. Does anyone have anything to report on them? Are they still in business? I usually receive my issues a couple of weeks before I get ANALOG.

Last month I reported about Atari's upgrade offer on trading in your old disk drive and some money or a new one. According to customer service I should receive my new drive in three weeks. I sent in the old 1050 on September 11th. So I should have my new drive by the time you read this, but knowing Atari, you never know. I'll let you all know what is happening in my next column.

To put everyone's mind at ease, I have fully recovered from the Michigan-Notre Dame game. I should be myself again in time for the game next year. So I'll see all of you at the meeting.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, Ct. 06467.

Prospective members may call Rich Scheidel (203)589-9035 or 589-3738. Failing that, call Tim Brandt, (203)283-0500, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are $25.00 per year,$30.00 for family plan. Includes Voting membership, Newsletter, access to Club library (8-bit and ST), access to Club magazine library , discounts on computer and video supplies at Eastern Computer-Video, and access to the Club message base at Ultra Project BBS.

GREETINGS! September is here and hurricane Hugo is about to make history in a few hours as it whomps the mainland.

I write this on the last full day of a summer. Summers have traditionally been sparsely attended due to, of course, vacations and later hours for personal activities. However....I kind of wonder when I and one other faithful member of CCCC are the only ones that show up for a meeting....TWO months in a row.

Where has the club failed? Did we not try to entertain you to the best of our abilities? Were you bored with the content of the club or the activities that were presented? Did it ever occur to you that you could voice an opinion and change the direction of the club? Did you ever think that you could get involved and help the club?

Like I said, the end of summer is at hand. More and more of you are going to be blowing off the dust on your machines or are going to be sitting at them a little longer. Your interest in the old Atari is going to rise a bit. This is the way it's always been. You are probably going to go to a club meeting.

Lucky for you, we are still here. Due in no small way to the dedicated core of the club. If it was up to the general membership to have kept the ball rolling.... , well enough of that. We ARE still here, and we have a new look. We have eliminated the MAJOR stumbling block of the club, that is, PLEADING for news articles and submissions for our newsletter. Now it's safe to come back. This new look is actually AIM. Your paid membership is going to get you a full year subscription! All that's required, is that I or one of the other officers send in club news and a monthly column and we're home free! They even accept articles from our membership (just in case it ever happens).

If you were EVER a member of CCCC, you will receive several issues of AIM. If you wish to come back, be my guest. We do wish the club to succeed and flourish. The Officers of CCCC are checking into the possibility of a Connecticut-wide club. Pay dues at ANY club, and belong to all. The possibility of attending any CCCC, STARR, STATUS, or FACE meeting. How does that sound? The ideas are just starting to be knocked around. Come on in....give us a hand.

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets next on Saturday, October 14, 1989. Dues are $25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Open	
Archiver	Dave Oldenburg	
Librarian	Bill Berner	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Attendence at the September meeting was five members. This is not too bad when you know that we have ten members total. We just seem to have difficulty keeping the club going. Some of the officers have held their positions for over two years, and cannot continue. There has been reluctance by most to holding an officers position. The meetings center around the 8Bit more than the ST because that's what most of our members have. I keep wondering what happened to the ST users out there?

Because of the loss of several people last year, the club discussed maybe merging with MACE and starting a chapter on this side of the state. We could attend their meetings by car pooling over there, or hold an informal meeting somewhere in Kalamazoo. By joining MACE we can obtain software from their library, the fees would be reduced from our $25 charge, and you would know that there are a lot of other people with your type of computer (8 or ST) out there. More on this in the next newsletter.

Treasurer reported $69.88 in the club account. It is time to renew the clubs subscription to ANALOG. Our current subscription expires in Nov. We may not have enough funds to keep this if membership declines. The club has obtained several new public domain programs from members that attended the World of Atari show in Dearborn. These are now in the club library.

We have decided to have the next meeting at STAR-WORLD in Portage. The address is 6151 S. Westnedge Ave. Just think, after the meeting there are facilities for lunch, and an arcade room with REAL ATARI ARCADE GAMES!! Please note the time change to 11:30am.

Frank let us look at the 80 column, word processing program, "RICH MAN'S 80 COLUMN WORD PROCESSOR". It works very well, has search/replace, block delete/insertion, print to disk, and built in help functions. The display looked good on our color TV, so I think it would look even better on a monochrome monitor. It will even accept text files from Speedscript or TextPro. It is available from Computer Software Services. Phone them at (716) 467-9326.

Thats all for now. See you at the next meeting (probably in the Atari HARD DRIVING game) at STAR WORLD.

David Bryant
Treasurer

Great Lakes Atari ST Support 'GLASS', Michigans only 'ST' only Users Group
I ♡ My ST!

Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 -- Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS
GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: Wednesday, November 1st, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE, Comstock Park, MI 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasuer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

President's Monthly: 17 September 1989

Greetings fellow Atarians; with club news still a little slow, I thought I would share a little information that I came across in a recent issue of OnLine Today, the monthly publication of CompuServe. In the September, 1989 table of contents, I came accross an article entitled 'An Orphan Survives'. My first thought was for my trusty Atari, but I was mistaken, the article was about the TI-99/4A from Texas Instruments.

It seems that the user base of the TI is still very high and more exciting then when they were being produced between 1980 and 1983. The reason for this prolonged useage of a machine with little support by the manufacturer is described as a strong user group base and the support of a couple venders who still find it profitable to support the TI. The article describes several innovations that have been added to the available hardware lately. User innovation was also listed as one of the TI's strong points, with new younger users getting theirs at garage sales and flea markets for less than $25.

After reading the article, I had the feeling of reading a future article about the 8bit Atari. It does have a strong user group base, and many young people are still getting them new and used. I also think there are far more Atari 8bits then TI's, so as long as we users continue to support them, there will be third party distributers who will continue to provide service to us.

As much as I hate to repeat what has already been echoed to death, Atari Corp. seems to support the XL-XE lines only so far as games go. I am impressed with some of the newest XEGS games, but I do not want my Atari for games alone. I want to learn with it, to use it well into the next decade beyond. To expand it as new technology becomes available, someone has to convert that technology to the Atari, and as long as they can make a buck doing it, someone will. The new 816 CPU chip is a good example, and if it sells really good, others companies will develop more uses for it.

I guess the moral to this story is not to give up on your Atari; use it; love it; learn with it; and, explore with it. If you develop a new idea or project, don't just sit on it without passing it around. These are the ideas that cause new products, new programs, new uses, and a continued appeal for the Atari as a productive, useful, and exciting computer. Pass your programs to the public domain, and above all, support the venders who support you.

Now that I have rambled too much, let me say "COME TO YOUR USER GROUP MEETING." See you in November.

Layton ACE of Utah

President:	Irwin Brooks	(801) 731-1516
Vice-President:	Richard Clark Jr.	825-5823
Sec'y/Treasurer:	Ken Karchner	776-8015
ST Librarian:	Jerry Kennedy	479-3635
8bit Librarian:	Dave Young	776-6273

Next LACE Club Meeting: Mark your calendar for Wednesday, 11 October 1989 at the Clearfield branch of the Davis County Library from 7 to 8:30 p.m.

President's Column

I recently had an experience that I wish to relate to you. My 520 ST had been trying to quit on me. Whenever I had it on for more than 15 minutes it would randomly bomb out. Then I would have to let it sit for hours to cool down before I could use it again (or so I thought). And, as time went on it got progressively worse. My wife uses it on a weekly basis to do the church bulletin, and she was getting angry with it, and me, for not having it fixed. However, visions of having to box it up to withstand a deliberate drop of one foot to see if it was well packed, only to find the factory box didn't quite cut it, did not excite me. Nor did having to buy a new one just because the pieces, though enough to make a 520 ST, did not qualify for a trade-in exchange. So, I waited until the last minute.

Complete frustration was what I felt when right in the middle of a long distance download, the computer bombed. So, I'd call back and start the process over again as quickly as I could to minimize the computer on-time. Good idea, huh? Not good enough! I must have tried at least three times before I gave up after I decided that it must be cheaper to get it repaired than to pay for long distance calls that are cut short.

I took my computer in hand to a local repairman. I must have seemed like a father with a wife in labor, for all of the annoying phone calls and visits to the repairman. What I did find out was that it failed for him just like it had failed for me. My conscience was slightly at ease knowing that it wasn't some evil in my powerline or some mysterious spirit out to get me. However, bad news came a few days later.

The prognosis was that a memory chip failed completely. Okay, I could handle that. But, that's not all. The 520 ST that I had was a REV B motherboard. That's nice, sooo...? The repairman explained that the design that Atari did on the 520 ST rev. B board was the worst (next to rev. A, luckily not many produced). The simple fact is that I can expect problems with it for the rest of its life. Aaaaarg!

In addition, that user installed one meg upgrade will have to be removed. Then to top it off, other memory expansion upgrades might not work either. So, I had a 520 rev B with 0.5 meg that was going to be sick its entire life. Not too promising in my eyes.

A little investigating revealed that a local computer store had some 520 STs for exchange IN STOCK. Computer Connection, on Washington Blvd. in Ogden, had a 520 rev H and rev C. Cost, you ask? My first question too. A mere ninety-five dollars plus tax was all. (The different bottom case was an additional $10.) Is that for a rev H? Yes, was the reply. The fact is, the rev H has a few things that the rev B doesn't. It has the last and best board design that includes the RF output for TV connection and the circuit traces for an easy memory upgrade. I must confess here, the RF output was often considered for later addition to my present 520 ST at an expense in excess of $50. What a deal! Now I'm starting to get excited.

Needless to say, I bought it. In fact, I was so anxious, that I took time off work to go get it and check it out.

I'm almost thrilled with my new child, a 520 ST rev H motherboard. If it had just another 1/2 Meg or more of RAM, I would be even more thrilled. Well, I guess that story will have to be told in another issue.

The MORAL of this story is: If you have a 520 ST rev A or B and it suddenly starts to act up, trade up with the Atari trade-in. Even if it means removing the extra memory, it will be worth it.

Irwin Brooks

For Sale: ATARI MEGA ST2
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Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Ed Hanson at (313) 675-0044 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

The September meeting of the Michigan Atari Computer Enthusiasts was held on Tuesday, 9/19, in the Southfield Civic Center. President Bill Rayl called the meeting to order at 7:45pm. Bill announced that a special guest speaker from Michtron had contacted him earlier to send his last minute regrets that he could not attend the meeting. Michtron DID, however, send a copy of ProText and a stack of 30 ProText demo disks for free distribution. Raffle tickets were sold throughout the first half of the meeting for the drawing that would take place after intermission.

Bill also announced there were two new submissions to the ST disk library that evening, one of which was a new graphics/sound demo called "The Snowman," and the other a double sided disk full of new P.D./Shareware goodies including VanTerm v3.8, PinHead v1.4, DCopy v3.2a, and others.

Bill announced MACE officer elections would take place during this meeting, and read the "job descriptions" from the Constitution. The election was held immediately, with the following results: Ed Hanson, President; Ted Newkumet, Vice President; Brian Wilmoth, Recording Sec'y; Jim Nichols, Treasurer; Bill Boles, Editor and Membership; Anton Malje, 8Bit Librarian; Bob Retelle, ST Librarian; and Mark Tappen, Corresponding Sec'y.

The position of Meeting Coordinator was left unfilled, giving the new officers an immediate official challenge. *(Congratulations to all of you, with best wishes for a prosperous and successful term! -Mike)*

After intermission, Bill Rayl demonstrated several of the programs from the disk special, showing particular interest in the new version of VanTerm. Bill also demonstrated Bloodwych, a Dungeon-Master-like game for one or two players.

Bill Boles walked away the happy winner of the raffle for ProText, which he will hopefully put to good use in the coming year as the club's new editor!

Bill Rayl announced that the October meeting (10/17) would feature a Swap Night, so bring your unwanted Atari periphenalia to sell at the meeting!. Bill adjourned the meeting at 9:30pm, thus officially turning over the reins to the new officers.

MID-OHIO
ATARI USER
GROUP

Mid-Ohio Atari User's Group, Post Office Box 134, Ontario, OH 44862

Well here we are people, in our first official AIM newsletter! In case you were not at the last meeting, the group has decided to take AIM up on their User Group magazine subscription plan. I hope that things work out as I feel this is a very good deal.

The members at the September 9th meeting, decided that we would pay for subscription fees to A.I.M. for the current membership, through the end of the year. When dues are collected in January, we will make a decision whether to continue with A.I.M. or to return to our own newsletter. The AIM subscription and MAUG dues together would amount to $7.20 per user, per year. Make sure you either attend that meeting, or let me know if you want to participate.

The next meeting of the Mid-Ohio Atari User's Group will be on Saturday, October 14th, from 7:00pm until 9:00pm. The location is the same, being at A&B Computers, 1619 West Fourth Street, Mansfield OH 44906.

We are still in need of people to demonstrate new and interesting programs, so if you have something, please bring it along. Last month we had several program demos for the ST, but the 8bit was lacking any demos.

This coming month, I will be demonstrating Turbo-Calc for the 8-bit. This program is the first commercially available program which will run either with a stock Atari XL/XE, or a system which has been upgraded with the Turbo-816. It will use either Standard or Expanded memory.

Also, I will be presenting the shareware spreadsheet for the ST, OPUS. This is a very nice spreadsheet, which is especially nice if you have a monochrome system. Has full GEM and mouse support. Copies will be made available, and I am sure you all will agree it is a winner. Remember to support shareware programmers!! Well that's all for now, see ya in October!

Chuck

ROCKFORD ATARI COMPUTER CLUB

Serving the Greater Blackhawk Area of Northern Illinois

Rockford Atari Computer Club serves the North Central and Northwest area of Illinois. We invite anyone in the area to attend our meetings. We meet at Rock Valley College, Rockford, IL; usually on the third Saturday of each month. Meetings atart at 10 AM and feature demos on both the Atari 8bit and ST. Our next meeting is the FOURTH Saturday, October 28, due to a college scheduling problem.

Our Address is RACC, 2379 Circle Dr., Belvidere, IL 61008.

Terry Frits	President/ST VP	(815) 547-7718
Thom Lofthouse	8bit VP	654-1683
Dave Solmierski	8bit Librarian	654-0247
Andy Learner	Treasurer/BBS SysOp	397-5316
Terry Frits	Editor	547-7718
Thelma Schafer	ST Librarian	633-1259
RACC BBS		397-5327

We are looking for someone with an Express Pro BBS from the Michigan area to network with. Our BBS is Camille 2000 ((815) 973-5327.

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. Founded in 1988, The ST Club has distinguished itself as great help to those that are new to Atari computing as well as helping those that are old "hacks" at computing.

Meetings of the ST Club are held on the second Saturday of each month at the Richard Burges Branch Library, 9300 Diana. Meeting time is 12:30pm. Each meeting features demonstrations of the latest in software, and help for those that are having problems with particular programs.

Membership in the ST Club of El Paso includes the following benefits: A one year subscription to Atari Interface Magazine, discounts on computer supplies and software at Jenkins' Computer Store, discounts on services at local merchants, access to a huge PD file area, access to the ST Club area on STEP BBS, technical assistance, regular club auctions and social events. Voting membership is only $20 a year! (A great deal, when you consider that a subscription to AIM alone is $18!) Sponsored memberships are $15 a year, and newsletter only memberships are also $15.

To become a member of the ST Club of El Paso, call 915-821-2048, or write to: The ST Club of El Paso 10953 Yogi Berra El Paso, Tx 79934.

President:	Tim Holt	(915) 821-2048
Vice President:	Morris Miller	594-1906
Sec't/Tres:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234

From The Prez...

I apologize for not making it to the last meeting until the very end. Thanks to Morris, Paul, Dave and everyone else for making things work.

If you missed the last meeting, ARCSHELL 2.00 was demonstrated, and we had the drawing for the $50 gift certificate. Paul Stampfli won the gift certificate. (We more than paid for the cost of the certificate, so look for more raffles in the future!) Kevin Spetter won Optical Race by Tangerine Dream. That album was composed entirely on the ST, and even says so on the cover. Kevin says it is a great album.

We gained four new members: James Blount (who has been coming to the meetings for a year and finally was convinced we are here to stay.), James Foote, Mark Munnings, and Joseph DiVito. Several members renewed for the next year. Thank you to all for showing support in our club.

Norm Bates, our librarian, gave out free library disks to all members at the meeting. You have to come to the meeting in order to get your disk. Tom Hodgson came over from Jenkins' and showed off the Portfolio handheld computer. It was nifty. Now all we need is a handheld ST... did you hear that SAM?

I want to mention we now have a SECOND monthly meeting, due to our incredible growth. It will be on the last Thursday of the month at Richard Burges Library. This is an evening meeting and will run from 7 to 8pm. We had to do this, because we are getting SO BIG! That is a great statement to make. I am proud to be president of such a viable club. The second meeting will be informal, with no scheduled demos and club business.

Some upcoming meetings: October: Phasar will be shown off by Morris Miller. November: Combining ST animations AND live action demo by Terry Hughes a local ST user and artist. December: PC Ditto II (we hope) by Paul Stampfli AND AUCTION! January: Spectre GCR Mac emulator demo by Tim Holt. February: Word Processing on the ST

As you can see, we are busy! Thanks again for making us the best darn User Group in El Paso! Until next month,Tim

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report — September

Well, first of all....Hello! How are you all doing? We had a great time at this month's meeting...tell your friends about us and bring them along too.

There, now that is out of the way, I can tell all of you what happened at this month's meeting. The Treasurer report was given...we have a grand total of $4.65 (plus a little that I have yet to deposit). We now owe Puget Sound Atari News around $46 which will be payed off soon.

Special Note — Chuck Leazott was here. He is a sales representative for ICD and Orion Microsystems. He moved in just this month. He can be reached at 405-732-9993 (voice) 405-732-9995 (modem). He sold many leftovers from ICD's booth at the Dallas World of Atari show at a greatly reduced price (under retail). He even had an MIO (which ICD will still make under special order). If you wish to order, he will take orders and sell them to you for under retail prices (minimum order $50, or plus $3 if under $50).

Also a short video of the WOA show was given. Mr. Leazott will be giving a demonstration of the Express cartridge at the next meeting. So come one, come all. Bring you friends. Bring you neighbors. Until next time.

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are September 16th, and October 14th, 1989. Officers:

President	Steve Volker	(517) 793-2955
ST Librarian	LeRoy Valley	686-6796
Treasurer/Sec'y	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

Beware!! There is a new Virus in town !! LeRoy Valley found it on some of the club disks and gave the warning. The new version of Virus Killer DOES identify and eliminate this one.

The meeting of Participating Users Groups at the headquarters of Atari Interface Magazine was held. The minutes of that meeting were presented by Steve, and here are some highlights.

There are now two distinct classes of clubs involved with AIM; participating clubs (us), and affiliated clubs. AIM is now only $.50 an issue for Participating clubs and $1.25 for Affiliated. The more a club participates in the content and formulation of the newsletter, the more representation they have.

There was also a proposal brought up at the meeting involving a monthly disk of PD software. Bill Rayl suggested that AIM might fill a disk each month with downloaded software from different sources and make it available to the clubs for a nominal $1 per disk cost. If this was agreeable, then AIM will begin to send them automatically.

What You Missed — Though he broke an unspoken taboo by running it on a color TV instead of a color monitor, Steve Volker gave a show of the mystic intrincities of Shadowgate. Though the game is essentially another hack and slash adventure, it has a few attractive traits. (We won't mention why the demo was cut short, but those of you who were there know,..)

What You Shouldn't Miss — In October we are expecting Brant LeFreniere's demo of Touch Up and Migraph's new hand scanner. This is one of the most looked for demos, so show up!

The November meeting will have something special, with a FACE OFF between the abilities of WordPerfect 4.1 and the lastest version of 1st Word Plus. Leroy Valley challenged Marty Schmidt to 'prove' his wordprocessor was better, and it's up to us to decide! BE THERE!! (..or be square?..)

Look for a demo of Fast Technologies new 16 mhz upgrade board soon, and see CMI's version, with a socket for the BLITTER chip, in person! (And For Sale?) The 8bit section is on hold temporarily, until some 8bitters,besides Ted Beauchamp, decide to SHOW UP!

We are compiling a list of volunteers for the next Consumer's Market show at Fashion Square Mall. So far we have five, one who is bringing a camera! COME JOIN US!!

Equipment Volunteers for October:
Bryant LeFreniere -ST System w/ Scanner
Leroy Valley -Desk Jet Plus, Muti-Sync Monitor

Remember, if your bringing equipment, please bring all necessary cables, (i.e. power cords, monitor cables, mouse, or whatever.)

Washtenaw Atari Users Group Meeting: 9/12/89

The September meeting of WAUG was held in the Wolverine Room of the Michigan Union. Craig Harvey called the meeting to order at 7:45pm and introduced Bill and Pattie Rayl.

Bill described some of the avenues they are pursuing in the publication of Atari Interface Magazine and predictions on how the "participating clubs" would be affected. The enthusiasm amongst the members clearly showed support for the new plans.

Craig announced there was little hope of seeing either the Spectre GCR or PC Ditto II before the October 10th Emulator Meeting, and explained the officers decided on Graphics and Animation instead. November 14th will feature DeskTop Publishing, December 12th will naturally be dedicated to Games and the Christmas Party, while January 9th will likely feature Telecommunications in the grand WAUG tradition.

Craig said the next meeting will be in the Anderson Room at the Union. As always, meetings start at 7:30pm with the doors opening at 7. Craig presented member Jim Shillington with an Appreciation Award for his contributions to the 8bit disk library, which now exceeds 250 disk selections! Many thanx Jim!

October 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	GRASS 4	GLASS 5	6	TACE WAACE Show(DC) 7
CACE WAACE Show(DC) 8	9	WAUG 10	LACE 11	12	13	GKAUG MAUG El Paso 14
15	16	MACE 17	CCCC 18	19	20	TAG 21
22	23	24	25	El Paso 26	27	RACC 28
29	30	31	▨	▨	▨	▨

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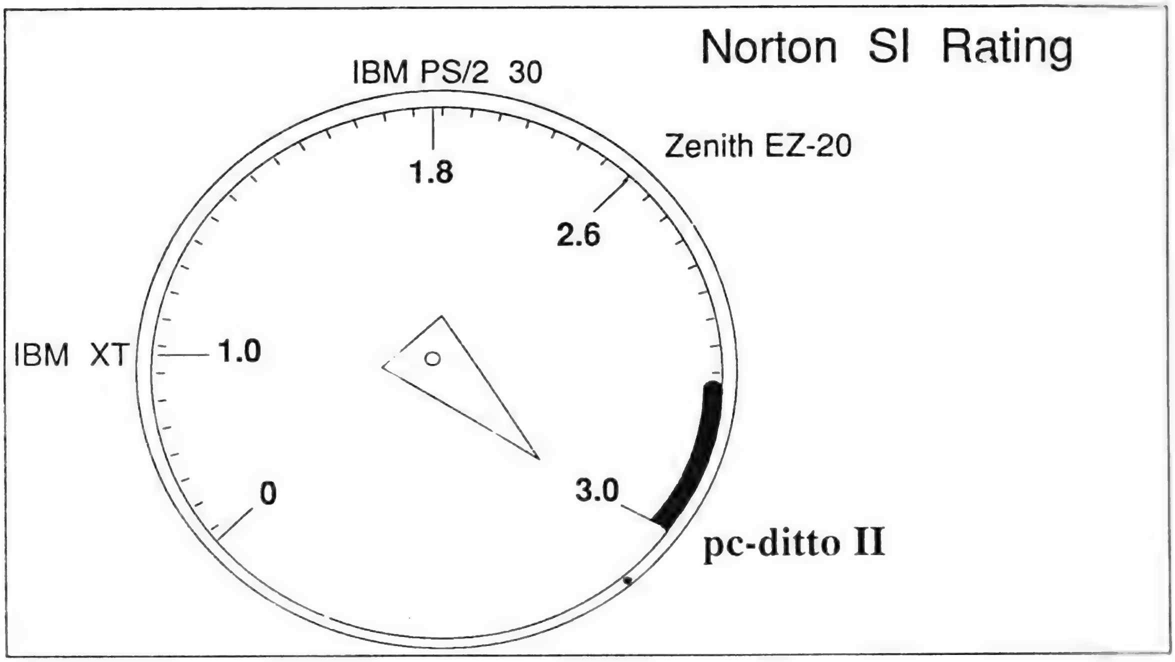

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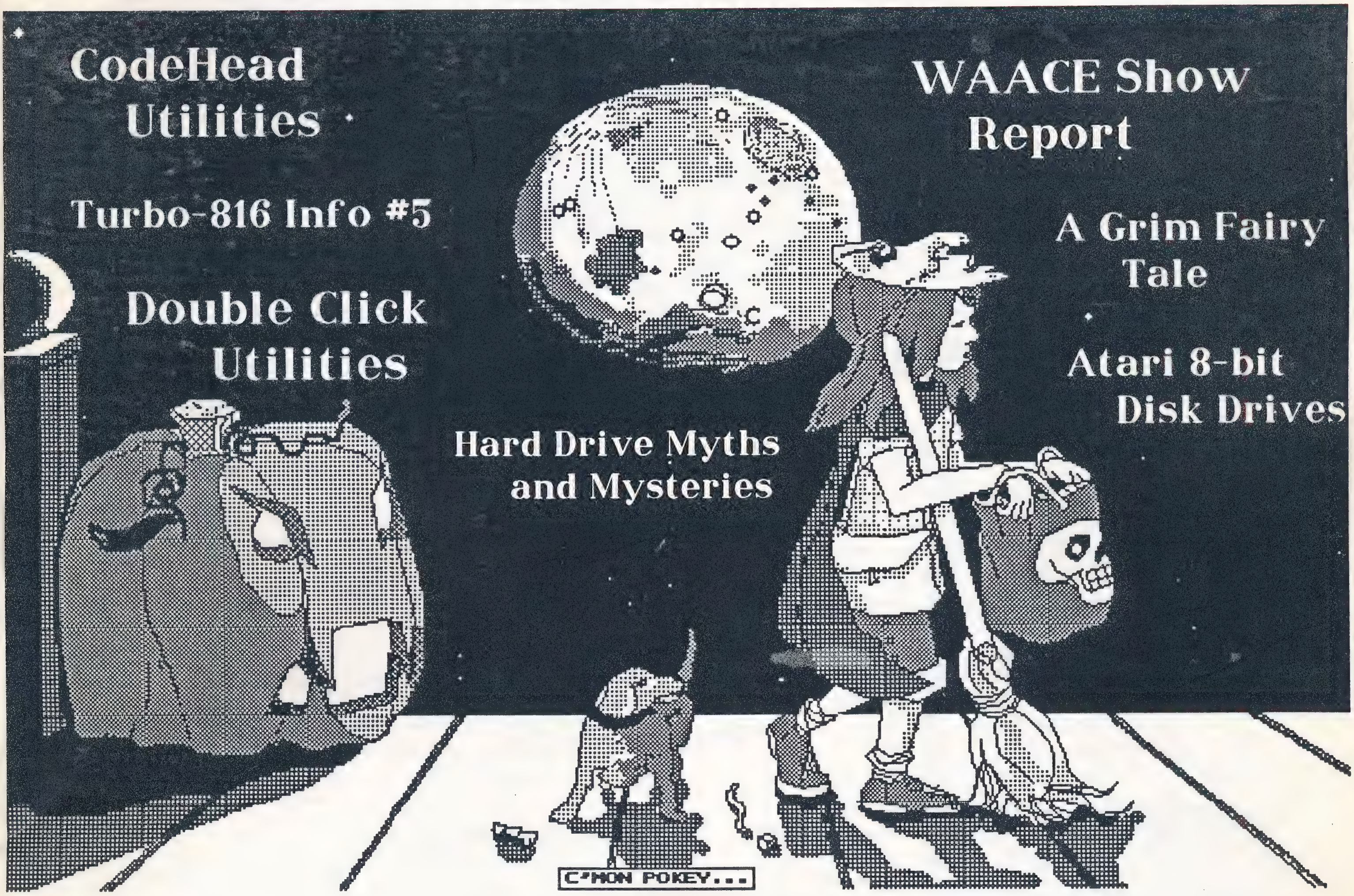

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Memory Upgrades

Memory Upgrades are NOW affordable again! All kits below INCLUDE RAMs and software! 128K & 192K upgrades are 100%-130XE Compatible. 256K and higher upgrades INCLUDE our Ramdrive Utility Package!

Computer	*Product Name*	*Description*	*Price*
600XL	Ramdrive + 64K	(16K to 64K)	$29.95
800XL	Ramdrive + XL to XE	(64K to 128K)	$49.95
800XL	Ramdrive + XL	(64K to 256K)	$79.95
65XE	Ramdrive + 128K	(64K to 128K)	$39.95
65XE	Ramdrive + 320K	(64K to 320K)	$79.95
130XE	Ramdrive + 192K	(128K to 192K)	$39.95
130XE	Ramdrive + XE	(128K to 320K)	$69.95
130XE	Ramdrive + 576K	(320K to 576K)	$69.95
XE-GS	Ramdrive + XE-GM1	(64K to 128K)	$49.95
XE-GS	Ramdrive + XE-GM2	(128K to 192K)	$39.95

XF35 Kit

Now, XF551 owners can convert their drive to the newer 3.5" format, and have a MASSIVE 720K of storage! Works with MYDOS, SpartaDOS, and the SpartaDOS X cartridge. Excellent for; BBS use, Hard Drive backup, or use as a "mini hard drive!". Includes Upgrade ROM, adapting cables and complete instructions. (3.5" drive and cage not included) ***SALE Price*: $29.95**

Happy Doubler

Happy 1050 owners can now program their drives to be fully compatible with ICD's U.S. Doubler, including formatting disks in the U.S. skew! Also allows you to re-program the drive numbers up to D8! Completelty software based, only 1 needed for as many Happy 1050s as you you may have! Also includes FREE Happy and Doubler type utilities! ***Only*: $19.95**

Imitator Controller

Happy 1050 owners can now go from the Fast or Slow modes, with the flick of a switch! Has another switch for write-protect, meaning "no more disks to notch!" Also has a two-color LED for monitoring the write-protect status. Easy to install, NO soldering required! ***Only*: $39.95**

IC1050 Controller

For ALL 1050 drives – Similar to our Imitator Controller, except without fast/slow switch. ***Only* $29.95**

SIO Port Box

Has 4 SIO ports to solve the weak signal problems, by allowing you to plug mutliple peripherals in one box. Also solves the "dead end" peripherals, like the 410, XM301, and most printer interfaces. NO power required. ***Only*: $39.95**

SIO Switch Box

Allows you to control 2 computers with one peripheral setup, OR, 1 computer with 2 peripheral setups! Has 3 SIO ports and a switch for; 2-in and 1-out OR 1-in and 2-out. Also solves the problem of using 2 devices that draw their power from the computer. (like the XM301 Modem, P:R Connection, and most printer interfaces). NO power required. . ***Only*: $49.95**

ICX-85 Keypad

Finally, a numeric keypad for the 8-bits, that does NOT require the use of handlers! Works with ALL your software! Excellent for; programmers, spreadsheets, data base, and more! Deluxe version (for XL/XE/XE-GS) has the 1200XL Function Keys (F1-F4) also.
ICX-85 Kit (requires Hong Kong made CX-85) – **$29.95**
CX-85 Keypad – **$49.95**; Deluxe CX-85 Keypad – **$69.95**

Modem Mouth

A small device that allows modems that do NOT have an internal speaker (like the 1030 and Avatex) to "hear" what is going on! (busy signals, disconnects, recordings, etc.) Also works as a phone line monitor. Easy to use, just plugs in. ***Only*: $29.95**

Xformer Cable

Now, along with the Xformer Software (available separately from Darek Mihocka), you can run many Atari 8-bit programs on your ST or Mega! Allows you to plug an 8-bit disk drive or printer into the ST or Mega! Also works for tranferring text and AMS music files as well. ***Only*: $19.95**

Ordering Information

USA – Add $3.50 for S&H. COD is available for $3.00 extra. APO/FPO – Include $3.50 for S&H, in U.S. funds. Canada/Mexico Include $7.00 for S&H, in U.S. funds. Other Countries Include $10 for S&H, in U.S. funds.

Innovative Concepts (I.C.)
31172 Shawn Drive, Warren, MI 48093
Phone: (313) 293-0730
CompuServe EMAIL ID: 76004.1764
Dealer, Distributor, and User Group Inquiries welcome!

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On the Cover

Seasonal Artwork from Steve Volker, President of the Tri-City Atari Group.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker

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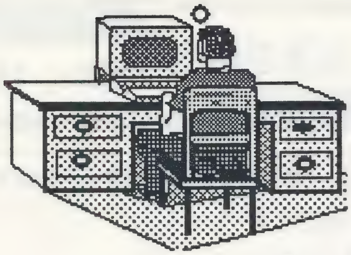

Editorial Ramblings

This is a sad story, but one that needs to be told. Anyone who has recently purchased TOS 1.4 or is thinking about buying the new ROMs, pay close attention. Although this incident occurred in Michigan, it may well be happening elsewhere.

Shortly after hearing from Atari that TOS 1.4 was available to dealers, we contacted a local dealer (who shall remain nameless) to get our two STs upgraded. We were told it would take a few days to get the TOS 1.4 chips in, but we could get them for only $99 installed. Since that was Atari's "suggested retail" for the chips alone, it sounded like a good deal. We got them installed within the week and went home quite happy.

Nearly a month passed. Everything was working fine until we got a copy of DC Utilities and a couple of the programs in the package simply wouldn't work for us. In contacting Michael Vederman of Double Click, he informed us that we had a BETA version of the developer's TOS 1.4 in our machines! In disbelief, we called Atari and found that the public release of TOS 1.4 has a default system date of April 16 (4-16-89). Ours had a date of February 22. They were indeed illegal PIRATED copies of the developer BETA ROMs!

We contacted the store we purchased the ROMs from and were then told that they indeed did not come from Atari but were supplied "by a local distributor." The store owner was unwilling to tell us who this distributor was. We began contacting other stores in the area, and we found two more stores willing to admit they were selling TOS 1.4 chips that had not come directly from Atari. These stores both were more than happy to tell us where they got those chips.

It seems that Innovative Concepts of Warren, MI has been burning illegal versions of TOS 1.4 into EPROMs and selling them to local stores. These stores, whether knowingly or not, have been selling pirated TOS 1.4 to their customers. We attempted to contact Innovative Concepts for comment, but they were unavailable and did not return our call.

At this time, we do not know how many of these pirated copies of TOS 1.4 have been sold/installed by the Detroit area stores. If you have purchased TOS 1.4 recently (no matter where you are!), please boot your system with no clock installed and check the system default date (use CONTROL.ACC, for example). If the date is anything but 4-16-89, you probably have an illegal copy of TOS 1.4. To make matters worse, some pre-release versions of TOS 1.4 have NASTY bugs in them. The worst one reportedly can blow away all files on your hard drive under certain circumstances.

If you were sold a copy of TOS 1.4 that is other than the 4-16-89 release, contact your local dealer and request that he replace the illegal chips with a legal version of the ROMs DIRECT from Atari...or get your money back.

If you're planning to buy TOS 1.4 in the near future, make sure you specifically ask if the chips are direct from Atari. According to John Townsend of Atari, official TOS 1.4 ROMs are only available directly from Atari to the dealers. If your dealer tells you otherwise, he's lying. Also, ask to see the chips before they are installed...legal versions have labels with the 4-16-89 date and the word "Rainbow" printed on them.

We hope that ST/Mega dealers everywhere have the good sense not to try to cheat your customers by selling them illegal versions of TOS 1.4. We urge dealers who have done this in the past to stop, apologize to all purchasers of the illegal chips and offer to replace those chips free of charge.

We also hope that Innovative Concepts has the good sense to quit making illegal copies of the TOS ROMs.

Regardless of what happens in the future, Atari has been fully informed of the whole situation. Where it goes from here is in their hands.

Bill and Pattie Rayl

For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$395.
520D	4MB	$545.

non-expandable boards:

520-2	Socketed, no RAM	$79.
520-1	upgrades to 1 MB	$149.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$365
1040D	4 MB, 32 1 Mb DRAM installed	$565.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040A1	no sockets, no RAM	$110.
1040B1A	1 bank socketed, no RAM	$149.
1040B1	completely socketed, no RAM	$189.
1040C1	2.5 MB, no sockets	$334.
1040C1A	2 MB installed, 2nd bank socketed	$365.00
1040D1	4 MB installed	$495.

Upgrades for version "2" of the 1040/520 motherboard should be available in a month!

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.

Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	$495.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	$475.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

* Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.

* A 150 W power supply with fan provides power for all possible combinations and keeps everything cool

* Reset button on keyboard

* A delay circuit allows fully automatic HD power-up.

* Monitor can be switched on/off with CPU, using an optional cable.

* Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.

* The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	$415.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 20 page catalog contact:

tech-specialities Co.
909 Crosstimbers
Houston, TX 77022
(713)691-4527/8
FAX: (713)691-7009

We ship COD ($3) or prepaid (5% discount), sorry no credit cards!
Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit $5, add. units	$2
Hard Drive kits/CPU cases without drive	$10/$20
with drive - special shock resistant packaging needed	$20/30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 10-20-89. Prices with a "*" are PREPAY SPECIALS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.

Atari Bulletin Board

by Bill and Pattie Rayl

Atari Corp. News

Sig Hartmann has finally validated rumors of his leaving Atari. He announced his retirement from Atari effective Nov. 1st of this year. Sig had been denying rumors of his pending retirement since it was first announced in the online publication "ST Report" some months ago. No official word has come from Atari about who will take over Sig's responsibilities.

Atari has named a new president of Atari Computer Division, Mike Moran. Bill Crouch has also been named to replace Mike Dendo, who recently vacated the position of Vice President of Sales.

Portfolio News

Interfaces for the Portfolio have been shipped, so you can now purchase the necessary cable/interface to connect a Portfolio to an IBM compatible. Although no figures were available at press time, Atari has stated sales of the Portfolio are very good.

Atari recently placed a 2-page, full color ad for the Portfolio in the "American Way" in-flight magazine for American Airlines. The title on the ad was "Put a Rocket In Your Pocket," showing off Atari's latest "palm-top" computer.

Bob Brodie Visits St. Louis

User Group Coordinator Bob Brodie is scheduled to travel to St. Louis at the beginning of this month to attend a multi-brand computer show hosted by McDonnell Douglas. He plans on speaking to the Atari clubs in the area at the same time.

On-line News

The Atari Revolution has been making a stir recently. The Atari Revolution is a user-based marketing scheme to promote the Atari line of computers. Developed by Donald Thomas, Jr. of Artisan Software, "The Handbook for the Revolution" contains a 1990 "Calendar of Events" including a week of "Call Sam Tramiel," a "Mailing" week where you stamp all your letters with "Join the Revolution, buy an Atari Computer" and "Call the President" day where you call President Bush and wish him a "Revolutionary day." At the recent WAACE AtariFest, Atari User Group Coordinator Bob Brodie said Atari has reviewed the proposal and they support this grass-roots revolution in Atari computing.

The AAD

Out of the WAACE show also came the newly-formed Atari Association of Developers. This is an organization of Atari developers banding together to help each other and to improve relations between Atari Corp and its many software and hardware developers. A special area on GEnie is set aside for the AAD. For more information on this organization, please see the article elsewhere in this issue.

Fast Technology vs. PC Speed

The Turbo16 16mHz board for the Atari ST from Fast Technology is receiving rave reviews from on-line owners. Jim Allen, vice president of Fast Technology, also had some harsh words for MichTron and their new German-import IBM emulator, PC Speed. More specifics are available on GEnie, but Jim criticized MichTron for marketing a "hardware hack" in the niche market of another Atari developer, namely Avant Garde.

Blitz

Another hardware project (this one public domain) has appeared on-line. Blitz is a software/hardware disk duplicator costing about $20 in easy-to-get hardware parts. Blitz is also called "The Happy Killer" because it will back-up copy-protected disks at a fraction of the cost of a Discovery Cartridge.

Writer Dies in Quake

There was a bit of sad news posted on CompuServe concerning the death of John Anderson, a long-time contributor/editor to such publications as Creative Computing, Atari Explorer and Computer Shopper. John was killed during the San Francisco earthquake. Most recently, John was employed as a senior editor of MacUser magazine. He leaves behind a wife and two children.

Released Products

Gadgets by Small has started shipping the Spectre GCR cartridge. According to Dave Small, they are back-ordered about a month. If you sent in for your GCR, you may have a short wait before you get your cartridge, depending on where you are in the "queue." Gadgets by Small, (303) 791-6098.

CodeHead Software has announced a major update to Hotwire (now at version

1.4). This "GEM-based shell" now features a "Ledger" function that keeps track of the time you spend in each program, a resident corner clock that can be turned on or off for each program you run, the ability to set an individual password for each program you use, direct access to desk accessories via MultiDesk and CodeHead's new MaxiFile (read on!).

Along with this new version comes a major update of MultiFile (which comes as part of the CodeHead Utilities reviewed elsewhere in this issue). Now called MaxiFile, the program allows you access to any disk/file operations you could possibly want, including disk formatting and all the features found in MultiFile. Additional features include the ability to enter up to three lines of description for each file (similar to the Macintosh Finder's "Show Info" function) and selection of multiple templates to show files with several different extensions at one time.

Hotwire and MaxiFile have been bundled together as Hotwire Plus and is available for $49.95. MaxiFile may be purchased separately for $24.95. Current owners of Hotwire can upgrade to Hotwire 1.4 for $5 plus their original disk or can purchase both Hotwire 1.4 and MaxiFile for only $15. Current owners of CodeHead Utilities can purchase MaxiFile for only $15. If you're confused by all these prices or want more information, call the CodeHeads at (213) 386-5735.

Practical Solutions has announced they are shipping their cordless mouse. This tail-less mouse retails for $129.95, but Practical Solutions says many User Groups have taken them up on their offer to register to receive all Practical Solution products for only $25 because of the new cordless mouse. For more information, call (602) 322-6100.

New ST Games

Several games have been released for the ST in the last month. Broderbund has released the ST version of the very popular Shufflepuck Cafe. This game has been available for some time on other computers and has finally appeared on the ST. Shufflepuck is a form of fast air hockey played against a variety of opponents.

Electronic Arts has released F/16 Combat Pilot and PowerDrome. F/16 Combat Pilot is the first fighter simulation game to include squadron strategy, with your choice of flying as combat pilot or squadron leader. PowerDrome is a car race set in the 25th century, and your car has wings too!

With the revival of old comic book heros recently, IntraCorp has released Superman: the Man of Steel. You (as Superman) have to defeat your two arch-enemies Darkseld and Lex Luthor who have joined up against you...and in your spare time, you can save the Governor's party when his yacht (complete with Lois Lane) is hijacked.

Computer Shows

The WAACE show last month was, from all accounts, very successful. Approximately 3,000 people attended from a number of states around the VA/MD area. For more information on the show, please see the related article later in this issue.

NEO-STAG, the NorthEast Ohio ST Atari Group, is sponsoring a one-day show featuring the ST and Mega on December 2. The show is held in conjunction with the Girard Free Library at 105 E. Prospect in Girard, Ohio from noon until 4 p.m. Admission is free. For more information, contact Chet Walters at (216) 539-6033.

Any club sponsoring a computer show may wish to contact us with their information, and we'll be sure to include it here. Plus, we offer to run a half-page or smaller advertisment for the show free of charge!

The ToadFile 44

The first LOW PRICED Removable Cartridge Hard Disk Drive!

We at Toad Computers wonder why good technology always has to mean high prices and long waits. We have the Toadfile 44 **now**, available in varying configurations with fixed drives up to 129 megabytes, while other companies are still telling you to wait. We also have **the lowest price** available. We use the same drive Atari™ will be using in their drive, and compatible cartridges will be available at your Atari™ dealer, or through us. Finally, the capacity of a hard disk with the convenience of a floppy. Only from the leaders! Toad Computers.

ToadFile 44 - ONLY $899!

Basic unit includes drive, one 44 megabyte cartridge, case, power supply, fan, ICD™ host adapter, clock, formatting and partitioning software, and a 3' DMA cable. Please specify an under-the-monitor case or a shoebox style case. Both may hold two 5.25" or 3.5" drives. Extra 44 MB cartridges are $99 when purchased with drive, or $109 later.

ToadFile 44 *Variations*

ToadFile 94 *(44 MB Cartridge + 50 MB Drive 40ms time)*	$1279
ToadFile 109 *(44 MB Cartridge + 65 MB Drive 40ms time)*	$1309
ToadFile 129X *(44 MB Cartridge + 85 MB Drive 28 ms time)*	$1399
ToadFile 88X *(2 44 MB Cartridge Drives & Carts, 25 ms time)*	$1549
ToadFile 44S *(44 MB Cartridge Drive, Case, Power & SCSI In)*	$799
ToadFile 44D *(44 MB Cartridge Drive Only, No Power or Case)*	$699

Toad *Hard Disk Drives*

Toad 30 *Drive 40 ms Access Time 3.5" Mechanism*	$539
Toad 50 *Drive 40 ms Access Time 3.5" Mechanism*	$599
Toad 85 *Drive 28 ms Access Time 5.25" Mechanism*	$709
Toad 100 *Drive 40 ms Access Time 2 3.5" Mechanisms*	$899
Toad 170 *Drive 28 ms Access Time 2 5.25" Mechanisms*	$1399

(301) 544-6943

TOAD COMPUTERS

556 Baltimore Annapolis Blvd., Severna Park, MD 21146

These prices reflect a 4% discount for money orders, certified, or personal checks. We accept Visa, MC, and Discover. MD residents add 5% sales tax. Please call if you have further questions!

FREE SHIPPING!!

The Right Brain

by Paul Stampfli (El Paso)

Well, here we are in sunny, beautiful El Paso, Texas. Home of the brown Christmas and the hot taco. Home of dirt, dust, drug smuggling and dancing senoritas. Home of some of the "hottest duck hunters" (Army Air Defense Artillery) in the world and about half a million souls just trying to make it through their lives, raise their young, and have a place for themselves to grow old.

It could be any town anywhere in America with very few changes. But it's the home of the El Paso ST Club, or is that the ST Club of El Paso? You know, I never really found out, and I'm not sure that I care, nor if it even matters.

Reading MacWorld

I've been reading again. (Now for those of you that don't know, every reader of this magazine in El Paso county just said a bad word and turned the page. You Midwest types may continue now.)

I read the September 1989 issue of MacWorld. Although I still don't have any reasonable idea how their machine works, nor why it's going for two to three times what ours is, I see that they have the same problems that we do.

Deborah Branscum wrote an article that especially hit home with me. It's called THE GOOD FIGHT, and if she's reading this, "Thank you!" She speaks of the Boston Computer Society whose Mac only group is 12,400 members. No, that's not a typo, *Twelve Thousand and Four Hundred* members. The New York group NYMUG is 1500 members and the Berkeley, California group (BMUG) has 8000. Makes me feel like very small potatoes, I'll tell you that for sure! (Last time I checked we had, oh, maybe fourty members, of which maybe thirty are active and maybe three to five really work at making the club go.)

Gargantuan Clubs

I was thinking, while I was reading this, about all the things that our group could do with a thousand users. What a THOUGHT! We could use the money to buy club-owned hardware so the same three or four people wouldn't have to keep lugging their systems in twice a month.

We could probably invest in a lot of advertising, manuals, tech support stuff, and maybe even have someone part-time to answer a club phone and put together information for us. Wouldn't that be neat! Our work and play would become so much easier. Wouldn't it? Or would it?...

Let's see, $20 per member times 1000 members, that's $20,000 a year to use for the club. That would sure make things reachable. But where should we meet? The civic center? The coliseum?

Is Bigger Better?

How many STs would we have to bring in so that everyone could see what was being demonstrated? How would we EVER link them all together so that the same thing happened at the same time? Who would give those demos? The last few times I've tried to demo something, I felt like I had been in a street fight afterwards.

How could you EVER answer the questions of 1000 people at one meeting? Would the club president know ALL the members by sight? Could we still offer door prizes and drawings and things? Would we all be able, still, to laugh at each other's mistakes and learn from them? I doubt it.

Entertain Me Syndrome

I don't know about the other big groups, but the big Mac groups appear to be suffering from the good "new" American axiom of "You owe it to me; give it to me!" that is pervading so much of our society. Groups have technical support hotlines, paid employees and corporate members and sponsors. How can you really KNOW the people in an organization that large? Sounds like a business in itself to me.

No, I like our little group. I wish that we had more support, more membership. I wish that we had more members who would *contribute* their time and efforts the way that Tim, Morris, Norm and a few others have. Those few can't keep carrying the flag for all the individuals in our group forever.

But for now, our little club is doing just fine. We are learning, and growing and making friends along the way. Kinda sounds like life, doesn't it?

[Editors' Note: Paul, there are still many members and past officers of MACE who remember the "hey day" of the Atari Clubs, who remember when MACE's annual membership was around 2,000 families and who remember filling a large section of the Southfield Civic Center. They most likely have a different perspecive on the "giant club" situation you've touched on. Their views are most welcome.]

Turbo-Info # 5

New 65c816 Instructions

by Chuck Steinman (DataQue)

This is the fifth installment of a multi-part information article on the Turbo-816 from DataQue Software, for the Atari XL/XE computers. The previous installments went over the basic system, memory, and OS. This article will cover some of the new 65c816 instructions.

Emulation in the 65C816

The Turbo-816 can operate in either its native mode, or the 6502 emulation mode. While in the emulation mode, the processor has many of the same limitations as the 6502. Even while in the emulation mode, many new instructions are available.

Some are of little use, because of being limited to the 64K addressing range of the 6502. Many of the new instructions allow for smaller, faster code. Other instructions offer power which was previously not feasable or practical.

PEA, PEI&PER Instructions

Of particular use are the PEA, PEI, and PER instructions. These allow the programmer to push data onto the stack, without using one of the normal registers. This is extremely useful where parameters are passed between subroutines.

The PEA instruction will push a word-sized value onto the stack. This is extremely handy for parameter passing, since you can pass absolute values or addresses.

You can also pre-load return addresses onto the stack, remembering of course that you must subtract a value of one from the destination address. PEA is also invaluable for setting the Data Bank, and Direct registers, without using a register.

The PEI instruction will push the contents of two consecutive direct page registers onto the stack. For example, PEI $22 will push the contents of direct page address $23 onto the stack, followed by the contents of direct page address $22. This is very useful for pushing the contents of pointers onto the stack.

The PER instruction will push a relative value onto the stack, which is the relative offset from the current program counter to the word operand. This can be used to generate relocatable subroutines.

Since the offset is pushed rather than the actual address, the location of the code will have no bearing on the resulting value (assuming that both routines are moved an equal amount). The value pushed is a signed word value.

Another pair of useful instructions are the INA, and DEA instructions. These instructions will increment or decrement the current value in the accumulator. It is nice where you just want to change the accumulator by a small amount, ignoring any carry. These can also be coded as INC A, and DEC A by many 65816 assemblers.

Branching Out

The 6502 has a nice set of branching instructions, except it overlooks the occasion where you would like to branch without any test. The reason for wanting to do this is to generate more relocatable code. The 65816 has two versions of branch always instructions. The BRA, which is like the other branch instructions in that it has a +127/-128 range. The BRL instruction will branch always to an address within a +32767/-32768 range. Both branches are limited to the current program bank.

A unique instruction of the 65816 is the COP instruction. This is an instruction for the (yet-to-be-seen) add-on math co-processor. But not only can it be used for that, but also users may add their own math "co-processor" (or other custom routine). The instruction has a required one byte parameter, which is not directly passed. Like the BRK instruction, the COP instruction generates an interrupt but does not push the operand onto the stack. The COP also has its own interrupt vector.

TRB and TSB Instructions

There are two new instructions for bit manipulations also. The TRB (test and reset bit) and TSB (test and set bit) instructions allow you to do a read-modify-write operation between the accumulator and either a direct memory or absolute memory address. I do not know why they did not allow for a long-absolute or indexed version, which would be useful. Any bits set in the accumulator when the instruction is executed, will clear (TRB) or set (TSB) bits in the specified destination address.

Since there are quite a few more registers in the 65816 than the 6502, there had to be an improvement made in stack handling. The 6502 only had two each of the push and pull instructions. You could push or pull the accumulator (PHA/PLA), and processor status register (PHP/PLP).

The 65816 adds to these instructions to push and pull both of the index registers (PHX/PHY/PLX/PLY), the direct register (PHD/PLD), the data bank register (PHB/PLB) and the program bank register (PHK). As you may notice, you can only push the data bank register, since popping it would be somewhat difficult to apply.

Extra 16Bit Addressing

Of course, with all of the added addressing capabilities of the 65816, there must be some way to directly call routines outside the base 64K of the machine. There is a JML instruction, which is available only as an indirect jump long. I also consider the JMP ABS_LONG a JML, but the manufacturer does not agree. There is also a JSL, which will call a long subroutine, available only in an absolute addressing mode. There also must be a way to return from one of these long subroutines, which is implemented in the RTL instruction.

A few odd instructions are STP, WAI, and WDM. The STP is used in applications (primarily battery-backed ones) where you need to put the processor into the low-power sleep mode. The only way to recover from this mode is to reset the processor. The WAI instruction is similar to the STA WSYNC that is used in the Atari. This instruction will halt the processor until an interrupt occurs. Unlike the WSYNC, the processor will wait for either an IRQ or NMI interrupt.

The WDM instruction has the most potential. This instruction is the gateway into the 32bit 65832 processor, which includes a math co-processor. After four years of waiting, this CPU has not yet been seen (sound familiar?).

XBA and XCE Instructions

The last two instructions I will cover are XBA and XCE. The XBA allows the programmer to access the upper byte of the accumulator while in either the NATive or EMUlation mode of the processor. It is also handy for a temporary holding place for the accumulator. The upper byte of the accumulator is swapped with the lower byte each time the instruction is executed.

The XCE exchanges the processor status carry flag with the emulation status bit. This is how you move to and from the native and emulation modes. If the carry is set before the instruction, the processor will be in the 6502 emulation mode.

On to Applications

Now that the basics of the Turbo-816 system have been covered, I feel that you are ready to see how a Turbo-Application is designed. I will be using primarily Turbo-Calc as a reference.

I will cover how you make determinations of what resources are available and how to implement dual-function routines, without sacrificing much speed and code size. Remember, if you have any feedback pertaining to the Turbo-816, feel free to write.

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Wico Joystick

by Rich Scheidel (CCCC)

Last year, I received a letter from Wico Corporation concerning the release of a new product, the new Wico Ergostick. I did a report on it at the time and will redo it for AIM. It really is good (the joystick, I'm not tooting my own horn!).

As you all know, the new Ergostick is a joy to behold as well as use. The first impact is visual. This joystick is molded to the contour of the hand, thus reducing hand fatigue. It has a soft shell type covering, making for a pliable, soft feel. Fire button location is ideal, directly under the index finger.

The shape itself is what they call "ergonomic," which, according to my trusty Websters dictionary, refers to the study of problems of people in adjusting to their environment, or adapting the working conditions to suit the worker. Perfect. What a name for this lil' goodie.

To be appreciated, this stick needed a good workout and that is exactly what it got (and is still getting). The contacts inside are actually small micro-switches that can be heard making contact as you blast away. Response is immediate as I tried the stick on numerous fast and furious type games.

My wife was subjected to close scrutiny as she whipped through the top levels of PAC-MAN. Has anyone else made it that far? She played for several hours straight without realizing the time.

That was a true test to me. She never played that long before without relaxing and stretching her hands. Dinner was several hours late, but what the hell....she had a new toy.

War was almost declared when she found out I disconnected it to show to the Users Group meeting. Nope, she wasn't going to use the old stick any more. Game time was suspended as far as she was concerned until I returned that "soft" joystick. Oh well.

At the meeting of the Central Connecticut Computer Club that month, it was received with comments of "What's that?" to "Where did you get that...it ain't out yet?!"

Due to club elections which unfortunately took most of the meeting, not all the gamesters got to try the Ergostick out. Those who did, however, wanted to buy it then and there! One ardent gamester even proclaimed, "MINE!" and tucked it under his arm. Quick action prevented that (grin)!

Like Wico says, "Playability and responsiveness second to none!" I'm going to have a hard time proving otherwise. I like it. I'm going to have to pick up another one due to my wife claiming this one.

The only, and I mean ONLY, complaint I ever heard was from my wife. You see, she has small hands and the Ergostick is a bit large for her. Even that wasn't enough to stop her from using it though.

Whew! This is starting to sound like ad copy. Can't help it. It really is that good. Try it yourself. It will be at the next meeting of CCCC. Be there and try it out. I'd really like to see how others can work with the new stick. Like the bad guy in ROBOCOP said, "I LIKE IT!"

A Living WICO Joystick at CES

A Grim Fairy Tale of A Fellow and His Computer

by Tim Holt (ST of El Paso)

Once upon a time there was a foolish fellow, whose name shall be changed to Chuck to protect the flaming twit. He was very happy with his 520ST and used it daily for all sorts of clever (HA!) and fun things.

One day, he realized that if his computer had more memory, he could use it for many more neat things, so he set out to upgrade it. While searching for the best way to go about it, he read of another fellow with the same idea. The magazine suggested a particular memory board from a particular dealer in the far off land of California, so Chuck eagerly called the dealer to buy the recommended circuit board.

The dealer, being a kindly fellow, explained that the recommended board would not fit Chuck's computer, because it was too new a model. But, the kindly dealer told Chuck, "I have another board that will fit."

Chuck excitedly ordered the memory board and the memory chips to fill it, with dreams of writing novels and creating innumerable great works of art on his soon-to-be-mighty computer.

A week passed and the board arrived, safe and sound. Chuck scurried to his local electronics supply and bought all the tools he would need to perform the delicate surgery on his favorite toy, his 520. Hardly daring to breathe, he removed the top of his machine, then the shielding over the power supply.

Peering into the depths of his dear computer, he was horrified to see exactly what the installation instructions had warned him about...the memory chips and not the ROM chips. The board would not fit!!

With great sadness, he called the board's manufacturer, but was told there was no way to make it fit, but a new board that would fit might be available in a month.

Desperate, Chuck called the nice dealer in far-off California. Good news! They had another board that would fit!! Bad news!! They could not warranty the machine unless Chuck sent his computer, his best playmate, his friend, to them in California.

With a heavy heart, Chuck bundled his 520 into a large box and took it to the local UPS office to send it on its way.

A week passed, then two, then three.

Like a doting parent, Chuck called the far-away dealer to find out how his friend was coming along. He was aghast when they told him that his 520 was not there!!

The man on the phone assured Chuck they would look for it, and Chuck called UPS to find out if they had mislaid it. UPS sent him a copy of their delivery receipt, which Chuck faxed to the dealer in California. A couple more weeks passed. Chuck was starting to feel the pangs of computer withdrawal.

Chuck called the dealer in Califonia. He wasn't in... The dealer called Chuck. He wasn't in. They played telephone tag for another week... Chuck was in agony from computer withdrawal.

At last he connected with the dealer, but his computer, his companion, his friend, his playmate, could not be found.

The nice dealer offered several options, and they agreed that Chuck would buy a Mega2 for the regular price less the cost of a 520 and the memory board that had been returned.

Great!! Chuck was happy, the dealer was satisfied...everything was OK. Right? Wrong! The dealer couldn't take the credit card Chuck wanted to use. What now?

Eventually they hit on a plan. The dealer sent Chuck a new Mega2 COD, and Chuck paid for it with a cashier's check. So Chuck got his two megs of memory, and the dealer has a phantom 520 in his store somewhere.

Moral of the Story

Atari dealers take care of their customers, but take your business to a local dealer so you know where your favorite toy is at all times!!

Atari 8bit Disk Drives
A Fisher Man's Tale and a Sharpe Point of View

by Brent Fisher & Tim Sharpe

Several years ago Brent Fisher suffered a traumatic experience. Like many veteran Atari users, he once had to use a 410 cassette program recorder as his sole means of data storage and retrieval.

For those of you who have never known the agony of using a 410, consider yourself lucky. This antiquity is the slowest and most unreliable means of data storage this side of a Commodore disk drive.

It is now known that an Atari user should not suffer with a 410 for more than a few weeks, lest insanity pervade the user's brain. Brent endured the agony of the 410 for six long months. He is only now just beginning to recover and get on with his life.

Part of Brent's therapy involves the collection of 8bit disk drives. Only by owning many disk drives can he feel the data security he longed for with the 410 cassette recorder. At last count, he owned no fewer than ten disk drives. His psychiatrist says that after he accumulates fifteen drives he will probably feel secure enough to move on to a hard drive (60 meg perhaps).

I also suffered the humiliation of owning and operating an Atari cassette recorder, but fortunately never developed Brent's sickness. I own a single Atari 810 disk drive, which is one of the few drives Brent has never owned. Together we either own or have owned just about every disk drive ever made for the 8bit line of Atari computers.

We thought a commentary on these drives, based not on technical details but on personal experience, would be informative as well as useful. Let's start with that behemoth known as the Atari 810.

The Atari 810 Disk Drive

Aptly nick-named "Atari's reliable clunker," the single-density 810 is about the size of a mailbox and just as hollow.

I understand there were a couple of different models. Mine has that classic dingy brown color that was bestowed upon the 400 and 800 Atari computers. I bought my 810 used via mail order four years ago and have never had a problem with it. Based upon my experience with the 810, the first word that comes to mind when describing it is "workhorse." Mine simply runs and runs.

But it's a noisy beast, and will emit a loud and unique snarling noise should you forget to close the drive door. It's a disk drive that shouldn't be operated at night when others are sleeping or the neighbor's dogs are outside.

It is also one of the least fussy disk drives I have ever seen; I routinely use old, throw-away diskettes that make some of Brent's drives gag.

I remember a CACE meeting at which I was supposed to give Brent a copy of an article I had written; I used a junky hard-sectored diskette (yeah, I'm a cheapskate) that had proven reliable with the 810. Brent's disk drive of the month, the relatively new XF551, nearly blew a read/write head trying to read that file. Brent's been disgusted with the 810 ever since.

The 810 is one of the most modifiable disk drives around. It's controller chip can be replaced by enhanced commercial chips which can extend its abilities and increase its speed.

These chips allow the 810 to go from humble to macho in a single bound. In short, don't let the 810's simplistic appearance and noisy operation dissuade you from buying one — there's a bit of elf-magic under that large hood.

I will now yield to Brent, who will expound on the Percom disk drive.

The Percom Disk Drive

G'day one and all. It is a pleasure to rescue you all from the clutches of Tim — to save you all from his ramblings on about his old 810 disk drive.

Now don't get me wrong, I have no serious problems with this disk drive. Well, none other than it is pretty BIG. Of course it is also slow. And then there is the noise factor. But putting all of these things aside, it IS faster than a Commodore disk drive.

Enough of my digression. Today, this very minute, I am here to speak of one of the first (if indeed not the first), and best third party disk drives ever manufactured for the Atari 8bit line of computers: the Percom Data disk drives.

First, I'll start off with a short description of the drive. As far as color goes, the outer metal shell is approximately that of the 810 that Tim has mentioned so admirably above. We are talking Atari's early fascination with the tan, brown, and beige combination.

The drive itself was either a full height or a half height five and one quarter inch mechanism of the dark brown color. Physically, the drive mechanism itself was stood on its side as compared to that of the 810. The drive stood about five and one half to five and three quarters inches tall. Also the drive was about four inches wide and about one foot in length.

I have heard other Atarians complain about the noise that their Percoms made, but I have had no problems personally. I have even been told that mine is one of the quietest drives that anyone has heard.

One of the things I like about my Percom is that it is truly a double-density disk drive. At the time I bought it, I was told that I would never, ever use double-density. Sometimes I still laugh when I think of what I use now, barely five years later.

As far as modifications go, Percom made several versions of the basic drive. First came the single-sided AT series which is one of the drives that I own. Next there was the RFD series, which included double-sided disk drives (no, the XF551 was not the first Atari compatible double-sided disk drive).

One thing that Atari users have been known for is their ability to take existing hardware and to improve it. One of the knocks against the Percom drives was that you couldn't change the drive to be anything other than drive number one. Well this is not the case any longer.

Inside the drive there is a socket that tells the controller chip just what drive number the drive is supposed to be. By rearranging the jumper wires it can be set from drive one to drive four.

To wrap up this long and lengthy bit of prose that I have been enjoying, I will simply say: If you get the chance buy this disk drive, especially if you are in need of a good one.

By the way, if anyone would like more information both Tim and I can be reached on the CACE BBS, the number being 517-787-4011. And while I'm at it, I can be reached on Compuserve! at 72337,3011.

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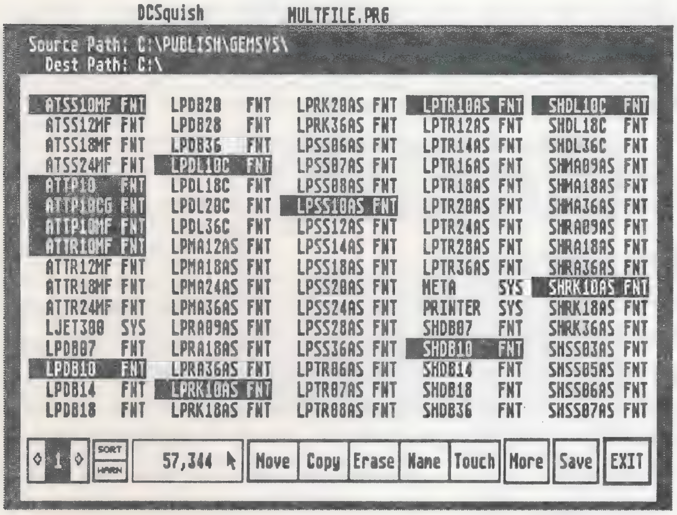
CodeHead Utilities

by Bill Rayl

The CodeHeads have done it again! Billed as "a collection of useful programs and accessories," the "CodeHead Utilities" disk has something for just about everyone. The "utilities" comes with no less than ten individual commercial utility programs/accessories and five more PD/shareware additions.



```
Source Path: C:\PUBLISH\GEMSYS\
  Dest Path: C:\

ATSS10MF FNT  LPDB20   FNT  LPRK20AS FNT  LPTR10AS FNT  SHDL10C  FNT
ATSS12MF FNT  LPDB28   FNT  LPRK36AS FNT  LPTR12AS FNT  SHDL18C  FNT
ATSS18MF FNT  LPDB36   FNT  LPSS06AS FNT  LPTR14AS FNT  SHDL36C  FNT
ATSS24MF FNT  LPDL10C  FNT  LPSS07AS FNT  LPTR16AS FNT  SHMA09AS FNT
ATTP10   FNT  LPDL18C  FNT  LPSS08AS FNT  LPTR18AS FNT  SHMA18AS FNT
ATTP10CG FNT  LPDL20C  FNT  LPSS10AS FNT  LPTR20AS FNT  SHMA36AS FNT
ATTP10MF FNT  LPDL36C  FNT  LPSS12AS FNT  LPTR24AS FNT  SHRA09AS FNT
ATTR10MF FNT  LPMA12AS FNT  LPSS14AS FNT  LPTR28AS FNT  SHRA18AS FNT
ATTR12MF FNT  LPMA18AS FNT  LPSS18AS FNT  LPTR36AS FNT  SHRA36AS FNT
ATTR18MF FNT  LPMA24AS FNT  LPSS20AS FNT  META     SYS  SHRK10AS FNT
ATTR24MF FNT  LPMA36AS FNT  LPSS24AS FNT  PRINTER  SYS  SHRK18AS FNT
LJET300  SYS  LPRA09AS FNT  LPSS28AS FNT  SHDB07   FNT  SHRK36AS FNT
LPDB07   FNT  LPRA18AS FNT  LPSS36AS FNT  SHDB10   FNT  SHSS03AS FNT
LPDB10   FNT  LPRA36AS FNT  LPTR06AS FNT  SHDB14   FNT  SHSS05AS FNT
LPDB14   FNT  LPRK10AS FNT  LPTR07AS FNT  SHDB18   FNT  SHSS06AS FNT
LPDB18   FNT  LPRK18AS FNT  LPTR08AS FNT  SHDB36   FNT  SHSS07AS FNT

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From a RAMdisk and a disk copier to a print spooler and picture viewer/slide-show program, the package offers the widest and most complete set of general purpose utilities I've ever seen. And, at a retail price of only $29.95, the CodeHead Utilities are a definite bargain.

MultiFile

Run as either a program a desk accessory, MultiFile gives you the ability to move, copy, erase, rename and "touch" (update the creation/modification date) any number of selected files. Up to 20 different often-used directory paths can be defined and a single click on one of these paths will take you instantly to that drive/directory.

Within MultiFile, directories can be sorted by name, size, extension, date and no sort. You can even format disks and print disk directories from within MultiFile.

In fact, MultiFile is such a useful program packed with features that make file manipulation a breeze that purchasing the Utilities is worth it just for this one program! I simply can't do justice to this program without a separate in-depth review, so I won't try to do it here. There are too many other good programs in this package that deserve attention too!

CodeCopy

CodeCopy may not be the fastest disk copying utility available for the ST, but in my opinion, it's the best. No, it doesn't make backups of copy-protected software, but CodeCopy should become a standard tool for user group librarians or anyone who has to make multiple copies of disks.

The program works by copying a disk into memory and using this copy to write single or multiple copies. This is extremely helpful to ST owners with only one disk drive — if you have a 1Meg system, you can copy a double-sided disk with one keypress, insert a destination disk in the drive and format, write and verify a new copy with just one more keypress. And all with no disk swapping whatsoever.

CodeCopy automatically checks the boot sector of your source disk. If the program finds an executable boot sector, you are warned that the disk may contain a virus.

CodeHead RAMdisk

The RAMdisk has a few features that make it stand out from the public domain versions such as YARD or RAMBABY. First, the RAMdisk can take advantage of the extra memory in a Mega2 or Mega4, with sizes ranging from 56K to 2082K! Also, this is the only RAMdisk I know of that, when used in an Auto folder, will NOT cause your ST to reboot in order to install itself. And, of course, the RAMdisk is reset-proof.

As I write this, the CodeHeads have announced that an upgrade will soon be available for the RAMdisk. The new version will allow the user to automatically have the RAMdisk install at bootup, copy files into itself, run those selected files and then remove itself totally from memory. WOW!

CodeHead Print Spooler

A print spooler is very useful in you do a lot of printing but don't have a hardware printer buffer. The CodeHead Spooler is very easy to use. Simply copy the spooler program into your Auto folder and reboot to install it with a default buffer of 64K. This buffer can be modified at any time using the supplied configuration program.

Now, everytime you print a file, you'll be able to get back "to work" while the printer is busy doing its job. The CodeHead Spooler even buffers an Alt/Help screen dump — something no other spooler has yet to accomplish.

Auto Organizer

Here's a dandy little program that can be a real timesaver. In the past two months, I've used this program no less than eight times. If you use an Auto folder and occasionally add a new autorun program to it, you'll love the Auto Organizer.

Some programs are very finicky about where they appear in the Auto folder. The Auto organizer takes the headache out of using these files. After booting this program and selecting Drive A or C, you're shown the current order of all programs in your Auto folder. To change this order, simply click on each file in the order you wish them to reside in the folder. In less time than it took you to make those selections, your Auto folder is reorganized. Slick!

Art Gallery 2.0

Art Gallery 2.0 is a simple-to-use graphics viewer/slideshow program that can display Degas, Degas Elite Compressed, NEOChrome, Tiny, Spectrum 512 and Art Director format pictures. This viewer supports color cycling in Degas, NEO and Tiny formats and Degas Elite multi-channel cycling.

To view all pictures within a given directory, Art Gallery has a slideshow mode. You can even set a "display speed," allowing you to view the files at any one of ten different speeds.

If you own Degas Elite, Art Gallery has another neat feature. If installed as a desk accessory, Art Gallery allows you to import the various picture formats (except Spectrum 512) directly into Degas Elite. Art Gallery will even load Degas pics into Elite as much as eight times faster than Elite itself!

Font Tricks 2.0

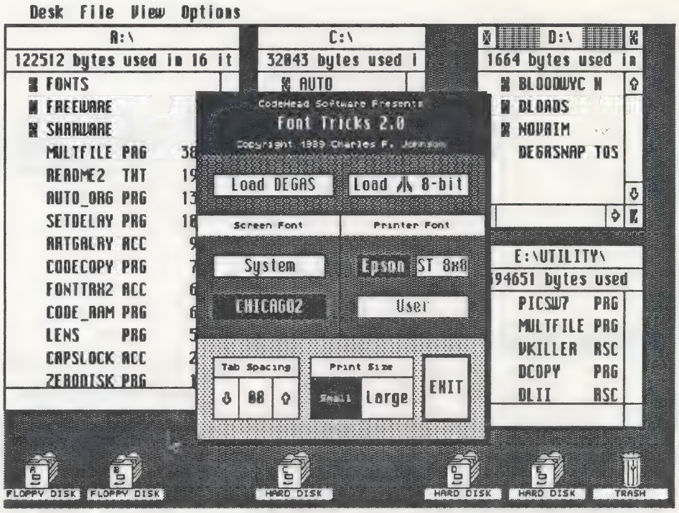
This desk accessory allows you to replace the standard, boring ST system font with a custom Degas or 8bit Atari font. A number of fonts are provided on the Utilities disk, and there are literally hundreds of fonts available in the public domain.

If you own an Epson FX80 compatible printer, Font Tricks will allow you to print using whatever font you have loaded or even in the standard ST system font.

Zero Disk

One of the simplest and smallest utilities in this package is one very big timesaver! Zero Disk erases all files on a floppy disk in less than three seconds. Although this program cannot be used to delete individual files (because it actually blows away the disk directory), it is very useful when you have a disk full of files you no longer need.

In the past, I'd found it faster many times to just reformat a disk rather than delete all files on the disk by dragging them to the Trashcan. No more! Zero Disk wipes out those files in less time than it takes to put the disk in the drive.


Desk File View Options
A:\
122512 bytes used in 16 it
FONTS
FREEWARE
SHARWARE
MULTFILE PRG
README2 TXT
AUTO_ORG PRG
SETDELAY PRG
ARTGALRY ACC
CODECOPY PRG
FONTTRX2 ACC
CODE_RAM PRG
LENS PRG
CAPSLOCK ACC
ZERODISK PRG
C:\
32043 bytes used i
AUTO
D:\
1664 bytes used in
BLOODWYC H
DLOADS
NOVAIM
DEGASNAP TOS
E:\UTILITY\
94651 bytes used
PICSW7 PRG
MULTFILE PRG
VKILLER RSC
DCOPY PRG
DLII RSC
CodeHead Software Presents
Font Tricks 2.0
Copyright 1989 Charles F. Johnson
Load DEGAS
Load 8-bit
Screen Font
Printer Font
System
Epson
ST 8x8
CHICAGO2
User
Tab Spacing
08
Print Size
Small
Large
EXIT
FLOPPY DISK
FLOPPY DISK
HARD DISK
HARD DISK
HARD DISK
TRASH

Lens

Lens is a rather bizarre program, to say the least. It's more a graphics demo than it is a utility. With the program, you can load a Degas picture, select a part of this picture and use that part to begin a bizarre recursive graphic "drawing" that (sometimes) becomes a fairly interesting "work of art."

If you decide you want to keep your "masterpiece," Lens allows you to save the screen as a Degas picture. Although not extremely useful, this little program is interestingly different.

CapsLock

For those users who always want to keep track of the Caps Lock status on the ST (and there are some!), this desk accessory places an arrow in the upper right corner of your screen. This arrow indicates whether or not the Caps Lock key has been pressed, and the display is available in any GEM program with a menu bar.

And There's More!

Also on the Utilities disk, the CodeHeads have supplied their most popular shareware and public domain programs — the latest versions of Arcshell, Desk Manager, Pinhead, Little Green File Selector and ShowMem.

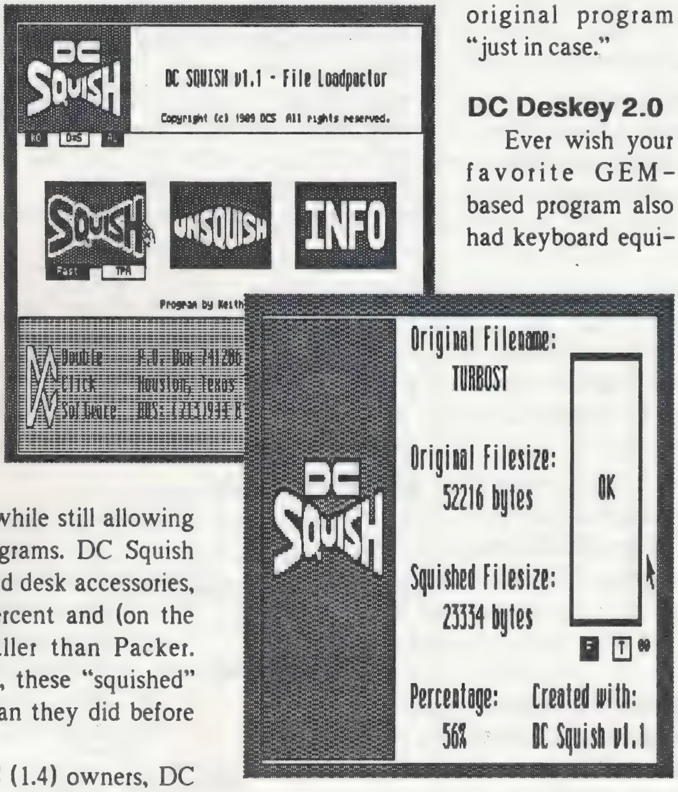
Overall, the CodeHead Utilities is a well-rounded package of high quality useful programs and desk accessories that have found a permanent home in my utilities folder.

CodeHead Utilties $29.95
CodeHead Software
PO Box 74090
Los Angeles, CA 90004

DC Utilities from Double Click

by Bill Rayl

This package of ST utility programs and accessories from Double Click Software can be summed up in one word — innovative! The six programs that make up DC Utilities are all simply amazing.... the kind of programs that make you say, "Wow!" everytime you use them. Don't believe me? Read on, skeptical one!



DC SQUISH v1.1 - File Loadpactor

Copyright (c) 1989 DCS All rights reserved.

Original Filename: TURBOST

Original Filesize: 52216 bytes

Squished Filesize: 23334 bytes

Percentage: 56%

Created with: DC Squish v1.1

DC Squish

DC Squish is similar to the public domain program Packer from Germany, a program that actually squeezes all your runnable programs, making them smaller while still allowing you to run those programs. DC Squish shrinks all programs and desk accessories, sometimes over 50 percent and (on the files I've tested) smaller than Packer. And, believe it or not, these "squished" files load FASTER than they did before you squished them!

For Rainbow TOS (1.4) owners, DC Squish also lets you set the "Fast Load" bit on your programs, taking advantage of a new feature allowing you to boot programs quickly under TOS 1.4.

Using DC Squish, I've regained over four Megs of space on my 20 Meg hard drive! I haven't found a single program that I've squished that doesn't work exactly the way it did previously, including FLASH!, Timework's DTP, PageStream, SuperBase Professional and even desk accessories like Turbo ST and MultiDesk.

DC Squish has a number of options that allow you to either overwrite the unsquished program with the squished version or to automatically make a backup copy of the original program "just in case."

DC Deskey 2.0

Ever wish your favorite GEM-based program also had keyboard equivalents to go with every option on those drop-down menus? Using the DC Deskey desk accessory, you can add them yourself!

You define the keystrokes to correspond with the items in a program's drop-down menus and then save these selections to a file with a .DSK extension. Then, every time you run that program, the .DSK file will automatically load and your keyboard equivalents will be available — providing that you have the Deskey accessory loaded, of course!

Desk accessories can also be called up from the desktop or within GEM programs using simple keyboard commands.

DC SEA

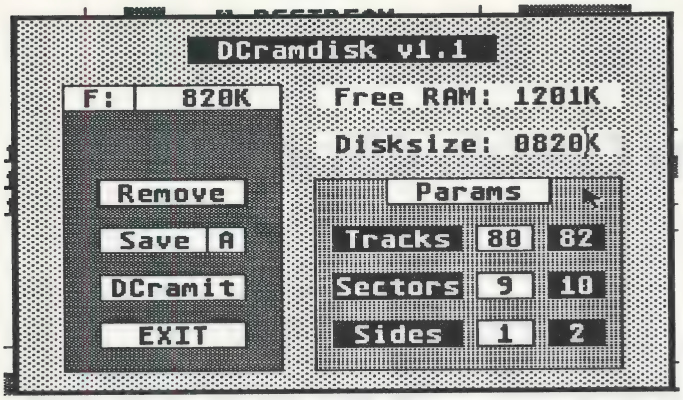
Boy, this is one neat utility. IMBers have had self-extracting ARChive programs for some time. Now, the ST also has its own self-extracting ARC (SEA) program. And talk about easy to use! DC SEA will convert any existing ARChive into a SEA — no need to unARC all those files in your club library or on you BBS. Simply run DC SEA, select the ARC to convert and then select the filename you wish the self-extracting ARC to have, ending with a .PRG extension.

Now, if you double click on the newly-created file, you're given the option of extracting the files from the ARC, printing a verbose listing of the ARC's contents to your screen or canceling the procedure. If you decide to extract the files, an item selector allows you to unARC the files to the drive/folder you choose.

DC RAMit

Here's a RAMdisk that user group librarians are going to flip over! DC RAMit can be configured to look just like a standard ST disk by setting the proper number of tracks, sectors and sides. Then, you can pack the RAMdisk with files and use the DC RAMit accessory to format disks and automatically copy the contents of the RAMdisk to floppy.

DC RAMit can also be run as a pro-



F: 820K
Free RAM: 1201K
Disksize: 0820K
Save A
Tracks 80 82
Sectors 9 10
Sides 1 2

gram to install a temporary RAMdisk that will disappear when you exit from the program. This can be extremely useful to users with only one disk drive who don't want to constantly use their "precious" memory on a RAMdisk.

DC Desk Organizer

Do you own both a color and monochrome monitor or a multisync? Do you occasionally switch between resolutions? Are you currently using an Auto program to select between multiple DESKTOP.INF files?

If you fit into any of the above categories, DC Desk Organizer is a great little utility made just for you! This utility will convert any DESKTOP.INF file into a runnable program!

Even if you only have a monochrome monitor, you may find it convenient to have a number of different desktop configurations. Using DC Desk Organizer, these configurations are now only a double-click away!

DC Xtract

If you're like me, you spend a lot of time unARCing files. DC Xtract is a small accessory (takes up only 12K) that makes unARCing files a whole lot faster than using ARC.TTP or ARCX.TTP. In fact, the good folks at Double Click claim DC Xtract is four times faster than ARC.TTP. I believe it!

DC Xtract allows you to extract files from an ARChive, test the integrity of the files in an ARChive or view a "verbose" listing of the ARC's contents. When extracting files, DC Xtract presents an item selector, allowing the files to be unARCed to the drive/folder of your choice.

Conclusions

Double Click's first entry in the commercial software market is destined to be a hit. Each of these utility programs still amaze me every time I use them. User Group librarians and BBS sysops will particularly be pleased with the self-extracting ARChiver, RAMdisk and DC Xtract.

If you're in the market for some innovative utilities, I highly recommend DC Utilities.

DC Utilities $29.95
Double Click Software
PO Box 741206 Houston, TX 77274
BBS: (713) 944-0108.

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Hard Drive Myths and Mysteries

by David C. Troy

Hi guys! I'm back! This time, I will discuss new topics, as things have changed a little in the ST hard drive market. Last time I concentrated largely on ST506/412 drives and MFM and RLL controllers.

This time we're going to concentrate on the following topics: SCSI hard drives, access times, interleave, and drive size and its relationship to satisfying computing (parental discretion advised).

SCSI Drives

First, SCSI hard drives. It turns out, due to circumstances beyond anyone's control, worrying about a separate hard drive controller was more trouble and more expensive than it was really worth to anyone — either consumers or hard drive manufacturers. So, drives with imbedded controllers began to appear, and have competitive prices.

Since these drives have imbedded controllers, they require less cabling, space and power (which would be used for a separate controller.) These SCSI drives all bear one thing in common — they have a 50 pin connector on them. All Seagate drives which end in "N" are imbedded controller SCSI drives (example: ST157N).

The output from ST host adapters, such as Atari's, ICD's, Supra's, and Berkeley Microsystems' is SCSI. This interface is pronounced "Scuzzy" or "esseeesseye." When drives have a SCSI interface, terms like MFM and RLL are meaningless and are not relevant.

SCSI drives generally have equal data transfer rates with MFM and RLL controllers running ST506/412 drives. Right now SCSI drives are the most popular, because of their price ($599 for 50mb!).

How Fast is Fast?

Ok, on to access times. A lot of people these days seem to be caught up in hard drive access times. Hard drive access times range from about 20 to 65 milliseconds (for home users). The average time for most drives is 40ms.

Here at Toad Computers, we offer a range of equal capacity drives with 40ms and 28ms times. The 28ms drives cost about $30-$40 more each. In my opinion, and this is just my opinion based on the amount and manner in which the average user probably uses his hard drive, it's really not going to do you too much good to get the 28ms drive.

Can you count up to 12 milliseconds? Unless the drive is used continuously by a multiuser server system, or just plain continuously with continuous access, the 12ms isn't going to be noticeable.

More important here is data transfer rate, and that is equal between same-model-number drives with the access time being the only difference. In case you are wondering exactly what the access time measurement says, it says that on the average, positioning the head at the place on the disk where the information you're looking for is (starting from anywhere) takes that many milliseconds. 40ms is a good reasonable access time, and unless you think you will use the drive continuously enough to be able to tell the difference, or you're just a psychotic, you probably won't need the 28ms time.

Next, interleave. Let's just start with a practical explanation here. First, sectors lie in a circle around the center of the drive, tracks are concentric circles made up of sectors.

Suppose you have your data written contiguously on sectors that are adjacent to each other. I will use an analogy here. Suppose hypothetically that we're storing the word TOAD on our hard disk, and each sector holds one letter. We'll represent sectors as numbers on a clock (to show position.) The hard drive starts writing TOAD with the head over the 12:00 sector. It writes the "T" on there.

By the time the computer figures out what the next letter to write should be, and thinks a little, the head is over the 3:00 sector. It wants to write it on 1:00 though, right next to the 12:00 "T." So, it waits a little while for the drive to get back to the 1:00 sector. That wait is almost a whole revolution.

At 1:00 it writes the "O," and by the time it's ready to write the "A," the disk is already to 4:00. So, it has to wait for it to get back to 2:00. And it goes on like this.

This situation that I described is a situation where you have 1 to 1 interleave, (everything written contiguously), and the computer and drive are too slow to be able to cope with it. If it were fast enough, it could write at 12:00 and be ready to write 1:00 just as it got there, rather than having to wait for partial revolutions.

So, in reality, depending on your interface, drive, and other things, a 2:1 or 3:1 interleave might be preferable. A 3:1 interleave in the hypothetical situation that I described would cause the drive to write the "T" at 12:00, the "O" at 3:00, "A" at 6:00, and the "D" at 9:00. And it wouldn't have to wait for any revolution dead-time. The wrong interleave can make things dreadfully slow, and the right one can be your best medicine. It is necessary to experiment with your software and drive to see what yields the best results. On the ST, most drives are able to handle a 1:1 interleave alright.

A lot of people say to me, "Dave, what's the real difference between 5.25" and 3.5" drives?" And I've always been tempted to say "About an inch and three quarters..." But, speaking in a general sense, that is the truth. 5.25" drives, are bigger, require more power, and can hold more in some cases simply because of their greater surface area of disk media.

For example, Seagate makes an ST225N, 20 meg drive. It requires 16.8 watts for power and is a 5.25" drive. They also make a ST125N, it requires 9 watts for power and is a 3.5" drive. It also is a 20mb drive and is functionally equivalent to the 225N. On the other hand there is a ST296N 85mb 5.25" drive, and an equivalent capacity has not been shoved into a 3.5" drive. 3.5" drives might last longer, and they might run a tad cooler, but then again they may not — it depends on YOUR situation. Also, a lot of people think the 3.5" drives are a lot faster. Not so — the data transfer rate is almost always the same, and equivalent access times can usually be obtained. (Seagate ST151 has same access time as ST251). So, that's drive size for ya!

Also, as an added bonus because I figure "what the hell," people ask me a lot about power, too. I say, "I enjoy having it..." No, really... Hard drives require +12VDC at about 1-2 amps, and +5VDC at about 1 amp. Make sure you have enough watts to power your HD. Drive cases generally use a standard connector that is used in hard drives and in floppy drives (4 pins - +5, +12, 2 grounds). That's all for that.

So, I hope this article has been informative and helpful in making some sense out of this whole hard drive thing. If you have any questions, please give me a call. Thanks for listening! Thanks for your support!

Special Offer!

Beginning in January, 1990, Atari Interface Magazine will offer an ST/Mega Disk of the Month. This double-sided disk will be crammed full of the latest public domain and Shareware programs from sources such as CompuServe, GEnie, Delphi, Usenet and overseas sources in Germany and the UK. Each disk will also contain a short article that describes the contents of the disk.

These disks will be made available on a month-by-month basis for $6 per disk (shipping included) and non-AIM subscribers will be able to select an "AIM Disk-Only Subscription" for $60/year (a $12 savings).

But, if you subscribe to Atari Interface Magazine, you can get the ST/Mega Disk of the Month for ONLY $50/year! That's like getting over three disks ABSOLUTELY FREE! To take advantage of this new disk offer, fill in the appropriate items below (as well as your name and address on the above form).

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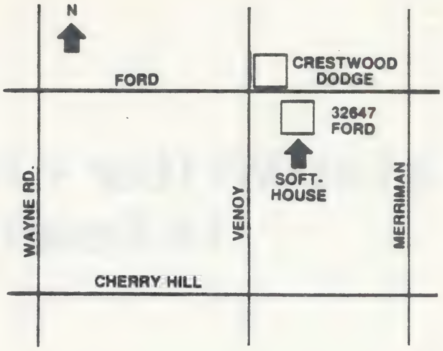

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AtariWriter + for Those Who Don't Want to Read the Book -- Part IV

by Jimmy Boyce (CACE)

On to serious business. Where was I? Oh yes, Highlighting Errors <pg 51>. Yes, that is where we are in our spelling correction part of this series.

For reasons that escape me, you may just wish to see what words you have misspelled without correcting them. Soooo, this is what you do. I don't think I will go through the procedure of loading ProofReader again (please check the October issue of the Atari Interface Magazine for that). Load a file from your AW+ file disk and strike the [H] key with whatever finger you strike it with, and follow the prompts on the screen. If you want to quit this process just strike [ESC]<PG52>.

Another thing that you can do is print out a list of the words that you have misspelled. For you young people, this is a great feature because you can learn to spell those words correctly for future use.

Turn on your printer. If your printer is allready turned on, and you have been using it, then switch it off and then back on. Don't ask me why, but the book <pg52> says, "DO IT!" so do it. When you have loaded the PR and the menu appears on the screen, depress the letter [P]. There goes the printer, and there is your list.

Searching for the Words

The next part may seem a bit complicated, but once you have been through it, it becomes fairly easy. This is the Search Dictionary <pg54> portion of this little treatise. Now, as we discovered last month, when you are correcting errors and you know the word is correct that you just hit <RETURN> and continue on, or you can hit <C> and correct it yourself and continue on, or you can hit <D> and start the following process: you will be asked what word you wish to search for. That is just like being told by your teacher to look it up in the dictionary. It drives me to distraction.

Finding the Words

However, if you think you know at least the first two (2) letters of the word, then type them in and press [RETURN]. At this point, words will begin to appear at the top of the screen, and at the bottom of the screen it will say [RETURN] TO CONTINUE SEARCH, [C] TO CANCEL.

If you type in the letters "TH" then all the words in the PR dictionary will begin to appear at the top of the screen in little groups, and as long as there are "th" words to be viewed, they will appear.

When you find your word strike the [C] and you will be asked what word you want to search for, just hit return and then you will get the original menu with the words still at the top of your CRT. At that point you type in [C] again and you begin typing in the correct spelling and then [RETURN].

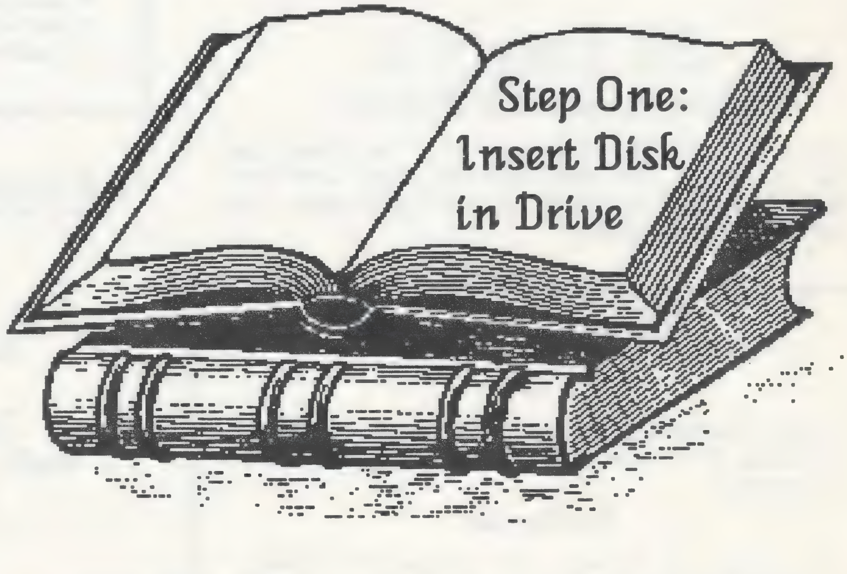
Saving Your Masterpiece

As your disk drive whirrs and purrs, the computer continues its search for flaws in your ability to spell. If it should find another, then the whole process shall begin again until you are done with the file.

NOW, save that file! Yes, you can do it while in the PR part of AW+, and you can load your next file to be proofed also. Remember, any time you get stuck, lost or disoriented, just strike the [ESC] key and you are back to the PR menu.

Previews of Coming Attractions.

Setting up, saving, and adding to your personal dictionary. See ya next month!



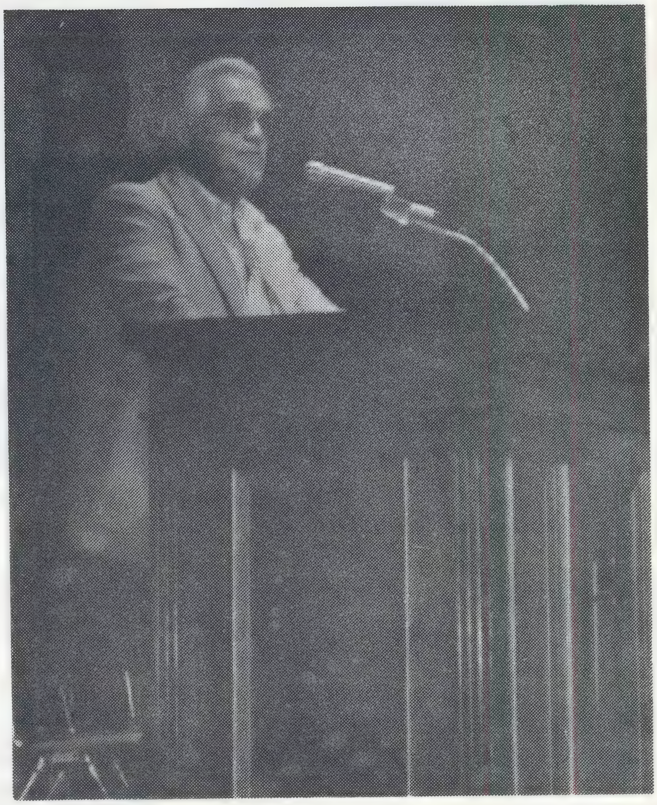
WAACE Show Report

by Pattie Snyder-Rayl

I've found shows revitalize my Atari enthusiasm, and the WAACE Show, held October 6 and 7 in Fairfax, VA, did this more than usual! Part of the revitalization came from the crowds of interested Atarians gathering, like moths, around the latest and greatest Atari software and hardware. The rest of the revitalization came from talking with Atari's User Group Coordinator Bob Brodie and the many Atari developers who exhibited at the show.

By crowds, I mean estimated figures for the attendance over the two days came to 3,000 Atarians. There were 8bit people and ST people eagerly looking over the "tons" of available software and hardware brought by vendors eager to sell their inventories.

Every time I toured the show exhibit floor, there were plenty of people at each vendor's table, with most people crowded around the Atari booth and the booths of Atari stores like Toad Computers, CAL COM, L&Y Electronics, Diskcovery, Joppa Computers and the Electonic Clinic.



Sig Hartmann

ATARI
ATARI

WAACE Show Seminars

I was not able to attend many of the seminars, but the attendance on these was very good, with more than 300 people present at the seminar by Sig Hartmann of Atari Corp.

There were also all-day seminars on topics like MIDI-Maze, Desktop Publishing and Macintosh Emulation (where Sandy Small had guard-duty over the latest version of the Stacy Atari Portable).

The one-hour seminars included talks on "Computers and Kids" by Dorothy Brumleve, "Why Some Programs Stink" with Andrzej Wrotniak and "Ask ST Report" with Ralph Mariano. James Allen, Dave Small and Dave Troy hosted a seminar on "Atari Hardware Add-ons." Other seminars were "Speeding Up the

Atari Corp's Bob Brodie and Gadgets by Small's Sandy Small

Atari" with Wayne Buckholdt, "NeoDesk 2.0" with Rick Flashman, "Grass Roots Atari" with Ron Kovacs and Bill and I and the "Past, Present and Future of Atari" with Sig Hartmann.

Seminar with Sig Hartmann

Sig Hartmann had many interesting things to say during his talk. He started by reiterating what Sam Tramiel stated recently about the Federated mistake, "Federated is behind us."

He pushed on to more current events like advertisements appearing for the Portfolio in the Wall Street Journal and USA Today, with more to come in the next quarter.

He said the Stacy is in its final form and is at the FCC for approval for the second time. The STE is at the same stage, and Sig said getting FCC approval usually means 6 weeks, and they "should definitely ship by the end of the year."

Research and Development

Sig stated of the new Lynx, "We are still in the game business." He added the game machines are nice money makers for Atari's research and development department.

He also said CD Roms were in the hands of about 200 developers and there currently is "not enough software available yet." He predicted the CD Roms would be released shortly, if the packages were available for it.

Plans for the Future

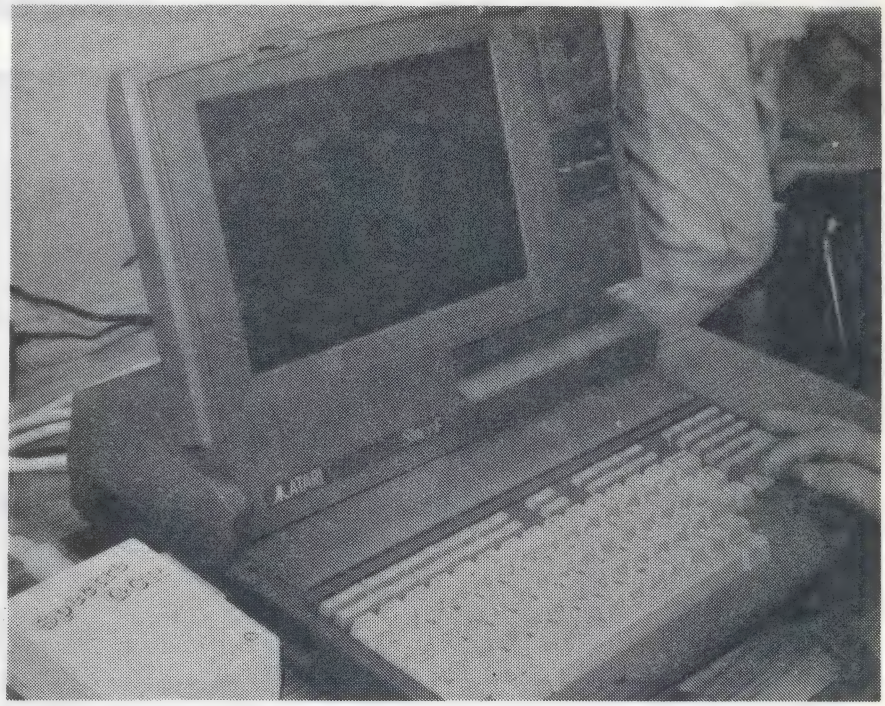
He continued by saying Atari "still does not have good distribution on the ST, but we do have enough products available." He said Atari plans to push the Desktop Publishing packages more than they have in the past. "We are getting orders from one of the major banks in the US."

"I want to thank you users for your patience. There will definately be a change by next year. We are doing everything we can to recoup the US Marketplace," Sig said. "We have to listen to our developers...our dealers. For four years, we didn't do beans."

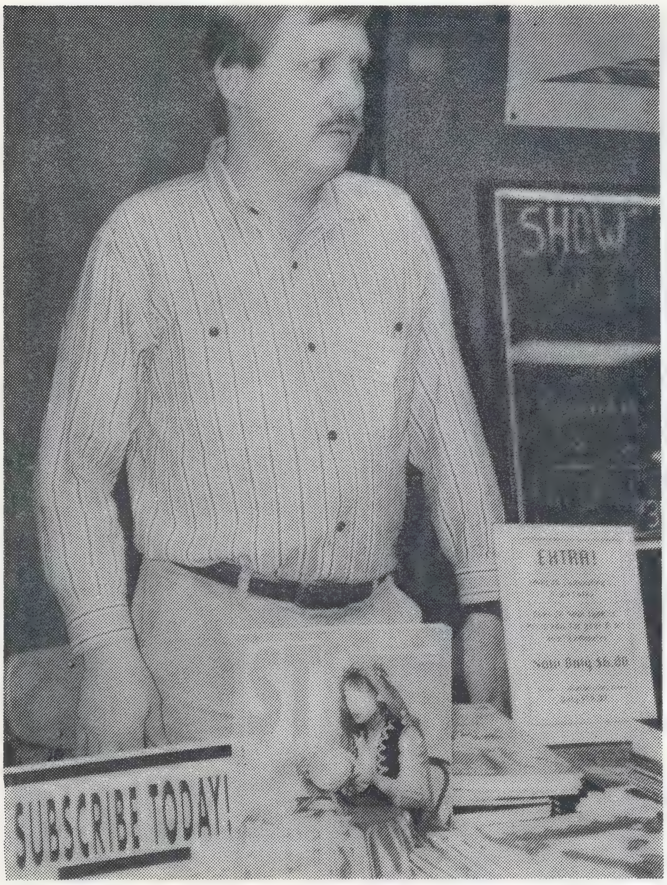
User Group Coordinator

Atari's other spokesman, Bob Brodie, was kept very busy talking to show goers about User Groups and their interaction with Atari and trying to answer questions which were, at times, a bit out of his department.

He was grilled about building dealerships in the Pennsylvania area. He was questioned about the lack of availability of TOS 1.4 ROMs in some areas of the East Coast, and some dealers talked



The finalized 4Meg Version of the Stacy Atari ST Portable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Keith Ledbetter of Orion MicroSystems

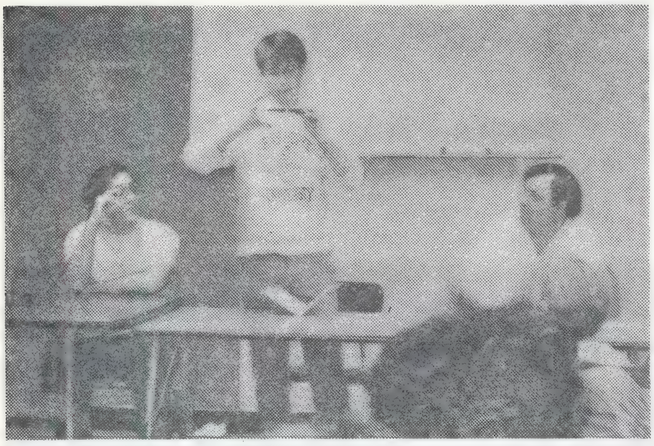
Nathan Potechin (left) of ISD and Ralph Mariano to him about their problems getting Portfolios and other hardware.

Bob Brodie held a breakfast meeting on Sunday morning with several members of User Groups present at the show which seemed to reiterate the usual difficulties User Groups have in the face of the realities of the Atari marketplace.

The AAD

Also during the show, a developers meeting was held, and from this meeting sprang the beginnings of the Atari Association of Developers which is now taking form in a special area on the GEnie Atari Roundtable. For more information on the AAD, please see the article later in this issue. Just as User Groups are combining into a stronger voice to be heard by Atari, so are the many Developers.

Paul Lee (left) and Mike Vederman of Double Click



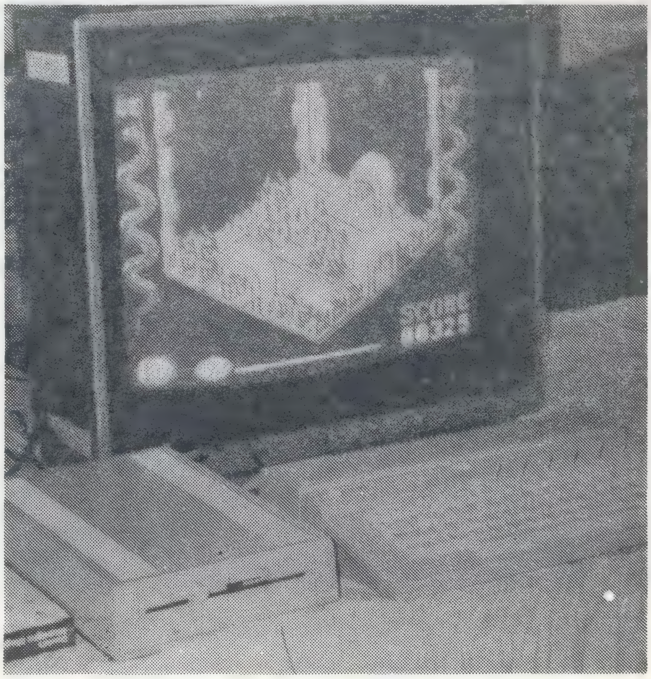
(From Right) Jim Allen, Dave Troy and Dave Small

Who Was There?

There were both small and large developers exhibiting at the show — all the way from the "one man band" operation at Waterfall Software to the highly expert people staffing the ICD booth. Other vendors were Double Click Software showing off their new Desktop for the ST, Current Notes selling lots of PD software, ST Plug Magazine who came all the way from Canada, Unicorn Publications selling AIM and The Lost Scrolls of Mt. Anaias, STatus Disk Magazine selling subscriptions, ZMag selling newsletters, Analog selling back issues and taking subscriptions, ST Informer offering upgrades on Universal Item Selector and Accusoft sellling piles of PD software. Xlent Software was selling T-shirts with comic characters for computer terms, WinterTech was demonstrating their astronomy program.

Other exhibitors showing their software and hardware were Alpha Systems, BEST Electronics, Gribnif, Seymor Radix, Orion Micro Systems, MichTron, SoftTrek, CodeHead Software, Wizztronics, Johnsware, Lantech Systems, Strata Software, 1st Stop, Accustar, Diverse Data Products and Rock Digital.

The overall atmosphere at the show was very positive and laid-back. There was plenty of room for day-long as well as the more specialized hourly seminars, and no showgoers complained about not receiving their ticket price-worth from the show! The show was pronounced a success by both vendors and showgoers.



Atari's Booth was showing off the 8Bit Airball game

The Atari Association of Developers

Washington D.C.

October 8th 1989, this morning over 40 Atari developers attending the WAACE show gathered to discuss many issues facing developers in the Atari community and the formation of a developers association. This spirited 2 hour meeting resulted in the agreement that an organization of developers was needed and the establishment of the "Atari Association of Developers".

A temporary board of directors was approved consisting of:

- Gordon Monnier, President of Michtron Corp.
- Nathan Potechin, President of ISD Corp.
- Rich Flashmann, President of Gribnif Software
- John Eidsvoog, Partner in Codehead Software
- George Morrison, President of Alpha Systems
- James Allen, Vice President of Fast Technology

The temporary board was given the task of developing a constitution for the AAD, a set of membership guidelines and qualifications, and a set of goals which the association will work to achieve.

What is the AAD?

The AAD is an independent association that seeks to strengthen the developer support structure already provided by Atari Corporation. "Developer Helping Developer" is the motto of the AAD which will provide support to the Atari development community.

Direct support to developers will center around the online pay service, GEnie. GEnie officials have pledged support to the AAD and have a long history of assisting Atari developers to bring technical support to their users. GEnie currently plays host to direct online developer support from Atari Corporation.

The AAD currently seeks Atari developers to join in this effort; all registered developers qualify for AAD membership. This association is devoted to the exchange, expansion, and coordination of developer information and related activities. The goals of the AAD are divided into the following categories, listed in order of priority:

- Development and expansion of developer guidelines which will (in addition to the already published developer's documentation from Atari Corporation) assist developers in creating problem free, efficient, and complete hardware and software products.
- Exchange and discovery of information which will assist developers in producing professional, complete, and problem free hardware and software products.
- Assistance and support to developers in the marketing, distribution, promotion, and support of developed hardware and software products.
- Offer assistance to Atari Corporation in the Sales and Marketing of Atari products in concert with developer products.

AAD Membership

There are two types of members in the AAD, these are defined as:

- "AAD Developer" – Any developer who is registered with Atari Corporation as a "Registered Developer" and is such recognized by Atari Corp.
- All "AAD Developers" will have access to development support from the AAD and Atari Corp.
- "AAD Professional Developer" Any developer who has proven to have created or is creating a viable hardware or software product for the Atari product line, with the intent of releasing this product into the commercial market. Shareware products may qualify on a case by case basis.
- Public Domain products do not qualify as commercial products, nor do hardware products which are assembled from other developer's kits or parts.
- A member must first qualify as an "AAD Developer" before being considered for "AAD Professional Developer" membership.
- "AAD Professional Developer" specific support will consist of business related assistance to help commercial developers bring products to market.
- All development support provided by the AAD will be provided to all "AAD Developers" in concert with support currently provided by Atari Corp. All "AAD Developers" will have access to development support provided by the AAD.

What AAD is Not

It should be noted that the following

are NOT part of the purposes or intention of the AAD:

- Handling of complaints that developers might have with Atari Corporation.
- Replacing the developer support presently offered by Atari Corporation.

How to Join AAD

Developers who wish to join the association should first join the GEnie online service by calling 1-800-638-9636 or sending a letter to: GE Information Services, 411 N. Washington St., Rockville, MD 20850.

Once online, send Email to "TOWNS" to request Atari Developer RT access, and to "PERMIT$" to apply for "AAD Professional" membership. When admission to the Developers RT is granted you will be recognized as an "AAD Developer" member.

Developers currently online at GEnie and interested in becoming "AAD Professional Developers" should answer the following questions and send via GE EMAIL their answers plus request for membership to the "PERMIT$" mail address on GEnie. More information can be found in the "AAD" category in the Atari Developers Roundtable:

- What is your name?
- What company do you represent?
- What is your mailing address and daytime phone number?
- What software or hardware products have you developed or are in the process of developing (for commercial release)?
- State you agree to the rules and Regulations (listed below) for AAD Professional Developer.

Upon review of the application developers will be permitted access to a special "Category 70" for "AAD Professional Developers" in the Atari Roundtable on GEnie.

The AAD "New Members Committee" retains all rights to refuse any membership to the "AAD Professional Developer" Category which it feels would not result in the benefit of the association. It also reserves the right to make any exceptions to the above requirements. All decisions are final.

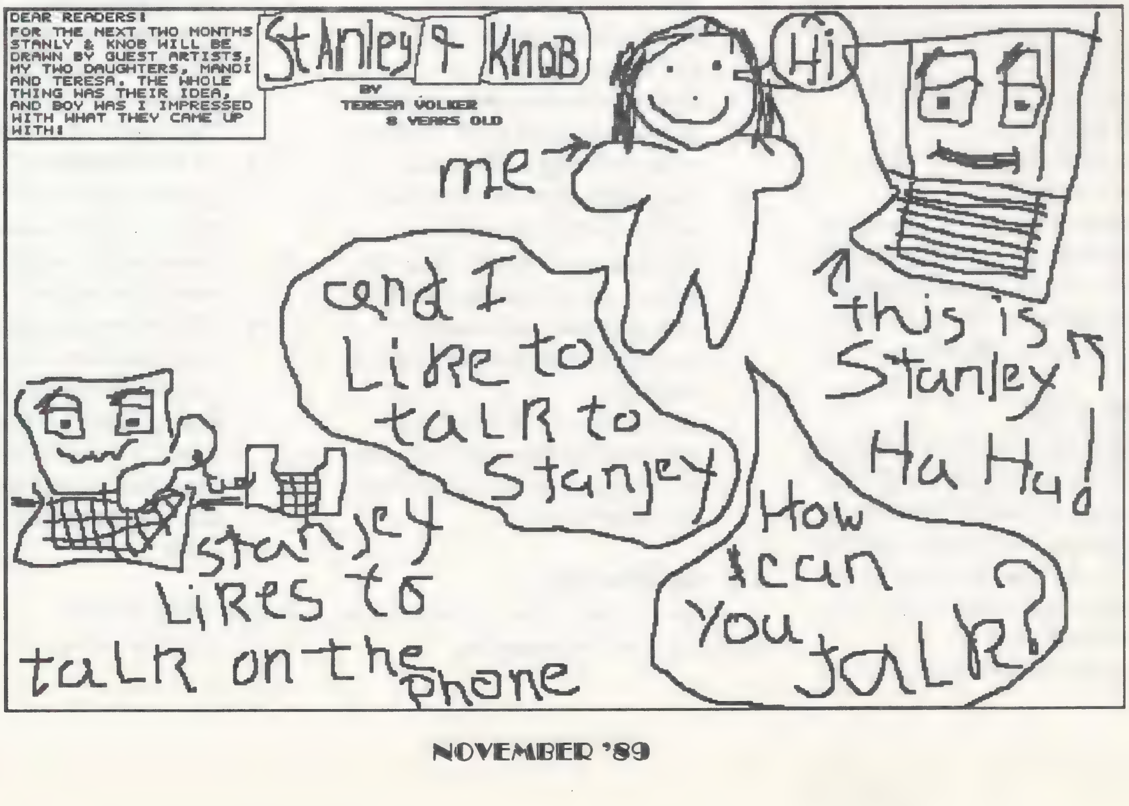
Rules for "AAD Professional Developers"

As an "AAD Professional Developer" you are required to comply with the following set of rules. Failure to do so will result in the removal of your "AAD Professional Developer" status.

- Unless you have been given the specific permission from the Board of Directors of the AAD, any information released in the "AAD Professional Developer" category area in the Atari Round-table shall be considered "Confidential".
- You will not represent yourself as a representative for the AAD without the explicit permission from the Board of Directors of the AAD.
- You will not make any public statements, comments, or take any public action which would cause bad press, harm, or misconceptions about the AAD.

We ask all Atari developers who have not arranged access to the GEnie online service to please do so, and who have not registered as developers with Atari Corp to please do so also. Please join with us and help raise the level of Atari Software to new heights.

The AAD represents a clear step forward for the future of all Atari development efforts. Working in concert with Atari Corp, the AAD will raise Atari product awareness worldwide and ease the entry of new products and developers into the Atari marketplace.



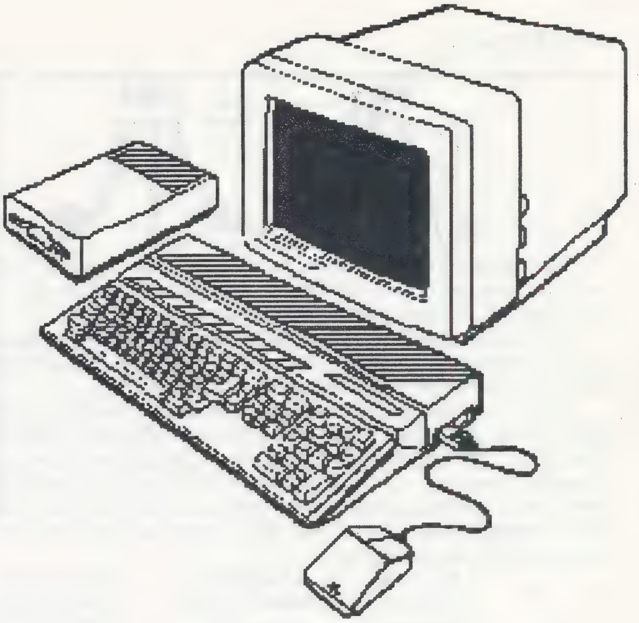
DEAR READERS!
FOR THE NEXT TWO MONTHS STANLY & KNOB WILL BE DRAWN BY GUEST ARTISTS, MY TWO DAUGHTERS, MANDI AND TERESA. THE WHOLE THING WAS THEIR IDEA, AND BOY WAS I IMPRESSED WITH WHAT THEY CAME UP WITH!

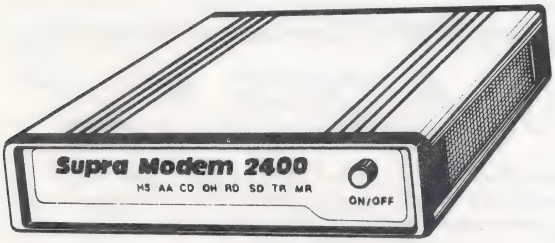
StAnley & KnoB
BY
TERESA VOLKER
8 YEARS OLD
Hi
me
and I Like to talk to Stanley
this is Stanley Ha Ha!
How can You talk?
stanley Likes to talk on the phone

520ST System

$549

Includes Free Rental Membership and more!!

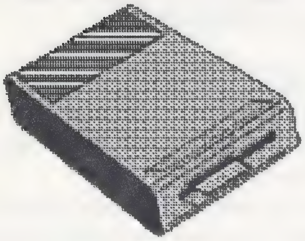


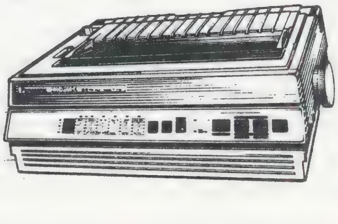

Supra Modem 2400
HS AA CD OH RD SD TR MR
ON/OFF

Supra 2400 Baud Modem

$129

Huge Selection of Atari ST Software Available for Rental!





Master Double Sided Disk Drive for the ST

$159

Panasonic KXP-1124
24 pin Dot Matrix Printer

$349

Basic Bits 'N' Bytes
34815 Ford Rd. Westland, MI 48185
(313) 595-3171

A-C-C-T

Atari Computer Club of Toledo is an independent user group. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8 and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka or Michael Justice or via Fantasy Island BBS.

President	David Micka	(313) 241-1157
VP/8bit Librarian	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	(419) 423-2135
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	(313) 241-1157
F:antasy Island BBS (3/12/2400)		(419) 691-6459

The October meeting of the Atari Computer Club of Toledo met at Bassetts's Health Food Store at the Westgate Shopping Center. President Ellen Lentz called the meeting to order.

These minutes are sent to members through the Atari Interface Magazine. With the copier breaking down and the lack of articles to support the newsletter, the board and others felt this magazine was the best thing to offer our club members. A.I.M. also has a ST D.O.M. which will start in January and is talking about starting an 8bit.

Kevin Rutherford reported Michtron has an IBM emulator for the ST called PC Speed. It takes ten minutes of soldering to install. It has a list price of $399 compared to PC Ditto II at $300.

ST-Log will merge back with Analog beginning in November. Disks are no longer available at newstands. You will have to send or subscribe to the Magazine to get them.

October was election month. The results are listed above. Gene Curtis volunteered to do the 8bit DOM after the first of the year. The ComputerFest will be at the Masonic Auditorium's Great Hall on November 5th from 8:30 to 7. We will have two tables at our usual location. We will demo Falcon and others not decided on as of press time. PD disks will be available for both ST and 8-bit.

The ST SIG made a field trip to the software stores in Detroit. They spent the rest of the meeting trying out the new programs.

Next meeting is Monday, Nov. 13 at 7 o'clock, at Bassett's.

From the Prez Greetings from Toledo! I would first like to extend a BIG thank you to AIM for affording us the opportunity of become a participating club.

ACCT (as with everything else) will have a new look for the '90s. We've started by participating in the Toledo Gaming Convention held on October 7-8 at Scott Park Campus of the University of Toledo and full-scale participation in ComputerFestival '89 at the Masonic Hall on November 5th.

The Toledo Gaming Convention is an annual event put on by Mind Games, Inc. Thanks to Donn Buerger, Dan Elmore and Bill Rodawalt for providing the equipment and software. Our participation in ComputerFestival '89 promises to be a steppingstone to more club involvement in the local computer community in 1990, and to show that Atari is alive and well and living in Toledo... More on the show in the next issue of AIM.

To All whose Memberships have lapsed — Rejoin before December 31st and receive a 13-month membership and subscription to Atari Interface Magazine at the regular yearly rate.

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The C.A.C.E. BBS. is run by the club and is open to anyone with a modem. The number to call is 1-517-787-4011. The current membership dues are $14.80 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O. Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with C.A.C.E. should be sent to: P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place in the basement of the East Side Lounge at 2214 East Ganson, Jackson, MI.

Fishin' Around This month's column will more than likely be rather short. The reason that I say this is because I have just received my upgrade for the XF551 to change it into a 3.5 inch 720K disk drive. I just can't wait to get started.

But of course, before I can do that I really must get this column done and out to AIM. Now that I'm thinking about it, Atari did get my brand new XF551 out to me in UNDER three weeks. It was either divine intervention or just blind luck. Anyway I received the new DOS-XE with the drive, not that I'll probably use it, but just in case I get tired of SpartaDOS.

Hybrid Arts is offering some fantastic prices to user group members who would like to get some of their software/hardware packages. For example, they are selling MIDI Trak III for $89. Also they are selling MIDI Maze for the ST for $10. If anyone is interested in these great deals contact me before November 20th.

To Don Neff: I would have sent you a copy of MAM that your 8bit hardware articles appeared in if I had known that you weren't receiving one. What I guess that I'm saying is that I have enjoyed your articles and if you would publish more of them for the 8bit I will defiantly read all that you write.

The next meeting of CACE will take place on Sunday November 12th.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, Ct. 06467.

Prospective members may call Rich Scheidel (203)589-9035 or 589-3738. Failing that, call Tim Brandt, (203)283-0500, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are $25.00 per year,$30.00 for family plan. Includes Voting membership, Newsletter, access to Club library (8-bit and ST), access to Club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the Club message base at Ultra Project BBS.

Yo, addicts! We have not yet held another meeting since we decided to throw our lot in with AIM. I've got to say that the members that showed up at the September 20th meet were impressed by the freebie issue of AIM. Enough so, that there was NO discussion on adoption of AIM as our official newsletter. So, hats off, kudos, and three "atta-boys" to Pattie and Bill.

We still are relying on my Mega for a club computer. I'm getting tired of hauling the system down every month. Supposedly, Joe Donovan says we'll have something there soon. If not, how's about we check into a good used ST to leave at Eastern Computer?

One final thing to be shored up is our ST library. John Shea apparently hasn't the time to devote anymore. I will "temporarily" (heh-heh) start to whip this area into shape, myself, if need be. Which reminds me, we have an open post, that of Vice-President. Any takers?

Due to the fact we didn't have a newsletter for most of last year, the excess funds are going to pay for your subscription to AIM for most of the year. That means dues, this year only, will drop to reflect this. In the meantime, enjoy AIM, and remember that January will be re-up time and it'll be a special deal.

C.O.A.C.

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Norman Moore	(503) 447-3598
Vice President	Jim Downes	(503) 382-0123
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: PO Box 6824 Bend, OR 97708. Membership dues are $1.00/month and $1.00/year for each additional family member. We meet every second Saturday of the month at 5pm at the Ann Rita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

Elections in December Just to remind all of you to come to November's meeting ready to nominate your favorite candidates to fill the club offices because we will have our elections in December. Be sure to come to the meetings, otherwise, you may get voted in! (Just kidding!) I hope to have the nominees for you in the next newsletter.

Look around these pages, these clubs are from everywhere aren't they? This is our first time upon these pages, and I'm pleased and proud to be a part of AIM and to be associated with all the other great Atari clubs that gather here.

We at C.O.A.C. are made up of people who live in an area in the heart of Oregon. We meet in Bend, a town that lies in the shadows of the Cascade mountain range, volcano country.

Our altitude here is about 3,400ft with the mountains ranging 9,000 to 10,000ft. We have lakes and rivers and forests and to the east about 20 miles lies our high-desert country. The Deschutes River flows through Bend on its way north to the mighty Columbia River. There is skiing in the winter at two nearby mountain resorts. The area's primary industries are forest products, tourism and agriculture. Much of our surroundings is National Forest and BLM. So, you can go from sagebrush and juniper trees to farms and ranches to forests to rocky mountain slopes of snow and glaciers, all within about a fifty mile radius.

See you next month. Glenn

GKAUG ATARI

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets the second Saturday of each month at 11:30 am in the Arcade Center -STAR WORLD- accross from the Southland Shopping Center.

President	Frank Fellheimer	(616) 657-6106
Vice President	Dan Youngs	
Treasurer	David Bryant	(616) 349-6063
Librarian	Bill Berner	
Archiver	Dave Oldenburg	

Mailing address for club information: 3218 Lincolnshire, Kalamazoo, MI. 49001 Next meeting: Saturday, Nov. 11, 1989. Call the GKAUG BBS (2nd System BBS) at (616) 385-2448. We run it on a 130XE with the 320K memory expansion, seven double density drives, and we are BBS EXPRESS! PRO node #197.

Attendence at the October meeting was eight members. This was our first meeting at our new location. We had a 19-inch TV hooked to our 8bit Atari computer, so it was a lot easier to see the demonstrations.

We saw a demo program from the Atari Fleet BBS. It was quite impressive. It is a picture of a battleship with guns that fire, waves in the water, a title with the rainbow effect, a scrolling line with information about the BBS and music also! Got this one from the Mouse BBS in Indiana at phone: (219) 674-9288. We also saw a video, "The Art of Computer Animation," by Pacific Data Images.

Still have not decided what to do concerning the organization of the club. I am still doing the duties of treasurer, and I'm not even a member! If you want any say in what happens to it, you have to attend the meetings, or even consider becoming an officer. It's up to you.

I will try to have more interesting items at the next meeting. (I am working on an Atari Artist picture viewer program that uses the expanded RAM in your 256K 800XL or 320K 130XE. It will make the pictures change very fast. Hope to show it at the next meeting.)

Meeting at STARWORLD in Portage. The address is 6151 S. Westnedge Ave. After the meeting, there are facilities for lunch, and an arcade room with REAL ATARI ARCADE GAMES!! Still Computing... David Bryant Acting Treasurer

Great Lakes 'GLASS', Michigans only
Atari 'ST' only Users Group
ST Support I ♥ my ST!

Meetings - First Thursday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, MI., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 -- Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

GRASS
GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

Next Meeting: Wednesday, December 6th, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE, Comstock Park, MI 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasuer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

President's Monthly: October 17th already. Is it just me, or are the summers getting shorter every year? I am not looking forward to shovelling that white stuff again. I am looking forward to that upcoming turkey dinner followed by a very intense couple days at the Atari (with interruptions from my 1 year old son) catching up on all the software acquired through the summer that I have yet to try out.

I have already started by sorting through a software box that has not even been opened for a year or so. I am coming across programs I got years ago that I did not see the value in then, or simply did not know how to use them. My latest HOT item is macros. While I was storing away a copy of the Textpro disk from the club library, a DIR revealed some files I didn't get when I first downloaded the program a couple years ago.

One of the main items I missed was the macros that you can create to perform tasks for yourself. So now I am trying out everything I can think of with them (without really knowing how yet). I think with the right macros, Textpro can be a better word processer than any other for the Atari, and even rival the expensive ones for that 8088 machine many of our friends are moving up to (did I say up?).

I have also found a couple programs to create macros for DOS or just about any other program you might use, so now my Sparta-DOS commands are a simple single key combination instead of the usual little words. Once you get used to the key presses, it sure makes it a lot faster to do even simple disk keeping chores. User group members should look through their library listings and find some of these programs and try them out for themselves. Things like this make the Atari seem less like a game machine that has a keyboard, and more like the powerful computer that we have been trying to get across to the rest of the computer world for years.

The disk library database is in progress again, in the capable hands of Gary Heitz. We hope to have some more to show you in a little while. First impressions of the modules that where shown at the last meeting seemed good, we hope you like it and will use it when it is finished.

The new GRASS questionnaire will be included in this issue, so all GRASS members please fill it out and bring it to the next meeting so we can get a new hardware listing out for the Christmas buying season.

Well, back to the macros. See you at the December meeting.
tim

Layton ACE
of
Utah

President:	Irwin Brooks	(801) 731-1516
Vice-President:	Richard Clark Jr.	825-5823
Sec'y/Treasurer:	Ken Karchner	776-8015
ST Librarian:	Jerry Kennedy	479-3635
8bit Librarian:	Dave Young	776-6273

Next LACE Club Meeting: Mark your calendar for Wednesday, November 8, and December 13 (Games Night), 1989 at the Clearfield branch of the Davis County Library from 7 to 8:30 p.m.

LACE President's Column Atari is on the move! The recent press releases on the new TT list some very exciting specifications. This new, yet-to-be-released machine could do more to bolster Atari than the ST did in 1985, or even more than the Mcintosh did for Apple. It is a greater advancement in computer technology than the Atari ST was over the Atari 8bit line.

Some facts, and interpretations as I see them, are listed below:

1. The Atari TT is based on an existing industry mini-computer standard called the VME Bus. This is in wide use here in

the US and in even greater use in Europe. It is not a dying standard like the S-100 bus, nor even stagnant. Instead, the popularity of the VME machines is still growing and will be growing more when Atari releases the TT. Other computer manufacturers are sure to follow this newest truly professional/personal consumer release.

2. The operating system of choice for the VME systems is UNIX. UNIX VME computers are presently used for process controllers in manufacturing operations here and abroad. They're also used as stand-alone software development stations. At Hill Air Force Base, they are used for real-time enviromental simulators for the sophisticated Minuteman flight computers. This standard... this machine has got POTENTIAL!!

3. Is it EXPANDABLE? Certainly this is not a new concept in computers, but it is with Atari. You see VME mini-computers are everywhere and their numbers are increasing. This standard was developed by Motorola for use of the 68000 series of microprocessors and then released to other manufacturers. At this time, there are at least a dozen or more hardware suppliers with others contemplating entering the field. Competition already has lowered prices, making VME computers some of the most economical mini-computer/controllers on the market today. When Atari releases the TT, this will further lower the prices and increase the options and possibilities.

4. Atari Corporation knows that software is and will always be the selling point of a machine. Raw power without a purpose is worthless. Not to worry though, since this is an industry standard, software is already there and waiting for the Atari TT. In fact, WordPerfect has just anounced that it will offer a UNIX-based version of their bestselling word processor. And, not to be outdone, Aston-Tate has announced that it too will be releasing Lotus 1-2-3 for the UNIX market. All this before the TT even hits the street! Plus, the TT has the added capability of running the existing Atari ST software already on the market since TOS is built in as standard equipment.

5. Standardization: The move away from the unique computer components arena to a more open and versatile machine is now and will be more important in the future of computing. The consumer desires the power but will not stand for the closed market approach that Atari and others have offered in the past. This is Atari's bold and wise thrust into the future and they should be proud of this new consumer-oriented approach.

Atari Warning: Timing is very important. If this is another of the forcasted product releases that end up never being released, then it is so long for Atari. Atari Corp. are you listening? The TT is so important for your corporate survival that an exhaustive and concentrated effort must be made to get this product to the US market before the competition gets wise and beats you to it. It now looks like you have the lead on this product. However, that advantage could easily slip to become a warehouse full of unwanted products when some other corporation hits the market first. Besides, we loyal Atari computer users are counting on you and supporting you! You've done it before, now do it again!

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Ed Hanson at (313) 675-0044 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
The College Board	(313)478-9647	(3/12/2400)
DownRiver Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari Users' Group, PO Box 134, Ontario, OH 44862

Well, I have to say I am impressed. I was really quite certain that the newsletter for October would show up about a week late. To my surprise it arrived on the 10th of October, five days before the meeting! Thanks have to go to Bill and Pattie, who had to take all of the verbal threats I dished out, if it arrived late <grin>. I appreciate also the logo that was whipped up (I was lazy and didn't even spend the time to do it myself). In the next few months though, it will be likely that the newsletter will show up after the meeting, so be prepared!

The meeting for November will be on Saturday the 11th, from 7pm until 9pm at A&B Computers, 1619 West Fourth Street, Mansfield, Ohio. Make sure you attend, because we will be taking nominations for next year's officers, and anyone not there is automatically nominated for the president position <hee hee>.

I have a few demo versions of games for the ST which I will demonstrate and distribute to anyone interested. I feel that manufacturers who are distributing these demos are using their heads, as the demos give a person a chance to check out the program without having to buy it first. A few disk utilities from

Charles F. Johnson for the ST will also be demonstrated.

I will also make a presentation of the Diamond OS for the 8bit, and possibly show a preliminary version of the Turbo-Assembler, for stock and Turbo-816 upgraded systems. As always, there is a need for people to bring in demo material. There must be more than just a couple people in the group which are buying commercial, or downloading shareware, programs.

The current treasurer's report by Crail Floyd shows that the group is well off financially. As mentioned last meeting, the club is footing the bill for the AIM subscription for current members through the end of the year. I would appreciate your comments on the magazine. Keep in mind that we will vote on this along with the club officers in December.

PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

PACE membership is $30 per year or $9 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local bulletin boards.

Membership includes a monthly newsletter, meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16bit public domain programs. Ports ACE is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. Any written correspondence should be addressed directly to Ports ACE, Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President... Greetings from Duluth, Minnesota! We at PACE are proud to be affiliated with such a fine organization as Atari Interface Magazine. Our goal as a user group has always been to furnish members with the latest information for their Atari computers. AIM will be a valuable source of information to be used in association with our computing hobby. Hopefully, our members will be spurred into contributing submissions to this fine publication.

The logo you see above was designed by Gary Armbrust. Gary had several logos for us to chose from. Be sure to acknowledge his fine work of art the next time you see him.

Last month's Spectre 128 demo was quite interesting to those who participated. David Small has done quite a fine job in making a truly "usable" Mac emulator. Unlike the PC Ditto demo last summer, execution (emulation) was F*A*S*T! No noticeable slow-up whatsoever. We had a chance to examine many software packages for the Mac. It was agreed that the much touted MacWrite was lacking in features. Our ST Writer 3.0 has more features and is FREE. Outprint on Ready Set Go was also disappointing on my 9-pin Epson. Text and graphics have a bad case of the jaggies. The ST community is lucky to have GDOS! Other comparisons were made, and we finally adjourned wondering what all the "hype" for the Mac is all about. Software for the Mac demo was borrowed from the Duluth Public Library.

Support for our 8bit computer is dwindling despite the best efforts of 8bit coordinator Aaron Potopinski. Rumblings about the 8bit being "dead" or "orphaned" can only be reversed by YOU! If you have decided to stay with 8bit technology (which is GREAT!), SUPPORT IT! It would be a shame to see such a fine machine die an early death. The 8bit section is what you make it. Aaron will be on hand to answer questions, demo programs, show DOS, etc.

Just a reminder that there is printer ribbon reinking on our MacInker available at every meeting. Also, we have a new batch of 3.5" DS/DD and 5.25" disks. Prices are still 5 for $4.00 for the 3.5" and 4 for $1.00 for the 5.25".

Finally, Micro Simulations is the hottest BBS in the area! Aside from its 53 online games, 30 megs of ST/8bit software, multi-node "chat", 99 conferences on subjects ranging from NASA to FINANCE to PROGRAMMING, it is now networked and we are receiving messages in the Atari conference from Seattle, Tennessee, and London England! The sysop has plans to broaden his networking soon. Dig deep and enjoy what telecommunications is all about!

Our next meeting is November 19th at the Wisconsin D.O.T. Building. Call any officer if you need directions. See you there!

R A C C

ROCKFORD ATARI COMPUTER CLUB

Serving the Greater Blackhawk Area of Northern Illinois

Rockford Atari Computer Club serves the North Central and Northwest area of Illinois. We invite anyone in the area to attend our meetings. We meet at Rock Valley College, Rockford, IL; usually on the third Saturday of each month. Meetings start at 10 AM and feature demos on both the Atari 8bit and ST.

Our Address is RACC, 2379 Circle Dr., Belvidere, IL 61008.

Terry Frits	President/Editor	(815) 547-7718
Thom Lofthouse	8bit VP	(815) 654-1683
Dave Zolmierski	8bit Librarian	(815) 654-0247
Andy Learner	Treasurer/BBS SysOp	(815) 397-5316
Thelma Schafer	ST Librarian	(815) 633-1259
RACC BBS		(815) 397-5327

President's Message: First off, let me give a big thank you to AIM for the article on the Virus that is hitting the Atari clubs. I had to check out my own disks to see if they were infected at all and found three. Funny thing is, they were disks I got from another club.

The first thing I did was remove them with a Virus Killer Program, then I called the librarian from the other club and let him know of my troubles. He checked his disks and found two types of viruses and wiped them out. So maybe we are wiping this out as fast as it started, and before it can do any real damage. Thanks again AIM.

The November meeting is being held the third Saturday — the 18th. We could sure use some of you to do a demo, so if you have purchased a new program or have a really favorite old one, contact Thom or myself about showing it at the meeting. I have ordered the PC Ditto II and hope to have it in time for this meeting also but don't know if it will be done.

Also on November 12 (a Sunday) we again have been invited to the Ham Fest and Computer Fair at the Forest Hills Lodge. Our club wants to do like last year and fill the thing up with Atari Clubs, Dealers, and People. So try to attend if you can. I have invited several area dealers and clubs to come and help us out like last year. We had such a great showing then that many people asked us if we were trying to take over the show. Many said they didn't know Atari had that kind of support in this area, so what we were trying to do worked really good and we would like to do the same this year. If any of you have purchased the GCR, Vidi ST, Genlock etc. please get in touch with me so we can make special arrangements to show it.

For the 8bit people, we have just purchased 10 new disks for the DOM library. Most of them are games, and some of them are close to arcade quality. So give Dave Z a call and order a few.

See you at the meeting, Terry

BBS Report from Andy Learner Our Club BBS, CAMILLE 2000, is alive and well! After a couple of serious hardrive crashes, I have finally smoothed things out. The newer 20Meg drive, turned out to be a lemon, and after several reformats, I finally took it over to ICD who said it was bad. This past weekend, we got another 10Meg to add on, so at least we have some storage space and decent size message bases. We are currently Networking, using Keith Ledbetter's Express! Professional software. The other BBS's we "NET" with are:

- Python V - LCACE club BBS — Vernon Hills,Il
- The Warehouse - Pennsylvania
- The County Jail - Cincinnatti, OH
- The Wishing Well - Catasqua, PA

These are the principal BBSes, but many other boards call and net thru these other systems, from all over the country. This makes for some interesting, and informative, ATARI "Chatter".

We would like to extend our "NET" to include a BBS, from the Greater Michigan area, or for that matter, any other BBS, using the same software.

Last month, the phone numbers listed, were a little confusing... The actual # for the BBS is: 815-397-5327. Please feel free to call us any time. We are a 24 hour BBS system!!!

ST CLUB
EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing. We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting is always the second Saturday of the month, at 12:30pm. The second meeting is held on the last Thursday of each month at 7pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year. Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President:	Tim Holt	915-821-2048
Vice Pres:	Morris Miller	594-1906
Sec't/Tres.:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234
ST El Paso BBS		751-7837
Data Retention Center		821-0006

Need Help? Call these folks:

Midi/Music	Morris Miller	594-1906
Word Writer	Tim Holt	821-2048
Word Perfect	Paul Stampfli	821-4861
DataBases	Dave Davis	779-7811
Animation	Terry Hughes	751-4587

From the Prez... Another meeting, and I am still amazed at the viability of our little group. If you missed the October meeting, then you missed Morris Miller's discourse on the Phasar Home Accountant. Thank you, Morris. Also, Mike Allen brought in his ST and showed off his TOS 1.4: Rainbow TOS.

From speaking with many of you, it seems Atari Interface Magazine is a hit. The only minus side seems to be the issues come kind of late in the month. I believe AIM has a great potential. Just think, sharing knowledge and articles with user groups all over the country! I spoke with the folks at AIM, and they are trying to make it a snazzy publication. They are also concerned that New Mexico get the issues about a week before the folks in El Paso. Says something about the US Post Office if you ask me. Rumor has it that several other user groups are going to join AIM as well. Great! The more the merrier. I hope that those folks that were chiding us on some local BBSes for joining with AIM are now eating their words! "Rip off," they said. Well, I think not.

The Christmas season is popping up pretty soon, and we will be having some exciting offings for the season. We will have a $100 raffle to Jenkins' Computers (Paul better not win this time!), and are planning on having a season get together at Cappetto's Restaurant on Montana (you will have to pay this time..sorry), and of course we will have the second club AUCTION at the December meeting. So bring your ST stuff, and earn a little for the holiday season. (You can pay for dinner at Cappetto's! See how my devious mind works??)

The December meeting will feature IBM emulators, and Paul will demo PC Ditto II. If anyone in the audience has PC SPEED, please let me know before the December meeting. Speaking of Paul, I don't know how many of you realize that we really have a budding writer in our editor. All his articles have a laid back, down-home style. He speaks his mind without offending, something I could learn if you have been on any local BBSes lately. Thanks for the articles Paul. Keep up the excellent work!

The new year rings in with a demonstration of the Migraph Hand Scanner and Touch Up. Pete Rosh has asked you to bring in any photos that you may want to transfer to disk for this presentation. Put your wife on disk! Reduce your mother-in-law to 200,000 kbits. I get goosebumps just thinking about it. February has the Spectre GCR MAC emulator being demoed, and March deals with Word Processors. April is Game Month, where the entire meeting will be devoted to the ST as a "Game Machine!"

Don't forget our second meeting of the month. I would like to welcome any new members, and encourage you to become an active member of our club. I have been delighted to see people come all the way from Las Cruces, and even Alamogordo to see our club. Spread the word, and maybe we will become a monster club like the one described by Paul in his Right Brain this month. Keep 'puting! Until next month, Tim

TACE

TINKER ACE OF OKLAHOMA

TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Where was everyone? We had a nice demonstration of the Express! cartridge... at least we would have if it was not for the unfortunate fact that the telephone in the library used a non-standard plug in. Oh well! Mr. Leazott showed us some of its features anyways.

There is still some discussion about joining up with the OKC 8bit club. What are your thoughts? We had a lot of fun, and we wish to see more of you all at the next meeting in November (which you will probably not see this before)!

Stephen C Moffit

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are September 16th, and October 14th, 1989. Officers:

President	Steve Volker	(517) 793-2955
ST Librarian	LeRoy Valley	686-6796
Treasurer/Sec'y	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

First Up... Listen to this fellow on-liners!! Darkside BBS, the official BBS of TAG and run magnificently by John Demo and his loyal pack of Sysops, has a special offer just for us! From now until furthur notice, for every user a member gets to subscribe to Darkside, John will contribute $3 of the subscription fee TO TAG's CLUB FUND!! We already have a reduced subscription price of $15 dollars instead of $20. This adds up to a great deal!!

When was the last time you logged on? Maybe you aren't aware of just what new features have been added lately. The board is up to 160 MEG of on-line storage, (soon to be 200 MEG), it has three nodes (active telephone lines), a 3-way CHAT mode, a separate Atari conference, and an on-line newsletter that is being continually updated by our own Mike Ranger. Maybe next time you get the "GEnie itch," you might try a Darkside "scratch" and save a little greenback too! Thank you John and Neil Demo for all the work, time and investment you have put into this BBS.

What You Missed! If you didn't make it this meeting, you missed one of the most action-packed gatherings all year. Before the formal meeting, there was a buzz of conversations everywhere. Al Jennings couldn't say enough about the new Dungeon Master genre game called BLOODWYCH (maybe we can get him to do a demo in January), and everyone was mulling around Bryant Lefreniere's equipment he had set-up for the month's demo. About five minutes into the meeting, LeRoy came barreling in with two sets of TOS 1.4 Roms, and the club as a whole gathered around a table in the back and watched as he upgraded Gerry Monroe's 1040. Though LeRoy explained that some of the other machines, (notably those with a two chip Rom set), and the Megas are more complicated, what he was doing looked easy enough for ME to do. I caught myself drooling when, a few minutes later, the new operating system was booted up. LeRoy went over a few of the improvements while we watched, like a new file select box, a more sophisticated diskcopy window, a number of new Hard drive utilities, better file management and a new FASTLOAD feature.

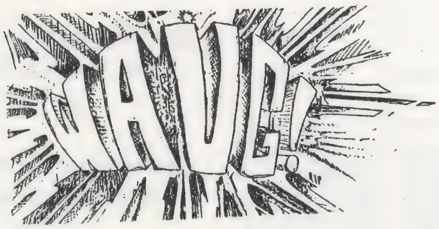
As we stumbled back to our chairs with visions of eproms in our heads, Bryant Lefreniere began his demo. Now picture this...Bryant's 1040 hooked up to LeRoy's All-Rez color monitor

(Sharp!), attached to LeRoy's new DeskJet Plus, a 40 meg drive (I don't know who this belonged to!), and the new Migraph Hand Scanner. All this and STILL the power of Migraph's TouchUp nearly exceeded that of the hardware! It runs in all three resolutions with just some minor file manipulations for printing and such, had selectable D.P.I. up to 400 dots per inch, has a number of drawing utilities that a lot of CAD programs don't have (but should). In short, it had so many features I can't even remember them all, plus it takes input from the Hand Scanner. And by using daisy-linked disks, the size of the picture is virtually UNLIMITED! Oh, and ask Neil Demo about the postcard Bryant made with his portrait on it.

What You Shouldn't Miss Remember, next month is the face off between Marty Schmidt and the word processor WordPerfect 3.2 and LeRoy Valley and 1st Word Plus. Also possibly a look at the new accellerator boards.

On Another Note The next Consumer Showcase at Fashion Square is in January and will need all the support we can get, so let's volunteer.

Equipment volunteers for November: Marty Schmidt is bringing his complete system, including his new LQ850 24 pin printer.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 p.m. in the Michigan Union Building on the campus of the University of Michigan on State Street at the corner of South University in Ann Arbor.

Club dues are $15 per year and provides access to the PD library and subsciption to AIM magazine. Meetings feature demos of both 8bit and ST software and hardware. Non-members and questions are welcome. Officers can be contacted by BBS on Molin's Den at (313) 420-0407.

The next meeting of WAUG will be held on November 14th in the Wolverine Room and will cover Desktop Publishing. The December meeting on the 12th, as usual, will be game night.

From the Treasurer: Hello again! The financial action for July was down considerably with only the AIM expenses and no income. In August, we added three new members to our group; Robert Dorman, Ralph Salmeron and Thomas Spangler. We also had five renewals; Greg Kemp, Roger Lundberg, Bruce Moore, Bob Parker and (winner) Jim Shillington. We also had numerous 8bit and ST disk sales, making August 1989 the record income month in the history of our group (not including Atari Show Months). We had three renewals in September; David Geiger (Ohio), James Sinkovich and Roger Tanner. The attendance at the meetings has been average, but we still have plenty of room for everyone. HAPPY THANKSGIVING to all.

Minutes of October's Meeting: The October meeting of the Washtenaw Atari Users Group was held on Tuesday, 10/10, at 7:30 p.m. in the Anderson Room(s) of the Michigan Union.

Craig announced there was some possibility of WAUG setting up a booth at an upcoming computer show, but details are sketchy at this time. The officers will likely discuss this more in the next officer meeting.

Co-editor David Brzezinski showed off his newly-acquired Koala Light Pen by demonstrating how it was more "maneuverable" and accurate than the Koala Pad for drawing. David's own rendition of a ninja turtle would make a good picture to paint on a pumpkin at Halloween, especially if he could also transfer the scrolling rainbow effect which seemed to make this poor critter's eyes come to life!

8Bit Librarian Mike Millage showed the Movie Maker system, an oldie but goodie from '82, followed by the Graphic Master from DataSoft.

Craig gave us a guided tour of the Audio/Video Sequencer by showing us the much acclaimed CatNap demo. Craig noted this version of the demo left only 170 bytes free in his 2.5Mb system.

Vice-President Rick Schrader showed us a fractal generator called Creation from STart Magazine, and gave us as good an explanation of what fractals are as most of us had ever heard. Degas Elite was next, followed by Rick's "Horses from Hell" using Pixel Pro. Not to be suppressed, Rick continued with Antic's CAD 3D and finished the evening's demonstrations with Compute!'s 3D program and the Aegis Animator which has recently been released into Shareware.

Craig announced that the officers felt it was time for the club to purchase its own ST rather than depending on monthly volunteers. The club is financially stable enough to afford such an expenditure and a poll of the members present was virtually unanimous. Responsibility for transportation/care of the computer and disk drive would fall on the Vice-President who is, according to the Charter, in charge of arranging hardware and meeting space for club events.

ST Librarian Russ Crum described the ST Disk-of-the-Month which contained The Aegis Animator, ART ST v2, GFA Object and GFA Vector and GFA Basic (as an added bonus...). Russ also announced there is a new catalog disk.

A poll was taken to determine how many of the club's members would be affected if library disks were to be made only on double sided disks. There was no dissent, so Russ will likely proceed to make changes as he sees fit in the future.

Craig announced that the November meeting would feature Desktop Publishing. Following a quick Q&A session, the meeting was adjourned at 9:30pm.

Special thanks to the good people at State Street Computer for the impromptu loan of a power cable for Craig's hard drive which happily saved him from making a quick round-trip home for the one that got away. Michael Olin, WAUG Rec. Sec'y

November 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
			GRASS 1	GLASS 2	3	TACE 4
5	6	7	LACE 8	9	10	COAC El Paso GKAUG MAUG 11
CACE 12	ACCT 13	WAUG 14	CCCC 15	16	17	RACC TAG 18
PACE 19	20	MACE 21	22	El Paso 23	24	RACC 25
26	27	28	29	30		

December 1989 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
					1	TACE 2
3	4	5	GRASS 6	GLASS 7	8	COAC El Paso GKAUG MAUG 9

AIM Advertisers

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Team Computers (313) 445-2983	12
SofTrek (407) 657-4611	19
BCP (801) 731-1516	16
SoftHouse (313) 422-6760	19
Basic Bits 'n' Bytes (313) 595-3171	27

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Switch/Back is a revolutionary new hardware and software package that lets you get more from your ST, MUCH MORE.

Switch/Backs gaming features lets you instantly save most games then continue playing. If you get in trouble you can switch back to where you were as many times as you like.

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The Switch/Back hardware plugs into your printer port for easy use (It has a pass through connection for your printer too.)

Switch/Back requires at least One Meg of memory
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The Software included with the book provides many powerful features like the AUTOMATIC PROGRAM PROTECTOR. This easy to use Utility allows you to protect just about any ST program. You can choose a combination of protection methods like encryption, checking custom disk formats, password protection or a limited use option that makes the program self-destruct after running a preset number of times.

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In addition it contains reviews of the popular ST back-up programs and detailed explanations of ST disks and drives.

ST Protection Techniques (Book and disk package) Only **$39.95**

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High Quality sound digitizer for the ST. This powerful hardware and software package lets you sample real world sounds and play them back on any Atari ST. Add special effects like Echo, Reverse, looping, pitch manipulation, mixing and envelope control. Turns your Atari keyboard into a musical instrument to play songs with your digitized sounds (also works with any MIDI keyboard). Digisound makes it simple to add sound to your own program, too! Unleash the incredible sounds in your ST with DIGISOUND. Supports sampling from 5 to 40Khz, DIGISOUND is the choice of the professionals. DIGISOUND was used to create the voice in Chessmaster 2000, and other commercial programs. **ONLY $89.95**

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LOGARITHMIC SAMPLING – Special hardware extends the sound quality far above the other ST sound digitizers. Logarithmic sampling and playback (external amplifiers only) greatly extends the dynamic range while reducing distortion and noise.

Internal Real Time Mixing – Input from a stereo and a microphone so you can sing over a tape.

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Is it a Drum Machine? A sequencer? A new concept in digital sound? The answer is - YES!! It's all this - and so much more!! It's a polyphonic song construction set that turns your ST into a drum machine and digital sequencer. Now anyone can be a master composer. No musical knowlege required!

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Incredible COLOR video digitizer. ● The first and only full color digitizer for the ST. ● Uses standard video inputs like video camera, VCR, or video disk. ● Works in all ST resolutions, Low res provides 16 shade black and white or full color pictures. ● Pictures can be used with Degas, Neochrome, Powerprint and others. ● Automatic calibration of contrast, brightness and white balance. ● Plugs into cartridge port for easy set-up. ● Capture your picture or that of your favorite star. **ONLY $199.95**

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POWERPRINT

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ATARI INTERFACE MAGAZINE

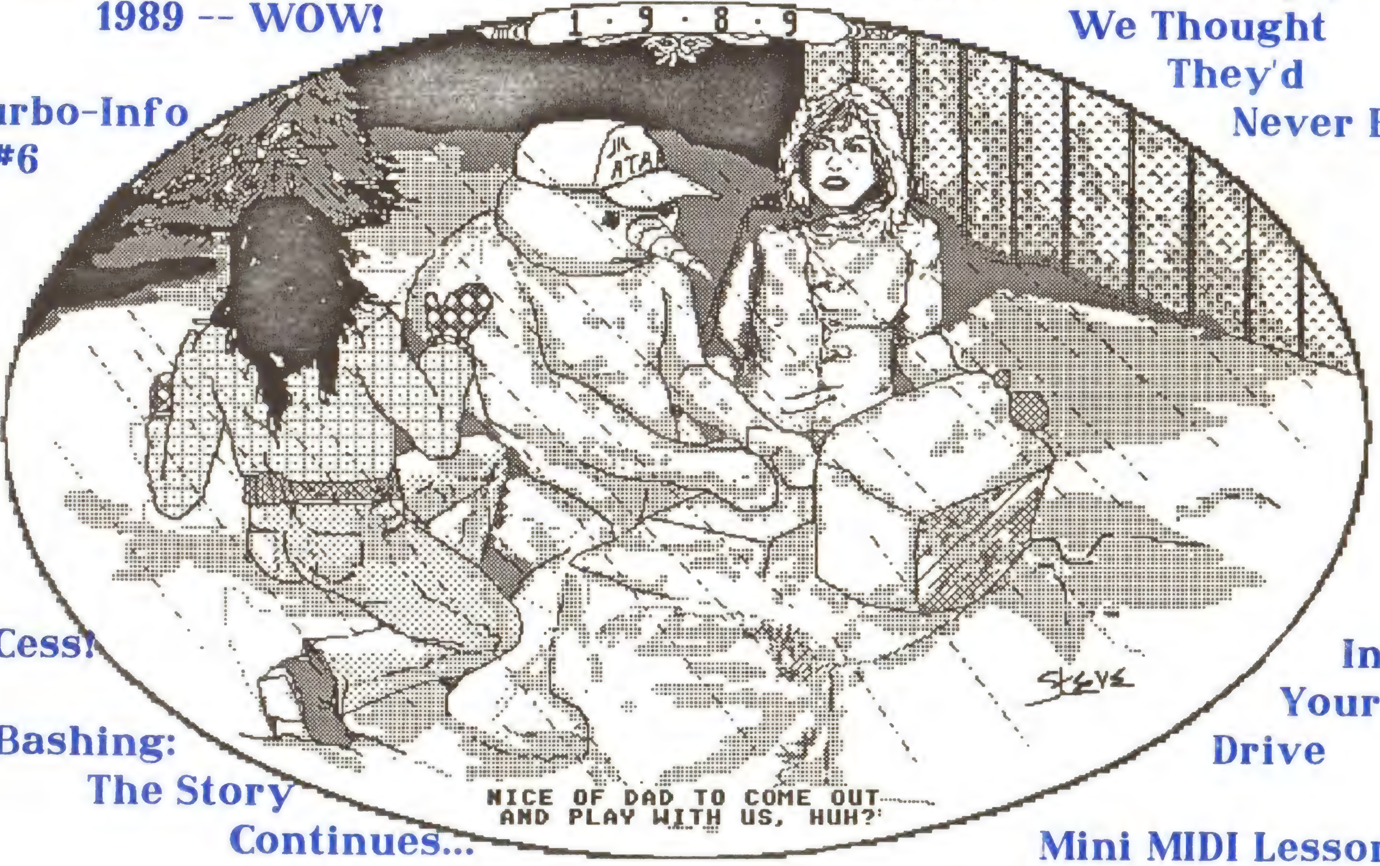
Vol. 1 No. 12

December 1989

COMDEX Fall, 1989 -- WOW!

Turbo-Info #6

Those Were the Days, We Thought They'd Never End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JR ATARI
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ACCess!

ST Bashing: The Story Continues...

In Your Drive

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Seasonal Artwork from Steve Volker, President of the Tri-City Atari Group.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP LaserJet II, Timeworks DTP and PageStream.

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EDITORIAL RAMBLINGS

It's December...the end of the first year of Atari Interface Magazine and our second anniversary as user-group-oriented publishers (December '87 marked our first issue as publishers of Michigan Atari Magazine). AIM has come a long way in one short year, and we're looking forward to working with all participating clubs to make Atari Interface Magazine even better in 1990.

With this issue, we've added a few new faces. The Atari Clubs of Denver is actually a "group of groups," made up of the Atari Club of Denver and the Starfleet user group of Denver, Colorado. The Middle Georgia Atari Users Group (MGAUG) of Warner Robins, GA and the ST Atari North Coast Enthusiasts (STANCE) of Lakewood, OH have also begun participation in AIM as of this issue. We've also added one affiliated club, the Mid-Florida Atari Computer Club.

Last month saw the addition of the Atari Computer Club of Toledo (ACCT), the Central Oregon Atari Club (COAC) of Bend, OR and Ports Atari Computer Enthusiasts (PACE) in Duluth, MN.

In January, look for the Rushmore Atari Computer Enthusiasts (RACE) of Rapid City, SD, the Bluegrass Region Atari Computer Enthusiasts (BRACE) from Lexington, KY and the First Atari Computer Club of Spokane (FACCS) in Washington state!

TOS 1.4 Update

In last month's editorial, we discussed our having been sold pirated TOS 1.4 by a local dealer. This month, we have a couple updates to keep you informed.

First, according to Atari's head of engineering, Ted Maciejewski, several dealers were shipped TOS 1.4 that did not have a label containing the word "RAINBOW." These were chips sent in mid- to late-July and had labels saying "TOS 1.4 (c) USA." In the near future, Atari will be shipping TOS 1.4 on MASK ROMs and, at this time, it is not known if "RAINBOW" will appear on those chips.

Second, the official "default system date" of TOS 1.4 is 4-6-89, not 4-16-89 as we were originally told.

Finally, we were able to contact Innovative Concepts (IC) and have determined that they had no part in our dealer's pirating of TOS. The chips IC has been supplying to other local dealers were legitimate and purchased from BEST Electronics, who in turn got them straight from Atari. Our dealer finally admitted, to us and to Atari, that he was burning the chips himself. By the way, Innovative Concepts has just announced they will do TOS 1.4 upgrades to any ST/Mega for only $125, including the cost of shipping your computer back to you, insurance and a disk of utilities. IC will also replace the marginal 74LS373 chips in the 2-chip TOS Megas with 74AS373 chips for only $25 when installing TOS 1.4. Give IC a call at (313) 293-0730.

We would also like to extend a very special THANKS to the folks at Atari for helping us out with this whole situation, especially John Townsend, Antonio Salerno and Gayle Johnson. Those new, official TOS 1.4 ROMs in our machines are super!

'Tis the Season

To all the folks at Atari, we wish you a wonderful holiday and a VERY successful new year. After all, if Atari doesn't have a successful 1990 in the U.S., there are going to be Atari developers, dealers and users who won't have a very merry Christmas next year.

To all the 8bit and ST/Mega hardware and software developers, thank you for your support through what was, from most reports, a very tough year for Atari developers. Without the great third-party support we've seen for our machines this year, we doubt there'd be much of an Atari community left. If Atari puts their new developer support plan, as announced at COMDEX, into place AND begins a serious push in the U.S. market, then 1990 should be a great year for developers and users alike. If not....

And, finally, to our participating user groups -- and Atari user groups everywhere -- we wish you all the happiest of holidays, and may Santa leave a Stacy laptop under each and every Christmas tree!

Bill & Pattie Rayl

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SWAP – Switch back lets you load just about any two programs into your ST and switch instantly between them. It works with games, business programs, utilities, compilers, etc. Although only one program is running at a time, the other is available instantly, right where you left off.

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The book includes topics such as Phreaking, Logic Bombs, Hardware data keys, the legal aspects of piracy and software protection, Custom disk formats, Pirate Bulletin boards and much more.

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Atari Bulletin Board

by Bill and Pattie Rayl

Atari Corp News

There has been a bit of activity in the Atari world in the past month. November means COMDEX, and there was lots of news coming out of that computer dealer event. Also, back at Atari Headquarters, things were happening.

As the Door Turns

The newly appointed President of Atari Computer, Mike Moran, has left for "greener pastures" at Sega in the past month. As we write this, no person has been named to replace him.

Federated Buyers?

Atari has also been looking for a buyer of its electronic gadgets store chain, Federated. The Los Angeles Times, on Nov. 9th, reported Silo, Inc, a subsidiary of Dixon's in Great Britian, has offered to purchase the 21 Federated stores in Southern California. Apparently, the other stores may be purchased by Fretter, although noone at Atari was commenting officially to the LA Times.

"Analysts said Federated was the victim of several problems: its own poor marketing efforts and limited product selection, aggressive price cutting from Circuit City and Adray's, and a continuing absence of hot new electronic gadgets to lure customers into its stores.

"At the time, Atari Chairman Jack Tramiel said the deal was part of his overall strategy of building an international electronics company that would handle everthing from computer chips to finished goods. But a year after the purchase, Atari sued, Wilfred Scwartz, the founder and former cheif executive of Federated, and several of its finacial advisers for overstating the company's assets. Atari claimed it would not have bought the chain if it had known its true financial condition." — The Los Angeles Times

Third Quarter Lo$$

Atari announced a loss of $5.4 million over the third quarter of 1989, and despite the bad news, Atari stock stayed around the $10 per share mark. Part of the reason the stock may be staying up is because of the Portfolio and Atari's showing at COMDEX.

COMDEX News

COMDEX was held in Las Vegas, Nevada from Nov. 13 to 17th, and while the reports were mixed at first, the consensus is very positive. The only "new" hardware Atari was showing was a multi-rez monitor to accompany the TT.

Atari had five TTs on display (actually running software available now on the ST), a handful of Stacy laptops with 4Megs RAM and 40Meg hard drives (one in the capable hands of David Small) and a large number of Portfolios. Atari even had a number of Portfolios "networked" together and sharing the same printer. WordFlair and DeskSet II were demonstrated.

Next to the Atari 286 IBM-compatible machine was a RAMcard drive to transfer data back and forth between the PC and the Portfolio. Apparently, a few COMDEX-goers were shown a 512K version of the Portfolio, but no word was available on when these may hit the market and what their price might be.

Portfolio's a Smash Hit

The Portfolio, by all reports, was the hit of the show, with many dealers talking to Atari salespeople about carrying it. Our understanding is that dealers don't have to take the whole Atari line to carry the Portfolio, although they are greatly encouraged to do so.

We heard reports of 100 new dealers being signed up at COMDEX, but we hope to get confirmation on the exact number from Atari executives by next month's issue. For more information on the show, please see the article later in this magazine.

Developer Party Report

Sam Tramiel was reported as saying Atari plans to drop the retail price of the ST to $399 and production is gearing up for a big push. To accompany such a push, should one happen, Atari has restructured its developer support.

Now, a registered developer with Atari has access to their dealer list, list of registered owners of Atari hardware and the list of registered User Groups. These lists are planned to be updated quarterly.

In exchange, Atari is asking all developers to re-affirm their "registered developer" status, either through a letter or phone call to Atari Corp. Atari also is asking developers to ship them three copies of their software, crippled in some manner to not be fully usable, and a selfrunning demo of that software. This program, called Soft Source, will allow dealers to get a CD-ROM of the software programs, complete with demos so even a novice can professionally demonstrate and sell sophisticated software.

Developer News

CMI, the producers of a 16mHz upgrade board with math coprocessor and blitter sockets for the ST, has gone out of business after offering excellent deals recently on their boards. Another developer, Quantum MicroSystems, Inc (QMI) has reportedly gone under. QMI produced ST Talk Professional terminal package and DeskCart hardware clock and buffer cartridge for the ST. John Demar, QMI's founder, is reportedly now doing contract work.

Analog and ST-Log are no more. The December issue was the final issue of those Atari specific publications. Clayton Walnum has said he'll continue editing/writing for Larry Flint's Computer Games & Entertainment magazine.

On a bright note, Soft-Logik Publishing is shipping the new release of PageStream, version 1.8. Dealers can upgrade owners of PageStream for no charge, but you may wish to call ahead to give your dealer plenty of time to get through to Soft-Logik to check on your registration.

Commercial Software Ships with Virus

The first set of disks Soft-Logik sent out carried a "key" virus on the program disk, but Soft-Logik is assuring everyone they are not distributing the virus any longer.

Electronic Arts reported their release of Star Command has a virus present on the disk. The announcement stated that a virus killer program can kill this virus, or you can call (800) 448-8822 to find out how to return your disks for a "clean" version. According to George Woodside, author of VKiller, this one is also the insidious "key" virus.

Update News

ISD, Inc is currently shipping out their tutorial and index for Calamus users.

IB Computers has an update to the software for their IB 5.25" drive for STs with TOS 1.4. Owners of IB drives can obtain a free update by calling IB directly. IB Computers can be reached at (503) 297-8425.

Bargain Hunters Heaven

American Design Components has some good deals on "discontinued" Atari 8bit hardware. For instance, you can purchase an 800XL for $49, new! New 1200XLs are selling for $59, and Percom Drives are selling for $79.95 DS and $59.50. [Note: Some people report that, though the $79.95 Percom is capable of DS/DD, they have received drives with SS/DD mechanisms from American Design Components. Ask before you buy!] For more information, call (800) 776-3700.

Online News

In a recent conference on GEnie, Atari wizards Dave Small and Jim Allen began a "market survey" to judge if ST/Mega owners would be interested in a 68030 upgrade for their machines. Dave Small has requested that anyone who wants to cast a vote should do so in the Gadgets Rountable on GEnie, the GBS area of the CompuServe ATARIVEN forum or via US Mail. Please, do not call GBS as they are filling Spectre GCR orders!

A new Programming and Tech Help conference is starting up on CompuServe each Friday night at 10 PM Eastern in the Atari Pro Forum. Join David Ramsden (Antic Software), Robert Birmingham (ST Log contributor) and a host of others as they answer questions and trade source code/programming secrets. All levels of programmers are encouraged to attend!

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Those Were the Days, Paul -- We Thought They'd Never End!

by Gordon Totty (MACE)

But, alas, end they did.

In the November '89 AIM, Paul Stampfli of El Paso presented a very thoughtful piece on the virtue of small computer user groups (see The Right Brain, page 6). Our beloved editors thought that a MACE member, remembering when that distinguished body had 2,000 family memberships, might have a different perspective on the "giant club" situation.

I was there. I think about it fairly often. I miss it. It's gone, and the fault is not with MACE.

I joined MACE in January, 1985. I became member number 2,266. Up to that point in time the club had grown by leaps and bounds from its start in January, 1981. There were about 20 members at the start, and by October, 1981 there were already several hundred members.

Mystery fans, take note: MACE celebrates its birthday in June. In the June, 1985 issue, the fifth birthday was noted. That same issue included an article titled, "The Good Old Days". In it, the first president of MACE described its birth in January, 1981. That would make the fifth birthday January, 1986. Go figure. I can't.

Now, through the miracles of your imagination and the twin arts (two of the Three Rs) that truly separate us from the lower life forms, I will attempt to bring you back to our past. (Music, please; the Jack Tramiel Overture, perhaps.)

Let us return now to those days of yester-year, as out of the past comes the thundering hoof beats of several hundred Atarians stomping into the Great Hall of the Southfield Civic Center for our monthly meeting. The Michigan Atari Computer Enthusiasts ride again! Hi, ho Eight Bits! Whoa! Steady, big fellow.

When I arrived, the "big fellow" was Kirk Revitzer, President. I had been fooling around with a model 400 with the membrane keyboard and a 410 recorder. Ah, tape storage. High tech, you know. Just like the big computer installations. Ha! I needed a lot of help and reassurance, and I got it at MACE, even though I was just another face in a crowd of hundreds.

Kirk is remembered by me as running the best Q&A sessions that the club ever had. He opened every meeting with it, using a microphone and about 50 feet of line, and he couldn't even get halfway back into the audience. His knowledge was amazing. Any question that he could not answer he would throw to the crowd ("crowd," not group) and there was always somebody to answer it.

In fairness to our other officers since Kirk, I should mention that they have all tried to stimulate questions. For some reason, however, the questions that used to be numerous are now few. Perhaps, instead of being inhibited by the large crowd, we enjoyed anonymity in it and that made us bolder. The group is now "cozier," but noone (myself included) seems to want to ask questions. We can't all have achieved expertise, so what's gone wrong? I think the main problem is that hardly any new users exist.

Meetings, in general, were noisy and poorly controlled. We were a happy mob, all talking at once. One reason is that, just as was pointed out in Paul Stampfli's article, most of us could not see the demos clearly enough, even with the use of a projection TV. We could sit way down front to see. Or, like most of us, we could sit near the back and gab. I tried both, often in the same meeting.

One memorable night that we all shoved forward, straining to see, was the first time an ST was demonstrated. Awesome!

We were so big we had a store at our meetings. MACE member Jim Steinbrecher, owner of Sector One International, set up shop in the back of the hall for every meeting for years. He sold hardware, software, parts, books, diskettes and magazines. Tape, too. If there was nothing else going on, one could look at Jim's display and maybe make a purchase. Or, just talk to Jim. I am sure that Jim was fully capable of answering all of the questions that Kirk handled.

MACE had members in South America, Australia and even Toledo, Ohio. Our elections included multiple candidates for each office, and MACE had ten elected officers back then. Candidates even made speeches on election night. Today, an election night speech is more apt to be, "Gosh, doesn't anyone want to run against me? I'll do it if no one else wants to."

Blessings on our officers. We need them now more than we ever did before if we are to survive. Someday we may have an election with no candidates and it will be all over.

The main thing that separates then and now, at least for me, was the feeling of belonging to something big, important and secure. MACE did not look like it would ever crumble or decay. Today, for me personally, membership means that I am in a group that is too small, too fragile and too insecure.

In 1985, I thought MACE would never end. (Those were the days, my friend.) Sadly, in 1989 I worry about whether or not the end is near. Size is important. It is a significant indicator of strength and health.

Atari success, MACE membership and my shopping experiences are all related. Ponder these facts. I bought my Atari 400 from Sears, Roebuck and Co. — still (I think) the largest retail sales chain in the world. They don't carry Atari anymore.

Next, I bought an 800XL at K-Mart (I was waiting for the 1450XLD, but that's another story). I think that K-Mart is the second largest retail sales chain in the world, although others are gaining fast. They don't carry Atari anymore.

Moving up for more power without the price, I bought a 130XE from United Computer, a small, single-outlet, local computer store. They have gone out of business now, along with many other small independents.

Golly, that ST demo at MACE was impressive. I had to have one, at last. I bought a 1040ST by mail order. Local stores were out of stock or couldn't get them. I didn't want to wait. Subsequently, Atari withheld stock from the mail order houses to give it to Federated. What happened to Federated, folks?

Since then, Electronics Boutique, Babbage's and Software, Etc. have all dropped Atari from their shelves. Adding insult to injury, so have our local Children's Palace and Toys 'R Us stores. You can get software for your IBM or clone at Toys 'R Us.

Makes one feel good, doesn't it?

We no longer have a store at our meetings. We may still count our paid membership in hundreds, but our meeting attendance is now regularly measured in tens.

We're still at the Southfield Civic Center, but not in the Great Hall. I've noticed fashionable exercise groups in there (you can't sweat right unless you look right) and even a fencing club one night. MACE no longer needs nor can afford the space. We're in the small room in the back, and our officers are looking for something less expensive.

In the good old days, the editor of the MACE Journal (it's gone, too) had an enormous job. I started writing in the June, 1985 issue. It had 46 pages and was supported by one club. AIM runs about 35 (excellent) pages, and is supported by 15 clubs, at last count. Don't misread my intention. I am not criticizing or attempting to belittle AIM. It is a great magazine, destined to be even greater (watch out, Current Notes!). I am only trying to measure the size of the early MACE editor's job for you. My first editor, Ann McBain Ezzel, was driven bonkers by the task. She "retired" talking to herself.

Perhaps the reason I feel the sense of loss and regret that I do, together with the fear of the future, is that I came into a big group and watched it dwindle. I keep thinking of all the great people who meant so much to us who don't come around anymore. Sure, we have great people now! But where are all the others?

Furthermore, it isn't just our club that is declining. It seems to be the entire Atari community in the United States. I have never regretted buying my Atari computers. They have all given me great enjoyment. I want it to continue. I don't want to join the owners of the Coleco Adam, the Timex Sinclair, and the Texas Instruments...what was it anyway, the TI99-4A?

Paul Stampfli is in a small group. He wrote of "learning, and growing and making friends along the way." He concluded, "Kinda sounds like life, doesn't it?"

I've had my share of learning, but the pace is slowed. Lots and lots of friends, but lots less now. Shrinking, not growing, everywhere I look. Is this what death is like?

I've seen both sides, big and small. Bigger is better. It was more fun.

According to Paul Stampfli, El Paso is hot, sunny, and brown. Well, Michigan is grey and cold. Winter is coming home. I envy you, Paul. Enjoy, and hope it lasts.

Now, if I have made any MACE member cry, I'm sorry. Remember, it's always darkest before the dawn. So, put on a happy face. Smile, darn ya, smile! Let a smile be your umbrella. Just direct your feet to the sunny(vale?) side of the street. Somewhere, over the rainbow, bluebirds fly. Who knows, Atari may yet return to the American market. It ain't over till it's over!

Don't feel like you belong to that Borneo tribe that "worships" a WWII plane replica in hopes that GI Joe will come again to drop packages of goodies from the sky. Golly gee, Annie, it ain't that hopeless. Cross your fingers when you wish upon a star. I just heard a rumor of a big U.S. sales blitz from the latest bozo.....

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COMDEX Fall 1989 -- WOW!

by Ralph Mariano (STJAUG)

This article originally appeared in issue #114 of ST Report and has been reprinted by permission.

The list of exhibiting developers was like a who's who register in the Atari community.

Atari's executive representation was excellent, lead by Jack Tramiel (the founder) and his sons, Sam and Leonard, along with Antonio Salerno, Mel Stephens, Charles Cherry and almost everyone I know, either from online or through my dealings with the company. I did, however, have the distinct pleasure of meeting most all the folks for the first time, and believe me, they were indeed warm and friendly at all times.

Portfolio Interest

The Portfolio was clearly the hit of the Atari display. Sure the TT was there...but, in sheer numbers, Portfolio ran away with the show with the number of folks coming into the Atari booth specifically to "see" the Portfolio. The stats say Atari sold approximately 123,000 Portfolio units to date and there is no end in sight.

Please, keep in mind my friends, the Portfolio may be the best thing to ever happen to Atari... "Why?" you ask. Easy, the game image is slowly going down the tubes. How do you spell relief? Portfolio.

Showing off Deskset II

Atari Corp. had Deskset II on display and in the capable hands of Elizabeth Shook. Admittedly, after Miss Shook gave a demonstration of DeskSet II, it certainly appears to have a number of first rate, redeeming values. DeskSet II is designed as a typography modification system as opposed to a DTP program. Contrary to preliminary reports it deserves a second look.

Atari Developers

The third party developers who were setup in the Atari area put on quite a show for all attendees. The "NEW" goodies to be seen were simply dazzling to the senses, for example, the 19" Multi-Rez monitor in use in the Pagestream (Soft-Logik) cubicle. The STe, TT, Mega File 44, Stacy, Portfolio, Moniterm 19" monitors, SIMM Expansions, T16 16mHz upgrades and more were all being shown.

Developers in attendance at the Atari site included:

- STart & Antic - Jim Chapperal
- Gadgets by Small - Dave & Sandy Small and Doug Wheeler
- Fast Technology - Jim Allen
- JRI (John Russell Innovations) - John Russell
- Soft-Logik Publishing - Mike and Deron Kazmaier and Mark
- ISD - Nathan Potechin and Julius Oklamcak
- Migraph - Liz Mitchell
- Abacus
- Michtron - George Miller
- Blue Chip Software - Lauren Sellers
- Soft-Aware - Richard Skraly
- Dr. T's
- Video Touch
- Word Perfect - Reed Hainsworth

Getting the most attention was, without a doubt, the Portfolio. Many individuals from the MS-DOS world who had never considered an Atari as a serious computer source were deliberately seeking out the Atari display to examine the Portfolio.

Naturally, they *had* to see all the other 'neat' goodies running in the Atari area. Most were, by their own admissions, "quite impressed" with the performance of the Atari computer line.

News on the TT

The TT model uses the 68030 CPU and supports 5 resolutions on one multisync monitor and has built-in support for the Moniterm and other big screen monitors. TTs were in use in several cubicles and represented itself quite well. ISD was running DYNACADD on a TT along with a plotter — very impressive.

There were however, a number of Mega STs running the T16 16mHz enhancement as well, and they looked comparable to the TT in many ways. I saw "clones" of my system in use and was pleased to see that others felt the same as I. I chose to build up my Mega4 with a Moniterm and T16 enhancement.

The STe

The STe has two additional ports on the left forward side and are for the new joysticks. On the back are 2 RCA jacks for stereophonic output. The STe was set up displaying games. Since it was using the extended color palette, stereo sound and the light gun, it now looks like a serious contender in the entertainment arena.

The Stacy

My favorite, the Stacy (ST laptop) also had a prominent position of display here, one was in the very capable hands of GBS (Gadgets by Small), demonstrating the Apple Macintosh emulator, Spectre GCR.

Another Stacy was at the Blue Chip Software cubicle with Lauren Sellers doing the honors demonstrating Word Flair. The other units were in the MIDI areas, and justifiably so, as they seemed to fit right in.

Since Stacy has passed the FCC type acceptance tests, it won't be long now...perhaps by mid-December. [Ed.: We could not obtain confirmation from Atari that the Stacy has passed FCC approval.]

Moniterm monitors were quite numerous. The performance of these beauties is nothing short of spectacular. I found that the major stumbling block for most programs is a simple fix to the video call. One must use VDI instead of getrez — then the big screen is free to "do its thing." The Moniterm was in use en masse in nearly all the developer's cubicles.

The Atari reception was well put together, and the revelation of highly increased developer support through a totally revamped program was indeed a welcome announcement. Atari's goals, as far as I am concerned, are well within reason for 1990. [Ed.: for more info on this, see Atari Bulletin Board elsewhere in this issue.]

Mr. Gordon Monnier introduced this reporter to Leonard Tramiel early on in the evening, and from that time forward, the delights of the evening went strictly uphill. In fact, I found Leonard to be quite charming and very willing to discuss the future of Atari.

As the evening wore on, Leonard invited me to accompany him as he 'made the rounds' of the reception. I got to meet John Townsend and Ken Badertscher. I must say, both young men were very impressive. Atari has an excellent staff assembled and should become quite a competitor in the coming months.

A very pleasant surprise came later in the evening when I found John Eidsvoog playing one of my favorite styles of music, progressive jazz. Folks...John is not good...he is a great musician.

Ron Luks, CompuServe Atari Forum Manager: "I got the feeling that Sam's got his company under control. He's got his group set up, and they're actually starting to deliver and doing it in a low key manner."

Bob Brodie, Atari User Group Coordinator: "I really enjoyed developers coming up to the TT and trying it out. The new Editor of STart, Tom Byron, came by, saw the TT and said 'Let's see how well you maintained downward compatibility' and whipped out a Start magazine and disk. He booted up RezRender and tried it. What would take RezRender hours to do on the ST was taking only minutes or moments on the TT. Daren Kazmaier came by, and we nicknamed PageStream 'PageScream' because it was really flying on the TT."

The Reviews Are In!

"... If you own a hard drive ... then RUN, don't walk, to your nearest Atari dealer and ask him to order DIAMOND BACK from Data Innovations, Inc."

Victor T. Albino, ST World

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LeRoy Valley & Ron Robinson, ST Informer

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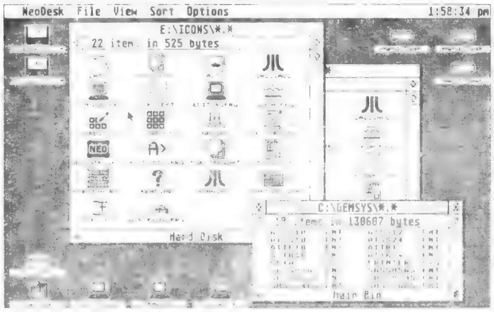

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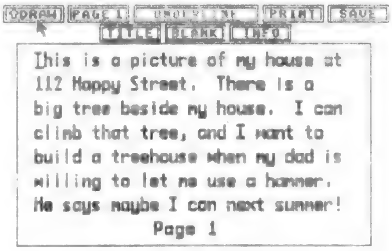

This is a picture of my house at 112 Happy Street. There is a big tree beside my house. I can climb that tree, and I want to build a treehouse when my dad is willing to let me use a hammer. He says maybe I can next summer!

Page 1

Kidpublisher ***Professional's*** typing screen is shown above. Five pages of text and graphics are automatically loaded with the program. Each printed page has a picture at the top and text below

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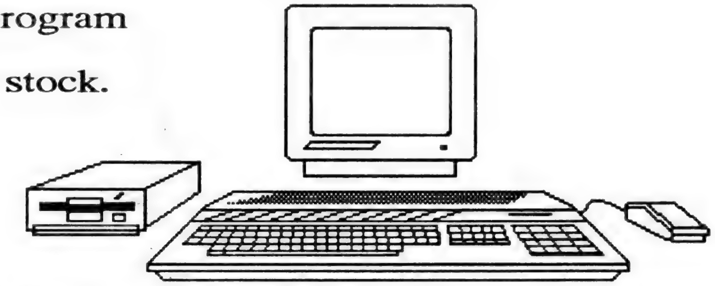

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Turbo-Info #6
Determining the System Configuration

by Chuck Steinman (DataQue)

This article will present one way to set up a program to run under the Turbo-OS, yet still be compatible with the Atari XL/XE operating system. It is assumed that the reader has some knowledge of programming at the assembly language level. This installment will concentrate on the allocation of RAM.

To make memory management a bit easier for the programmer, the Turbo-OS features several different routines to control memory allocation and de-allocation. There are no such routines in the Atari OS, other than memory is allocated by the operating system for its own use. There are memory locations to indicate the lowest and highest available RAM locations. These pointers are modified by the application program rather than the OS.

When I set forth to write the Turbo-OS, I determined that there were four types of memory that I would support. To maintain compatibility with current programs, there was a limit to what could be done with standard memory, since current applications would not be calling my routines. The same would apply to the extended RAM, which is banked in the $4000-$7fff range using the PORTB register of the PIA. The nature of the various types of RAM were discussed in an earlier AIM issue.

There have been a few people tell me there is no need for any memory management on the Atari 8-bit computers. If an application needs RAM, it just uses it, and when the program terminates, another program can use it. Well, that presents problems when more than one program has to share memory. This happens quite often despite what you may think. If you boot a disk operating system into your computer, and then an application program, you would have two programs resident. There are many times when there are incompatibilities between application programs and particular DOS versions. DOS 2.x compatibles are usually the worst.

Having to load in DUP.SYS is a major trauma. If there is a program in memory you want to preserve, you have to have a MEM.SAV file on the disk. This allows you to save part of your program to disk, enough to load DUP.SYS into RAM. But then, if you happen to want to copy a file, you are just out of luck. You either have to corrupt your program or copy a sector at a time. This all happens, even though there probably is at least 16K of RAM being wasted under the OS ROM. RAMDisks were a fudge to help this problem, automatically protecting the resident program would have been a better solution.

Yeah, I know, all of you SpartaDOS users are grinning from ear-to-ear about now. Well, there are problems there also. Lets say my program wants to use the RAM under the OS, or one of the extended (XE type) banks? Can I jump in and use them? No, but not only that, I have no way to determine if that RAM is being used. There may be 4 to 16 banks of 16K just sitting there...or SpartaDOS may be using part of them as a RAMdisk. But how does the application program know? It cannot, since there is no means provided to indicate what banks are available and how many banks there were to start with.

Well, I hope you can see my point. Programs should be written to be more dynamic. If the RAM under the OS is used, then look for banked RAM. If that is already used, or not available, then ask the user what he wants to do. Not just "Hey bud, can I overwrite your valuable data?" but give the guy the option to save the data, move it or destroy it. I know, I know, why do you need this type of sophistication in a game machine?

This is where the Turbo-OS routines jump in. If you have an application that needs four banks of extended RAM, you make the Talloc call specifying you need four banks. Those four banks, if available, will be flagged as used, so that other programs will not use them. If there are not four banks available, then a bitmap of all free banks is returned. A similar procedure is followed by the extended and explicit RAM types.

Enough talk. I am sure you programmer types want to see some code fly by your tired eyes about this time. Well, I will present a code segment which will determine whether there is a Turbo-OS (and Turbo-816) installed, and what memory is available. Better buckle up, here we go!

Chuck Steinman's 8bit assembly source code starts on the following page.

```
; first some memory locations need to be defined.
basebyte   dsb 1            ; memory base address
basepage   dsb 1
basebank   dsb 1
lastbyte   dsb 1            ; memory ending address
lastpage   dsb 1
lastbank   dsb 1
tempvar1   dsb 1            ; temporaries
tempvar2   dsb 1
tempvar3   dsb 1
expanded   dsb 1            ; flag for expanded RAM
                            ; availability

; note: this segment is fully code relocatable.
apropriate lda #$a5
           cmp #$c001       ; this is a flag to indicated there
           bne not_816      ; is a Turbo-816 installed
           cmp #$c000
           beq was_816

not_816    lda #$00         ; set all flag/pointer defaults
           sta expanded     ; no expanded RAM available
           sta basebank     ; don't really need to do these
           sta lastbank     ; two, but let's be official!
           lda #memlo       ; construct a pointer to the lowest
           sta basebyte     ; available standard RAM address
           lda #memlo+1     ; as determined by the OS & DOS.
           sta basepage
           lda #memtop      ; construct a pointer to the last
           sta lastbyte     ; available standard RAM address
           lda #memtop+1
           sta lastpage
           ldy #$00 rts     ; no t816, so we are all done!

was_816    lda #$03         ; scan for expanded RAM
           jsr tramck       ; Turbo-OS RAM check routine
           lda taraml
           ora taraml+1     ; was any expanded found?
           beq not_816
           acc 16

do_expand  lda taraml       ; preset to max available

do_loop    sta tempvar1
           pha              ; push amount onto stack
           acc 08
           lda #$03
           jsr talloc       ; go allocate it
           acc 16
           pla              ; pop base address off stack
           sta basepage
           clc
           adc tempvar1     ; add amount to get ending address
```

```
           sta lastpage
           acc 08
           cpy #$00         ; was there an allocation error?
           bpl no_error

error      acc 16           ; RAM may not be contiguous
           lda tempvar      ; back off by a page, check again
           dea              ; to find largest contiguous block
           bne do_loop      ; of unused RAM.
           acc 08           ; return with error status
           ldy #$ff         ; RAM was not found w/o error
           rts

no_error   stz basebyte     ; always begins on a page boundry
           lda #$ff
           sta lastbyte     ; always ends before a page
                            ; boundry
           sta expanded     ; set flag for later testing
           ldy #$00
           rts
```

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ST Bashing: The Story Continues...

by Tim Holt (ST of El Paso)

I walked into Jenkins' Computers yesterday, and there on the counter was a nice display for a new contest being held by Accolade. You remember Accolade; they make Test Drive, among other ST software.

Well, I thought, I am always ready for a free trip, or for Ed McMahon to come knocking on my door, so I scooped up some entry forms. Let's see, this was the "Life in the Fast Lane" contest. Hmm...sounded good. What could I win?

According to the entry form, I could win a choice of prizes. Sounded good so far. I could win:

- A Grand Prix Motorcycle Weekend in Laguna Seca, Ca.
- An Indy Car Grand Prix Weekend
- An Offshore Powerboat Weekend

WOW! Nifty prizes! No purchase neccessary! (Even better, since I still owe Jenkins' money...) Ok, I fill out the "Official Entry Form." It asked the standard questions — name, address, city, etc. Then, down there at the bottom I am asked to check which computer I have.

Let's see, the ones listed are: Apple II series, Apple IIGS, Commodore 64/128, Commodore Amiga, IBM/Tandy Compatibles and Macintosh. Where is the ST? It isn't listed! Not even an "Other" catagory!

My blood begins to boil. Tom, the co-owner of Jenkins' looks at me. "Don't you hate it when they do that?" I responded yes. I could really feel for him. Here he is, expected to display the contest thingy, and it doesn't even make mention of the type of computer that he sells. It makes a potential customer think that the STs or Megas aren't even considered game machines!

Geez! We have hit a pretty low point when the ST line of computers aren't even considered game machines! I could understand if I owned a VIC-20 or a Timex-Sinclair, machines that are no longer made. But Accolade still makes games for the ST! And the ST is STILL being made! What is the problem?

I believe this is a symptom of a larger disease. There have been other "contests" where the ST was relegated to the area of "Other Computer" or no mention was made at all. This was just the latest in a long line. Just because we have been slighted by Accolade this time, doesn't make them the only guilty party.

Ok Holt, you talked a lot, now what do think we should do? Well, there are several things that you can do: (These are by no means the only things we can do, but since the revolution is nonviolent, bombing Accolade is prohibited by several Federal Laws.)

1. Enter the "Life in the Fast Lane Contest." You do not need an official entry form, just a 3x5 card that contains the following information: Name, Address, City, State, Zip, Name of Retail outlet where you get software, City and State of that store, and most importantly: type of Computer owned.

Mail your entry form to:
Accolade
Life in the Fast Lane Sweepstakes
PO Box 8973,
Westport, CT. 06888

Entries must be in by March 15, 1990. Again, be sure you state you have an Atari computer. (Who knows, your "protest" might win you a prize!)

2. The second thing you can do is write to Accolade and demand to know why your computer was neglected. Do not write to the above address because that is just a company that handles sweepstakes processing. They couldn't care less what type of computer you have. You can reach Accolade writing to the following address:

Accolade Software
Office of the President
550 South Winchester Blvd.
San Jose, CA. 95128 (408)-296-8400

If you call them, also write. Calls mean nothing unless there are millions (something that won't happen), but letters begin to pile up and make a mess in someone's office.

3. Next time you are in contact with an Atari official (be sure he or she is one that will have a job there next week) ask them why they don't have better contacts with the software houses. One little box on an entry form is free advertising! Or, you might want to write the big cheeses at Atari. The address is:

Atari Corp.
Office of the President
1196 Borregas
Sunnyvale, CA. 94086
(408)-745-2367

It has become apparent that the big wigs at our favorite computer company really don't care what happens outside in the real world to us little users.

If we want any kind of action to take place in our favor, we better do it ourselves. Write, write, write! Or we will become parents of cute, but abandoned, orphans.

Go ahead.

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In Your Drive

by Chet Cox (ACD)

"Hey, kids! What time is it?!"

"It's In Your Drive #24 Time!"

Well, so this is what it feels like to appear in AIM! After having to "hold back" and restrain myself in STart and Antic, it's gonna feel good to be able to really cut loose!

Since we're trying to see how much (or how little) space we should take up in AIM, we'll have a short IYD this month. But in that shortness, let's make sure we cover all types of our Ataris!

That Portfolio

First on the agenda is the Portfolio. After getting my hands on this little $400 wonder, I have to say that those people who refuse to consider it (Because it is sold by Atari) are cutting their own throats. Yes, even more so than when they ignore the ST or the XE! Because the Portfolio, though limited, is the most portable full-blown computer around, and the only decent alternative can run $2000.

Not that it's for everyone. The only people who really need the Portfolio are those who have to do much of their work "in the field." A contractor, for instance, is using one to be able to change parameters on the building (and on the costs) as things are discovered, or as new costs are determined.

A writer would be able to jot down notes, then turn them into the finished product after feeding the words into a home machine. Similarly, a student could take notes on the Portfolio, feed those notes into an ST's word processor, then expand those notes into a complete term paper — much more quickly than using handwritten notes and retyping from those handwritten notes. The terminal software included makes it simple to transfer to a home computer or to log onto a BBS or another computer via phone modem.

Quite simply, the Portfolio does not offer quality, finished work. It uses a simple text editor, a Lotus-type spreadsheet and a quickie database to do rough work and to save time. Time is, more than ever, more valuable than money. For around $500 (Portfolio + cable + pseudodisk), hundreds of hours can be saved in a single year. Now, Where's that STacy?!

A Flawed Gem

Diamond Write fails to live up to the promise of itself, its parent Diamond environment or the past achievements of programmer Alan Reeve. These are hard words for me to write, for Alan's work in the past has been innovative, useful, and brilliantly executed. His weaknesses (inadequate documentation and an inability to use different DOSes with his products) were far outshined by his considerable strengths as a programmer filling the needs of a hungry Atari populace.

Diamond Write promises much, and could be forgiven for falling short if it did even some of what it claimed. However, it not only is slow (almost forgivable), but can't perform many of the on-screen functions, even when all the prompts insist that such and such a function has been performed.

For instance, you try to "rubber band" a block of text. This performs well, up to a point. Holding the mouse button down (or a joystick button, or a touch tablet button...Diamond can be configured to use an ST mouse, an XE mouse, a joystick or a touch tablet) while moving the mouse will create an expandable box which wraps around a block of text. The text is supposed to then be shaded, so you'll know it's marked. You may then delete, move or insert that block...in theory.

In actuality, the text doesn't become shaded, nor can you delete, move or insert that block of text. The pull-down menu bars will say you have done so, and will give you every prompt as if you did. But, NOTHING HAPPENS! This goes on with every feature. You can't get out of the 40 column mode! You can't change the margins! It's infuriating to see Diamond Write ALMOST succeed in each task, only to fall just short. It almost does everything, but succeeds in hardly anything.

If Diamond Write succeeded at getting print from the screen to the printed page (ARRGH! You can't always get it to print to the printer either!), in any shape or form, it would still be worthwhile. Its ability to use and manipulate fonts is unequalled in the 8bit Atari world, and it has a real "What You See is What You Get" screen.

But, it does no good to be able to see on-screen what you want if you can't get it to the printer! It's inconceivable to me that this program comes from the creator of News Station, Publisher Pro and Diamond!

Perhaps Alan Reeve suffers from that age-old soap opera malady and is being impersonated by an evil twin?

Silly Japanese Cartoon Giant Robot vs Godzilla

If you got a chuckle from the above title, if you've gotten a laugh and a good time from bad Japanese monster movies, AND if you've enjoyed the "un-science" of Robotech, Battletech or Transformers, you'll get a real kick out of a mindless game of Razrats.

Wargamers who play hugely complex historical simulations occasionally enjoy a simple, purely-for-fun game. These games, called "beer and pretzels games," offer a chance to just play around without worrying about historical accuracy, scientific plausability or internal logic.

Razrats is an old-timey beer and pretzels game of the best variety. Don't go looking for a great deal of internal logic. You command up to four "razrats" (giant robots, or bug robots, or something) which can carry grenades, lasers, and torpedoes -- in addition to armor. These razrats are then dropped onto a planet which resembles a checkerboard with terrain features. Your razrats then jump around, throw grenades at, fire lasers at, shoot torpedoes at, and jump on your opponents. Fun and destruction, and don't ask questions such as "Why are these razrats shooting at each other?" or "What's the point of this battle?"

After all, how can you take these razrats seriously? You've named your team something like "Hokum's Razors" and you've named your razrats things like "Moe," "Crusher Boy," or "Stomper." And you've chosen razrats shaped like amoebas or red teardrops.

Strategy? Mostly guesswork. High grasses protect, somewhat, from lasers and impacts. High ground means you can toss grenades farther, but you're a better target. You program an entire turn's moves at once, and movement then occurs AFTER everyone has programmed their razrats. A lot of ammunition gets wasted, shooting where your opponent *was* or where you think they *might* be. One to three players can play. Three is best. Even better when you've tipped a few drinks!

Too bad this is only for the ST (and only in color)! It'd make one dynamite game for the XE and XEGS!

The Best Things in Life are Free (Almost!)

Sigh. We have to admit that the supply of useful 8bit software is drying up. It's been a long time since the days of SynFile+, PaperClip and A Financial Wizard! Yet we have new products appearing on disk that rival the best of the old days, and sometimes surpasses the material for other 8bit computers people are paying big bucks for!

They're right there in your favorite Atari magazines. Antic, which is troublingly kicked to bi-monthly status, just included one of the best financial programs on its monthly disk.

"Budgetizer" covers one of the problems which many financial programs never address. You have expenses which you must meet once or twice a year, such as taxes, insurance, or car tags. Those expenses can come to a big hunk of bucks all at once. "Budgetizer" takes your annual, semi-annual, whatever expenses, then will break them down into monthly increments to let you know how much you need to "put aside" each month to meet the final expense. It's easier to put a couple of bucks to the side each month than to come up with the whole thing at once.

That same issue (October 1989) also includes a directory program from BASIC, a BASIC speed-up tool, a quick "Capture the flag" game, three text adventures (each quite good!) and a VERY strange jump-and-climb arcade game. All these for one magazine+disk —$9.95 off the rack, or $4.67 by subscription.

ANALOG, which has re-absorbed ST-Log, is jam-packed with goodies this time. A Concentration game, a title screen maker, some BASIC utilities (memory resident) and a BASIC tutorial round out this disk. (ST users should enjoy this too! The ST disk features a GFA BASIC tutorial, a Family Feud game, a virus killer, and a great animated Christmas tree to decorate.) Its price ranges from $13 on the stands to $6.59 by subscription.

[Ed. Notes: ANALOG/ST-Log will no longer be published after the Dec. 1989 issue]

Well, I did promise to keep this short, and look at how long I've let it become. Let's call it quits until next time, when we'll be able to mention Monitor Master, some more about Hillsfar, some material for the XEGS and the old 2600 and 7800 machines too. Until next time, never wiggle your fuji in public!

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The first LOW PRICED Removable Cartridge Hard Disk Drive!

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Basic unit includes drive, one 44 megabyte cartridge, case, power supply, fan, ICD™ host adapter, clock, formatting and partitioning software, and a 3' DMA cable. Please specify an under-the-monitor case or a shoebox style case. Both may hold two 5.25" or 3.5" drives. Extra 44 MB cartridges are $99 when purchased with drive, or $109 later.

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For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

	expandable boards:	
520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$395.
520D	4MB	$545.
	non-expandable boards:	
520-2	Socketed, no RAM	$79.
520-1	upgrades to 1 MB	$149.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$365
1040D	4 MB, 32 1 Mb DRAM installed	$565.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040A1	no sockets, no RAM	$110.
1040B1A	1 bank socketed, no RAM	$149.
1040B1	completely socketed, no RAM	$189.
1040C1	2.5 MB, no sockets	$334.
1040C1A	2 MB installed, 2nd bank socketed	$365.00
1040D1	4 MB installed	$495.

Upgrades for version "2" of the 1040/520 motherboard should be available in a month!

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30. Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	$495.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	$475.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

- Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.
- A 150 W power supply with fan provides power for all possible combinations and keeps everything cool
- Reset button on keyboard
- A delay circuit allows fully automatic HD power-up.
- Monitor can be switched on/off with CPU, using an optional cable.
- Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.
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Mini MIDI Lessons # 1

by Morris G. Miller (El Paso)

Almost everyone has a natural curiosity about MIDI, whether or not there are serious intentions of using it. In this series of mini lessons on MIDI, I will attempt to answer some of the more common questions about it. We will discuss:

What is MIDI? What do I need for MIDI? Do I need to know music to use MIDI? What is a sequencer? What are the differences in keyboards? What does MIDI cost? Why should I do MIDI?

It is almost impossible to discuss music or MIDI without using some of the technical terms of the trade. In this series of studies we will try to say everything in such a way that anyone can understand it. A glossary will be presented to help with the words which may remain in doubt. [Ed: The glossary will appear as the last two installments of this series.]

What is MIDI?

MIDI is an acronym for "Musical Instrument Digital Interface." It is a defined means for interconnecting musical instruments and other related equipment for the reproduction of music. It now includes your computer and the programs for MIDI, keyboards, synthesizers and samplers, sequencers, recorders, editors, librarians, scorers and a host of other equipment and functions.

MIDI is the electrical and physical specifications for these interconnections. It forms the "standards."

The MIDI standards define the hardware connections and wiring to connect and send signals between the instruments, such that one can control or inform the other of musical events. The send wire of one connects to the receive of the other, and vice versa.

Signals are sent in serial, much like the serial printer or modem connection on your computer — one wire to send, one wire to receive. On some computers, the MIDI interface plugs into the serial modem port of the computer. On others, the MIDI port is built in as a separate interface.

The serial pulses sent between instruments are organized into 8-bit codes. The MIDI standard defines the meaning of these codes so that all instruments speak the same code language. Not all instruments respond to all the codes defined, but those that respond to any one code all respond in the same manner.

Electronically, MIDI also defines the current and voltage limits of the pulses and the bit rate for the pulses. In this there are now two standards, but any instrument designed for the faster standard will respond properly to the original, slower standard unless it specifically so states. Not to worry. For what you and I are doing, either of these are sufficient.

The MIDI connections on your instruments are 5-pin DIN. There are three kinds:

MIDI IN -- the instrument can receive MIDI code.

MIDI OUT -- the instrument can send MIDI code.

MIDI THRU — the instrument can repeat to the next instrument what was received on MIDI IN.

Not all instruments will have all three ports. This is a clue to how that instrument can fit into the MIDI hookup.

The full definitions for MIDI codes are available from many sources and will not be repeated here. Codes are defined for turning each note on and off, the note attack (how hard the key is struck), touch pressure (how hard the key is held down), release (how quickly the key is released), patch changes (selecting the voice to play), pedal control (sustain, soft, etc.), glissando and portamento (glide between notes), modulation (vibrato or tremolo) and others.

Codes are also defined for the individual manufacturer's, called exclusive codes. This allows each manufacturer to have special codes for the control of functions on a keyboard that is different from all other keyboards. It is this "feature" that will prompt you to make some decisions about the type of keyboard to use and the programs to buy before sinking a lot of money into it. The two must work together.

Note that MIDI does *not send the sound* of the notes played. MIDI sends signals to indicate what the *performer did.* MIDI sends codes to indicate which key(s) was pressed, when it was pressed, when it was released, which control was operated and how much it was operated. When played back from the computer, the keys are pressed again exactly the same as before, and the same controls are operated again exactly the same way. Reminiscent of a player piano, no? Only it doesn't have to be a piano. It might be two horns and a banjo. That's neeeet!

What Do I Need for MIDI?

Coming from a computer user this question relates to "what do I need to add in order to use MIDI?" Selecting your computer is another subject, but there are MIDI connections for almost every computer now made. As a matter of fact, many MIDI instruments can be used without a "computer" and have their own computer functions built into them. Many keyboards can record and play back the songs played on them.

For your computer to send a song to the keyboard you will need a sequencer or player program. There are some simple player programs and a few decent sequencers and editors available in the public domain. Commercially available programs are much better, but you pay for what you get. Another lesson will go into more detail about sequencers and editors. Basically, the sequencer will allow you to record a song as you play it, edit mistakes and make musical performance changes, select the voices and play the song back to the synthesizer.

Some computers have plug in card slots. MIDI interface cards are available for MAC, IBM-PC, Apple and others. Synthesizer cards are available for MAC and IBM-PC. If your computer does not have a MIDI interface built in, Apple makes a simple interface to plug into a serial port, but programs to drive it may be a problem.

Synthesizers can be purchased without keyboards. All keyboards have synthesizers in them. It is the keyboard which sends the performance signals to the computer for recording. When played back from the computer it is the synthesizer which makes the voice sounds you hear. You can play any song to a synthesizer whether it has a keyboard or not. Therefore there are two factors involved:

(a) If you know you will seldom be entering notes or playing the keyboard, buy a keyboard looking for the best synthesizer. You'll save enough money on the cheaper keyboard to buy another synthesizer without a keyboard.

(b) Otherwise buy the best keyboard you can, with less regard to the quality of synthesizer it contains. Get a better synthesizer as a separate item.

You will need an amplifier and speaker system. Any good home music system will be great. Add to it an audio mixer for combining the sound output of two to four separate synthesizers and microphone inputs. Radio Shack has a reasonably good one at a modest price. If your music system has a cassette recorder in it, then all the better. Record your performances and take them with you. You don't have to buy everything at once. When an item is to become permanent to the system, then buy the best you think you can afford.

Do I Need to Know Music to Use MIDI?

Yes. And no. There's nothing like a definitive answer, but the proper answer depends on what you want to do with your MIDI system. It requires no knowledge of music to play pre-recorded songs. You can change the voices, tempo, attack (volume) and many other components of musical character and style having no knowledge of music. You can have someone else play a song while you record it and have no knowledge of music. You can even do a lot of editing to a song with no knowledge of music.

But, it does help.

If you have no knowledge of music, you will be pleasantly surprised how quickly you can learn what you need to know of the rudiments of music once you start entering a new song into an editor. Keep in mind that it is not necessary to "play" a song to enter it into an editor. There are at least a half dozen different ways to get music into a sequencer. Some are easier than others, but others are more suitable to the circumstances than some!

We are not talking about "composing" music or knowing all about chords and patterns. It will be necessary to learn the relative tonal positions of lines and spaces on the musical staffs. It will be necessary to learn what note shape has to do with time and duration. It will be necessary to recognize the markings in the time and key signature of a score.

All this should take about an hour of talking to your daughter, who has been taking those expensive piano lessons — and the next three days to enter your first two simple songs.

After that it's all downhill.

Pre-recorded songs can give hours (literally) of great pleasure by the nominal process of examining them in the edit buffer of the sequencer and finding for yourself what the affects are.

Have that daughter play the song while you record it — mistakes matter not. Play with the editor until all notes are like the score. This will quickly let you see for yourself how the notes correspond to position on the staff, how shape relates to duration and how the signature affects the individual note pitch — and how quickly 10 PM can arrive! Assign voices, adjust tempo, set the MIDI channel, set up the synth patches and presto! New song.

Yes, you will need to know some "music." You do not need to know music theory. What you need to know at a minimum, you can learn very quickly by doing. Just don't burst out singing too loud! Happy MIDI.

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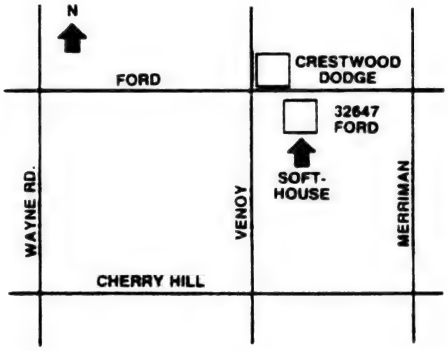

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Computer User Spouse Strikes!

by Robert Hodson (El Paso)

After reading "NeoSTAG struck by Virus" in AIM, September 1989, it occurred to me that there is a virus out there that has struck all avid users.

Symptoms

Hearing the parts of sentences, such as...married to that computer...speaking to the wall...last time I'm calling you... and many, many more. Seeing a hand on the power switch after hours of work and hearing "SAVE IT or LOSE IT." Telling your spouse you'll be gone to the computer store/friend's house one or two hours and being gone for four or more.

It seems that if you're branded a computer enthusiast you will eventually be bitten with this sleeper. At first, I tried to find some kind of immunization for it.

Cures

Posting the following sign above my workstation worked for 48 hours only. This virus has no quick cure.

REMEMBER
COMPUTERS ARE NOT
WARM, LOVING, OR
UNDERSTANDING.
ONLY YOUR WIFE IS THERE
FOREVER!

After which, I would sense a presense akin to the grim reaper pointing to the sign.

Instantly save, shut down and say "Yes Honey, what do you need?" knowing that this time you did not even hear part of a sentence.

Next came getting up early Saturday and Sunday mornings, closing the bedroom door and putting a box over the printer (if absolutely needed).

One other short-time remedy is to have your spouse take a trip while you're attending a school — any school will do. This will be the only time you can get some kind of remission. Be forewarned, there is no permanent cure, only trying to work toward harmony. Beware!

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AtariWriter + Part V for Those Who Don't Want to Read the Book

by Jimmy Boyce (CACE)

Hi people! How's the old heater doing? Are we having fun yet in this cold? You say, "Who cares, just tell me how to create my own personal dictionary?" My, my...aren't we edgy?

Why a personal dictionary? Mainly because AW+'s dictionary is so small. Another reason is that you may have a specialized vocabulary. An electronics technicion, dentist, inventor or teacher of a special subject will each have need for a personal dictionary. If you have more than one specialized subject, you can make a dictionary for each subject.

There are two ways of going about this process. You can run a document through the spell check and then go back to menu and select FILE PERSONAL DICTIONARY or you can just create a list of words and save them.

Creating a Personal Dictionary using Corrected Words

So, let's see what is involved in saving words from a document that you have just checked for spelling <pg 57>. Keep in mind that as you are running a file through the Proofreader and you tell the computer to accept as correct a corrected word, that word is maintained in memory. When you are returned to the menu, press the key that gives you the File Personal Dictionary function in order to save this list of words (the list in memory).

At this point the computer will prompt you for a file name. I like PERDIC followed by a number, such as PERDIC1 or PERDIC2. This way, if you exceed the maximum allowed words (256 words per personal dictionary file), you still have continuity with the dictionary.

Now, insert a formatted disk (you know how to format a disk for AW+) into your drive and hit [RETURN]. If the file exists, you will be asked if you wish to replace the old file, if not press [N] and start over with a new name for your file.

Here is the nifty part of this whole rigamarole (that ought to mess up the Proofreader but good) -- you will be prompted with SELECT WHICH WORDS TO STORE? Y/N. If you select [Y], you can choose the words, letters, abbreviations and numbers that you wish to save. Each time a word flashes on the screen you will be asked if you wish to save it. Just type a [Y] or [N] to save or discard each word.

Now that you are done with the list, you are asked to press [RETURN] TO CONTINUE. I assume you can follow directions and you did indeed press [RETURN]. You will notice that your drive started running. Guess what? Your new personal dictionary is being saved.

Please remember that if your list is OVER 256 words long ONLY the first 256 words will be saved. If you have a list of over 256 words, save it as a regular AW+ file and split it up with the "saving a portion of a file" technique mentioned on <pg 28>. Then save it to your Dictionary disk (that will be discussed next).

If you type an [N] when asked SELECT WHICH WORDS TO STORE? Y/N, the entire list is saved and that is the end of the procedure.

Building a Dictionary Manually

Let's say that you already know that the technical terms you will be using are not in the AW+ dictionary, and you want to get a jump on things and create your own files without using the previous method. Here it is folks: first create a file containing all the specialized words you use. Your options are to create a column with a [RETURN] after each word or just type them with a space between each word. Then, just save this like you would any file but put it on your dictionary file disk with an appropriate file name. Isn't that just precious!

There are a few ground rules and they are quite simple to deal with. Start each word with a letter. Do not use punctuation marks, parentheses, or numbers at the beginning of a word. Proofreader will accept ['] in a contraction such as "he'll" or "aren't."

Do not enter contractions showing possession such as "she's." Also, remember that your dictionary can contain up to 256 words (130XE owners — your list can be up to 628 words).

Using a Personal Dictionary

Let's move on to proofreading with personal dictionary files <pg59>. Go to the main menu and gently depress the [V] key to verify the spelling of your document. Remember when it says to insert the program disk and press [RETURN], in reality it means leave the AW+ program disk in your drive because PROOFREADER is on that side of the disk.

When the PROOFREADER menu appears on the screen, you must gently strike the [A] key to add your personal dictionary. Now that was not too bad was it? Oh, I almost forgot...you must type in the name of your dictionary file (I use PERDIC1) at the prompt at the bottom of your screen and hit [RETURN]. This gets your part of the dictionary into memory so you can use it.

At this time, if you have another dictionary to load then do so, because you should be back at the menu with a notice telling you how many words you loaded last time and asking you to make another selection from the menu. Just repeat the process and the next list of words is loaded.

If you try to load more words than there is alloted memory space for, you will be told that you goofed with a terse little message saying MEMORY FULL — INCOMPLETE LOAD. However, if you have been fortunate and all has gone well, ask the computer to correct your spelling by depressing the [C] key and inserting the AW+ dictionary disk in your drive (don't try to jam that disk in without removing the other one first!).

Updating A Personal Dictionary

OK, you have corrected your sloppy spelling and keyboard work. Now let's update that dictionary disk. As a reminder <pg57>, each time that you correct the spelling of a word that is not on the regular dictionary disk, that word is saved in memory. These words can be added to your personal dictionary when you have completed your spell-checking in the following way: when you have completed spell-checking and have been returned to the Proofreader Menu, depress the [F] key for File Personal Dictionary and you will be asked for a filename.

At this point, let me tell you something I discovered about this process. For some reason if you save your dictionary file with the same filename as before, you will have a double list of your words in that file. So, here is what I do to eliminate the problem:

Step 1 Save the file with another name (e.g., PERDIC2 assuming that your original file was called PERDIC1.

Step 2 Delete the original file (PERDIC1).

Step 3 Reload PERDIC2.

Step 4 Save PERDIC2 with the new name PERDIC1.

Step 5 Delete PERDIC2.

This may sound a bit much, but it will leave your disk uncluttered. Plus, making it easier to load your dictionary next time, because you will not have to remember which file is which.

The next thing you will be asked is if you want to select the words you want to save. I always tell it [Y] just so I can eliminate anything I do not wish to have on the disk. One final note: save the file while in the Proofreader program because some of the 130XE's do not respond when returning to AW+ and your corrected file is lost upon re-booting AW+.

That's about the sum and substance of checking your spelling. Remember that your personal dictionary is limited to 256 words (for 130XE owners the limit is 628 words). That's it for now. Next month, we start printing the corrected file that you have just saved.

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M.U.L.E. -- A Look at an 8bit Classic

by David Brzezinski (WAUG)

Imagine the joys of colonizing a new world. Then imagine the problems of producing food, energy and materials and competing with other pioneers for prime land and scarce supplies.

This is the basic concept of the game M.U.L.E. presented by Electronic Arts. This isn't a new game (it is copyrighted 1983), but I've found it to be one of my all-time favorites.

So what does M.U.L.E. offer? You are colonizing the planet Irata with three other characters. If you play alone, the computer plays the other three. If you use two joysticks, you and a friend can play against the computer. With a joystick and paddles, three people can play. This is the best I can do with my 130XE.

A friend who originally showed me this software has an Atari 800 with four joystick ports. With that, people can play all four characters, eliminating the computer from play, which prevents the all too common disappointment of having the computer win.

Play goes from six (beginner) to twelve (tournament) rounds. A lot happens in a round, so be sure to leave enough time to play it through. A land grant beginning each round allows players to choose a plot of land from a rectangular area to be developed.

M.U.L.E.s (Multiple Use Labor Elements) are bought at the store and outfitted to perform specific tasks such as farming, mining and energy production and placed on a piece of land. Since the colony must be self sufficient, food and energy become important as the store runs out. Smithore, produced by mining, is used to make more M.U.L.E.s.

Once every round, the players go to market with whatever they have produced. In this market, players are allowed to buy and sell to each other at any acceptable price, or sell to the store at a fixed price. If the store does not have a particular product, players are forced to purchase from their fellow players at whatever price is asked.

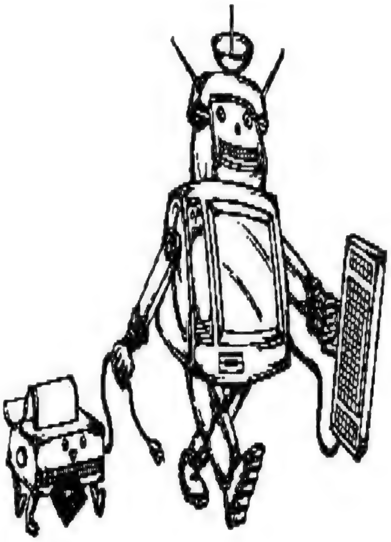
This market portion, cleverly done with graphics, takes up most of the time in the game, but offers the real opportunities for strategy. It is possible to corner the market in certain essential products and drive the price up to ridiculous levels before you sell.

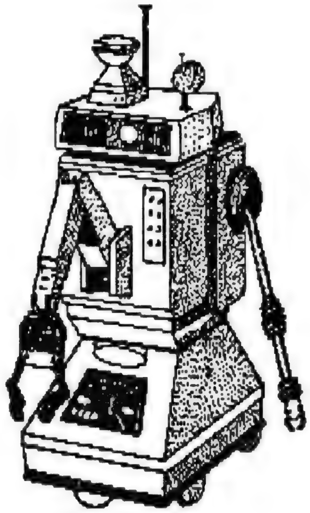
If you really get stuck or pull too far ahead of the pack, there is a whole range of good and bad things that occur to level things out again — from pirates to packages from home. There are natural disasters to shake things up too. And, to pick up a few extra bucks, you can always go Wampus hunting, if you can spare the time allowed during your round.

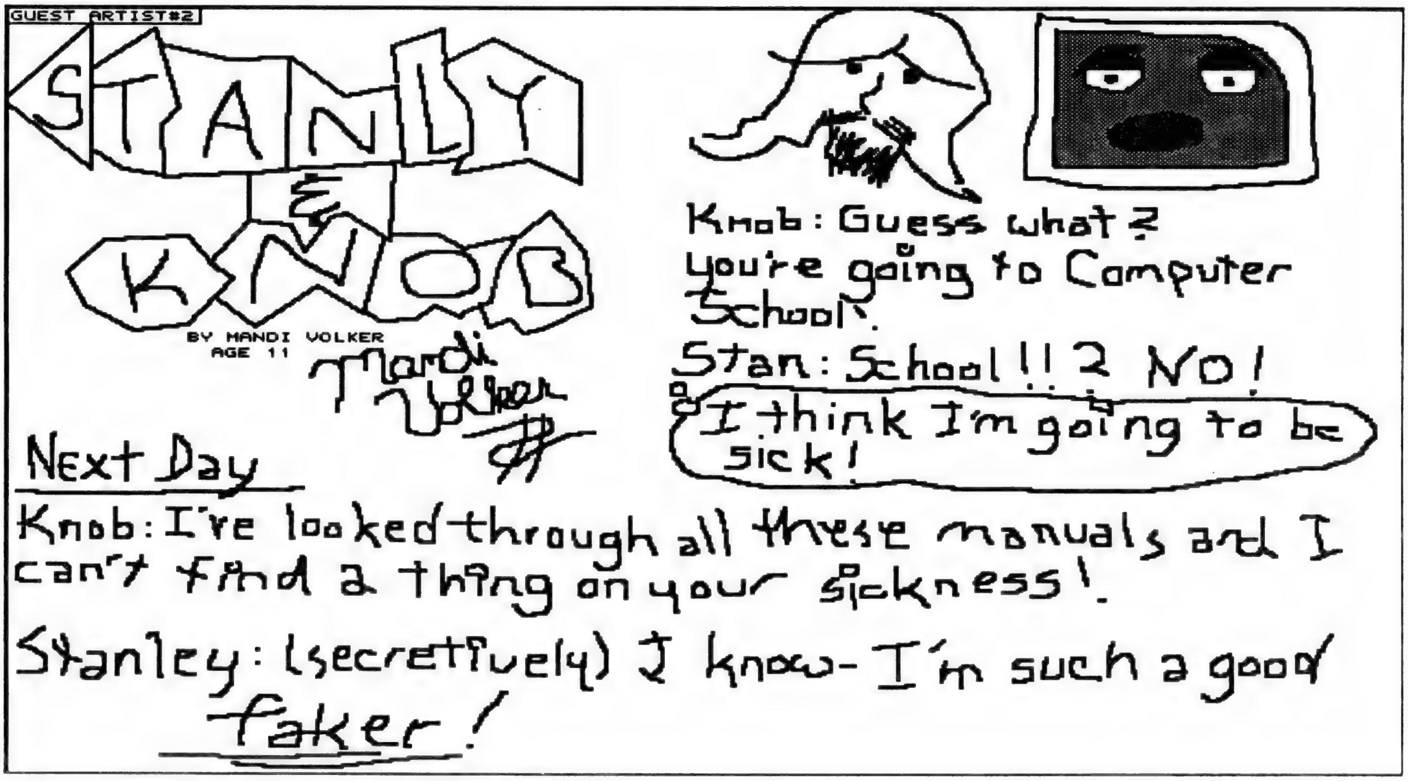
The point of the game is to become "First Founder," the wealthiest member of a successful colony. Surprisingly, the computer does very well, although I can usually beat it. My son, 10 years old, likes the game nearly as much as I do and doesn't seem to have any problems with the market aspects of the game.

The graphics and sounds are amusing and entertaining and the joystick manipulations are not overly trying. Don't try to play on a monochrome monitor, since just about everything is color coded.

All in all, I recommend this game to any 8-bit owner, especially you Atari 800 owners that can play all four characters. I really like the idea that the whole family can participate at once. I would hope that someone is working on Return of M.U.L.E. or something similar. I imagine it could even be a best-seller on the ST, if Electronic Arts would make an ST version. Anyone at EA listening?






GUEST ARTIST#2
STANLY & KNOB
BY MANDI VOLKER
AGE 11
Mandi Volker
Knob: Guess what? You're going to Computer School.
Stan: School!!? NO!
I think I'm going to be sick!
Next Day
Knob: I've looked through all these manuals and I can't find a thing on your sickness!
Stanley: (secretively) I know - I'm such a good faker!

Special Offer!

Beginning in January, 1990, Atari Interface Magazine will offer an ST/Mega Disk of the Month. This double-sided disk will be crammed full of the latest public domain and Shareware programs from sources such as CompuServe, GEnie, Delphi, Usenet and overseas sources in Germany and the UK. Each disk will also contain a short article that describes the contents of the disk.

These disks will be made available on a month-by-month basis for $6 per disk (shipping included) and non-AIM subscribers will be able to select an "AIM Disk-Only Subscription" for $60/year (a $12 savings).

But, if you subscribe to Atari Interface Magazine, you can get the ST/Mega Disk of the Month for ONLY $50/year! That's like getting over three disks ABSOLUTELY FREE! To take advantage of this new disk offer, fill in the appropriate items below (as well as your name and address on the above form).

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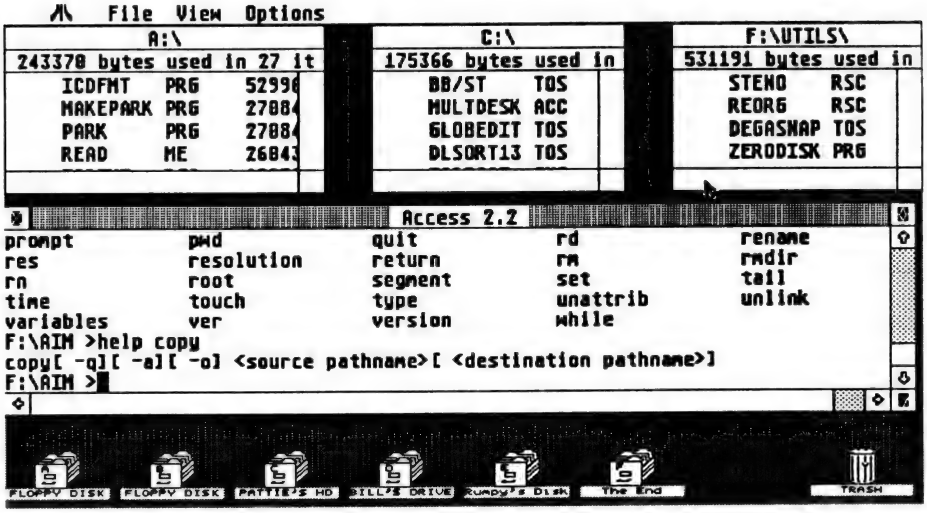
Please sign me up for your ST/Mega Disk of the Month Only Subscription. I do not wish to subscribe to AIM.

☐ Payment in Full Enclosed ($60)   ☐ Installment Plan: $30 enclosed, bill for balance

.ACCess!

by Bill Rayl



```
243378 bytes used in 27 it
  ICDFMT   PRG   52996
  MAKEPARK PRG   27884
  PARK     PRG   27884
  READ     ME    26843

175366 bytes used in
  BB/ST    TOS
  MULTDESK ACC
  GLOBEDIT TOS
  DLSORT13 TOS

531191 bytes used in
  STENO    RSC
  REORG    RSC
  DEGASNAP TOS
  ZERODISK PRG
```

```
prompt          pwd             quit            rd              rename
res             resolution      return          rm              rmdir
rn              root            segment         set             tail
time            touch           type            unattrib        unlink
variables       ver             version         while
F:\AIM >help copy
copy[ -q][ -a][ -o] <source pathname>[ <destination pathname>]
F:\AIM >
```

The ingenuity of ST programmers simply amazes me at times, and this is definitely one of them.

.ACCess!, from Rock Digital, is a handy desk accessory (DA) that gives you all the flexibility of a Command Line Interpreter (CLI). With .ACCess!, you can copy/delete/renamce/move files, get disk directories, copy files and more from within any GEM program allowing access to the GEM menu bar.

Sure, there are a number of desk accessories available that allow you to do those things, as well. But, .ACCess! has many more features...and .ACCess! gives you a CLI within a GEM window. You can resize the window, drag it to one corner of your screen and be able to switch back and forth from .ACCess! to your program.

You can create "batch" files and run them from within .ACCess!, and though "not supported" by Rock Digital, .ACCess! can execute TOS and TTP programs, often "tricking" them to run *inside* the .ACCess! GEM window. You can even run some GEM programs from within this desk accessory!

In a word, .ACCess! is...umm...elegant. Yea...it's elegant. It's kinda cute, too.

And for all you memory misers who refuse to use desk accessories, Rock Digital has kindly provided a TOS version of their program. You won't get the GEM window, and the added flexibility that comes with that window, but you do get a first-rate Command Line Interpreter.

If you're a user of programs such as DCopy or a "DOS Shell" program, you surely appreciate the added power and flexibility of a CLI...especially for file manipulation. If you've never used a CLI or worked in an MS-DOS environment, and never felt a need for more than what the ST desktop has to offer, you may not need what .ACCess! has to offer.

Just try copying over 100 files from one folder on drive A to a different folder three levels deep on a hard drive using the standard desktop, and you'll understand immediately how useful a product like .ACCess! can be.

With the unique feature of being the ONLY CLI (known to me) in a GEM window, .ACCess! becomes doubly useful.

For example, I was recently leaving a message on CompuServe and found I needed to quote from a text file I had previously stored on my hard drive. Using .ACCess!, I was able to type the file out and, while viewing the quote in the .ACCess! window, I added it to the message on CompuServe.

Without .ACCess!, I would have had two options. I could have used the VIEW command in Flash! to type the file to my screen, written down or memorized the quote and then typed it in.

Or, I could have loaded the text into the Flash! capture buffer (after saving what I already had loaded there), found the quote I wanted, separated it from the surrounding text with carriage returns, selected the quote as a block of text and then uploaded it directly into the CompuServe message.

All this for a couple lines of text. Makes me tired just writing about it!

In all, nearly 40 commands, 22 programming functions and 12 control flow/batch processing keywords are available via .ACCess!. Rock Digital has produced a desk accessory that is both highly useful and very innovative. Check this one out!

Rock Digital
2901 Kenmore Ave
Dayton, OH 45420
(513) 254-3160

F-16 Combat Pilot by Digital Integration

by Steve Kendrick

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"You fight like you train." —Motto, TOP GUN.

To put it simply, F-16 is a combat flight simulator. Then again, if you think about it, Dungeon Master is a fantasy game and Starglider is a space shoot-em-up. What elevates this new European import to the level of these classic titles is the way that it does its job, providing a state-of-the-art simulation as well as a novel strategic aspect, throwing in a few new bells and whistles too.

The F-16 Fighting Falcon is an intimidating air weapon, combining a multi-role interceptor, night-fighter, all weather aircraft, and adding an offensive capability as well. It can carry night-vision/targeting aides, reconnaissance equipment and a variety of state of the art air to air and air to ground weapons. Inside is the latest HUD [heads up display], avionics and electronic warfare devices. Powerful turbofan jets hurl the plane at supersonic speeds. Of course the F-16 pilot's job is no cakewalk, for the opposition sport skilled pilots and capable aircraft as well. Victory in the skies goes to the wiliest, most skilled pilot.

The video incarnation of the F-16 is no less impressive. Inside the cockpit are three main MFD [multi-function displays]. Unlike other simulators, these state of the art displays can be configured to provide a variety of navigational, radar and other displays and be re-assigned as the combat situation changes. All of the other instruments are colorful and realistically rendered. You can look about the canopy, with side and rear views accessible via the cursor keys.

The graphics aren't quite as flashy as Spectrum Holobyte's F-16 Falcon, but are competently done, with a minimum of display bogginess or awkward jumping. Control is touchy but responsive; your aircraft responds to your instructions without a noticeable lag and that "flying through molasses" feeling that many other simulations have. The joystick works the best, but you will probably prefer the keyboard controls for the fine positioning on a runway approach.

Upon booting, you first get a colorful title/credits screen. You are then presented a graphic representation of the squadron commander's office, where you select the various options by mouse [clicking on the pilot for a quickstart game, the filing cabinet for accessing your pilot data, et cetera]. You can call up colorful renditions of enemy aircraft and available weapons spec diagrams, as well as a demonstration. After saving a record of your pilot on a scratch disk, you click on the exit door to go to mission selection.

There are five main options available at the missions selection screen, as well as TRAINING EXERCISES [goofing these doesn't affect your pilot's condition] as well as GLADIATOR [one on one vs. a human on another ST via null modem]. These missions are:

Hammerblow: attack of enemy air installations and defenses, such as SAM [surface to air missile] sites, early warning radar arrays and enemy intelligence installations.

Deepstrike: attack against enemy logistics assets — fuel dumps, factories and power stations.

Tankbuster: strike against enemy armored battalions.

Watchtower: reconnaissance mission over various enemy sites.

Scramble: interception of enemy aircraft.

Successful completion of each of these missions at least once allows you to attempt Operation Conquest, a campaign scenario. In this scenario, you are the squadron commander, charged with the reduction of enemy fighting capability. It is up to you to devise a suitable strategy, selecting both your missions and the missions of up to four other allied aircraft.

Selecting an option brings up the map box, depicting the combat theatre. You receive your target coordinates [if you've selected a specific scenario], weather and intelligence report, and target data. You can select your WAYPOINTS [which when fed to your navigation computer provide your course to target] as well as assign missions to your fighter group in the campaign scenario.

After selecting a mission and making a flight plan, you go to weapons selection, a realistic-appearing rendition of your aircraft being readied in the hangar. You have a menu of systems [which may or may not be in stock] which you place on the appropriate hardpoints [weapon mounts] of your craft.

There is a wide selection of weapons at your disposal: AIM-9M short-range infrared-homing and AMRAAM medium-range radar-homing air-to-air missiles; Maverick infra-red and laser-guided air-to-ground missiles; DURANDAL anti-runway bombs; HARM anti-radar missiles and several weights of unguided bombs. Also accessible is your M61A1 Vulcan air-to-air autocannon, your internal fuel tankage as well as expendable external drop tanks, anti-radar chaff and anti-IR flare charges, ATARS reconnaissance pod and LANTIRN target designation/night vision pods.

You select what you need, and then it's off to the runway! You type in your IFF transponder code [identification, friend or foe] — yes it's the ubiquitous manual look-up copy protection. Send your callsign to the control tower and receive the response "Roger, PEGASUS, clear for takeoff." Taxi onto the runway, set the wheel brake, then slam the throttle full open, feel the afterburners kick, pull back the control stick at 150 MPH and you are airborne....

Success at any of the missions involves the mastery of three separate skills: flight management, use of instruments, and resources management. Flight management involves all the skills of handling the aircraft, such as takeoffs [pretty easy], landings [tough!], attack maneuvers and aerobatics. Most important of these are bomb run approaches, enemy tail lock-on strategies and low altitude maneuvers — you have to fly at less than 500 feet to avoid enemy ground radar detection [and subsequent SAM and interceptor attacks].

Practice also confers the ability to execute escape maneuvers that will put you in a more advantageous position, without slamming into the ground at supersonic speeds or conking out the pilot with excessive g-forces. You can get a feel of how the aircraft responds to the variables of airspeed, altitude and angle of attack [how much work the wing must do to keep you airborne]. The fly-by-wire system, which translates your control inputs to commands to the aircraft control surfaces without pilot intervention, keeps you from making many maneuvering errors but it is still possible to goof up. Landing in itself is a difficult task, and you will probably prefer to turn landing over to the avionics with the AUTOLAND key. This takes the ILS glideslope radio beam information and controls the aircraft for a safe landing.

You must also learn to use your instruments to their best advantage. It is possible to get swamped in too much information, so it is best to have your MFDs configured to provide only the necessary data. Overuse of your radio or radar transmitter is to be avoided, as this can alert the enemy to your activities. Keeping to a well-devised flight plan can help you avoid unnecessary conflicts with enemy defenses and keep you on-course to your mission objective.

Resources management is a crucial but often-overlooked aspect of combat. A flight plan and weapons selection that does the most for the least work is obviously very desirable. It is much easier to complete a mission when you conserve fuel and slip in and out without interception. Being overladen with heavy weapons impairs your ability to maneuver and evade attack. Taking good weapons and using them efficiently can avoid many headaches. Firing a fire-and-forget air-to-air missile, or using your LANTIRN pod with a laser homing warhead, can keep you out of those hairy close encounters. Maintaining appropriate airspeed and altitude makes you more maneuverable, keeps you out of radar lock and puts you in a position to strike without making yourself vulnerable. This also makes it much easier to avoid getting yourself lost, disoriented or in hot water. I would say that 75% of your success comes from these, and raw reflexes and skills do the rest.

Before I give you the misconception that this is the "perfect game," I need to point out some shortcomings. This game is copy-protected and comes on two 360K disks. Read this as a lot of disk swaps, even if you have a hard drive or second drive [the software doesn't recognize a B drive]. The book-based protection scheme is irksome. You have to look up a code on every mission, a level of protection that is both unnecessary and needlessly annoying.

The graphics are not at the edge of the state of the art, although they are competent, and there are no digitized sound effects that one finds on other simulators running on one Meg or bigger machines. There is a flaw in the random map generator — I have seen a map which has a river with no outlet! The manual is talky and at times uneven in organization and content, and I feel that many helpful hints and even very important information is omitted and I wish for more illustrative examples. There are a fistful of keys that you must know to use the program too, and sometimes the program fails to recognize key inputs.

However, don't let this dissuade you from acquiring this title. The manual does a good job of providing colorful background information and important data about the workings of your plane and weapons. The graphics shortfall is more than made up for by the many options available. You have a lot of choices available in the five scenarios, and an almost inexhaustible replay value in the campaign scenarios, a feature that I have not seen in any other flight simulation.

There is a high level of realism, with enemy aircraft, weather and other conditions acting in the expected way. You can't help but feel that you are actually flying — a padded flight couch, G-suit and some aviation fuel fumes are all that are necessary to complete the illusion. Thoughtful touches abound, from the way the instruments respond to the "warhead's eye view" video display.

This is a must-buy for any simulation buff. It is a well-planned and integrated package, and it makes me look forward to the next wave of European software simulators. Happy MiG-hunting!

System Requirements: 520ST, Color
Ratings on a scale of 1-10
- Graphics: 8
- Sound: 6
- User interface: 7
- Documentation: 7
- Longevity: 10
- Overall rating: 8

520ST System

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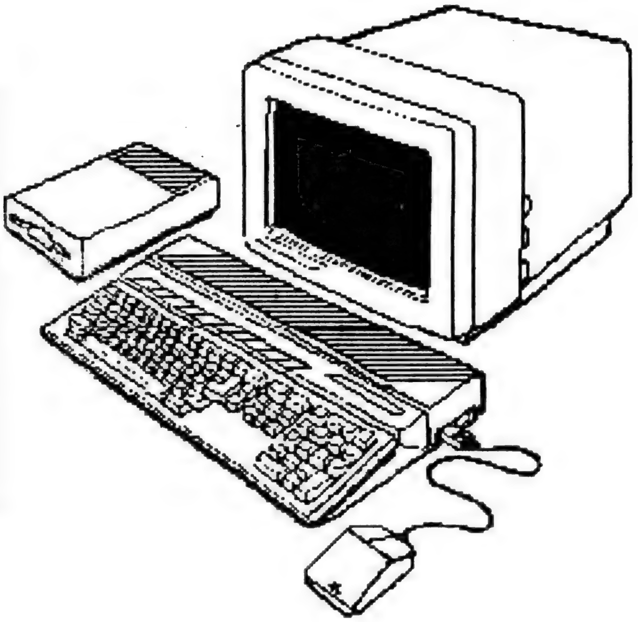

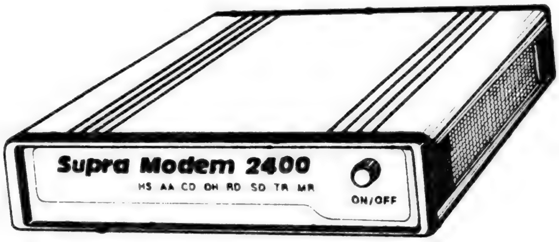
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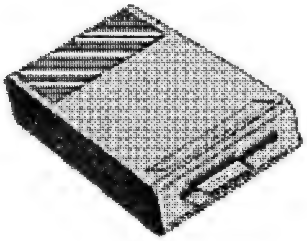

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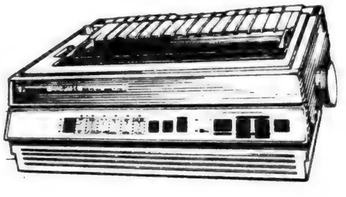

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ATARI CLUBS OF DENVER

The Atari Club of Denver's November Meeting

It was a darned and stormy night. Suddenly a DOS rang out. A door slammed. The maid screamed! Suddenly, a pirate BBS appeared on the horizon!

Yeah, so the above is a direct copy of the first minutes I ever wrote for the ACCD over (gulp!) three years ago! And I'm still looking for a gullible victim to take over this job!

As we all know, November is when we make nominations for suckers to take on officer jobs. The usual gang of nominees were/are Paul Mirci for Librarian, Guy McDaniel as Treasurer (Since Guy has increased our funds to an unprecedented high, this remains a necessity!), Tom Iowa as Executive Director, no-one wanted Secretary, Chet for Emperor, and Jerry Mathers as the Beaver. Refreshments were served and games were played.

The game was "How in the name of Fuji can we get Diamond Write to WORK?!@*!" Diamond, which showed as an excellent operating environment (Looks just like GEM and permits LOTS of memory to be addressed — up to 16 meg!) in current and previous demonstrations, failed to do anything when it came to its own word processor! Wait until version 2.0 or more before throwing money away to Diamond Write.

Club business? Well, we determined to donate an XEGS to the 3430th Technical Training Group at Lowry Air Force Base for their Christmas door prize. (Yeah, we know the value of publicity when we see it!) We'd already donated one to a local school, and we decided (Sure we voted on it, but aren't you as tired of seeing the word "vote" all the time? Sure you are!) to follow up with similar donations and volunteers to speak and/or tutor local students on the Friendly Computers. (You can't convince me that there are friendlier computers than our Ataris, whether 800, XL, XE, or ST. Even the Mac and Amiga line have their user-nastiness.)

Paul and Mike spoke at length about the new club BBS, and begged for extra equipment. (Oops! I forgot to give Paul that printer cable!) The board will be run on an XE, but will probably be carrying a lot of ST stuff (Should that be "STuff"?) too. And Mike gave us more of the low-down of our absorption into AIM (which you should be reading this in, so there shouldn't be too much question about what AIM is... unless you're just not paying attention. Go look at the cover and the contents page, then come back here.), and what we can expect to get away with. Everyone voted to subversively take over all of AtariLand, starting with AIM, and then rule the world.

After we rule the world, maybe THEN we can get the parking lot fixed at our meeting place!

Chet

The Last.... Power of Babble by Wesley Crusher

Sadly enough this may be my last column for awhile. But, you never know.

Da' Dudes Since Mike has been a twit there are no more director's meetings until he gets a real personality.

Da'Club Unfortunately I was unable to attend the great M.U.L.E. tournament. I was busy with my new business opportunity (see the ad section below). But from what I hear, Mr. Ed and Friend got into a big fight. Mr. Ed's nose was broken. And it was the best meeting ever! Should have been there. By the way, the winner of the game was an unknown radical dude.

Da'Stuff With the help of Greg, I have been in the process of putting a few new Starfleet Icon disks together. Come in and see what we've got!

BBS News and Blues NEWS!! A new BBS is up and I am part of it! This new BBS is called TERMINAL FROST, run by John Falcon-*fytr, Lord Warduke, Styxx, Visigoth and myself. Come and see what all the excitement is about. 24hrs a day, 7 days a week! Running BBS Express PRO! at ( ) 355-1933

NEWS!! A new BBS is up and I was not asked to help! The ATARI CLUBS OF DENVER have a new BBS up and I am not part of the growing process! It is for library requests, news and things like that. The SysOps are the Atari Club's librarian Paul and of course Mike. The number is ( ) 699-2673.

And now, a Word from your local sponsor...

THE WRATH OF WESLEY

December will be my last month as president. Thereafter, I will only hold the low-life job of Librarian. But, I would just like to be serious for a moment with y'all. I would first like to give my thanks to Chuck for nominating me to VP that lead to my present post. I would like to thank Mike for the advise and crud he gave me. I would like to thank all of Starfleet for their support. I would like to thank all of those who have worked on the newsletter since I have been with the club. Without them the Power of Babble would have never made it on the air.

Enough of the thanks. I will still be around and maybe Babble will continue if there is enough support. Remember all of us need to support the ATARI before it really does die.

So for now, goodbye cruel world. I cannot live no more. Good-bye, good-bye, I will now take my own life with a phaser. Good-bye.

At the December 5, 1989 meeting,
the Atari Club of Denver will hold a drawing for a

Free XE Game System

Tickets for this drawing will be given to
PAID MEMBERS ONLY.
Members must be present to win.
Only one ticket per membership will be issued.
If we get enough support for this, we may have regular drawings for $50+ hardware and software items.

ACCT

From the Prez: Our November meeting was held on the 13th and 'lo and behold', new members! Some of the topics covered were the news that ST developers have formed their 'self defense' group and that Artisan Software's Revolution may have great potential.

On the ComputerFestival, I would like to thank all those who helped out to make our booth the success it was. We had many folks stop by to say hello and had some new and renewed interest in the club's direction. Those plans include having the SIGs during the regular meetings, planning excursions to local businesses and industries that utilize computers in their daily operations, and bringing in people to speak on various computer related topics. So all in all, 1990 should be a very good year for ACCT.

Our December meeting will not be held, but our annual Christmas party will take place on Dec. 10th at the Temperance, MI. branch of the Peoples Savings Bank from 1 to 6 pm (We eat at 3 pm).

During this season of good cheer I would like to wish the staff at Unicorn Publications all the best for next year. To all the participating and affiliated clubs a Merry Christmas and a Happy New Year, and may 1990 bring to you great success plus renewed strength in membership and interest in your clubs and these great computers from Atari.

REMEMBER — DON'T DRINK AND DRIVE

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The C.A.C.E. BBS, is run by the club and is open to anyone with a modem. The number to call is 1-517-787-4011. The current membership dues are $14.80 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O. Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with C.A.C.E. should be sent to: P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place in the basement of the East Side Lounge at 2214 East Ganson, Jackson, Mi.

Fishin' Around by Brent Fisher

Well guys, I don't quite know what to say, but it looks as though our meeting place is no more. Well not quite. It seems that the last couple of months that we have tried to have a meeting at the East Side Lounge, they have been closed on Sunday. So our only recourse it seems will be to have the meeting in a different place or choose another date. Our open possibilities appear to be: Craig Schaff's house at least for the December meeting, possibly moving back to the Boo's Center in Loomis Park or just changing the meeting day to Saturday. In any event I'll give you all a call to let you know what will be up. The next meeting will take place on either Saturday December 9th, or Sunday December 10th.

After reading a recent issue of Zmag I read some disturbing news. In issue 179 Matt Ratcliff has reported that ANALOG will cease publication with the December issue. This definately bodes bad for those of us who loved that great programs that ANALOG has published over the years. Well maybe we can all get our subcriptions back. Either that or Larry Flynt converts them all to Hustler subcriptions.

I'm afraid that this month is a dry month for the writers. Not that we are having a writers strike or anything, it is just that no one seems to have anything to say to their adoring fans and public. Well since the responce to what I said about the Hybrid Arts MIDI sale seemed to just bounce off of everyone's head, I'm not going to worry, just enjoy.

So one and all happy holidays, especially if you all get this before January.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, Ct. 06467.

Prospective members may call Rich Scheidel (203)589-9035 or 589-3738. Failing that, call Tim Brandt, (203)283-0500, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are $25.00 per year,$30.00 for family plan. Includes Voting membership, Newsletter, access to Club library (8-bit and ST), access to Club magazine library , discounts on computer and video supplies at Eastern Computer-Video, and access to the Club message base at Ultra Project BBS.

Greetings! Welcome back, my friends, to the show that never ends. My nation-wide quest for a used 1040 color system for a friend has ended successfully. Thanks to all that responded. I'm about to do it all again, this time for the club. It was sad that we had several club members show up with demos and had no computer to use them. I really didn't expect it so I didn't bring my Mega. I DID have a load of paperwork to be read and voted on by the members concerning club business. So I apologize to the members and WILL arrange for a computer to be onhand for the next meet.

What happened at the meeting, November 15th? Well, let's see. The club voted to enroll in AIM's disk o' the month deal, we got back the library (ST) and will be in the process of revamping everything to a double sided format to save on disks, of course. We had a look at the infamous GCR, and sadly, I mean just a look. Remember, I didn't bring the computer. So, we discussed Spectre GCR and passed around the manual. Then, while we were on the subject of Dave Small, our 8bit librarian Tim Brandt mentioned something about a dream machine that may soon be underway at Gadgets....a plug in 68030 cartridge. This possibility and all the additions that could accompany it set the scene for the balance of the evening. We even envisioned a few extras to include in the project as well, such as including a three position switch to select the desired Operating System. Imagine that...just like our old 8bits. We could have TOS, or maybe Spectre GCR, or even the pc Ditto II in addition to the 68030 along with double or triple the ram available now. How about utilizing those 1.44 or 2.8 Eye-Bee-Yem floppy drives? The possibilities boggle my wallet.

Also worth mentioning is the fact our Membership IS starting to trickle back. Having a newsletter that is entertaining and produced reliably is having a definate impact. I saw issues of AIM (from our members) at TWO other locations that sponsor Users Groups. A sad note. One of Connecticut's most prestigeous Atari headquarters, 20th Century TV in East Hartford, has announced they are closing their doors forever. We wish Brian and the employees of 20th all the best for the future. We also wish to extend a helping hand to STATUS and invite them to attend CCCC meetings every 3rd Wednesday until they are situated again. We would especially like to see this happen so as to feel out the whole club's reaction to going to a state-wide organization.

The next meetings will be December 20th and then January 17th. Remember, renewals and elections will be held in January. Club dues are going to be reduced the next year to because the officers feel we owe the membership a year's worth of newsletters (besides that, I just feel like playing Santa Claus. Hell, I already have the beard).

Nationwide pitch.....does anyone know of a 520STFM on the cheep for a club to purchase? Central Conn. Computer Club needs its own ST. If you have one, reply by mail to Rich Scheidel (Yankee Rich) 127 Pinnacle Rd., Bristol, CT 06010 or look me up on Sunday night at the Compuserve Atari8 conference after 9pm. I will usually be there or someone WILL pass the info to me for you.

I now return control of this newsletter to you...see you next time....zbye.

C.O.A.C.

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Norman Moore	(503) 447-3598
Vice President	Jim Downes	(503) 382-0123
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Adress: PO Box 6842 Bend, OR 97708. Membership dues are $1 a month and $1 a year for each additional family member. We meet every second Saturday of the month at 5 pm at the Ann Rita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

Well, we didn't have nominations at the November meeting. We felt we had too small a group. Probably by the time you read this, we will have had our December elections. In January's AIM, we will list the newly elected officers, including a new office, more on this later.

There is quite a delay time relative to what is happening or what we need to convey to our members and the time that the AIM newsletter gets to us. I'm not complaining about AIM; we are just going to have to think and do farther into the future than we are used to. We have discussed moving our club meeting to later in the month so that we would get the newsletter before hand, but this leaves us with normally sending our stuff to AIM with no information about decisions made in that month. Either way, we are going to be a month behind.

We are going to establish an 8bit Vice President with the hopes that this may help the club organization to provide more attention and support for the 8bitters. The STs are gradually taking over, but we still have 8bit users who need help from the top. The ST people are pretty tight, and we do a lot of sharing information and heloing each other out. The ST people also seem to be those who more consistantly show up at the meetings. If the 8bitters fail to get together and communicate with one another then, I assume you don't want to.

Here is a special message from Marc Hitson: We are initiating a special interest group for users of 8bit computers. If any of you 8bit users out there have any input regarding programs you want to see or any problems you would like resolved — bring ideas and questions to the next COAC meeting, or call Mark Hitson or his daughter Gretchen at 548-0513, anytime.

We want to support the 8bitters too. By the way, most of those with STs have owned 8bit machines, so go ahead, pick their brains too!

Glenn

For Sale
ASTRA Big D $275
Dual Double Sided Disk Drive
New... hardly used...
Call (313) 973-8825

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets the second Saturday of each month at 11:30 AM in the Arcade Center Star World, 6151 S. Westnedge Ave. Kalamazoo, Michigan, across from the Southland Mall. Dues are $20/year.

President	Frank Fellheimer	(616) 657-6106
Vice President	Dan Youngs	
Librarian	Bill Berner	
Archiver	Dave Oldenburg	
2nd System/GKAUG BBS		(616) 385-2448

We run a 130XE with 320K/7 DD Drives/BBS EXPRESS! PRO node #197

I was fortunate enough to make it to the November meeting. We had about eight people there. Bryant was ill, so he had to forego the activities this month.

We did some printing on my Star NX-1000C color printer. Mostly lotto numbers. I managed to put together a few routines and the lotto program sorts your numbers, allows you to select your number range, and prints each line in a different color. I will be putting this on the BBS as soon as I get a chance.

For those of you that have a color printer, I have been upgrading a few Analog and Antic programs to make better use of the color capabilities of the Star NX-1000C. I have done a little basic routine to set up the color selection/inserted some code for MiteMailer and VHS labeler program.

We talked about how the club shall be handled in the near future. It is still under advisement and we will discuss it more at the next meeting.

Next, we ordered pizza and went into the arcade. All in all, I was there about 3 hours this time. I found it most enjoyable. We had a couple of ST users there as well, they still need a leader to strike up some really good programming sessions.

I ordered a graphics scanner. Maybe I can have it ready for Demo for the Dec 09th meeting.

See yah soon: Frank

GRASS
GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

Next Meeting: Wednesday, January 3rd, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE, Comstock Park, MI 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

President's Monthly: 19 November, 1989

Well here I am, 2 days late and still not sure what to write about. It is not easy to write something a month and a half ahead. I do know I am looking forward to the Textpro vs. Atariwriter showdown that has already taken place at the December meeting. Textpro is a good word processer, but Atariwriter plus has many good features too. Read the monthly columns here in AIM, devoted to Atariwriter to learn about it, but you're on your own when it comes to Textpro. Maybe someone will do a feature on Textpro for those who still haven't decided which is best for them.

There are still some bugs in the disk catalog program to be worked out, but time is short till after the holidays, so I can't give a time table for the finished product yet.

I would like to say that the user group pages for AIM are getting to be a who's who of Atari groups across the country. It looks like this is the forem for Atarians of the future. I guess in a way we are forming one of the largest Atari user groups anywhere when you add all the members together.

The GRASS question page was in my AIM this month, so all members please fill them out and bring them to the next meeting so we can get an up to date hardware list made up. Send them to me if you did not make the December meeting, and I'll try to get something in text form posted on ETXE before Christmas. It is nice to talk to someone who has a special piece of hardware before you plunk down your bucks, only to find it doesn't do exactly what you want, or don't work with this program or that.

If any GRASS members get any of the new Atari stuff for Christmas, tell us about it, we would probably like to see a demo of it at an upcoming meeting.

Merry Christmas Tim

Layton ACE of Utah

President:	Irwin Brooks	(801) 731-1516
Vice-President:	Richard Clark Jr.	825-5823
Sec'y/Treasurer:	Ken Karchner	776-8015
ST Librarian:	Jerry Kennedy	479-3635
8bit Librarian:	Dave Young	776-6273

Next LACE Club Meeting: Mark your calendar for Wednesday, 11 October 1989 at the Clearfield branch of the Davis County Library from 7 to 8:30 p.m.

Headline: "Atari's Storming the Business Computer Market"

No it's not your imagination, it's my dream and it also should be Atari's dream. For the first time in Atari's history they are about to market a computer that will perform to the business needs. It's not perfect mind you, but darn close.

American businesses use IBM very heavily now, but the end is near. The reign of the IBM in business is almost over. The basic

IBM computer has been in existance since the early '80s. To make it to today, it has had more than it's share of upgrades to extend its useful life. However, the eventual death is inevitable. The IBM Corporation itself recognized this fact. As a result, IBM quit producing the XT and AT lines. Granted, the reason that they left this market may not be entirely because of the obsolensence of the product, but I'm sure that it played a strong factor in the decision.

Few choices are left for American business' next workhorse. The new IBM PS/2 systems, mini/main-frame computers (IBM BIG blues, DEC VAX series, etc.), Apple Macintosh or an assortment of others. Each of these have NOT taken business by storm. The reason is that they lack the transportability (except for the mini/main frames). Transportability is defined as the ability to move software from one computer to another computer of a different make and still be able to execute it. Languages in general are more transportable than operating systems, but operating systems are more at the heart of the computer systems. So, that is where the commonality must be, in the operating systems.

The next king of the computer hill has not yet been selected. American Businesses are flirting with UNIX. It's operating system (OS) has speed and power that rivals the mini computers. It's a standard OS that can be transported to another manufacturer's computer and, when re-compiled, will run as it did on the first. This is a strong benefit. Since software is the largest computer investment that is made, the cost savings here are obvious. Think of it, when the computer is replaced or upgraded, the software will still be able to be executed. No training, no new manuals to read, no software frustration or even purchases just to acquire what you once had on the old system. The purchase can actually be based on the real needs of the demand for speed, multi-users, etc. without a large software penalty.

Enter Atari — The Atari TT computer will be able to run UNIX (per press releases). In addition, it is affordable and expandable (however limited). Atari should recognize that it now has the new business machine of the future if their cards are played right.

Public release of the TT is highly desirable from my vantage point but is probably not the best approach. A strong marketing push into the business realm will do more for overall sales of the TT than any general public advertising campaign could ever do. Business sales will lead with the average consumer following in the purchases. But it doesn't stop there. Serious business computers have the R&D continually developing product enhancements and accessories for future release. Staff personnel are always available to help the customer solve problems. Atari, you must realize that the company survival is solely dependant on the perception of the company in its customers' eyes. It's a big pill to swallow, I know. But, to play with the big boys you've got to act like the big boys. Besides, I know you can do it. All you have to do is focus the company resources on it and then wait and see. Good luck Atari. I'll be rooting for you.

Irwin Brooks November 16, 1989

M.A.C.E. · M.A.C.E.
MACE
MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Ed Hanson at (313) 675-0044 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(3/12/2400)
MACE East	(313)978-1685	(3/1200)
The College Board	(313)478-9647	(3/12/2400)
Down River Outpost	(313)675-4660	(3/12/2400)
Molin's Den	(313)420-0407	(3/1200)

October, 1989 Meeting Minutes

The Octber meeting was a Swap meet. Lots of old equipment changed hands. No other club business was addressed. The December meeting will be the annual Xmas party with lots of free prizes for MACE members. Refreshments will be available for all.

MID-OHIO
ATARI USER
GROUP

Mid-Ohio Atari Users Group Post Office Box 134 Ontario, OH 44862

Well, I am writing this after the November 11th meeting, which was held at the old location of A&B Computers on Fourth Street. It was planned for us to meet at the new location, but due to technical difficulties, the new building was not ready.

A new member joined the group this month, Kerry Bristel from Mt. Vernon. There were also several door prizes given out which included disk pouches, and mailing labels. There were almost enough prizes to cover everyone, so there were quite a few smiling faces!

A topic which brought a cool receiption was that of the 1990 officer nomination. This has been a problem for several years. It seems that it is like pulling teeth to get someone to accept a position. Because of this, there will be ballots made up ahead of next meeting, and there will be room to write in candidates.

Unless there are unexpected problems at the new A&B Computer store, the next meeting will be located in the West Park Shopping Center, near the Midas Muffler Shop. Meeting will be at the normal time, 7-9pm on the 9th of December. Issues to be dicussed will be 1990 officers, meeting day, continuation of the AIM newsletter, and a few other details. The club expects to donate more prizes as door gifts and drawings, so be there!

Middle Georgia Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666.

The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

November Meeting Due to the club president having to work Sunday, the meeting was changed to 4:30 pm. We had a good turn out regardless of the delay. It may have helped in that I had called everyone the night before to remind them of the meeting, and we were able to get some more members to come. I may start calling members each month to help pick up participation in the meetings.

Rumors seem to abound as to why Atari has not brought us the Stacy or the Lynx. Regardless, neither product has shown itself on dealers shelves yet and there is a lot of speculation of just when they will appear. If the Lynx can hit the shelves before Christmas, then it still has a chance to be a hit, but if it doesn't make it, then it may be trouble for this machine. Speaking of game machines, word has it that some computer gaming companies are looking to just making games for the new 16bit game machines like the NES TurboGraphix and SEGA machines. Well, I guess they won't have to worry about Pirating. What I do think they need to look at is, how many people are going to want to pay $60 for each game that they want?

Another topic that is picking up some attention is the use of Scanners. With the increased interest in desktop publishing and scanners, people want to use graphics with their documents. How many advertisements have you seen showing a scanner being used to copy a picture out of a book? In many cases, this is a violation of copyright law. You cannot use someone else's work in your documents without permission. That includes the cartoon characters that many of us like to use and all pictures in books and magazines which are in most cases copyrighted material. For us non-artists, it will make it a lot more difficult to dress up our newsletters with drawings from other sources.

Of interest on this month's PD disk is an ascii file called REVOLUTION. This is a text file detailing steps that we, as Atari owners, can take to further the interest in Atari computers. Each month has a separate project for you or your club to undertake. This is an interesting concept that is being sponsored by Artisan Software. I encourage each of you to get a copy of this file, take a look at it and express your views at the next meeting. We also now have demo's of FunctionZ and Keymodem. Modem users will want to get version 1.3 of the XYZ modem program that gives you Zmodem downloads, many new features have been added. Also a program called Display gives you a graphical display of the space remaining on each drive. Those of you who like to try new formatters will like FloorMat. FloorMat works in low rez and gives you an option to back out of a format operation if you make an error.

Larry Roxby has donated 7 disks of PD software this month and I will be going over some of the programs at the next meeting. Of interest to some of our sports game people — Dave Crume's son averages 200 points against the computer in each game of TV Sports Football.

Cheat for IKARI WARRIORS — Get in the tank and run it into the first bunker. Before it can blow up, push F1 to restart the game. When you get into the tank in the new game you will be indestructible.

Our next meeting will be at the regular time of 2PM at the library. Be sure to bring a blank disk and pick up some of the latest PD software. I hope that you enjoy the AIM magazine and can get some of your friends to subscribe through the club.

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30 per year or $9 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President... Is that snow I see outside? Snow, ice and cold, ECCH! With our outdoor activities declining rapidly, as with every winter, we'll have additional time to spend behind the computer. Already, consistently quiet BBSes are now becoming more active. I plan on doing some work with databases, uploading new software to Micro Simulations and fine tuning my MIDI expertise. Early in 1990, I would like to have a full blown MIDI demo that will be second to none. What are YOU planning on sharing with your fellow Atarians?

Our fifth annual Christmas party will follow December's PACE meeting. Like before, if everyone brings just a little, we'll have more than enough to make a full evening. Munchies, music, a door prize and computer talk. Don't forget to bring your children; there'll be plenty of JET FUEL for them!

Items of interest. The Atari Portfolio has finally reached the marketplace. It is receiving mixed reviews from the IBM publications. The STacy portable is still awaiting FCC approval. Sig Hartmann, long time Atari spokesperson, retired November 1st. Keith Ledbetter has shipped his first batch of Express! terminal cartridges to customers recently. Aaron Potopinski reports there is no sign of the Atari Lynx (hand-held game unit) in the Duluth/Superior area as of November 14th. Roy Goldman is currently working on Daisy Dot 3.0 for the 8bit. A multitude of new features and bug fixes will abound in this updated version. No idea whether 3.0 will be commercial or public domain.

Our ST Express magazine and disk arrived last week. This issue is dominated by game reviews and should steer you in the right direction when you buy that Christmas present for the kids or yourself! The Express disk will be distributed to paid-up members free of charge. I have also uploaded the files to Micro Simulations to download at your own leisure. We have also subscribed to the AIM ST Disk of the Month, a double-sided disk full of ARCed files selected from the major online services and from sources across the world. The AIM DOM will be available on our BBS as well as at the meetings.

Hot off the Z*Net Newswire: John Anderson, former editor of Computer Shopper and longtime Atari supporter, most recently acting as Senior Editor of MacUser magazine, was reported killed in the San Francisco earthquake.

Remember, Christmas is right around the corner. Keeping with the spirit, send your Christmas contribution to your favorite author of shareware software. These people work long hours bringing us excellent programs to enhance the performance of your 8bit or ST. Also, support the many companies who offer software for the ST. If we won't support them, they won't support us!

Winter Meeting Notice: If weather conditions are unfavorable (extreme cold, snow storm) the meeting will be canceled. Just use common sense!

Next Meeting: Sunday, December 17th at the Wisconsin D.O.T. Building, 6:30pm. Call any officer if you need directions. Bring your ideas, questions and suggestions. See you there!

ROCKFORD ATARI COMPUTER CLUB

Serving the Greater Blackhawk Area of Northern Illinois

Rockford Atari Computer Club serves the North Central and Northwest area of Illinois. We invite anyone in the area to attend our meetings. We meet at Rock Valley College, Rockford, IL; usually on the third Saturday of each month. Meetings atart at 10 AM and feature demos on both the Atari 8bit and ST. Our Address is RACC, 3095 15 Ave. #1, Rockford, IL 61108.

Andy Learner	President	815-397-5316
Mark Kunkle	ST VP	815-874-5546
Jake Olbrich	8Bit VP	815-332-5303
Roger Creedy	Secretary	815-877-3769
Thom Lofthouse	Treasurer	815-654-1863
Dave Zolmierski	8BIT Librarian	815-654-0247
Mike Boughneit	ST Librarian	815-282-2530

November 20, 1989 As is my usual flair, I am running late getting our club notes into AIM by the deadline. Our last meeting, we had elections for new club officers. We are looking forward to the "Fresh Blood" making our club bigger and better. We have also signed up some new members, both ST and 8bit people. New members include: Jeff Raders, Dave Merrill, Bruce Kobishka, and Randee Lee

I'd like to thank those who have made our participation in AIM possible. Our meeting in December will be on the 9th. Yes it is very early, but due to the college closing for the holidays, and scheduling conflicts, we have had to take that date. After the first of the year, all meetings *will* be on the third Saturday of the month through the summer.

The December meeting is our annual Christmas party and Swap meet, so dig out those jewels you are not using, and bring them to the meeting to swap OR sell! That's about all I have for now, except to mention the BBS once again. (Like you knew I wouldn't!) We have dropped our link with the Wishing Well, but replaced it with the much more active Repair Shop from Salt Lake City, Utah. This BBS links with boards from California to Ontario, Canada, to South Florida. We really have an interesting network going and urge someone from the Michigan area, who might be running Express! Pro to get in touch with me to join our network. The BBS is Camille 2OOO (815) 397-5327.

Till next month, G'Data...Andy

Net$ware

Syllable Plus, is an Educational game by Joan Meinke Stoner. Is is available from Educator's Publishing Service. Programs for IBM and Apple are also available from Educator's Publishing Service programmed by Educator'S Tutoring Consortium consisting of Mr. Anderson, Stoner and others. I programmed an Atari version of Syllable Eight for my wife Terri to use tutoring children with learning problems.

Syllable Eight is available on our bulleting board the Camille 2000 at (815) 397-5327. Download the file, and send a check for $25 to Net$ware. Net$ware will send 10 percent to the SysOp or 10 percent to any User Group Affiliate.. This is not a shareware product. We hope you like it and hope you send some money.

Another superior program, called Spelling, is also available on Net$ware. The cost of Spelling is $10. Other programs will follow on a monthly basis. Checks or mail inquiries can be made to our club address above.

STANCE

President	Claudette Tishcler	226-5644
Vice-President	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Editor	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way. Membership dues are $12 per year with a one time sign up fee of $13.00. STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. Founded in 1988, The ST Club has distinguished itself as great help to those that are new to Atari computing as well as helping those that are old "hacks" at computing.

Meetings of the ST Club are held on the second Saturday of each month at the Richard Burges Branch Library, 9300 Diana. Meeting time is 12:30pm. Each meeting features demonstrations of the latest in software, and help for those that are having problems with particular programs.

Membership in the ST Club of El Paso includes the following benefits: A one year subscription to Atari Interface Magazine, discounts on computer supplies and software at Jenkins' Computer Store, discounts on services at local merchants, access to a huge PD file area, access to the ST Club area on STEP BBS, technical assistance, regular club auctions and social events. Voting membership is only $20 a year! (A great deal, when you consider that a subscription to AIM alone is $18!) Sponsored memberships are $15 a year, and newsletter only memberships are also $15.

To become a member of the ST Club of El Paso, call 915-821-2048, or write to: The ST Club of El Paso 10953 Yogi Berra El Paso, Tx 79934.

President:	Tim Holt	(915) 821-2048
Vice President:	Morris Miller	594-1906
Sec't/Tres:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234

From the Prez...First of all, let me say that last month's article "A SOB Story" was not written by myself as the credits claimed. It was written by club member Jay Hartley. I am sorry Jay was not credited with the article, as it was very amusing. (I could claim credit, but Jay could easily beat me up if he wanted to...)

Now, on to biz! The Christmas dinner was moved from Cappettos to Jaxons'. Not for any real reason, other than that I promised our westside members that we would have a function on their side of town. By the time you read this, the dinner will have been over. I hope you had a good time. A $25 dollar gift certificate to Jenkins' was given away, as well as one at the December meeting. By the time you read this, the meeting will have already happened. I hope I won. I hope I had a good time.

If you missed the November meeting, you probably missed one of the finest meetings ever! ST Animations. Terry Hughes demoed the video work that he has created using the ST. I was amazed. The amount of work involved was tremendous. (The amount of equipment in the room was tremendous. We haven't had that much stuff at a meeting since Morris Miller showed us how to MIDI!) He also played us the music he created using the ST. Thanks to Terry for all of his hard work.

David Thurman was next. He started off by showing the excellent animated short: The Snowman. Next, he showed us how the Vidi-ST works, and "shot us all." We made a nice group shot. If you missed the meeting, you are not in the shot. (Your loss) He then showed us how the ST can digitize sounds as well as pictures. What he did to my voice was er, not pretty. Anyway, thank you David.

Morris Miller won the first doorprize: Treasure Island, a game donated by Jenkins'. (It was written for the 260ST! A real collector's item.) The fact that the game had been sitting on Jenkins' shelf for six years had nothing to do with the donation, I was assured by Jim. David Thurman won the next doorprize: Tass Times in Tonetown. Congrats to both!

The treasury has about $300. (How's that for accounting!)

I believe that you all have received or will receive a copy of the ST Revolution Handbook in the mail or at the meeting. If you have not, then please let me know. I am going to jump out on a limb and dedicate our club to this effort. I don't agree 100% with the effort, but I do believe that one of the main functions of any user group is to "spread the word." Please let me know what you think. Don't worry, I won't ask you to picket IBM, or bomb Jess Thurman's. Read the contents when you aren't busy. The revolution starts in 1990. I hope you will join in. All you old 60's radicals, here's a chance to relive the "Good Old Days."

The January meeting features Touch-Up and the Migraph Hand Scanner. If you are into DTP, then this is the meeting for you. February features Spectre GCR if I can buy it without my wife knowing about it.

I hope that the new year brings you all the joy and happiness in the world. A merry Christmas to you all. 1989 was a great year for the ST Club, and I think that 1990 will be even better.

Viva el Revolution!

Until next month,

Tim

TACE TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Tech. Advisor	Ron Hamilton	(405) 387-5649

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are December 16th, 1989 and January 13, 1990.

President	Steve Volker	(517) 685-9035
ST Librarian	LeRoy Valley	686-6796
Treas/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are $20, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. If you need to renew (or haven't joined us yet!), DO IT NOW!

FIRST UP... Hello again! There are a lot of things I have to pass on to you this month, but I thought I might mention if you had shown up to the last meeting, you would have heard it all firsthand. AIM is coming along very well, and the most recent evidence is the package we've just gotten and the monthly AIM disk. We are reregistering with AIM, to update and confirm any information, so they may better serve us. One area is the names, addresses, and personal abilities and interests of those club members who would like to be more actively involved in the production of AIM. I would like to see every member of TAG sign up, so give me a call and tell me what you would like to do.

The general consensus of the attending members was that the disk of the month idea from AIM is something to look forward to. I would like to know if you have any comments about changes or improvements in the AIM periodical, call me!

WHAT YOU MISSED! I guess the first point is the change in the time of the club meetings. Beginning with the December meeting, we will be getting together from 9 am to noon, instead of the 2 to 5 pm. So! Next time we meet I will be saying a 'tired' Good Morning!! to you!

An interesting archival note, that came up during the filling out of our new registration form, the first 'official' meeting of the Tri-City Atari Users Group was the 10th of September, 1983. I got the information from Marty Schmidt, our present treasurer, who knows the date firsthand. HE WAS THERE!!

Marty was up first, making WordPerfect look even sharper with the five single-sided disks already installed on his hard drive. I must admit I liked much of what I saw. The first thing I missed was the onscreen WYSIWYG, that I am so used to with my WordWriterST, but then 1st Word Plus didn't do this either. Marty tells me that if you use the preview function when printing off the disk, it will show you all of your document just as it will appear. The demo was cut short when an unfortunate combination of utilities and harddrive access caused his system to crash, but all in all a good showing.

On to LeRoy and his demo of 1st Word Plus. We had little time left for LeRoy, but he showed us enough to convince me that both programs have their merits. There did not seem to be a document preview function available, but it was also obvious that 1st Word was written to take complete advantage of the ease of the ST evironment. So I guess the competition goes on.

WHAT YOU SHOULDN'T MISS... Next month is the meeting NOT TO MISS!! This is usually the most enjoyable meeting all year, and this year shouldn't be any different. Our demo is a repeat of the Computer Chronicles show in which they showcase Atari and the ST computer. We will of course have the annual Swap Meet at this time, and don't forget to talk your wives and friends into cooking up all kinds of delicious little samplings that we can wolf down for our Christmas get together. 1983 to now, 1990, seven years, TAG's been around for awhile, and survived into the next decade. Not bad huh? MERRY CHRISTMAS ATARIANS EVERWHERE!!!

We will be formalizing our plans for the January Consumer Show at Fashion Square Mall at the December meeting, I have just heard from Dr. Charlie Brown of MIDI-TO-GO, that he would like to be represented with us, and might be interested in supplying a MEGA or two!

One more thing. I have, for a brief time, sat in the lonely President's seat at the TAG meetings, and I have a few thoughts to share about the view from here. First up, LeRoy Valley, we didn't say enough the day you relinquished this chair to me. We didn't Thank You enough for the years you spent holding this club together or for all the time you invested preparing for each meeting, or for all the time you must have spent at the keyboard writing the club notes. Hey! Sorry. We didn't really know just how much work it was. I for one am glad to see you in the back, working on some upgrade or handing out library disks, while I stand at the podium and try to get the rest of the club to join in.

My last point is like the first. To the extent that LeRoy, and Marty, and Ted and Bryant and others have given to the club, there is another, larger group that only takes. I would like to see each and every one of our members become more active within the next year. This is a challenge! We need you TOO!

Equipment volunteers for December:

We have Al Jennings bringing the VCR and the show tape, and we will be using the 8bit monitor for video output, so no additional equipment is necessary at this meeting. (But feel free to bring anything you want!! Someone might want to bring a machine to test all the great software to be had at the Swap Meet!)

The next meeting will be held on December 12 in the Wolverine Room. There will be door prizes, and don't forget to bring your favorite game! (Please also consider bringing some hardware, or the officers will be forced to do something drastic such as mailing nuclear devices with your next AIM!)

The November meeting was delayed while members watched a graphic demo on the ST which ran for 30 minutes. The Union's "Care Bears" demo, from Sweden, demonstrates text scrolling and even includes a friendly jab at Amiga by our friends Calvin and Hobbs.

President Craig Harvey announced the feature topic would be Desktop Publishing. Craig also noted the January meeting would feature Telecommunications. He is working on getting the necessary ingredients to discuss (and possibly demonstrate) Packet Radio communications.

Bill and Pattie Rayl put the most popular packages through their paces. Pattie managed the keyboard while Bill fielded questions from the members. Timeworks is good in the "easy-to-use" department but falls behind PageStream in features and power. Calamus should probably only be considered for the most serious, professional application. Bill is currently converting all of AIM to PageStream.

Paul Walkowski discussed some of his ventures into "DTP on an 8bit." Paul talked about how he produces newsletters for several organizations by literally cutting and pasting output from several different software packages. Paul has given up using Typesetter, Newsroom, and NewsStation. Vice President Rick Schrader discussed his foibles trying out of Fleet Street Publisher. He returned the package and is now waiting a refund.

ST Librarian Russ Crum announced a new updated catalog disk, and a Disk-of-the-Month which contained, two conversion programs for creating Degas clip-art from PrintMaster icon files and several PM files to start the process.

8Bit Librarian Mike Millage was out of town on his annual hunting expedition, so Stand-In-8-Bit-Librarian Harry Price announced a disk bundle special which included several SpartaDOS utilities.

A message from the WAUG Treasurer

XMAS shopping time again! Hope you all get your ATARI Xmas presents. This group now owns an ATARI 520 and two SS drives. We hope to have a DS drive soon.

Andrew Solomon is the newest member of our group; Eddie Allison, Ken Antkowiak and Wayne Inman have all renewed their memberships. Have a very MERRY CHRISTMAS.

Remember, if you wish to join WAUG or renew your membership, please make your check payable to DICK SELKE and mail it to 31139 Cooley Dr. Westland, MI 48185

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					1	TACE 2
3	4	ACD 5	GRASS 6	7	8	COAC El Paso GKAUG MAUG RACC 9
CACE MGAUG 10	ACCT 11	WAUG 12	LACE 13	14	15	TAG 16
PACE 17	STANCE 18	MACE 19	CCCC 20	21	22	RACC 23
24 31	25	26	27	El Paso 28	29	30

January 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
	1	ACD 2	GRASS 3	4	5	TACE 6
7	ACCT 8	WAUG 9	LACE 10	11	12	COAC El Paso GKAUG MAUG TAG 13

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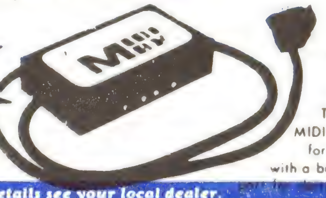

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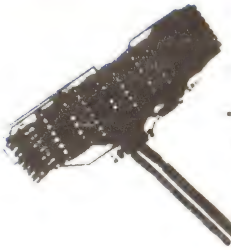

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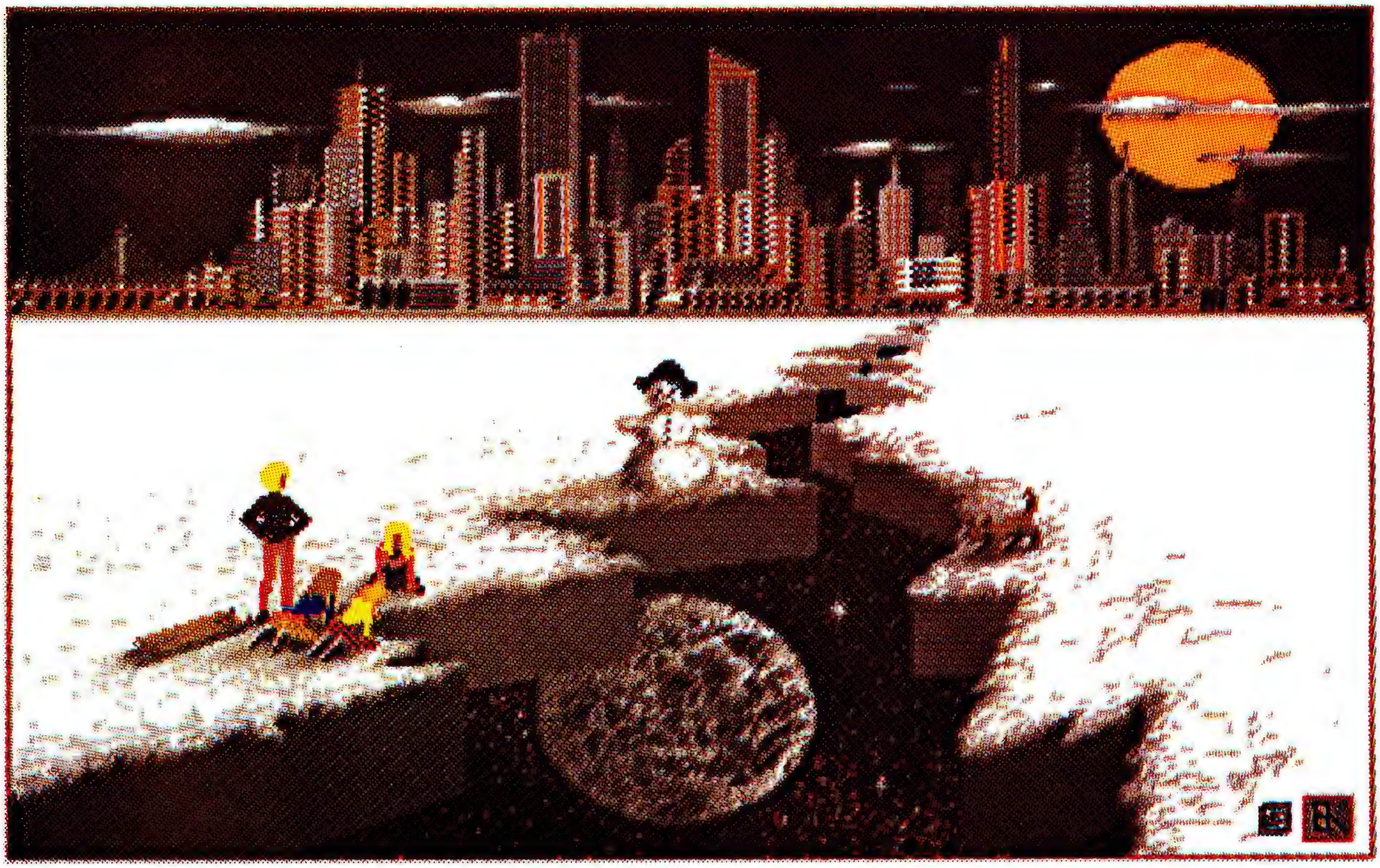
January 1990



Piracy = Arbitrary Discrimination

AtariWriter + Part VI

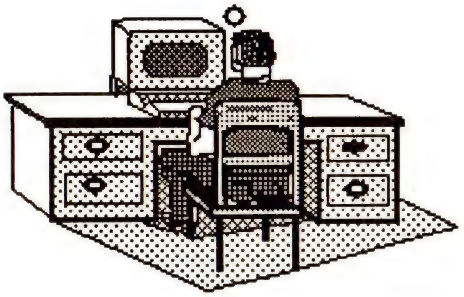
Turbo-816 Info #7

Reviews of
Xenophobe
Lost Duchman Mine

The Power of Advertising

Mini MIDI Lessons #2

and MORE...



EDITORIAL RAMBLINGS

Bob Brodie to Visit Users in Michigan

Atari's own Bob Brodie is coming to Michigan! "Mr. User Group" will be in Ann Arbor, Michigan and will meet with area Atari user groups and users on Sunday, February 18 from 1-3 PM at the University of Michigan Student Union (in the Anderson Room, to be precise!). Special thanks to the Washtenaw Atari Users Group for arranging the meeting space.

Bob will be showing the STacy and Spectre GCR combo to the MacTechnics Macintosh user group in Ann Arbor on Saturday, February 17 at 11 AM. It looks like the Macintosh community is VERY interested in this "poor man's" Mac portable -- they called him!

For anyone wishing to attend the Sunday meeting, here's a quick set of directions. Take U.S. 23 to I-94 west (or just take I-94 if you are coming from the east or west!). Exit I-94 at the State Street exit (near Briarwood Mall). Go north on State Street all the way into downtown. You'll come to a three-way stop with a flashing red light (S. University), and from there you can see the Student Union a little further up State Street and on your left. The Student Union is the tallest of the buildings in that block, with a set of three stairs leading to the front doors. If you come to Williams Street or Liberty, you've gone too far! There are a number of parking lots and parking structures in the vicinity of the Student Union...you may have to go around the block to find parking.

New Year...New Look...New Clubs

AIM has a few changes this month...all thanks to Soft-Logik's new version of PageStream. From the full color cover (yea!) to the slick new article titles (with no jaggies at large point sizes!), PageStream 1.8 has performed like a champ. Think of this issue of AIM as a preliminary review of some of what PageStream can do...we'll be running an actual in-depth review of this excellent program in the next issue (space permitting).

Speaking of space, perhaps you noticed this issue of AIM is pretty darn thick. If everything works out as planned (we're writing this before the magazine is all laid out), we're starting the year out with a full 52 pages including cover. We've also added a number of new participating clubs, including FACCS of Spokane, WA; BRACE of Lexington, KY (if their info get here in time. If not, look for them next month); RACE of Rapid City, SD; PHAST of Phoenix, AZ; and last, but not least, SPACE of Harrisburg, PA. That brings us up to a total of 24 participating clubs, with a few more "tentatives" for the February issue. It is due to the excellent articles submitted by all the participating clubs that we've grown to our current size. Keep 'em coming!

Bill & Pattie Rayl

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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BRAND NEW ITEMS

$\$199^{95}$ The "BLACK BOX"!© $\$199^{95}$

The **Black Box** is a device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It has two buttons, two switches, and a set of dip switches visible from the outside. It plugs directly into the back of the 600XL, 800XL, and 130XE computers. Custom cases may be an optional expense. The **Black Box** performs three main tasks: Interface to a SASI/SCSI bus device (hard disks), Parallel printer port, and a RS232 port. A fourth option, available soon, will be a floppy disk port, especially useful to XF-551 owners. The SASI/SCSI port provides the necessary signals for hooking up most common hard disks. You may partition your hard disk into as many drives as you wish; up to 9 can be accessed at at time. By pressing one of the buttons on the **Black Box**, you will enter the configuration menu, where you can re-assign drive numbers, etc. When you exit, you will be right back in the program you were running when the switch was pressed. Each hard disk can be write-protected. The Parallel Printer port will allow you to hook up any printer that uses the standard Centronics Interface. As an option, you can use the computer's extra memory as a printer buffer, or order the **Black Box** with 64K of on-board RAM. You may assign printer number and line-feed options within the menu (for use with multiple printers). Another amazing feature of the **Black Box** is the built-in screen dump. By pressing a button (on the box), the contents of your screen will be dumped to your printer (you can define text or graphics modes with a switch)! The RS232 port supplies the full RS232 spec signals for connection to a modem, or another machine (for null-modeming). The handler for the **Black Box**' s modem port is built in and takes up NO memory! The port handles rates up to TRUE 19.2K BAUD! A future upgrade for the **Black Box** is a floppy disk interface board. This will allow the addition of up to four 5.25" or 3.5" mixtures of floppy drives to be used with the system. The drives will act like standard single/enhanced/double density disk drives, but MUCH faster! All drives will be Super Archiver compatible, and support up to 2 sides of 80 tracks. Along with this hardware upgrade will come software capable of reading, writing, and formatting disks in IBM's MS-DOS format and the Atari ST format, and allow you to transfer files between those disk formats and the Atari's format. In addition , a machine language monitor has been added to allow memory disassembly, memory/register changes, and more. The Price of the **Black Box** is $199.95 for the basic unit and $249.95 with 64K of RAM (for printer spooler) plus $8 for S/H/I. An optional custom **BLACK BOX** case is available for $39.95 extra.

$\$199^{95}$ The "MULTIPLEXER"!© $\$199^{95}$

This device brings the power and flexibility of larger systems to your 8-bit. The **Multiplexer** is a device (actually a collection of modules) that allow up to 8 Ataris to read and write to the same drive (typically a hard disk), printer, and talk to each other. One 'master' computer (any 8-bit) is equipped with the master **Multiplexer** interface. Then up to 8 'slave' computers can hook up to the master, each having their own slave interface. The 'common' peripherals (things that are to be shared) are connected to the master computer. On each slave, all disk and printer I/O is routed through the master, so no drives are needed on them. The master computer can be configured in any manner you wish - you can for example have certain peripherals "local" to the slave, or routed to a different number on the master. Under development is a BBS system that will make full use of this device, allow ing up to 8 lines/users to be using the system at the same time! A mutiuser chat mode is a feature of this program, however, you do not NEED this program to run a BBS with the **Multiplexer** (but be warned that not all BBS programs will run concurrently). All slaves are independent, and do not need to have the same program running on them. This system is excellent for BBS SysOps, because you can be using your hard disk(s) while still running your BBS uninterrupted! Another example is in a classroom situation, or anywhere a disk needs to be shared by different people. This is an EXCELLENT programming/debugging tool as well! The **Multiplexer** price is $199.95 for a master and two slave units (plus $5 S/H/I). Additional slave units are $69.95 each.

$\$29^{95}$ "XF551 ENHANCER!"© $\$29^{95}$

The XF551 Atari drive is a fine product with one major flaw...It writes to side **TWO** of your floppy disks **BACKWARDS**. This causes read/write incompatibility problems with all other single sides drives made for Atari such as Indus, Trak, Rana, Percom, Astra, Atari 1050, Atari 810, etc. Add the **XF551 ENHANCER** to the new XF551 drive and your problems are over! This device will restore 100% compatibility while retaining original design qualities of Atari's super new drive. The **XF551 ENHANCER** is a **MUST** for all XF551 Owners. Installation is simple. Only $29.95 plus $4 S/H/I.

$\$99^{95}$ The "POWER PLUS"!© MEMORY UPGRADE $\$99^{95}$

(for 800XL'S and 130XE's only)

C.S.S. has made the **'Power Plus'!** memory upgrades available on an 'unadvertised' basis to our regular patrons. These upgrades have become so popular we are now making them available to everyone! For those of you unfamiliar with **'Power Plus'!** upgrade, it is the most COMPATABLE upgrade available for the 800XL or 130 XE. All other upgrade kits have some degree of INCOMPATABILITY with certain software programs. C.S.S. studied this problem and developed the **POWER PLUS** upgrade which, to the best of our knowledge, appears to be 100% compatible. To upgrade a 130XE to 320K is only $99.95. To upgrade an 800XL to 320K is only $149.95 (circuitry from a 130XE is actually transplanted into the 800XL). Add $5 for S/H/I. C.S.S. will install these upgrades for only $20 if you wish.

NEW! OUR 24 HR. BBS! (716) 247-7157

For product information, **WEEKLY SPECIALS**, informative discussions on new products, theories, products you'd like to see developed, and used items for sale or trade. **CALL (716) 247-7157** 24 hrs. This **BBS** also features multi-user **"CHAT"** capabilities thanks to our new **'MULTIPLEXER'!** which allows multiple user and **BBS** boards to be linked so several callers can share boards or talk to each other simultaneously! **CALL (716) 247-7157** for **BBS** only. For **VOICE** orders or repairs, please call our normal Hot Line number **(716) 586-5545.**

BEST SELLERS

$\$69^{95}$ The "SUPER ARCHIVER"!© $\$69^{95}$

The new **SUPER ARCHIVER**, obsoletes all copying devices currently available for the **ATARI 1050!** It eliminates the need for Patches, **PDB** files, Computer Hardware, etc. Copies are exact duplicates of originals and will run on any drive; without exaggeration, the **SUPER ARCHIVER** is the most powerful **PROGRAMMING/COPYING** device available for the 1050! Installation consists of a plug-in chip and 6 simple solder connections. Software included. Features are:

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- **SECTOR** or **TRACK TRACING**
- **AUTOMATIC DIAGNOSTICS**
- **DISPLAYS HIDDEN PROTECTION**
- **ADJUSTABLE/CUSTOM SKEWING**
- **AUTOMATIC SPEED COMPENSATION**
- **AUTOMATIC/PROGRAMMABLE**
- **PHANTOM SECTOR MAKER**
- **ARCHIVER/HAPPY ARCHIVER**
- **COMPATIBLE**
- **BUILT-IN EDITOR**-reads, writes, displays up to 35 sectors/track short
- **BUILT-IN CUSTOM FORMATTER** up to 40 sectors/track
- **BUILT-IN DISASSEMBLER**
- **BUILT-IN MAPPER**-up to 42 sectors/track
- **DISPLAYS/COPIES** Double Density **HEADERS**
- **AUTOMATIC FORMAT LENGTH CORRECTION**
- **SIMPLE INSTALLATION**

The SUPER ARCHIVER is so POWERFUL that only programs we know that can't becopied are the newer ELECTRONIC ARTS and SYNFILE/SYNCALC (34 FULLsectors/track). If you want it ALL...buy the "BIT-WRITER"! also... then you'll be able to copy even these programs! Only $69.95 plus $5 S/H/I.

JUST RELEASED

$\$99^{95}$ The "SUPER ARCHIVER II"!© $\$99^{95}$

(for ATARI 1050 drives)

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Imagine a universal XL/XE Operating System so easy to use that anyone can operate it instantly, yet so versatile and powerful that every Hacker, Programmer and Ramdisk owner will wonder how they ever got along without it! Ultra Speed Plus puts unbelievable speed and convenience at your fingertips. Use **ANY DOS** to place an **ULTRA SPEED** format on your disks, boot any drive (1-9) upon power-up, format your **RAMDISK** in Double Density, activate a built-in **400/800 OS** for software compatibility, plus dozens of other features too numerous to mention! Below are just a **FEW** features you'll find in the amazing OS:

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One expert has compared 40 domestic and foreign word-processors and concluded that the RICHMANS 80 Column Word-Processor is the best! Only $39.95 plus $5 S/H/I. (64K required).

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The Super Archiver **"BIT-WRITER"!** is capable of duplicating even the "uncopyable" EA and SYN series which employ 34 FULL sectors/track. The **"BIT-WRITER"!** is capable of reproducing these and **FUTURE** protection schemes of non-physically damaged disks. Simple installation... **PLUG-IN** circuit board and 4 simple solder connections. The **"SUPER ARCHIVER"** with the **"BIT-WRITER"!** is the ultimate **PROGRAMMING/COPYING** device for Atari 1050's. **EXACT DUPLICATES** of originals are made! Copies run an **ANY** drive. Must be used with Super Archiver. Only $79.95 plus $5 S/H/I.

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The **"QUINTOPUS"!** is an inexpensive device that provides a tremendous amount of convenience while eliminating the problems associated with the endless "daisy-chaining" of peripherals (eg: drives, interfaces, printers, modems, cassettes, etc.). The **"QUINTOPUS"!** is an I/O port expander that converts a single I/O output/input into five additional outputs/inputs. Instead of daisy-chaining all your peripherals (which often times results in passing a signal through 30 feet or more of cable!), the **"QUINTOPUS"!** allows each device to be connected directly to the computers through only three or four feet of cable. This is particularly useful when attempting to use **ULTRASPEED** or **WARPSPEED** data transfer rates. The **"QUINTOPUS"!** also provides the "extra" I/O ports often needed to connect devices not having daisy-chaining capabilities. Cable resistance and compacitance are greatly reduced thereby significantly improving the opportunity of accurate data transfers! Only $39.95 plus $5 S/H/I. SIO cable is $5 extra if needed.

$\$59^{95}$ The "QUINTOPUS"!© $\$59^{95}$

(with SWITCHABLE PORTS!)

This Deluxe version of the **"QUINTOPUS!"** has all of the above features with the additional benefits of two **SWITCHABLE PORTS!** This means you can connect two computers to one printer or two printers to one computer; you can switch in a computer/printer combination and while you're printing out a long document, switch in a second computer to access a modem, disk drive, cassette deck, etc! Switch multiple combinations of peripherals or computers without the hassle or re-arranging I/O cables...simply flip a switch! Only $59.95 plus $5 S/H/I SIO cable is $5 extra if needed.

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COMPLETE Hard Drive Systems from C.S.S. include the **BLACK BOX**, power supply, logic board, controller, DOS, cables and assorted software! All systems are wired, preformatted and have sample programs on them. Simply take it out of the box, plug it in and **BOOT**....no hassles! We currently stock 5 MEG to 80 MEG systems ranging from $495 to $895. Sizes range from 3 1/2 inch, 5 1/4 inch, to 8 inch industrial quality. Call!

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SPECIAL-SPECIAL! 5 MEG REMOVABLE disk Hard Drive — BRAND NEW — only $495 complete! Hard Drive sold separately in limited quantities for only $99.95. Excellent for backing up larger HD systems! (Original drive cost was $1100!)

LIMITED SPECIALS

These specials are available on a first come first served basis. Pre-owned items are in exceptionally clean condition and are in perfect operating order. All items are warrantied. Sorry ... no rainchecks. Order 5 or more items and we'll pay the freight. These SPECIALS are for C.S.S. customers only - NO DEALER DISCOUNTS! Add $5 to order for S/H/I.

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4. ULTRA MENU/DOS	$ 30	$ 19
5. DISKCRACKER (Newest version)	$ 50	$ 19
6. ELECTRONIC PHANTOM SECTOR MAKER DELUXE	$ 60	$ 35
7. IMPOSSIBLE for 800 or 800XL	$ 150	$ 69
8. KLONE II (Generic HAPPY Backup)	$ 100	$ 75
9. SILENCER	$ 30	$ 19
10. BLACK PATCH (MASTER)	$ 50	$ 25

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ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Tos 1.4 in 2 Chip Sets

TOS 1.4 is now available to Mega ST owners in the two chip, Masked ROM set. Those Atari owners who waited are rewarded with ROMS that will take far less power than the six chip set and will easily install in the newer STs with old 2 chip TOS.

Those owners who did install six chip TOS 1.4 sets to replace their old TOS 1.2 two chip sets had to install four sockets to hold the extra ROMs, and some even had to replace parts on the motherboard because the six chip sets drew so much power, other "working" buffer chips didn't.

If you'd like the two chip set of TOS 1.4, call your local dealer or Best Electronics at (408) 243-6950, and ask for Atari Part #CA400407.

Stacy is Approved

The Stacy has finally passed FCC certification and will begin appearing on dealers shelves late January as the Stacy 2 & 4. The Stacy 2 is a 2Meg version and Stacy 4 is a 4Meg version. Both editions will come with 40Meg internal hard drives. No word yet on when the low-end Stacy (1Meg and no hard drive) will be available.

Canadian Ads

The Stacy and STE were featured recently in a Canadian commercial during the Grey Cup. This is reportedly the biggest game in Canada.

The Lynx Ships

The Lynx was apparently a big success with shoppers over the holiday season. The shipments to Sears and the New York City area were completely sold out in a very short time.

There was one report of a Toys R Us having sold out of 200 Lynxs in under two hours. The Lynx also had a full page spread in a Sears Holiday catalog. Other press to feature the Lynx includes Business Week and TV Guide.

Atari Corp. Sues Nintendo

Atari has filed a legal action against Nintendo and Pepsi-Cola for their recent ads in People Magazine. The ads showed the Gameboy with a super-imposed color picture of the Mario Brothers arcade game. Pepsi has issued a press release clarifying that the Gameboy is a monochrome machine.

Nintendo also made big news in The Wall Street Journal with a report that the US Justice Department is investigating Nintendo for its business practices and the monopolization of 80 percent of the video game market.

As of MidDecember, Atari stock was $9.25 per share with more than 100,000 shares traded each day on the 13th and 14th.

New President Named

Back at Sunnyvale, changes are being made at Atari headquarters. Mike Moran has left Atari after spending only a few weeks as President of Atari Computer. David Harris has been moved over from the Atari Calculator division.

New Developer Rules

Charles Cherry, Atari's Developer contact, is busy re-registering Atari developers. There is now a two-tiered support system for commercial developers and public domain programmers. Commercial developers will receive more support from Atari with lists of registered owners, dealers and user groups, updated quarterly. Atari also plans to work with commercial developers and putting them in contact with foreign distributors.

PD software programmers obtain the normal developers kit and the monthly newsletter, but not access to the Atari databases. For more information on the new developer requirements, contact Charles Cherry at (408) 745-2000.

Bob Brodie, Atari User Group Coordinator, stated on-line that his boss, Bill Crouch, is supposed to be working on new and less restrictive Atari dealer requirements. We had no more information on this at press time.

Atari users in Michigan will be able to question Bob Brodie in person on recent developments and topics. He will be addressing the Ann Arbor Macintosh club, and will be speaking to all interested Atari user group members at 1 pm on the 18th in the Anderson Room at the UofM student union.

Online News

BobPuff was recently made a SysOp for CompuServe. Bob Puff may be familair as the programmer of BobTerm and MyDos. Well done, Bob! He is a regular in the Sunday Night Conferences on CIS.

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I wish to receive your ST/Mega Disk of the Month. I am an Atari Interface Magazine subscriber.

☐ Full Payment for 12 Disks Enclosed ($50)
☐ Two Installments ($25 enclosed – bill for balance)

Sign me up for your ST/Mega Disk of the Month. I do not wish to subscribe to AIM.

☐ Full Payment for 12 Disks Enclosed ($60)
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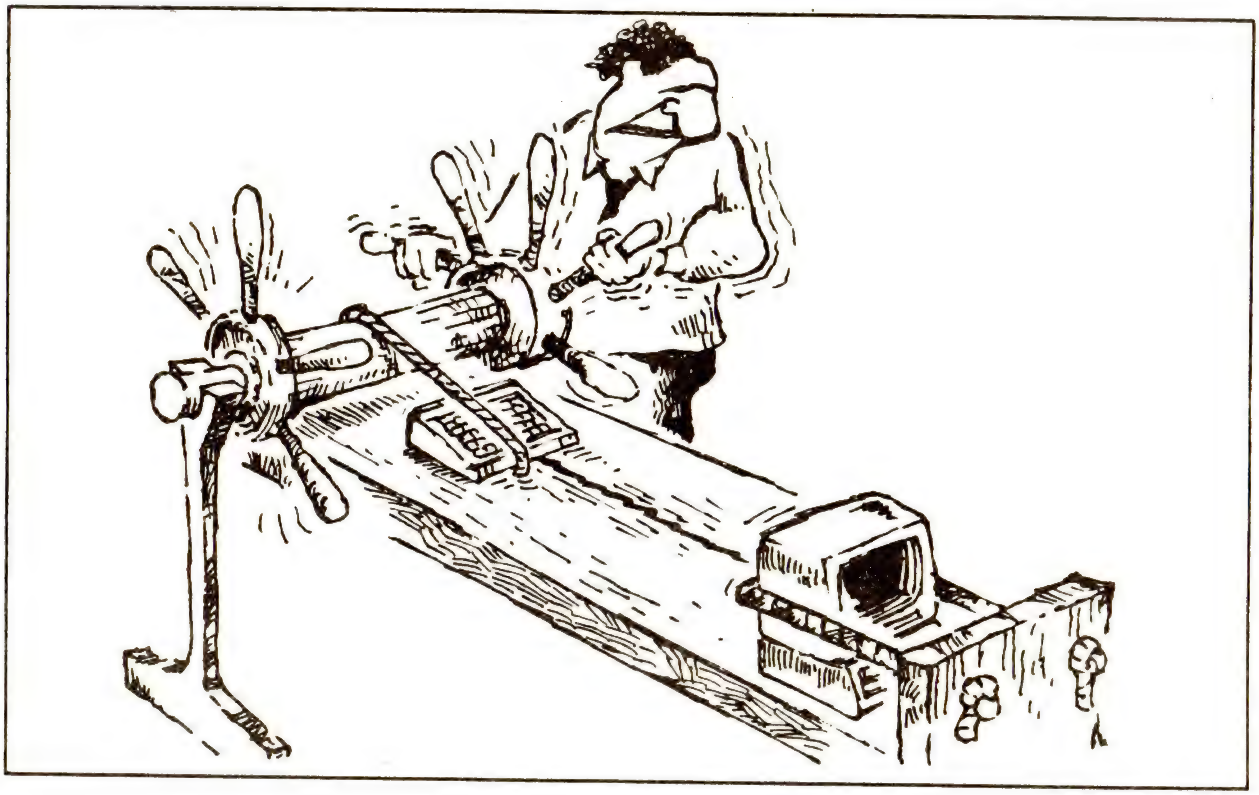

The Power of Advertising

by Tim Holt (El Paso)

The ads were eight pages long in a national magazine. Slick, glossy, well made. The ads showed people from all walks of life applying the uses of the computer.

There was an underwater "ocean engineer" that uses his computer to drive remote controlled submarines, a musician that composes her work on one, B.B. King, the jazz legend, a kid playing "Falcon," a computer programmer, and a novelist. All sitting in front of the computer, all happy as pigs in mud.

And the magazine the ad was in wasn't a poorly distributed monthly, it was Newsweek, with circulation in the millions. The week before, the same ad appeared in Time, with circulation in the millions. Nice ad. Excellent pictures. Too bad it was for the AMIGA. Yep, Commodore is pushing it's computer in America, to Americans. Yep, they beat Atari again.

Where are Atari's Ads?

Every place in that eight page ad that said "Amiga" could just as easily have said "Atari ST," or "Atari Mega."

Can you control an underwater submersible with the Atari? Yes. Can you compose music on the Atari? Yes. Can you play great games with kick-ass graphics on the Atari? Yes.

Does the Atari have a legendary musician that can tell the public how wonderful the computer is? Yes, several come to mind, but Mick Fleetwood is the obvious choice. Can you write a novel on the Atari? You bet your LYNX you can.

So, since the ST line of computers can do all those things, why is the Amiga the computer in Newsweek? Beats me.

Reasons Not to Advertise

In 1988, Atari said that they didn't advertise because there was a DRAM shortage, and there shouldn't be advertising for computers that were not there. Ok, I'll buy that.

Then 1989 came along, and they said they didn't advertise because the dealer base wasn't in place. Now 1990 is upon us, I wonder what the excuse will be this year?

I like the Atari excuse that the dealer base is not in place. That is an excuse that they can use ad infinitum. "Well, we still don't have a sound dealer base in Minot, North Dakota, therefore we cannot start a national ad campaign."

I wonder if they ever looked at it from the other side of the coin: Perhaps dealers are unwilling to sell the Atari *because* there is no national ad campaign. Who the heck wants to support and service computers that noone has ever heard of? Would *you* open up a business without ever telling anyone you were there? Of course not.

If I were a potential dealer, I would not be attracted to a company that places its emphasis on a foreign market. If I was a dealer looking to start selling a new line of computers, I would swing to the Commodore camp. They advertise.

A while back, the owner of the local Atari store wrote an article that appeared in this magazine. Part of his arguement on why a computer company does not advertise is that a multi-million dollar campaign would increase the price of the computer. A valid point.

We all know that there is no such thing as a "business expense," and that all costs to a company are eventually passed on to the consumer.

While this is true, he missed a vital other point: Suppose Atari spent 1 million dollars on a national ad campaign like the Amiga's. That million dollars would be passed on to the consumer.

Reasons To Advertise

But, if the ad campaign resulted in the sales of 33,000 computers (not an unrealistic assumption), the total price to the consumer would be a price increase of $30.30 per machine. If the machine was a 1040, which is going for about $1000 these days, the increase would be 3 percent. Hardly a radical change in price.

If a million units were sold (wouldn't that be nice?), the increase in price would be a whopping $1 per machine! I don't think any serious computer consumer would argue with that kind of inflation.

Besides, any consumer who was unfamiliar with the Atari line of home computers would be amazed at their low price. A price hike of 3 percent would matter little to them. Not only that, but Atari would be selling more computers than it would have done so originally, and with that more peripherals, such as modems and laser printers. The company would be making more money, and so would the dealers just because more product was being sold!

Does Advertising Work?

Then there are those that say advertising really doesn't work. Only if the item is "hot" will it sell. Let me offer some counter thoughts on that.

A few years back, Sega and Nintendo offered new video game systems to the public. Both machines were virtually equal, with some even saying the Sega system had better graphics. Even though the Sega system was supposed to be the system with the better everything, Nintendo sales still sky-rocketed past Sega into God knows where. Was the item hot, or was it made hot by advertising? I think the latter is true. Now, how many Sega ads have you seen in the past few years? Compare that to the number of Nintendo ads. I think you can see the difference.

Advertising Does Work!

I have read reports that the Atari Portfolio has sold over 100,000 units in less than 2 months. Why? Not because it is an incredible technological breakthrough (Dos 2.2??), but simply because the little bugger has been seen in every PC magazine and Atari is actively *advertising* the Portfolio.

Ads have been seen in TIME, Scientific American, The Wall Street Journal and other national publications. Tom and Jim have told me that people have called them asking about the Portfolio after reading about it on an American Airlines in-flight magazine. Called them *from the airport!* People wanted to buy it *sight unseen.* The power of advertising. Surely, Atari can see that advertising works. So, the question arises, why don't they advertise the ST line of computers?

There might be several reasons. Here are some that myself and others have come up with:

> The executives at Atari simply don't understand the market.

Hard to believe that a company that has been around this long doesn't have a sound marketing plan. Hard to believe that Mr. Commodore turned Mr. Atari cannot see that his former comany is kicking some hiney. When the sales figures come in for the year, let's see who sold more computers in the U.S. It won't be Atari. When they have the end of the year corporate luncheon, no doubt they will blame everyone but themselves.

I can see it now : "Well, it's the dealer base coupled with the Federated sale, plus Sig leaving, in addition to the pirates and the burn we took on the DRAM shortage followed by the volatility of the Japanese market, coupled with the first quarter operating loss. I think that covers it all Mr. Tramiel. By the way, we DID save over a million dollars by not advertising this year again." Sam looks up from his caviar and hot dogs and says "Thank you Mr. Junior Executive, you are a true Atari expert. I couldn't have said it better myself."

> User groups will sell the computer for them, because word of mouth is the best form of advertisement.

Suppose there are 1000 user groups in the USA. (I don't know the exact figures, but this number will do.) I will be nice and say that each group has 50 go-get-'em active members. (I hear some of you laughing at that.) Ok, suppose that each and every member convinces three people to look at an Atari. That is a *total* of 150,000 people -- 150,000! That is 4 percent of the total *weekly* circulation of Newsweek (assuming a circulation of 4 million). Even if every member convinces six people to look at Atari, the numbers would still be less than 10 percent of one magazine's total circulation. If only 10 percent of all Newsweek readers read the Atari ad, that is 400,000 people!

If Atari thinks the user groups are the best method of spreading the word, they are only fooling themselves. People by nature believe what is written, and a well done, written ad, reaching millions of people out-does a user group any day. User groups simply do not have the numbers that magazines have. Word of mouth is great, but we don't have that many mouths!

> We don't have the money to invest in advertising.

Wrong-o. If you can do it for the Portfolio, you can do it for the rest of your products.

> We are really not very smart. We are in this for the quick buck, and really don't care what happens in America. Our money and our hearts are in Europe.

I believe that this one is a bit more accurate. Only when Atari believes what we have been saying for years — that there is a market in America for the ST— will they get serious and stop using us as a hand-me-down market for Europe.

So, Atari wants people to buy, but they are unwilling to advertise the product, due either to misinformation, poor market analysis or just plain stupidity.

Whatever the reason may be, I sure hope they don't come crying to the few user groups that are left. We do our part every single month. I hope they don't cry when the number of Amiga user groups doubles. We will all know why THAT happens. I hope they don't cry if the sales of the TT and ST-E are poor and they didn't advertise. Now is the time for them to do their part. It is time for Atari to join the Atari revolution.

From Freedom's Frontier
or
Will the Wall Come Tumbling Down?

Views from a European Correspondent

by Jim Cox (P3ACE)

Atari Alive and Well

I've been tracking Atari's effort to market their computers behind the Iron Curtain. There's no way I could have anticipated the recent political developments, though perhaps Atari did — though I doubt seriously they had more in mind than profits. Clearly, however, they were on the leading edge of a market which will only grow in the months and years ahead as Eastern Europe opens to Western economics. Whatever Atari's motives, their move was a precient one!

The Portfolio in Europe

Just a week ago I first saw the Atari Portfolio in the possession of a very proud and pleased owner. He quickly showed another interested observer and me the memory card with 256K, the small, but adequate fold up liquid crystal display and the automatic shutoff feature.

One surprising thing was that the machine was even smaller than I had pictured it. But even more surprising was the owner, a three star general officer. He had the Portfolio at a commander's conference he sponsored. He used it for keeping his calendar, tracking attendees, insuring the conference was on its time line and for taking a few notes.

A couple weeks later, I had occasion to encounter him in the hallway of his headquarters. He asked me by his office on a duty related subject, but the discussion briefly turned to the Portfolio since we were to discuss a future event, a conference of sorts a few weeks into the new year.

To my amazement, his entire calendar was loaded into the Portfolio well into 1990. He demonstrated a search by date, subject and keyword. Everything was broken down by hour in an established format. He also showed us his traveling checklist, the file card type file-and-search feature and the clarity of the display. Fortunately, he speaks German well, because the entire operating system is in "Deutch."

The memory card, the "gold card" memory cartridges the size and shape of a credit card, provide superb storage for programs as well as data. They contain a lithium battery with about a year of life. But the cards are not cheap. My source indicated about DM 1500 (about $835) bought the Portfolio, the memory card and the cables to drive a printer and permit data exchange with a PC compatible. He also found rechargable batteries did not work as well for his applications as did the alkaline type. But he uses his all the time, literally, and he probably was not discharging the batteries prior to recharging, a sure fire technique for keeping the nicad battery life at a more reasonable level.

The keyboard, contrary to what one might think, was easy to type on and actually works for word processing, though it is a little harder for those of us with fat or inaccurate fingers. All in all, quite a machine.

A MiniDrive in 3-1/2 Inch Format

Do you need a half-height low voltage and wattage disk drive for your ST? One you might be able to operate on batteries? One that will give you 3-1/2 inch format double density storage for your 16-bit machine?

Maybe there is a German-made unit that will do the job for you. The cost is less than $200 with cable and 220 volt power supply. But the requirement is for only 5 volts at low watts so operating using available U.S. power supplies or modifying for batteries should not be tough for the hobbiest. The only caution relates to availability and service, but the unit is so compact and simple that it is sure to operate for a good long time.

520 and 1040STs on Sale

The German versions of these two Atari standards are now being sold on sale in the small town where I live -- it has the best computer store I have seen in Germany so far.

They were selling the baseline 520ST German model for DM 399 (about $225), the same with disk drive for DM 499 ($277) and the 1040ST with monitor for DM 998 (about $550).

The best price I've seen on a U.S. model was $699 for the 520ST with drive and color monitor and $799 for the 1040ST in the same configuration.

Unfortunately, these U.S. versions sold out fast and the German models use a European keyboard and a system which is not totally compatible with U.S. models and NTSC TV systems. Some U.S. produced software is also incompatible!

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Piracy = Arbitrary Discrimination

by H. Jake Olbrich (RACC)

Let me tell you a tale my friends. It's long and true. Awhile back, I was a dealer for a company we shall call "J" farm machinery. This was during a time when a lot of agricultural equipment was built so poorly, that whatever you did to it was an improvement. The new machine on the scene was the corn combine. All the major equipment manufacturers had one form or another. As an improvement to the "J" machine, I, along with a step-brother, mechanic and neighboring welding shop, built the first low-profile corn head. Actually, we built four of them.

Competition was tough, and not ever fair. Financing always was, and still is a problem. However, it should be fair, but isn't. The area "H" dealer just happened to be on the Board of Directors for one bank and had a large interest in the other in my area. Many times I would sell a machine to a customer and we would agree on price and terms. The customer would go to the bank and never return. I would call on the customer; "HEY, what happened?" I would see an equivalent "H" machine. Sometimes the customer was too embarrassed to even talk to me. Seems the bank decided that if they were to finance this purchase, then the business ought to be kept in that banking community -- plenty of credit for an "H" machine, no credit for a "J" machine.

If, as sometimes happened, the farmer decided to use alternative financing for this purchase, and buy from me, then all of his credit at these banks was immediately withdrawn, forcing him out of farming. A neighboring farmer would farm the land, and need new "H" machinery to do it, all financed in this oligopolistic community.

I coined, and others adopted, the phrase: "Never Buy A Binder!" referring to an "H" machine. It had a small negative impact on their sales, anyway. Then "H" made a bad mistake. A third company, "D," had patented their low-profile corn head. Almost an exact copy of my unpatented, never adopted, head I developed for the "J" machine. I had been forced out of business because of unfair financing practices. But the phrase "Never Buy A Binder!" hung on and eventually had considerable impact.

To improve sales "H" made a too-exact copy of this low-profile corn head. Others made marketing agreements with "D," at great expense, to use this technology. I said nothing. "D" sued, collecting millions of dollars from "H," which eventually forced "H" out of business. I said nothing. If "D," 'The Kettle' wanted to call "H," 'The Pot,' black, I could only agree.

Of course I could prove that "D" never had an enforceable right to the patent but still, I said nothing. Also please understand, the "D" dealer never used unfair financing methods against me. Ironically "J" purchased "H."

What does this have to do with Computers? Well, change a few names, substitute Atari and the story is the same. And the story is still happening today. I guess it's evident that I have strong feelings about piracy. I also have strong feelings about arbitrary discrimination. Even stronger. And there is a way to overcome this total withholding of programs from the Atari market. I do not endorse it or practice it.

This is what could happen. It is illegitimate and probably very illegal. And it's also as bad as what has happened to me. If every Atari owner obtained -- not purchased -- copies of the highest selling programs for IBM and Apple and made as many copies as they could, it would not be piracy for profit because they would not be able to use the programs. Then, simply put these pirated copies on the doorstep of every IBM and APPLE user. Do not use the mailbox as the post office also takes a dim view of civil disobedience.

The IBM and APPLE user will certainly not purchase what he already has in hand. What is not purchased, the IBM and APPLE programmer cannot sell. Ergo, the IBM and APPLE markets no longer warrant the time and money to market programs for those computers. I do not endorse or support the above, but do you see now why we ATARIANS have lost all the third party support from software companies? Is it just piracy, or does an oligopolistic community's arbitrary discrimination also cause good programming effort to go to waste?

Obviously, we'd all need Apple and IBM compatible type machines to make these copies, so then where would we be? I would like to see the terrific "World of Atari [Power without the Price]" survive. REMEMBER: DON'T BUY A BINDER!

The Right Brain

by Paul Stampfli (El Paso)

Hey folks, It's me again. As I write this in mid-December it's wonderful weather we're having out here in the beautiful Southwest.

It was about 70 degrees yesterday (Sunday), and the wife and I decided to go for a little horse-back ride and try out the saddles that we just got back from the repair shop. It was wonderful. And had it not been for the gale force winds driving a wall of sand, grit and half the garbage from the coast, it would have been perfect.

Looks like another beautiful brown Christmas in the making. But enough of the personal stuff, what's happening in the world of Atari??? Excellent question, and if you get the answer right, you get to be part of Atari's executive management for a day. Which is about twice as long as most of those guys appear to be holding the jobs anyway...

Thoughts on PC Ditto II

I just got a couple of online magazines and PC Ditto II is finally starting to ship. If it's any consolation, it looks like it's been worth the wait. Most of the MS-DOS diagnostic tests seem to make it a NEC V-30 running in the 9mHz (plus a bit) range.

I'm waiting for mine with baited breath. How well it performs and what it will do is going to dictate what I do with the Atari in the future.

Our last club meeting was a gas! Tim and I, with the help of about half the membership, installed a Tweety Board during the meeting. We didn't kill the machine and it worked! Talk about miracles!

Support from Practical Solutions

It was part of the customer support program offered to clubs from Practical Solutions. I can't commend these people enough for their support of the ST. We all thank you!!!

We also talked about naming our club. This is a Radical Idea. We've been in existence two years now and getting a name might make us pretty formal! Tim likes the "Atari ST Club of El Paso"; I like "The ST Computer Club of El Paso."

The only reason we want to name the club formally is that it's being printed in the paper as the "St. Club of El Paso." Which makes us sound like either a church (right!), or a Street gang (that's even a bigger fantasy than the church!).

Thanks, Gordon!

I have to confess, I've been reading again. I read the Revolution Handbook, Tim Holt's article about the Power of Advertising and Gordon Totty's (MACE) *Excellent* article about being in a large club.

I especially want to thank Gordon for not taking the easy way out and just writing a "shoot-down" article. The piece was well thought out, well structured and presented an angle of view I hadn't appreciated before. I surely hope that Atari gets the message. But somehow I doubt it.

Atari is in the driver's seat here and I don't know how they look at the future of the ST.

On the one hand, its life span, about 4-5 years now, is about the maximum to maintain a front line system in the computer world. Now, before I get a lot of folks going ballistic on me, I don't mean that it won't be *usable*. I just mean that it will become a second class computer, probably behind the TT in the Atari line.

Downward Compatibility

On the other hand, the advance stuff that I've seen says the TT will be downwardly compatible with the ST so that base of software shouldn't be lost. But much like the MS-DOS stuff that is written to perform at 4.77 mHz in 256K of RAM, it's unlikely that anything earth shattering will be written for it.

On the other hand, with strong third-party support, like Practical Solutions, GCR, Ditto II, PC Speed, and others, this system will run very strong well into the 90's if the users stay flexible.

I heard a *rumor* the other day that a very prominent ST third-party developer was busy working up a TT upgrade board for the ST. Much like the 80286 and 80386 upgrade boards for the standard MS-DOS PC's. Therein lies the future of the ST. In the ability to upgrade and grow without undue and overburdening price to the consumer. Notice that Atari's idea of an upgrade is to trash the old system and buy a completely new system from them.

The Revolution

Donald A. Thomas, Jr., did a great job on the Revolution. It was well thought out, well planned, and if executed correctly will generate serious publicity and sales of Atari computers. Of course some of the ideas, I'm sure, are pretty "tongue-in-cheek," but we could all have some fun with it. But do I fully support it? Yes and no.

The bottom line is that what we have is technology that is fairly old in the computer world. We have a company that is on top of sales in Europe, but gives the American customer the dregs, lies and false hopes. (That's their right, and is probably the best business choice they could make.) The question is "Should we support this company?" I don't know. I love the computer, and I love the third party support, but the company makes me angry 'cause I feel "slighted" and ignored. Do I want to support such a company? No. Do I want the computer to stay viable and strong? Yes.

So, therefore, I will have to indirectly support the company. But my main support is going to go to the developers of "those wonderful toys." When I talk about the ST, it will be as a less costly, and more flexible, alternate to the Mac and the MS-DOS machine. It will be as a platform for GEM, Practical Solutions, Ditto, PC-Speed, GCR, and desktop publishing. The fact that it's an Atari will be absolutely the last thing I talk about.

I would support the company a lot more if they would support me more. As it is, I'll give them exactly what they've given me. That's why I want to keep "Atari" out of the club name.

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NET$WARE

by H. Jake Olbrich (RACC)

[Editor's Note: The NET$WARE concept is designed to help user groups, sysops and 8-bit software programmers. Basically, the user groups and sysops participating in this project become distributors for the NET$WARE software. In exchange for this work, the clubs (or sysops) receive a percentage of the money from each product sold.]

I have just received permission from C. Wilson Anderson to market the program Syllable.Net This will be the December NET$WARE program. Price $25.00. 10% to sysops and 10% to user groups participating. Please have all checks made out to NET$WARE. Hopefully this will acheive two things: control of piracy and income to user groups and sysops. Please keep track of all downloads and instruct user group disk librarians to also keep very good records of copies.

In order for me to remit your commissions, have all downloaders and purchasers at club meetings send their name and name of the club or sysop who should get the money. The current program for November is on Camille. This is the spelling program.

Downloads from sysop to sysop are free. Hopefully we can all share in this venture.

If your club, like RACC, depends on monthly disc sales to keep their club finances healthy maybe this can pick up the slack with Antic going to disk only versions.

Are there other programmers out there who have programs, preferably educational, that they are interested in selling. I believe this can help keep Atari alive. At least it can help defray the monstrous expenses sysops had to bear on their own.

See Spelling.Doc and Syllable.Doc for the programs' operations in the NET$WARE library. Sysops are instructed to remove the program itself after 60 days. Documentation and other pertinent messages are, of course, exempt from this requirement.

For more info on NET$WARE, contact Andy Learner, RACC BBS Sysop at (815) 397-5318 or call the Camille 2000 BBS at (815) 973-5327.]

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IS THERE A TACTITIAN IN YOU?

by Tim Feenstra (GRASS)

Have you ever been watching a war movie and wondered how you would react if you were the commander? Perhaps the movie commander made some real bad choices that you could see by watching the movie.

With the aid of your Atari computer and one of the multitude of military simulations available, you can try your hand commanding forces at any level. Commonly called wargames, these simulations are entertaining, challenging, sometimes frustrating, and history can be learned and understood from them.

Many of them are based on some historical confrontation. History can even be changed if you have the drive, desire and sound tactics required to do better (or worse) than the historical outcome.

Wargames come in a wide variety of styles and types, both two player and solitaire, covering most any level of command, in many types of conflict.

One aspect common to them all is the need for a sound strategy and the ability to get the most out of the forces you command. In a two-player game, you must have another human to play against, while in one-player games you can play against the computer, which does not make many errors for you to take advantage of.

Play against the computer and you get a feel for the historical aspect, as most programmers will include these as part of the computer's intelligence. Of course, if you vary too much from what the computer "expects," it can sometimes be tricked into doing something you want it to, which can bring you a victory.

There are too many different styles and types of war games to give an account here, but generally, they have an "orders" phase followed by an "action" phase where the orders are carried out to the best of your units' abilities.

The exception to the phase type play above are realtime games in which you issue orders while the action is going on. One realtime version allows you to break to an orders phase only when you wish. In the realtime games without an orders phase, you do not have much time to make those important decisions, for the computer does not stop the action. Hesitation in this case can be disastrous.

All military services have a chain of command. This chain starts at the President or Dictator, down to the General's Staff or High Command, followed by the Theatre commanders -- Generals in charge of specific areas or fronts -- followed by Corps Commanders.

A Corps consists of several divisions, each with a commander, who directs the action of the Regiments in his division. The Regiments in a Division have a number of Battalions, each with several Companies. Companies are made up of Platoons, which are made up of Squads. Lastly, Squads contain a gun and its crew or individual vehicles or perhaps a dozen or so infantry.

Each and every unit in this chain has its own commanding officer, which gives you the chance to command at any level you might wish to.

For an example, a Theatre Commander (call him Field-Marshall Putz) wants a certain mortar squad (2 or 3 mortars and their crews) to fire at a certain crossroad near them. In charge of the mortar squad is a Sergeant (call him Sergeant Hardwork). For the order to fire to get from Putz to Hardwork, it goes down the chain of command.

It would read like this: Theatre command (Putz) to Corps command to Division command to Regiment command to Battalion command to Company command to Platoon command to Squad command (Hardwork).

Now that that is over, and you all have had enough of the service life already, think of it as a ladder. A wargame can place you on just about any step you wish, from Field-Marshall Putz to Sergeant Hardwork. The higher up the ladder you get, the more remote the use of individual squads becomes.

In the above example, the squad that actually did the bombardment would probably be chosen by the Company or Platoon leader. A theatre commander could not possibly keep track of every squad under his command, let alone issue orders to each and every one.

The play mechanics of a wargame are such that you control units from the perspective of the scale level. In a strategic level game covering the Russian front in WWII, you command corps (several divisions) or individual divisions. The smaller units that make up the divisions are invisible to you and are handled totally by the computer. This gives the perspective of a General or Field-

Marshall, who gave their orders to division commanders.

This brings us to the different levels, from Strategic to Tactical, and several combinations in between. Strategic commands are generally considered to be those given at the larger scale, such as a General would give to a division or a Field-Marshall would give to his corps. Tactical commands are those that a Captain or Major would give his company or platoon, where he directs them right into contact with the enemy, deploying them as he deems necessary and using the tactics he feels will allow him to emerge victorious.

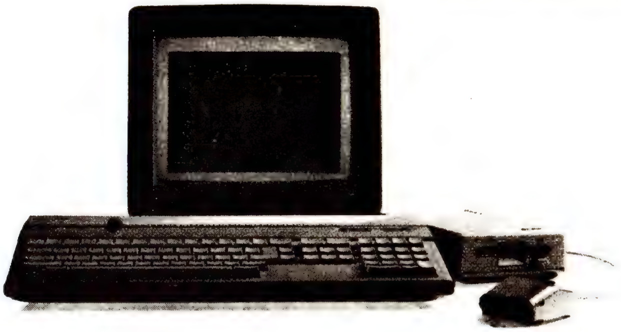
Strategic level simulations can include many factors that are not possible in the smaller scales. Supply is usually the important one, as well as a line of supply back to your rear area. Artillery allocation, reserves, reinforcement commitment and, in some instances, even the type of production of your cities factories are part of a large scale game. These games may cover a time frame of weeks, months or even years, and will usually require a large investment of your time to complete.

Tactical level simulations will get you closer to the feel of battle, and will generally include a morale factor that can really cause you fits if you don't rest units that have been taking a beating. Line of sight, hidden units and the proper deployment of the forces are also of importance here.

We'll cover some specific games later, but first an example of strategic and tactical level commands. In December 1944, the Germans launched the Battle of the Bulge. A strategic level game would include several corps of 3 to 5 divisions (usually 1000 to 1500 men each division) and cover the entire Ardennes Forest area. Your objective would be to get some strong, well supplied divisions as far into the enemy rear as possible before the enemy had time to react, and keep a line of supply open to those divisions for as long as you could.

The siege of the city of Bostogne, part of the Battle of the Bulge, with company or platoon size units would give you a tactical level simulation where you deploy the units around the city and try to capture it (the Germans did not succeed). Tactical games come with time frames of hours, days and occasionally weeks. Many of these can be completed in just a few hours while; others might last 20 to 30 hours.

Wargames come rated as beginner, intermediate or advanced, which rates the complexity of the mechanics and decisions required to play as well as the depth of realism. Short games usually fall into the beginner rating, while the long campaign games are almost all advanced. Intermediate games are a mixture of elements from both and are probably the most enjoyable to the average player. Playing time for intermediate wargames varies greatly -- as short as an hour or two or as long as 20 to 25 hours or more.



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One last thing before we get into some games, I can hear most of you saying "Well, aren't those darn things really hard to play?" No!! It is like Chess, learning how to move the pieces is easy, but getting good at the game takes practice, lots of practice. I have played about 60 or 70 different war simulations from beginner to advanced, and have not come across more than a half dozen or so that require more than one evening's manual reading and experimenting to pick up the mechanics. Don't say you can't until you try one.

Warship

Naval engagements are my favorite type of battle with a special appeal for World War II carrier warfare, so we will start some game specifics here. "Warship" from Strategic Simulations Inc. (SSI) covers WWII surface combat in the Pacific Ocean. It may be played by 1 or 2 players and includes a good construction set to create your own battles, as well as four ready-to- play historical situations.

You command up to 20 ships in either division or ship mode. In division mode, your ships are divided into task groups (up to 9) and orders are given to them as a group. This gives the feel of being the Admiral in command of a task force out to destroy the enemy fleet. You tell them when to fire and where to move at what speed, but they pick their own targets.

In ship mode, you assume total command of each ship, control the guns and torpedos, and can assign priority targets. This game plays realtime, stopping only when you wish to give orders. The game clock runs in 2 minute pulses covering from 1 to 4 hours of the surface engagement. A single game can usually be completed in one evening. With 15-20 ships in ship mode, it can become lengthy though.

The construction feature allows you to create your own battles using ships from 79 available classes. You can alter almost every aspect of each ship, thus creating virtually any vessel from the WWII era. You can create your own map, with land, islands or shoals and set a weather level which affects the visibility...you must see the enemy to shoot at them.

Weapons available include five types of torpedoes and about 30 different guns from the Yamato's 18.1-inch monsters to 3-inch pea-shooters good only against thinly or unarmored targets. You can put any weapon on any ship you wish, armor it to your liking, and face any force you like. Extremely flexible, it includes ships from the U.S., England, Holland and Japan. The construction set makes the game one of the best naval simulations available.

Battlecruiser

If you prefer to fight in the Atlantic, "Battlecruiser," also from SSI, plays identically to Warship but includes French, Italian, British, and German ships. Battlecruiser also includes a WWI game, with German and British forces in the Atlantic.

It should be noted that you can play either side and mix any nationalities to form any fleet you want in either game. Put German and Japanese ships together if you want...use a German BB (battleship), modify all its weapons and armor to that of the I.J.N. Yamato and let her accompany the Bismarck on its fateful cruise. Like I said, the games are very flexible.

These 2 games are beginner to intermediate level. They make good starters for the new wargamer, as well as a challenge to the armchair Admiral. They use simple menus for commands and are easily learned in a single sitting. Victory in an evenly matched engagement, however, will take some time. To win with an outnumbered force will require the best tactics you can muster.

Carrier Force

"Carrier Force" is probably the ultimate Pacific carrier warfare simulation. An advanced game from SSI, it covers four famous battles fought early in the Pacific war between the U.S. and the Empire of Japan. It is also menu driven, meaning the mechanics are fairly easy, but the realism involved means there is a lot to be done to do it right.

There is a multi-level command here — you are not only in command of the various task forces, but you also command each air mission from both carrier and land bases. The main weapon is, of course, aircraft. These planes have a limited fuel supply. The computer will not care if you fly your planes too far and run out of fuel before getting back to the carrier or land base.

The enemy must be found before you can deal with him, so you also command search missions using seaplanes or other aircraft. Once you know the enemy forces position, quickly turn your carriers into the wind (that's right, even that is included), which can change every hour, and launch as many planes as you can.

Each carrier and base has an operation limit representing the number of aircraft that may be launched or landed every hour. You must also have your planes readied. It takes an hour to ready aircraft, an hour you cannot afford if the enemy spots you first and your planes are not armed for a strike. You also command CAP aircraft to protect the carriers and bases from enemy planes.

There is the possibility of surface combat in this one, but the main purpose is to do unto the Japanese with carrier borne aircraft, then split before he returns the favor. One or two people may play this one, but a single player may only play the American forces with the computer doing the Japanese part.

Orders are given in a series of menus, which starts with task force orders. Divide and join task forces, then change heading followed by the aircraft orders. First, ready aircraft, then launch aircraft, then fly each mission (up to 20). If there are planes to land, they will be landed before the air mission command phase.

After all these orders, a realtime combat phase shows you how you did.

Each turn represents one hour, and can take a half hour or more to complete if you are in the thick of battle. With each scenario being 3 or 4 days long, one of these games could keep you occupied for hours.

Did I tell you that you cannot go back to an order menu once you move on to the next one? If you forgot to do something (like ready your planes), tough. This was the second game I ever bought, and was my favorite until I got one that covers the entire South Pacific during '42-'43.

Coral Sea, Midway, Eastern Solomons and Santa Cruz were important battles for the United States. If you are an aircraft carrier fanatic, you should check this one out.

Broadsides

Another naval simulation that merits listing is "Broadsides," a joystick controlled battle in the golden age of sail. It plays realtime in a somewhat arcade style, but the tactics are anything but arcade. It plays fast, is easy to learn and makes a great fill-in for those nights you just don't want to get into some major venture. With a pretty good "create game" feature, this one has only one flaw -- a boarding phase that can only be described as arcade.

Another sail age game that is easy to learn is "Clear for Action" from Avalon Hill Game Company, which would be described about the same as Broadsides.

You might also want to check out one of the many sub simulations available for the Atari. I have Silent Service and enjoy an occasional clash with some Jap destroyers over the sinking of a tanker.

That is naval simulations in a nutshell. There are others, but not nearly the selection that a real naval buff would like to have. There are some other games that include naval forces, but they cannot be described as purely naval in intent.

So, if you are getting tired of playing Pac-Man for the 23 millionth time, enjoy a good challenging game, and have a desire to go to sea, try one of these naval simulations for some good, solid enjoyment and frustration.

In the next segment we'll move to land and see what's available there. It is a lot more than you might think. Happy hunting and have a good battle.

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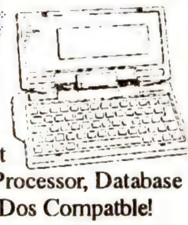

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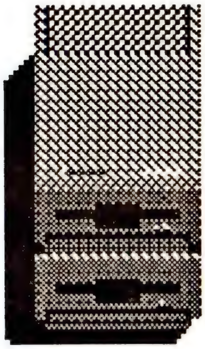

IN YOUR DRIVE 25

by good ol' Chet (ACCD)

Golly pollywogs, does that opening seem dull! The price you pay for all this wonderful typeset and slick printing is that you've gotta make your heading Real Darned Conspicuous.

You noticed in AIM #12 that the "dialogue" opening ("Hey, kids! What time is it?") ended up in the main body of text. This is called clarity and is required when you're communicating to a wider audience than The Usual Gang which knows your idiosyncrasies. And, hey, my customary closing of "Jeep!" disappeared! What will the Popeye fanatics of the world think?

Not that any of the above is that important, but we got a whole paragraph out of it!

So here we are again, and here it is the day of deadline and I'm only now finishing up this IYD. Christmas, and all it represents (end of the year paperwork, dozens of NCOs wanting to go on leave, retirement ceremonies, and emergencies — and, at home, shopping, shopping, shopping! Arrrggghhh!!) has kept me from doing ANY writing the past few weeks. Mike (our ACC.D editor) is probably ready to throttle me, and Pattie 'n' Bill (AIM) will probably be right in line behind him.

Sometimes, I know exactly how an Atari dealer feels.

Mangled Baby Ducks

Now 1989 is behind us, the year that was supposed to be "the year of Atari." Ah well, better luck next time. We heard literally hundreds of MacIntosh commercials on radio (the most underestimated advertising medium) and saw several different Amiga commercials on TV.

Did Atari really advertise its computers at all? I heard rumours of television commercials — when did these air? At 3 AM on ESPN or some UHF station? Did *anyone*, other than the most dedicated of Atarians, see these?

The Game Boy from Nintinduh proved to be the hit of Christmas. Where was the Lynx? The MacIntosh laptop finally arrived, and suckers (there's one born every minute) waited in line to pay five times its worth. Where was the STacy?

Atari is posed to try to take the business market with the TT. I won't hold my breath.

We have always had this love/hate relationship with Atari, from the days when the 8K 800 was released. The machines have always been the best for the price, and the support to users was better than average. But the support to dealers, distributors and developers has never been good, and it has been "curiouser and curiouser" these last few years.

The fact that Atari is still alive, and could still easily make a deep inroad into the American market, shows just how healthy the machines, the users and the users' groups are.

Bob Brodie's appointment as User Group Coordinator, the Portfolio and preliminary publicity for the TT all look good— but looks can be deceiving. Atari could fall again.

Well, as I said back in 1984, Atari the Company could die off tomorrow and I *still* would have the computer power I need and want, plus all the software to do the jobs I want (at the speed I want). I'm prepared...I'm hoarding software. Such as the following:

Study 'til You Drop

A place called Skills Improvement based in Aurora, Colorado puts out a series of products which might seem of limited interest, but bear with me. If you are an enlisted member of the Air Force, or even if you could use help studying for more mundane written tests, you could find no better study aids.

Their "Generic SKT" program permits you to create flashcards on your screen or print them to paper. It doesn't include questions, but the documentation, though scanty in all other places, gives *excellent* tips on how to extract sample questions and facts (called "keynotes" for no discernible reason) from your study materials.

I've now used the Generic SKT program for a couple of tests, and was surprised to find that many of the questions I'd culled from my references actually showed up on the tests!

It thus saved me many hours of study, helping me focus on specific questions and topics. As a person to whom time *is* money — perhaps even *more* valuable than money — this timesaving study program is worth more than the $39.95 + postage.

The Generic SKT program is available for the XL/XE computers (where it runs INCREDIBLY slowly!) or for the ST (which runs faster than a speeding bullet). Each version is priced the same, and each version uses a joystick port "key" or "dongle" — whatever you wanna call it.

More Monsters

Most arcade games are mindless, twitchy things and I grew tired of the genre long ago. That's why the Nintendo craze just amazes me; so many nice graphics, so little difference in style. Yet there's one game which caught my fancy precisely *because* it determined to be mindless. That's Rampage, where you play a giant monster and generally tear up things.

Rampage is little more than a rip-off of the classic "Crush, Crumble, and Chomp" (itself a direct steal from the boardgame "Creature that Ate Sheboygan," which stole its style from "Ogre"...we're *really* going back a few years now!), but requires less strategy (and brains). Occasionally, you'll turn into a human geek, but generally it's just smash, smash, and more smash.

After a rough day at the office, Rampage is a perfect cool down. Sadly, it's not available for the XL/XE or ST computers — strictly 2600 or 7800 owners. At - times, there IS a place for mindless, twitchy things.

[Ed. Note: Actually, Rampage is available for the ST and is marketed by MediaGenic. See the Sept. '88 issue of Michigan Atari Magazine (going back a bit!) for a review of the ST version written by MACE's Bill Boles.

Pretty Pages

We have the newest PageStream (version 1.8) in hand, and if it does half of what its manual claims, it outclasses the MacIntosh desktop publishing kingdom at a fraction of the cost. However, it requires a double-sided drive, so I'll need to transfer the disks over to 5-1/4". (My system is a single-sided 3-1/2 drive and a double-sided 5-1/4 drive.)

We'll tell you more next time, but I can let you know that the manual is now really friendly. Learning something from wargamers and (possibly) Timeworks, Soft-Logik has included a Quick Start section for people who hate documentation. And the entire manual was prepared with their product — it seems obvious, but many publishers don't seem to have that sort of faith in their own product. Soft-Logik does, and you can see from this manual just how powerful a tool PageStream is. Next month, we'll let you know if it's easy or not!

Shut Up, Chester

Can I stop now? I mean, not only is Christmas killing my "spare" time, but I have two strep throat victims to take care of (wife and oldest daughter), snow to shovel out of the driveway and I have to send this to Mike before 1700 hours. Book 'em, Dano!

Jeep!

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Real Programmers Don't Use Pascal

Submitted by ACCD

Note: This was found on a UNIX system in 1983. Some things may have changed since then, but most hold true even today.

Programming Tools, Part III

What kind of tools does a Real Programmer use? In theory, a Real Programmer could run his programs by keying them into the front panel of the computer. Back in the days when computers had front panels, this was actually done occasionally.

Your typical Real Programmer knew the entire bootstrap loader by memory in hex, and toggled it in whenever it got destroyed by his program. (Back then, memory was memory — it didn't go away when the power went off. Today, memory either forgets things when you don't want it to or remembers things long after they're better forgotten.)

Legend has it that Seymour Cray, inventor of the Cray I supercomputer and most of Control Data's computers, actually toggled the first operating system for the CDC7600 in on the front panel from memory when it was first powered on. Seymour, needless to say, is a Real Programmer.

One of my favorite Real Programmers was a systems programmer for Texas Instruments. One day, he got a long distance call from a user whose system had crashed in the middle of saving some important work. Jim was able to repair the damage over the phone, getting the user to toggle in disk I/O instructions at the front panel, repairing system tables in hex, reading register contents back over the phone.

The moral of this story: while a Real Programmer usually includes a keypunch and line printer in his toolkit, he can get alone with just a front panel and a telephone in emergencies.

In some companies, text editing no longer consists of 10 engineers standing in line to use a 029 keypunch.

The Real Programmer in this situation has to do his work with a "text editor" program. Most systems supply several text editors to select from, and the Real Programmer must be careful to pick one that reflects his personal style.

Many people believe that the best text editors in the world were written at Xerox Palo Alto Research Center for use on their Alto and Dorado computers. Unfortunately, no Real Programmer would ever use a computer whose operating system is called SmallTalk, and would certainly not talk to the computer with a mouse.

Some of the concepts have been incorporated into editors running on more reasonably named operating systems. The problem with these editors is Real Programmers consider "what you see is what you get" to be just as bad a concept in Text Editors as it is in women. No, the Real Programmer wants a "you asked for it, you got it" text editor — complicated, cryptic, powerful, unforgiving, dangerous. TECO, to be precise.

It has been observed that a TECO command sequence more closely resembles transmission line noise than readable text. One of the more entertaining games to play with TECO is to type your name in as a command line and try to guess what it does. Just about any possible typing error while talking with TECO will probably destroy your program, or even worse — introduce subtle and mysterious bugs in a once working subroutine.

For this reason, Real Programmers are reluctant to actually edit a program that is close to working. They find it much easier to just patch the binary object code directly, using a wonderful program called SUPERZAP (or its equivalent on non-IBM machines).

This works so well that many working programs on IBM systems bear no relation to the original Fortran code. In many cases, the original source code is no longer available. When it comes time to fix a program like this, no manager would even think of sending anything less than a Real Programmer to do the job — no Quiche-eating structured programmer would even know where to start. This is called "job security."

Programming Tools Not Used by Real Programmers:

* FORTRAN preprocessors like MORTRAN and RATFOR. The Cuisinarts of programming — great for making Quiche. See comments above on structured programming.

* Source language debuggers. Real Programmers can read core dumps.

* Compilers with array bounds checking. They stifle creativity, destroy most of the interesting uses for *equivalence*, and make it impossible to modify the operating system code with negative subscripts.

* Source code maintenance systems. A Real Programmer keeps his code locked up in a card file, because it implies that its owner cannot leave his important programs unguarded.

XENOPHOBE
FROM MICRO-STYLE

by S. Kendrick (CDACE)

System Requirements: 520ST, color.

Ratings: On a scale of 1 to 10...
Graphics: 8
Sound: 7
User Interface: 6
Documentation: 5
Longevity: 5
Overall Rating: 7

> That's it! It's game over, man. Game over! — Pvt. Hudson "Aliens"

Xe'-no-phob (n): 1) One who has a deathly fear of anything alien.

Xenophobe is a translation of the Bally-Midway coin op arcade game. As in most arcade games, the objectives are pretty clear-cut: survive as long as possible....

> I need to know only one thing — where they are... — Vasquez

Dramatis Personae

Upon booting, you are brought into the player selection mode, where you choose your on-screen counterpart. There are nine highly-detailed characters to select from: normal looking men and women to the more strange, such as the duck-headed Dr. Kwak.

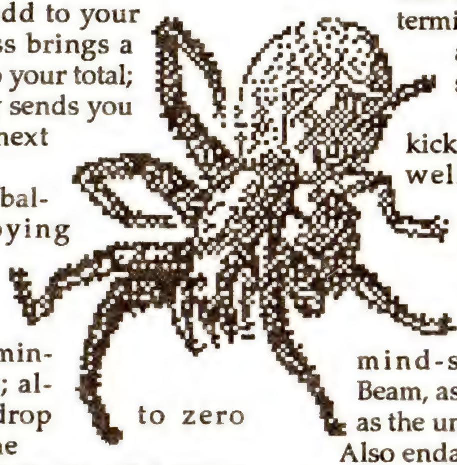
Opposing the human player is a formidable gaggle of extraterrestrial beasts. Sprouting forth from green pods are such things as armadillo-like Rollerbabies and leg-gnawing, parasitic Critters. Poking out of crevices, acid-dripping Tentacles emerge to menace the players. Slime-spitting Snotterpillars bound about recklessly, and lurking behind doorways is the fearsome Festor.

> This installation has a substantial dollar value attached to it — Burke

Game Objectives

Your onscreen alter-ego is part of a mercenary team (The Excterminators) hired to disinfect several human space outposts, ships, and the like of an invading alien presence. To earn your pay you must dispatch the unwelcome creepies before the outpost self-destructs.

During your mission you can also pick up belongings left behind: better weapons, items that increase your health, useful gadgets and miscellaneous objects that add to your score. Success brings a hefty bonus to your total; failure simply sends you along to the next encounter.



You must balance destroying aliens and grabbing objects against your ever-diminishing health; allowing it to drop to zero ends your game

Often it is better to self-destruct the base and forego the bonus if you find yourself in an untenable situation or want to skip ahead to the more challenging scenarios.

> I like to keep this handy — for close encounters.... — Hicks

Utensils of Mayhem

You start with the ubiquitous, low-powered phasor. Encountered in your travels are more powerful devices, such as the longer range laser pistol, short range but devastating lightning rifle, and the unstoppable smoke gun. Indispensable to the bounty-hunter are hand-lobbed bombs, the only weapon devastating enough to eliminate Rollerbabies when they curl up into a ball.

The Xenos are not without their tricks, however. Each alien has at least one distinct method of attack, causing your Health to drop if it hits you. Critters favor creeping up and latching onto loose appendages, gnawing away Health until they are shaken off or shot.

Rollerbabies transform intoa nearly-invunerable "bowling ball" that crashes into your Exterminator. Tentacles grab at you and must be shot or avoided.

Snotterpillars can kick your player over, as well as spit corrosive green slime. Festor is the most fearsome opponent. It can spring out and traps your player with a mind-scrambling Brain Beam, as well as hurling pods as the unwary.

Also endangering your player are various non-living hazards such as automated sentries, force fields and open shafts and pits. Some of these can be deactivated or avoided, but of course the Xenos won't provide much leisure time to decide....

> I got a bad feeling about this drop — Frost

Gameplay

If you have played the coin-op version of Xenophobe, you have noticed many similarities in my description so far. The reason is simple — the home version is almost identical to the arcade game.

The graphics (especially the animation of the monsters and your character) are very close to coin-op quality, and the sounds are just as annoyingly raucous as the real thing. The levels that you must explore are identical in both layout and rendering as far as I have gotten into the game (nearly the end). Two-player support is excellent, providing two separate displays on a split screen for each player's location (again, just like the arcade).

Joystick control is responsive and usable, only marred by the need to use the keyboard to throw bombs. You will need two joysticks to support two-player mode. There is no support for three players, as most home computers don't have three joystick ports (or three of anything, for that matter), but this is a minor quibble.

Shortcomings to Xenophobe

This similarity also happens to be the game's shortcoming. The locations of rooms and items are identical to the arcade incarnation, and never change from play session to play session, lessening the challenge of discovery and exploration after repeated play. The game pace is a bit too fast for my liking, even at beginner level — the monsters just keep coming, in droves, making it hard to use your items or explore very thoroughly, earning this game five "sore thumbs" for extreme firebutton abuse.

Xenophobe was new and different when it was first released, but almost three years later it is showing some signs of age. Had this title been released a year or two ago it would be a classic, but now it is more mundane.

It also seems somewhat lacking of "depth" — proficient joystick jockeys might exhaust the program's possibilities in a short time; less skilled players might find a longer lasting challenge.

Whether you buy this one is based upon your personal preference. It is an arcade style game with an adventure/problem-solving twist, so don't look here for any brain-busting puzzles. If you have poured quarters into the arcade machine don't expect anything new here either.

But, if you like arcade quality graphics and gameplay and don't frequent arcades, or just can't get enough of the game, Xenophobe is as faithful a conversion as one could hope for (minus the quarter slot).

If this sounds like your cup of green slime, I heartily recommend Xenophobe and a pair of industrial-strength joysticks.

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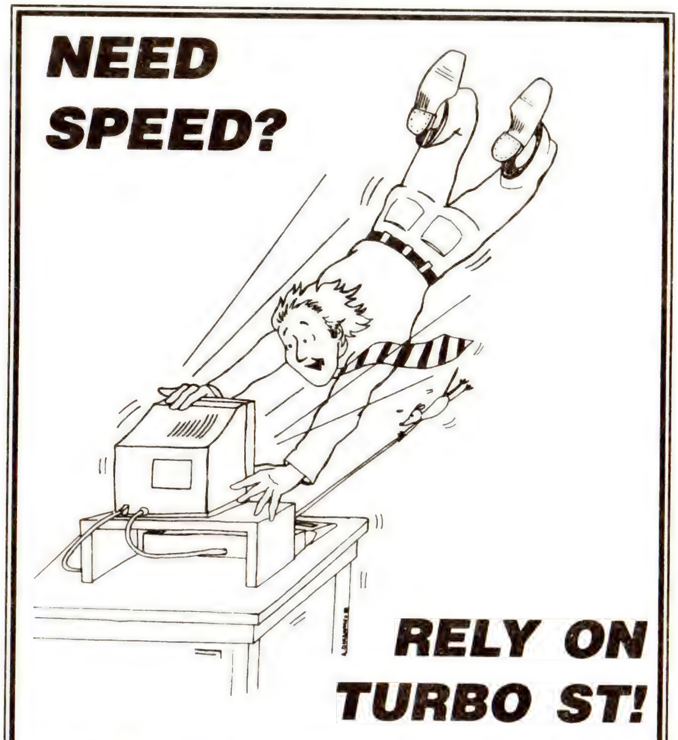
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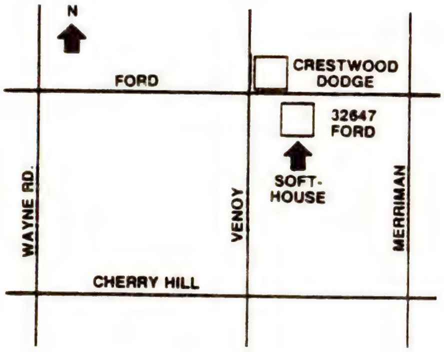

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LOST DUTCHMAN MINE

FROM MAGNETIC IMAGES

by Tim Holt (El Paso)

When I was a young 'un, my father and I drove from El Paso to Orange Cove, California to see my Uncle Claude. I don't remember the trip too well, except for the night that we drove back.

It was getting dark, and it seemed we had been driving for 200 hours. My father looked over to me and then pointed to a group of mountains outside of Pheonix, Arizona. "See those mountains over there? Those are the Superstition Mountains. They say the Lost Dutchman Mine is in that mountain. Supposed to be the richest vein of gold in the world there."

"Where is it?" I asked innocently.

"Well, no one knows. Seems the old Dutchman died, and didn't tell anyone about where it was. Lots of folks have looked for it, but noone has ever found it."

I looked off into the distance, and saw the Superstition Mountains. I always wanted to go back and look for the mine, but never did it. That was until Magnetic Images came out with "Lost Dutchman Mine."

Lost Dutchman Mine (LDM) takes the ST user to the mythical town of Goldfield near the Superstition Mountains in 1896. Your only troubles are you don't have a lot of money, you don't have too many possessions and you don't have the foggiest idea of where the mine is. So, you must not only come up with money, you have to explore more than 100 caves and old mine shafts, one of which holds the treasure.

How you get your money and supplies is up to you. You can buy a pan and go pannin' for gold in a nearby stream, or you can try your luck with Dapper Dan, the local card shark. The game is poker, and Dan is pretty easy to beat if you stick with it. Don't go into a game with less than $200 though, or you will lose.

Dan's digitized voice always asks you if you want to play a game. I thought that this was a nice touch. When you win, Dan frowns; when he wins, Dan grins at you. Bust him and you get something that may be even more valuable than money...

The town of Goldfield consists of all the stereotypical old west places: a doctor's office if you get shot or hit by an arrow, the mercantile for buying supplies (you have to visit this place), a stable where you can pick up a mule or two to carry supplies (essential), the local newspaper, an assay office for cashing in any gold you may find, a bank and a jail. Each place has a specific purpose and must be visited during the course of the game.

LDM is played with a combination joystick, mouse and keyboard. The mouse buttons all have different purposes, the right one gives the player an aerial view of the entire playing field and back to the normal screen when clicked again. The left mouse button is used to direct specific actions, like buying a rope or telling Dapper Dan what cards you want replaced. Joystick is used for the action, like gunfights, or moving the old prospector across the playing field.

When you finally get to a cave or old mine shaft, you have to take the correct tools in with you. A pick is nice, as well as a lantern. Watch out for rock slides and earthquakes though, as you can be killed at any time. I found it advantagous to always save the game *before* I went into the mines.

You have to watch out for running out of water, running out of food, dying in the heat and getting shot either by the local band of terrorist Indians or the local band of bad dudes. (Capture the bad dude from the gang and get a reward back at the jail!) You might want to save the game before you get killed in these too.

The graphics are really nice in LDM, and if you have a MIDI keyboard, the sound is excellent in the opening screens. The graphics aren't terribly mind boggling, but attention has been paid in several areas, most notably the mines, and the town of Golfield. I did not like the little fishing sequence, as it was terribly simple compared to the rest of the game.

Playing the game was enjoyable, although at times my joystick did not respond as well as I expected. I was killed several times before I learned to save the game.

If you get the game and actually find the mine before October 31,1990, you can stake your claim with Magnetic Images for a $100 gold nugget.

LDM is not copy protected, although you must have the instructions or the game will lock up. A really nice effort from Magnetic Images. I look forward to their next game.

Lost Dutchman Mine $39.95
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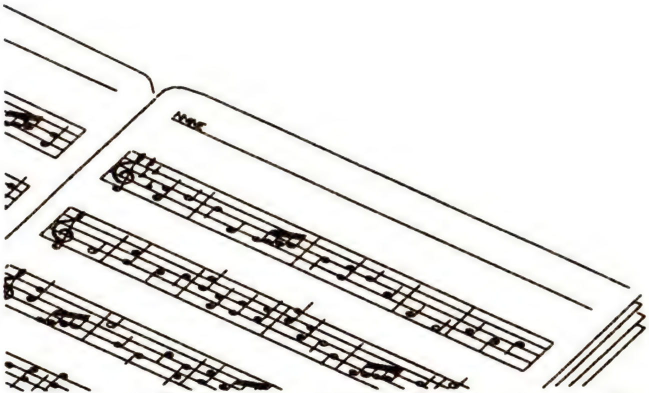
Mini MIDI Lessons #2



by Morris Miller (El Paso)

What is a Sequencer?

The sequencer really is the very heart of a MIDI system. It is the sequencer in which you can record, edit, arrange performances and play back your music to the synthesizers.

In this context the sequencer includes all the accessory programs which work together to make the total MIDI package. Some program vendors have everything rolled into one program while others provide a number of separate programs which work together.

It is the number of refined features and various added functions that makes one sequencer different from another. You will like the display and the way things are done with one and not in another. I probably prefer mine just the other way around.

This is why you should see a few total packages working before you invest. A public domain program will keep you going until it is time to commit and make the plunge.

When you do commit, make sure it is a package that offers support for the synthesizers you will be using.

Here are the major things MIDI control programs do:

1. Record a song played on the keyboard. Enter real time (as played) or step (one note at a time).
2. Provide a minimum of 8 song tracks. Some have up to 60 or more tracks. Each track holds a separate song or part of a song.
3. Editing notes, duration, attack, release, portamento, etc. Edit notes into tracks.
4. Copy and move song sections into other positions. Loop song sections (repeats).
5. Set synthesizer patch selections into song. Change patch, tempo and other parameters in song performance.
6. Convert a song into a score sheet and print. Print MIDI parameters of song performance.
7. Perform multiple song files in named sequence, like songs of an album.
8. Create and edit new voices for the synthesizers. Dump the synthesizer voice parameters and store on disk. Restore again on demand.

Talk to the people who use synthesizers and try as many of them as possible. Make your selection carefully and plan to acquire as many of the function modules as you can afford. You do not have to have them all at once.

What are the Differences in Keyboards?

Keyboards for MIDI have two main functions — to play music and to control the instruments making the sounds.

Not all keyboards have the same number of playing keys. Nor keys of the same size. My fat fingers will not play a reduced size keyboard. A song may be entered with a keyboard of 3 octaves and then edited (and played) over a full 8 octaves. It just takes more editing. I prefer a 5-octave keyboard, but it is mainly a personal preference and dollar investment.

The MIDI keyboard is more than just keys to play on. With MIDI a number of sound instruments (synthesizers, samplers, drum and rhythm machines, and program sequencers) may be controlled by an operator console.

The keyboard is often that console, especially in a live performance. The console controls may be recorded as they are performed. When re-played by the sequencer, it replaces the original performer, sending all the original, or edited, performance controls.

The main difference between keyboards, then, is in how many of the MIDI control signals it sends to the sequencer in performance. How many of these controls you need depends on how much of a performer you are — and how much of the control you do not mind entering by the editor.

Take the action of pressing a note key, for example. Full touch sensitivity means that MIDI information is sent saying (a) which note was pressed and when it was pressed; (b) how quickly the key was pressed (attack velocity — often used for loudness control); (c) how hard the key is pressed after it is down (after touch pressure — sometimes used for vibrato control); (d) which note is released and when it is released; (e) how quickly the key was released (release velocity — sometimes used for portamento or glissando).

All keyboards having MIDI will send the basic note on/off information of (a) and (d). Some will send (b) and maybe (c) information. Few, except the most expensive, will send it all.

Not all synthesizers (in a keyboard or otherwise) are stereo. Many are mono only. Not all keyboards include the accessory controls of pitch bend (note glide), foot switches (on/off functions), foot pedals (variable control for soft-loud, etc.), or pan (stereo balance).

As a side effect, if a keyboard does not generate a MIDI function, then very likely the embedded synthesizer will not respond to that control either. Without touch velocity the loudness is not controlled. Try the instrument to see what it will or will not do.

What is a Synthesizer?

A sine wave tone at any frequency is the most pure and undistorted sound we can make; it is much like a bird whistle, when given notes to play. Most instruments have some pure note characteristics. Only some. There is no musical instrument pleasing to the ear which produces sound in the purity of a sine wave. It is the characteristic distortions of an instrument that makes it sound like that instrument and none other.

The trick, then, is to electronically produce sound with the proper distortion and harmonic characteristics in order to sound like some instrument we know and love. Or, once we learn to create the sounds of instruments found naturally, and understand the natural laws which govern those sounds, we can create by those rules of nature new sounds of instruments not yet devised by craftsmen. Ain't that exciting?

The English prefixes "syn" and "sym" mean, simply, "together." The word "synthesis" is from the old Greek, meaning "to put together." One way to create distortion in sounds, otherwise pure, is to put two or more of them together with varying amplitudes and phase relationships — and you have the beginnings of a violin, guitar or piano sound. Add to that control over the amplitude envelopes and it can be quite good.

To give even greater flexibility to the sound synthesis, each tone to be combined (operators) can be given a distortion. The easiest way to do this is to generate the tone in various wave forms (shapes). The most common such wave forms are sine wave (no distortion), square wave (rich in odd numbered harmonics), triangle or peaked wave (weak low-order odd harmonics), sawtooth (rich in both odd and even harmonics), and pulse shapes (harmonic content variable). By mixing the selected operators to various degree, many different sounds can be produced.

To take this process further, allow a low frequency operator (LFO), to determine the amplitude or frequency modulation of another (the carrier) at the desired note frequency. Add feedback so that the modulator can modulate itself to some degree. Now combine mixes of these signals in various combinations and you have the synthesizers available today.

To make a new voice, select the manner in which you want the modulators, carriers and feedback loops to be interconnected (the algorithm). Set the desired range of control for each of the operator parameters, and which of the control functions to vary the operator effects, if any. Set output envelope shape parameters and which of the control functions will vary the envelope effects, if any. Then play....

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Turbo-816 Info #7

Dual Memory Usage in Applications

Chuck Steinman (DataQue)

This article will present one way to set up a program to run under the Turbo-OS, yet still be compatible with the Atari XL/XE operating system. It is assumed that the reader has some knowledge of programming at the assembly language level and is familiar with the previous article #6 (see the December '89 issue of AIM). This installment will concentrate on memory use decisions.

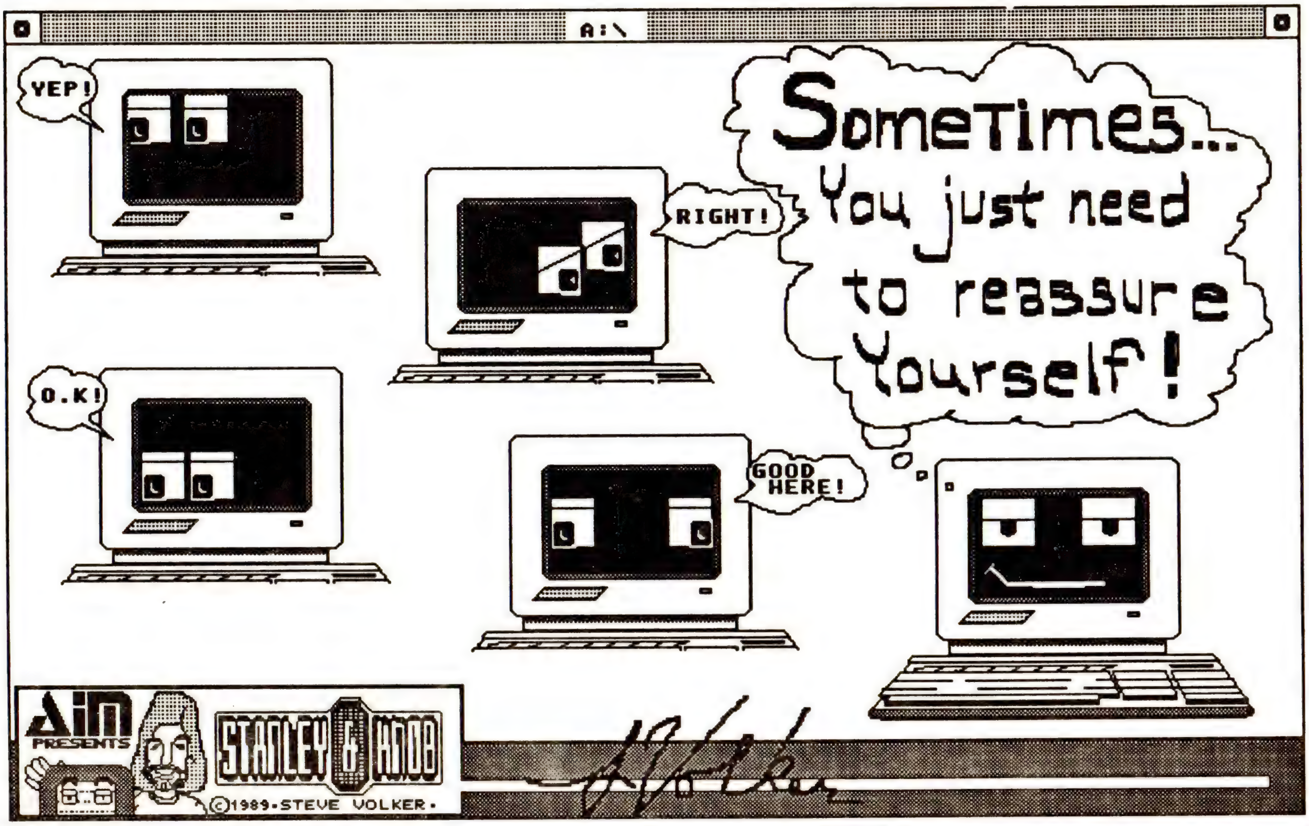
Last month the program fragment presented determined the type and amount of available RAM. There were two significant variables which were set by that program to make later RAM accesses easier in applications where both standard and expanded RAM may be used.

The first, was the three byte pointer, BASEBYTE. This pointer is used to indicate where the base of user RAM resides. Since we want to make our application work in both the stock 6502 units and the Turbo-816, we must be very careful of what instructions are used. It is very easy to accidentally slip in a 65816 instruction, which would cause a real problem for the 6502.

The second variable was a flag called EXPANDED. This flag is set to zero to indicate there is no expanded RAM and some negative number if expanded memory does exist. We will modify last month's program just after the label NO_ERROR, to store $FF into EXPANDED. This will allow us to use the bit instruction to test what memory to use in our program. Note that $FF is already loaded into the accumulator, so all we have to add is the one line 'STA EXPANDED'.

First we may want to initialize the RAM with the information expected as the defaults. In our little mini-application, let's say we have several tables which need to be initialized. To fall back to Turbo-Calc as a reference, we will need a 128-byte table for the cell width, and a 384-byte table for the row pointers. Another table will be initialized, to contain the cell data. To simplify later coding, we will keep pointers to the beginning of each of these tables. Well...let's begin.

Source code follows on next page.


A:\
YEP!
RIGHT!
SomeTimes... You just need to reassure Yourself!
O.K!
GOOD HERE!
AIM PRESENTS
STANLEY & KNOB
©1989-STEVE VOLKER.

```
; new definitions: note: order is important, due to byt/pag offsets

widvec      dsb 3           ; width pointer
bytvec      dsb 3           ; row address pointer
pagvec      dsb 3           ; row bank pointer
bnkvec      dsb 3           ; row bank pointer
celvec      dsb 3           ; temp cell pointer

; mini-memory map:
;           +----------------------------------+
; widvec —> | 128 byte table (width of column) |
;           +----------------------------------+
; bytvec —> | 128 byte table (lsb of data vec) |
;           +----------------------------------+
; pagvec —> | 128 byte table (msb of data vec) |
;           +----------------------------------+
; bnkvec —> | 128 byte table (cell data banks) |
;           +----------------------------------+
; celvec —> | variable length cell data block  |
;           +----------------------------------+
; offset tables to simplify initialization
bytoff      dcb             $00,$80,$00,$80,$00
pagoff      dcb             $00,$00,$01,$01,$02

initialize  jsr initialization  ; run last month's code
            ldx #$00

loop1       lda basebyte    ; byte of memory pointer
            clc
            adc bytoff,x
            sta widvec,x
            inx
            lda basebyte    ; page of memory pointer
            adc pagoff,x
            sta widvec,x
            inx
            lda basebyte    ; bank of memory pointer
            adc #$00
            sta widvec,x
            inx
            cpx #$0f
            bcc loop1
            ldy #$7f        ; fill the width table
            lda #$08        ; set out default width to 8 characters
            bit expanded
            bpl nexp1
            nat             ; go into the native CPU mode

exp1        sta [widvec],y  ; use long indirect access
            dey
            bpl exp1
            iny             ; now zero

fill1       lda #$ff
            sta [celvec]    ; set end of row flag
            lda celvec
            sta [bytvec],y  ; byte of row vector
            lda celvec+1
            sta [pagvec],y  ; page of row vector
            lda celvec+2
            sta [bnkvec],y  ; bank of row vector
            inc celvec
            bne noadj4
            inc celvec+1    ; move to next (now empty) row
            bne noadj4
            inc celvec+2

noadj4      iny
            bpl fill1
            emu             ; and back to 6502 emulation mode
            bra cont1

nexp1       sta (widvec),y  ; non t816 executes this
            dey
            bpl nexp1
            iny             ; back to zero

fill2       lda #$ff
            sta (widvec),y
            lda celvec
            sta (bytvec),y  ; byte of row vector
            lda celvec+1
            sta (pagvec),y  ; page of row vector
            inc celvec
            bne noadj5
            inc celvec+1    ; set pointer to next row

noadj5      iny
            bpl fill2       ; note: no need to modify bank vectors

cont1       rts             ; that's all!
```

The ToadFile 44

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We at Toad Computers wonder why good technology always has to mean high prices and long waits. We have the Toadfile 44 **now**, available in varying configurations with fixed drives up to 129 megabytes, while other companies are still telling you to wait. We also have **the lowest price** available. We use the same drive Atari™ will be using in their drive, and compatible cartridges will be available at your Atari™ dealer, or through us. Finally, the capacity of a hard disk with the convenience of a floppy. Only from the leaders! Toad Computers.

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AtariWriter+ Plus VI

For Those Who Don't Want to Read the Book

by Jimmy Boyce (CACE)

Well folks, I got my AW+ book back and...no notes. So I will start with the following premise: we have completed our discussion on the dictionary and we have written, edited and corrected the spelling of our great literary masterpiece (oh yes, and saved it to disk).

Printing our Masterpiece

This leaves us with printing it for the eyes of the privileged and chosen (but not for the sneaks that boot up AW+ and get into our private file disks and already know what we are about to print) <pg15>.

Once again, this segment is menu driven and is really quite simple. However, there are some fun things we will get into later on, such as printer drivers. I will be devoting an entire segment to this nasty little subject and hopefully will clear up some of the fog in the book.

Don't Forget to Turn On Your Printer!

One of the first steps to successful printing is turning on the printer. Don't laugh, I wish I had a nickle for every time I forgot that little item. I notice in the book that it mentions that some printer-interfaces have to be switched on, so if you have that to do — do it! Smash the [ESC] key (I own stock in Atari) and — voila — there on your CRT (fancy for monitor screen) is the main menu.

Indulge yourself and strike the [P] key for PRINT FILE. Down at the bottom of your screen is the burning question: PRINT TO PRINTER Y/N? Go ahead, be brave and strike [Y].

Using Atari Printers

Now the screen has a whole list of Atari printers listed, from the 825 to the XDM121. If you have any of the Atari printers listed on the screen, push the appropriate letter listed to the left of the equal sign and a program resident printer driver will be loaded for you.

This for Atari printer owners only — if your Atari printer is not listed try the letter [A]. If the printer isn't listed under the letter [A], you must reboot AW+ and try the letter [F], usually one or the other will work for you.

Let's assume one of the two letters worked or that you have a listed Atari printer. The next question at the bottom of the screen will be PRINT WHOLE DOCUMENT, Y/N? Type in the letter [Y].

You are asked how many time you want this thing to be printed; it is your option, up to and including 99 copies of a single document. Usually, I ask for one and take it to a copier and get copies made. This saves a fair amount of wear-and-tear on the printer. At this point your printer will start printing — usually.

And if You Have Another Printer?

I will explain the pitfalls and problems later. Right now, I am going to continue on with a discussion of the letter [H] option on the printer menu.

Yes, that all inclusive letter [H] which stands for OTHER. Almost intimidating isn't it? It simply means that you are some sort of a low life that does not own an Atari printer (like me).

Epson Printers

Gently depress the [H] key and three printers are listed, the first being an Epson — "Oh, happy days," you say! "Mine is an Epson compatible." Try the letter [E] if this is the case, but don't be surprised if you do not get full use of your printer's capability, at least I could not.

What about the next one? I don't know, because I know nothing of the printer, the same applies to the last printer listed. And that leave us with the final choice — that all inclusive other. Go ahead... be chancy and see what happens, I dare you! All that happens is that another request appears at the bottom of the screen. It asks you to enter your printer driver disk filename.

My Printer's Not Listed!

Well, you do not have a printer driver, so what are you going to do? This is what you are going to do — you are going to wait until next month when we go through in detail setting up a custom printer driver for your indiviual printer.

This gives you a month to find that moldy old printer book that came with your printer or a chance to borrow one from someone else, because without it you just simply cannot enter the commands necessary for your printer.

Happy hunting. Bye now.

The 8Bit Atari to IBM PC Interface

by Jim Cox (P3ACE)

With the help of my Happy modified Atari 1050 disk drive, I've resolved the Atari 8-bit to IBM PC interface challenge! My setup allows me to carry word processor files produced on my favorite computer and edit them on those funny, far less user friendly MS-DOS machines industry insists on buying. Hard, you say? Not at all!

The latest Happy modification, which includes version 7.1 software, provides the essentials, assuming you also have access to an MS-DOS machine. If you have an older Happy modified 1050 drive, all you need is the software from Happy Computing and you're in business.

Unfortunately, there are a couple of potential pitfalls. For one, 810 Happy drives won't do the job. Another problem is the Happy software will not allow IBM formatting on your Atari 1050. Finally, you are restricted by the software to single-sided IBM disk formatting, halving your potential storage, though this is only on the transfer disk. You may recopy the files and store them on a double-sided disk or use any other storage medium. But let's get on with it!

Getting Started

The most important step to avoid frustration is to start by formatting several 5-1/4 inch floppies on the MS-DOS machine using IBM DOS 2.0 or later and the "FORMAT/1" command. It is critical that you use the "/1" as it forces the system to format the disk as a single-sided disk with 40 tracks, 9 sectors per track, a step essential to the success of the file transfer operation. Insure you verify the formatted disk has 179,712 bytes available, no more!

Produce a data file on your Atari 8-bit machine using a word processor like AtariWriter. I recommend you use straight text, avoiding the Tab key by using the space bar and Return. Then save the file as ASCII by using "CTRL S" rather than "S" on the AtariWriter menu.

Boot your Happy drive using the flip side of the Happy disk. Choose the menu option "I" which loads the conversion program, producing a numerical menu. Put your AtariWriter data disk in the drive and press "4". Follow the prompts to identify the file by name (you can call the Atari directory with "3") and provide the file name you desire on the IBM disk. A Return gives you the Atari file name as the default. Another Return loads the file into CPU memory and you are prompted to replace the AtariWriter disk with your IBM single-sided data disk.

After the disk swap, all that is required is another Return and the cursor jumps laterally and the file loads as IBM. To check your success in conversion, hit Return again to return to the menu and then "1" for the IBM directory.

Now comes the hard part! You must wait until you return to work (or wherever the MS-DOS machine is located) before you can assure that you were successful. If your file conversion to IBM carried some formatting problems, you might try again using the "translation" option also available from the Happy drive software number menu.

I found that on my particular (and somewhat older) IBM version of WordStar, I had to copy two files to the data disk to permit full hard drive operation and prevent errors which prevented file loading. I copied "WSOVL1.OVR" and "WSMSGS.OVR" much as one copies DOS and DUP to an Atari disk to assure it will boot independently.

Going the Other Way

To reverse the process, again use the single-side formatted IBM disk and save the file produced on the MS-DOS PC in ASCII format. Check the word processor documentation for instructions on an ASCII save. Once again, avoiding control characters and special keys in your word processing will shorten the editing you may have to do following the file transfer. Focus on raw typing with returns only if you can, then add the control characters after the transfer.

The process for reversing the transfer on the Happy drive is identical to that outlined above except for the menu numbers selected.

I bought my Happy board for about $100.00 from B&C ComputerVision. Having the MS-DOS compatibility extends the useful value of my Atari 8-bit machines and seems well worth the cost. Adding the advantage of being able to back-up much of my copy protected 8-bit software adds a significant fringe benefit.

Happy Computers Inc. P.O. Box 1268 Morgan Hill, CA 95037

B&C ComputerVisions 3257 Kifer Road Santa Clara, CA 95051

The Basics of BASIC

by Rick Burton (RACE)

Time to begin a detailed examination of colors as BASICS steps further into a look at "graphic illustrations." Some understanding of the SETCOLOR command will start us on the path to painting on the screen.

Graphics modes have 3 main components: text, background and border. The SETCOLOR command is followed by 3 numbers, separated by commas, the first of which selects the main component to be manipulated.

SETCOLOR 1 selects text or any lines drawn on the screen, SETCOLOR 2 selects background, and SETCOLOR 4 selects border. The second number controls color and the third number controls brightness. Brightness increases from 0 to 14 by even numbers only. The following table lists numbers used for colors:

0 - gray
1 - light orange
2 - orange
3 - red orange
4 - pink
5 - violet
6 - blue violet
7 - blue
8 - blue
9 - light blue
10 - blue green
11 - green blue
12 - green
13 - yellow green
14 - orange green
15 - light orange

Let's go to a mode with resolution finer than GRAPHICS 7 from last month...GRAPHICS 8 (with a 320 x 192 grid!) and type:

```
10 GRAPHICS 8+16
20 COLOR 1:SETCOLOR 1,0,14
30 PLOT 0,0
40 DRAWTO 319,191
50 PLOT 319,0
60 DRAWTO 0,191
70 GOTO 70
```

Run this and you have a high-resolution "X" on a blue background with a black border. What about that COLOR 1 statement in program line 20? Next month we will look at an explanation, but for now simply include it. Now let's use the trusty FOR-NEXT loop to change line brightness. Type these modifications:

```
15 FOR X=1 TO 14
20 COLOR 1:SETCOLOR 1,0,X
65 NEXT X
70 GOTO 15
```

A "graphic illustration" of brightness changing in the lines that have been drawn. Now change program line 20 again:

```
20 COLOR 1:SETCOLOR 1,0,14:SET
COLOR 2,7,X
```

The brightness of the background changes before your very eyes. One more change:

```
20 COLOR 1:SETCOLOR 1,0,14:SET-
COLOR 2,7,6:SETCOLOR 4,3,X
```

Last but not least, a glowing red orange border! Some final notes:

If you have a monochrome monitor, don't despair. The effects of the demo can be fairly well seen.

Color of lines or text is automatically determined by background color as a rule of thumb, but stay tuned to future BASICS for exceptions to the rule.

So generally, the second number in a SETCOLOR 1 command won't determine color of text and lines, the background color will.

Notice the STEP 2 portion of line 15 and remember that brightness increases by even numbers. (5 is the same as 4 etc.) Join me again next month for yet another "graphic illustration" of the characteristics of color...

You Think Atari Owners Have Problems?

by Rich Deen (SPACE)

The following quotes are taken from InCider magazine, a publication for Apple computer owners. These quotes are taken from the column called Stattus Report, written by Paul Statt. His article "High-Rent District" appeared in the December '89 issue of InCider.

Discussing the burning question of "Why do Apple computers cost so much?" Mr. Statt makes the following statements:

"Apple could truly build a computer for the rest of us, and could make lots of money selling lots of computer, but that kind of logic is too simple for today's business." Sounds like Atari's ST laptop. If it was out and coupled with a Spectre GCR, they could sell a MAC laptop at a third of what Apple intends to charge. Geez where is it?

"Apple sells computers at the highest price the market will bear. Wall Street loves it. You pay for it." (Apple users com- plaining?)

"Apple started with a vision — personal computing — that looks more like a hallucination today."

Just a few thoughts to ponder on.

AIM Disk of the Month

Welcome to the first Atari Interface Magazine ST/Mega Disk of the Month.

All files on this disk are self-extracting LZH archives. The AIM Disk of the Month is always a double-sided disk packed with some of the best public domain and Shareware software that has come available in the previous month.

Here's a short description of the files found on this disk:

ARC521C.TOS—This file contains TWO TTP files, both of which are the new versions of the ARC utilities. The first is ARC521C.TTP, the complete archive program. The second is ARCX521C.TTP, which only handles unarcing of files.

BLASTER.TOS—PD version of the classic "Defender" from the UK. This game requires a color monitor.

BLITZ.TOS—Contains text and a drawing detailing how to build your own "Blitz" disk copier. Backup your copy-protected software and normal disks FAST. Also in this archive is a program and desk accessory allowing you to use the hardware.

BLITZ2.TOS—More software for the Blitz disk copier (see BLITZ.TOS). This file contains Turbo Blitz, a program that gives you a bit more power and flexibility.

BLTZINTR.TOS—Introductory program and text file to the world of the Blitz disk copier. This file is helpful to anyone new to using Blitz. Created by Plexus Systems Ltd.

BREAKER1.TOS—Another great game from Germany, this file contains a monochrome only Breakout game similar to Arkanoid. This file has been called "public domain at its best!" Excellent graphics and game play.

CARDFILE.TOS—A slick and easy-to-use address and phone book database. Allows you to address envelopes, print phone lists, autodial phone numbers and pass info directly to your word processor. Powerful "filtering" capability. Contains both a .PRG and .ACC version. Shareware.

CPOKER.TOS—Casino Poker for monochrome or color STs. Shareware program that simulates the popular casino poker machines found in many gambling houses.

CSBPORTS.TOS—Portraits of characters for FTL's Chaos Strikes Back. The following characters are included: Bloom County characters Oliver Jones, Opus (in 2 renditions), Rosebud, Cutter John, Calvin and Hobbes, Spaceman Spiff, Susie Derkins, Milo, Steve Dallas and Bill de Cat and four characters from The Lord of the Rings: Gandalf, Aragorn, Arwen Evenstar and Elron.

DESFX.TOS—A small program and C source code that removes the self extraction program from self-extracting LZH archives, basically turning them into normal LZH files that can be unLZHed using LHARC.

DIARY16.TOS—Shareware desk accessory from Craig Harvey, president of the Washtenaw Atari Users Group. Diary is a text editor desk accessory featuring search and replace, block operations and more.

GRAPHITI.TOS—A PD desk accessory from Chet Walters that allows you to spray paint your ST desktop. Great fun if you've just spent a few frustrating hours at your computer.

JAMES.TOS—A PD desk accessory, James the ST Butler is a color palette and a whole lot more—including virus checker, screen snapshot utility and more.

KEYBOARD.TOS—A Shareware typing tutor program. Runs on a color or mono system. This program can help you learn to touch type on your ST. Various lessons hone your typing skills and show you statistics such as Words per Minute and # of errors.

LHARC051.TOS—This program creates and unarcs .LZH files (LZHs?) and can save piles of disk space and download time. Although not as quick as ARC.TTP, LHARC blows away all competition when it comes to maximum file compression.

MACPAN.TOS—Monochrome-only version of PacMan from Germany. If you're a Pac-Man fanatic, you'll love this game.

MCHESS.TOS—Very excellent chess game. Features save/load/print games, One or two player, with ST vs. ST option. Uses GEM and mouse, 2D graphics. For medium resolution color monitor only.

MOUNTAIN.TOS—Probably the best fractal mountain generator yet to come to the ST. Generates color fractal mountains and valleys, with options for sun positioning, horizon angle, moon/planet lighting and night/day. Fast Rendition feature for the impatient! Save your creations in D.E.G.A.S. format.

OPUSNR1.TOS—Vector graphics "flight simulation arcade shoot-em-up" from Germany. Features smooth scrolling vector graphics. Works on Monochrome monitor only.

SDRIVER2.TOS—SIO-Driver, a unique little program that allows you to use 8-bit Atari disk drives directly from the ST desktop. Version 2.0 supports single and enhanced density drives. Requires a cable as used by Darek Mihocka's 8-bit emulator.

SFX_LZH.TOS—Create self-extracting LZH files from LZH archives created by LHARC. This little baby is *great* for user group disks. Turns LZH archives into programs that, when double clicked, will automatically unarc themselves on the disk. This program was used to create all the self-extracting files on the AIM disk.

STMIRROR.TOS—ST MIRROR II makes a data file out of the Boot, FAT and Directory sectors of your hard drive that can be used to restore the drive in case of a crash. It will also protect your drive from a virus or allow you to recover a lost or deleted file. Shareware from Catspaw Software.

Readers can purchase this disk by sending $6/disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, by subscribing to the AIM Disk of the Month, or by contacting one of the AIM participating clubs.

For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$297.
520D	4MB	$495.

Blitter Upgrade:

520STfm/1040, new motherboard, Installed	$ 99.
Combined with TOS 1.4, Installed	$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$317.
1040D	4 MB, 32 1 Mb DRAM installed	$495.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	$149.
1040B1	Completely socketed, no RAM	$189.
1040C1	2.5MB, no sockets	$297.
1040C1A	2MB installed, 2nd bank socketed	$317.
1040D1	4 MB installed	$495.

Upgrades for Version "2" & "3" of the 1040/520 motherboard also available! See prices for Version "1".

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.
Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	$395.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	$369.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

- Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.
- A 150 W power supply with fan provides power for all possible combinations and keeps everything cool
- Reset button on keyboard
- A delay circuit allows fully automatic HD power-up.
- Monitor can be switched on/off with CPU, using an optional cable.
- Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.
- The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	$295.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

tech-specialities Co.
909 Crosstimbers
Houston, TX 77022
(713)691-4527/8
FAX: (713)691-7009

We ship COD ($3) or prepaid (5% discount), sorry no credit cards!
Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit $5, add. units	$2
Hard Drive kits/CPU cases without drive	$10/$20
with drive - special shock resistant packaging needed	$20/30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 12-18-89. Prices with a "*" are PREPAY SPECIELS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.

ATARI COMPUTER CLUBS OF DENVER

Forward Into the Past! The Grizzly Times and Lives of the Atari Computer Club of Denver's December Meeting

Gee, aren't you sorry if you're a member of the ACC.D and didn't attend the December meeting? Or—worse!—you hadn't paid your dues! Because the door prize at the December meeting, a complete XEGS (Yes, including the lusted-after Flight Simulator 2 cartridge!), went to Steve Question Mark's daughter. Said daughter immediately turned to aforementioned father and said "Now I need a color TV." Lots of luck with those after-Christmas payments for the TV, Steve!

Demonstrations? You bet we had demonstrations. (Uh—what were those demonstrations?) Oh yeah, DISKIO (marked down from $35 to $10) showed its stuff, and the Generic SKT Study Guide went up on the large projection screen TV—only to crash because stupid ol' Chet forgot to bring the protection dongle. (What do you call those little plug-into-joystick-port plugs which serve as copy protection?) Enough was shown to demonstrate how the program could be used to create self-tests...but this isn't a review column (See "In Your Drive"). This is a club minutes. Or minute. Whatever.

Press releases were passed around for approval, corrections, and mockery. Local Denver papers (As opposed to non-local Denver papers?) should be receiving copies of these various releases, which indicate the existence of the club, our purposes, and our renewed dedication to implanted subliminal Atariconscious messages in the civilian community.

Further publicity suggestions were entertained, such as further donations of Ataris. Lowry Air Force Base's training units are a prime target (because of the amount of gossip the airmen can generate amongst themselves), as was Children's Hospital. (The silly hospital advertised for Apple computers and Nintendo videogame machines. We're trying to show them how to have both purposes in one machine.) Rick from Horizon Computers is giving ol' Chet a hand on that latter one.

Everyone complained that the newsletter hadn't arrived. Since the newsletter has *never* arrived by the time of the meeting, Editor Mike turned around and made faces at everyone else. Treasurer Guy said that for the slickness of AIM and the monetary savings, he'd be willing to wait an extra two weeks for delivery. (Treasurers always get the last word.) Ed Fason said nothing, since he didn't come to the meeting.

New (?) projects include a History of the Club, to be compiled from interviews with past presidents. This will occur just as soon as someone invents the 34 hour day or 10 day week for me.

And my throat is too sore to talk anymore. (I'm leaving before somebody thinks about that one!)

STIGs and STones —the November STIG meeting and STuff like that there by good ol' Chet (It's darned well time to get another scribe!)

Ol' Chet was late again (and will be, until Cherie's semester ends), so he missed out on the first dozen ST games which Joe Ronda demonstrated. Fortunately (?), Joe still had hundreds more to show. They included {insert names of every single game ever written for the ST} and {insert some more}. Joe, who is obviously made out of money, was then mugged and stripped of every disk he ever owned.

Ed Fason (Hallowed be his name), our dauntless First Speaker, kept trying to interrupt with foolish things like STIG business. He promises more MIDI demonstrations in the future, possibly to try to forestall the incredibly-wealthy Joe Ronda.

The Monitor Master was shown. There isn't really much more you can do with it than show how simply it works... it is SO-O simple that any idiot can use it. Ol' Chet proved this by using it himself! As a matter of fact, he plans to perform a Big Expensive Demonstration by showing it in conjunction between color and monochrome usage while using PageStream — which often requires color *and* monochrome work on the same document. Look for this, along with the 5-1/4 40/80 track disk drive at this, or next (or who knows?) meeting.

And, as a personal thank you, I'd really like to thank Pattie and Bill Rayl for their design and inclusion of a logo for the Atari Computer Clubs of Denver, which the ST Interest Group (STIG) is one of. No, we haven't gotten rid of our old tree logo, but we couldn't send it to the Rayls of AIM. Y'see, Ed supplied a DeGas copy of our famous ACC tree on disk — but put it on a *double-sided* 3-1/2 disk, which Chet's ancient single sided 3 1/2 drive couldn't read. This time for sure! ("Hey Rocky! Watch me pull a rabbit out of my hat!")

And Editor Mike is ready to kill me dead if I don't finish this Right Now and send it to him. G'bye! I'm outta here! Jeep!

Starfleet Meeting Minutes December 8, 1989

Officers present: Bender, Oughton, Robique

The meeting convened at 7:05, eight members were present.

The election of officers resulted in the present officers keeping their current positions for the next year.

C.J., who is turning a little weird on us, demonstrated the Numerologist program from the December/January Antic. This Disk bonus program uses a name and birthdate to determine a person's personality.

Several members then played Naval Battle from the same issue of Antic. This game is a very good version of Battleship. You have 1 each of an aircraft carrier, a battleship, a destroyer, a submarine, and a PT boat. The game can be played either one or two person, and a demo mode is included to watch the computer play itself. All play is done with one or two joysticks.

The following demo was Voice Master Jr. It was used to digitize sounds from the room, record words and recognize words. Just to give an idea of how smart this device is, it wouldn't work for our president C.J. Included in the package is a Black Jack game where all input is done by saying words. This worked most of the time, but missed sometimes. We would say "zero" and get an eight. A clock is included, where when the spacebar is hit, the time is said in your voice. A music composer is also included, where when a note is sung into the microphone, the note is displayed on the screen, it will then play back the notes inputted. At $39.95 this can be really useful for input and output to the Atari computer.

I demonstrated a public domain Wheel of Fortune. This game, now included in our library, has 900 puzzles on the front of the disk, and another 900 on the back. Documentation is included as a file on the back.

Draper Pascal is now shareware, and included in our library. A short demo of the built-in editor and compiler was given. Norm Draper is asking $15 if you use his Pascal. For this you will get support, the most current version (if you didn't get the most current as shareware), and complete documentation. This is a very good deal for a program that sold for over $40 just a little while ago.

The meeting broke up at about 9:15.

Thomas Oughton

For Sale

SM124 Monochrome Monitor $90.

Atari SF314 D/S Disk Drive $150.

Practical Solutions Monitor Master $30.

Atari SH204 20 Meg Hard Drive $250.

Prices will be lower if one or more components are purchased with the computer. Components will only be sold with or after computer. Call Jim at 313-791-2015 weekends or from 6-10 p.m. Mo-Fr.

ACCT

Atari Computer Club of Toledo is an independent user group founded in 1980. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8-bit and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

From the Prez.

Our Christmas party was poorly attended but given the less than extensive planning that went into it, it's no wonder. We did get an opportunity to try out Populous and Falcon, ST to ST!

I hope everyone had safe and happy holidays and would like to welcome an old new member to ACCT, Alan Wilford. Alan started out as most as an 8-bit user and when the ST happened he naturally upgraded but a curious thing occurred. Disappointed with the lack of support for the ST in the area he sold it and purchased an A____ (Arrrgh!). Alan knows his computers and after using the ST and the A,A,Am,Am,Ammm, well, you know, he realized that identical processors do not identical computers make. He is now back and we welcome him.

Speaking of the BBS, seems like Alan is the only one using it sometimes! What's the deal? I realize I haven't been Joe Regular on it, but my last month's long distance bill was outrageous! Most of you don't have that problem and our BBS has everything that the pay services have, except the price! So come on and get on. ST,XL,XE it doesn't matter,if you want it to do more, *you* have to do more on it.

The publishers of this magazine have asked us to do a feature article on ACCT for publication in early '90. Anyone with history on the club is invited to contribute your little (or big) tidbit to Sharon by February's meeting for inclusion in the profile.

Getting your issue of AIM late? We asked why and here is the answer. The articles must be in no later than the 17th of the month prior to publication, then it is put together by the staff at AIM and sent to the printers, then it is returned in about two weeks and the AIM staff labels and sorts them for bulk mailing, then they are delivered to the Ann Arbor post office were they are sorted for shipment to zone sorting centers (ours is Detroit), from there they are sorted for shipment to regional sorting centers (ours is Cincinnati), then they are sorted for shipment to local sorting centers (at last Toledo), then they are sorted for local delivery or for distribution to outlaying post offices, that's why! So the good people at AIM have offered us a couple of alternatives to this madness.

1st--The magazines can be mailed first class to each member adding about $1.05 to the cost of each issue.

2nd--The magazines can be bulk shipped to a designated person in Toledo and that person can then post them in Toledo and they would arrive in 2-3 days adding about $0.25 to the cost of each issue.

3rd--We can continue to get them whenever they get here.

The board will act on this at January's meeting which by the way, will be held at: Bassett's in Westgate on 1/8/90, 7-9pm.

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The Main purpose of the club is to help inform new users and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The CACE BBS is run by the club and is open to anyone with a modem. The number to call is (517) 787-4011. The current membership dues are $14.80 per year, and are payable at any of the CACE monthly meetings, or by mail to the PO Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month from 1 pm to approx. 4 pm.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January, 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentation or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, CT 06467.

Prospective members may call Rich Scheidel (203) 589-9035 or 589-3738. Failing that, call Tim Brandt, (203) 283-0500 or writeC-CCC, 127 Pinnacle, Bristol, CT 06010.

Dues are $25 per year, $30 for family plan. Includes Voting membership, newsletter, access to Club library (8bit and ST), access to club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the CLub message base at Ultra Project BBS.

Wow...We made it. Just think....another new year, not to mention decade. Time for all those New Years Resolutions (are you listening Atari??) and hoping that we can keep them. Things look SO bright for Atari this year....if they decide to move off their butts and *advertise*. And I don't mean in just Atari-specific magazines. WE don't need the hype. We already have bought machines. I haven't heard of one advertisement on the east coast (New York-Boston area). Maybe you have, but if the sofa-spuds in *this* club haven't seen an ad on TV, I'm inclined to believe them. There just isn't much that they miss. Tell me if I'm wrong, but I haven't found any ads in Computer Shopper, Personal Computing, or any of those messy Dos type magazines. Now I wear glasses, but hey, they are in great shape and I see pretty durn good.

Well, Bob Brodie sez....this is the year. I hope so. Sig said....that was the year. I want to believe someone. Four years ago we had, in our area, seven dealers that carried Atari. Want to know how many we have now? Do you really?? Three. I'm not going to go into the manufacturer-dealer relationship war that we have all heard about. I'm going to scream about the fact that no *new users* are coming in. No one knows *we exist*.

This is the East Coast. Corporate Connecticut. Conservative three piece business suits, Jaguars, BMW's, Mercedes and quarter to half million dollar houses abound. Everybody reads all the national magazines, and of course most of the New York newspapers. *All we see are eye-bee-yem and Amiga ads!!*

With all the Insurance, and most of the corporate headquarters on the EAST coast, you think maybe, just maybe someone might think that we could use some advertisements over here? It's like the East coast doesn't count. At least it seems that way. Maybe I'm wrong...and all this "disposable income" we are blowing is relatively nothing compared to income in the Peoples Republic of California, but why limit yourself to one, small geographical area?

Hell, I want to see ads! I want to see the dealers that have put up with so much for so long with little support to grow, to prosper, to push *our* computers. I would like to see *Atari* succeed , despite the fact they can't stand prosperity. All it would take is advertising. Take the money normally blown on wild ventures (Federated) and advertise. They say they have the attention of the messy Dos users now with Portfolio. They will use these machines on the job. Maybe they would like to know what else Atari makes?? It's not inconceivable....

People....renewals and election nominations are scheduled for January's club meeting. There will be a machine on site for demonstrations and we do have quite a few to show. There will be offers from various companies that will be shown (user group discounts!)

Another sad note...by the time this comes out, Ultra Project BBS will probably be history. Scott can no longer afford to run this fine board and has hinted it will soon be shut down. We are really going to miss that F-net message base. Many thanks to Scott Mozden for running Ultra for so long. Look at the time.....I gotta go. See you at the meeting!

COAC

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President:	Norman Moore	(503) 447-3598
ST-VP:	Bob Kanski	(503) 548-8201
8-bit VP:	Marc Hitson	(503) 648-0513
Treasurer/Ed	Glenn Dulin	(503) 382-3956
Secretary:	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, P.O. Box 6824, Bend, OR 97708. Membership dues are $1.00/month and $1.00/year for each addition family member. We meet every second Saturday of the month at 5:00pm at the Ann Rita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

December Minutes —December's newly elected club officers (above) are not all so new. As you can see, we have a return engagement for several. We did, however, create and fill two new positions, hereafter and forever known for eternity (or until we change them) as the 8-BIT Vice President and the ST-Vice President. Ol' Bob Kanski was one of the main founders of the club and himself once the club's VP. Now he's back as our new ST-VP. Mr. Marc Hitson, probably because he wasn't at the meeting to defend himself, has been elected our new 8-BIT VP. Congratulations to you all.

Our December meeting was a fruitful and busy meeting. Other than election of officers, we had some door prizes and discussed our arrangement with Practical Solutions to show and review their products as we receive them. We have, at this point, received the Video-Key and this should be shown at our January meeting. We will probably raffle this item off, so come to the meeting or you'll miss your chance. We also discussed the purchasing of PD disks through AIM as a participating club. The subscription for 12 months will cost the club $12.00. Great deal, since we don't have anyone regularly logging on to bulletin boards.

From the President —Great and Interesting

Do yo know what makes a meeting great and interesting? Maybe great speakers, planned demonstrations? Well, perhaps. What really makes a meeting great and interesting is *you! Your participation.* Do you have something new for your computer: hardware, software, ideas? Then bring them to the meeting and share them. Do you have a question or problem with a program or your computer? More than likely, you can find someone at the meeting who can help.

Also, please bring a computer with you, especially if you have come to copy some PD files from the Library or friends. Please, don't leave it up to someone else. Always bring one. I recall a recent meeting when there was only one computer at the meeting. And, although the group was small, needless to say the meeting did not last very long. Just remember, it is *you that makes a great and interesting meeting and a great and interesting club.*

Norman Moore

FACCS

First Atari Computer Club of Spokane

F.A.C.C.S. is an independent, non-profit computer club formed in 1981 by local Atari computer users. We currently meet on the 2nd Thursday of each month at 7 PM. All visitors are welcome to come to any meeting. Membership is $15 per family and includes our club newsletter, access to our public domain libraries and to the club levels on the Atari Zone BBS (3/12/2400 baud, 24 hrs/day, call 509-326-5741).

GKAUG ATARI

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the M.A.C.E organization for those who want the AIM magazine and other benefits.

President:	Frank Fellheimer	(616) 657-6106
Archiver:	Dave Oldenburg	
Librarian:	Bill Berner	
2nd System/GKAUG BBS		(616) 385-2448

All other posts are vacant. We run a 130XE with 320K/7DD Drives using BBS EXPRESS! PRO Node #197

President's Report —Our last scheduled meeting was at Star World in Kalamazoo and we had six memebers present, our regulars, and we looked at "Easy Scan II" by Innovative Concepts. We found it to be a decent system, but could use some improvement. Selecting the proper settings to read a picture was somewhat frustrating and keeping the fiber optic cable on the print head was even more confusing. I thought Innovative Concepts could have come up with something to cover a number of standard type printers to hold the fiber optic in place. I am experimenting with velcro fastners myself.

Surprisingly, we spent about 4 hours at this meeting going over several programs. We also decided to send in our dues to the M.A.C.E. organization to keep abreast of 8-bit technology and keep receiving AIM magazine. Our meetings will be at my home in Paw Paw, whenever it is convenient for all of us to get together. In past times, it has been normally on a Saturday or Sunday afternoon. This way we will have more time to spend on our projects, and won't have to lug all the equipment around. If you wish to be a part of this operation, you will have to contact me: Frank Fellheimer (616) 657-6106 to get on my list of "Active" Members.

The GKAUG BBS will continue to operate as long as there are people to use it. We are supporting it ourselves. If the club is to survive, there must be active participation in it. I have been involved with this club since its beginning in 1982 and have enjoyed it greatly. If there are others in this area that want an active club, contact me, I would be happy to help set up.

Frank Fellheimer

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 7 Febuary 1990. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mich. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
C Baughman	Librarian	(616)795-7373
Marvin Waid	Membership	(616)897-0194
Gary Heitz	Director	(616)676-0112
G Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

Happy New Year everyone. I hope one and all had a Merry Christmas. Did you get all the Christmas presents you had on your list? I'll be looking forward to hearing about all the good things you got, and seeing some of them demoed at the meetings.

I have a word of caution to all XF551 owners. Some of these drives came with weak hollow rivets holding the I/O ports to the drive board. With repeated twisting these rivits can loosen up, letting the port rock on the board. This can cause the little bus bars soldered to the board to break free, or worse yet, ripe the circuit traces from the board. If you move your 551 a lot, use the I/O cable you have that goes in the easiest, and use care when plugging it in and removing it. By next month I should be able to tell you how much it will cost to repair this.

Also next month, there should be a new officer's list. The elections take place at the January meeting. Good luck to all the new officers, and here's to a good year ahead.

One last item. At the December meeting, a motion was made to give blank disks to anyone who brings in some public domain software for the library. If you bring in a disk that is not already there, you will receive 2 blank disks. Bring in 2 and get 4 blank disks. I would ask that you make them single density, and use both sides of the disks please. I know many of you get PD stuff mailorder or from BBS's, so why not let this software get you some free disks? It won't require much of your time, and will help us get a library we can be proud of.

There have been several new additions to the library the last couple months, like several new Print Shop icon disks, some graphics programs and a German version of Dos 2.5. Each month we'll try to list any new titles we get. Remember, PD and shareware only.

Take care all, Tim

Layton ACE of Utah

The L.A.C.E. Club Meets in the basement of the Clearfield Library every secondWednesday of the month at 7:00 p.m. Mark your calendars for the next two meetings: January 9, 1990 and February 13, 1990.

Irwin Brooks	President/ST Librarian	(801)731-1516
Richard Clark	Vice President	(801)825-5823
Ken Karchner	Secretary/Treasurer	(801)776-8015
Lonnie Allen	8-Bit Librarian	(801)392-4450

LACE President's Column

Atari Swap Meets Bring 'em Out

The other day I heard about an Atari Swap Meet in Salt Lake City that was sponsored by the A.C.E. Club. No big promotion, just a little ad in the newspaper. No business retailers or representatives were there. Not even signs at the Granger High School before or during the swap meet.

In fact, you wouldn't know that you were in the right place until you walked in and saw all the familiar hardware and software. This Atari Swap Meet seemed to have very little planning and effort done. All the makings of a good idea gone sour...but it wasn't. People showed up from all over. I came from Ogden myself, 40 miles. People that weren't members of A.C.E. or any other club for that matter were there. Just loyal closet Atari users and lots of them. It was by everyone's explanation ***a great success.***

There were Atari 8-bit computers, 800s, XLs and XEs. STs were there humming along. New, used and public domain software abounded. There were 3-1/2" and 5-1/4" disks as well as cartridges. New and used hardware was for sale. It was buzzing with excitement for all Atari users.

For me, it lifted my spirits and gave me hope. I'm constantly surrounded by users of "that other" computer both at work and play. I've begun to think that I must be alone in relaying the virtues of the computers that do not play "follow the leader." But, thankfully, there are others who use and love these computers that the mainstream world seems to be trying so hard to ignore. To my great surprise, there are others who aren't swayed by the pressures of the unknowing masses. No, no, we aren't out-of-touch, obsolete or any other label one might dream up. We just know what it is we like and have the courage to stick with it.

It will take more users in this quiet rebellion. More recruiting and disciplining is necessary. It will take more steadfastness and perseverance on our part as users. I urge you to keep your head held high and press on. And by all means, urge friends, neighbors, relatives and all others to:Join the Revolution...Buy an ATARI!

M.A.C.E. MACE MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 and ST disks are $4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted throught Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.

November meeting minutes: The November meeting was called to order at 7:30 PM. Bob Retelle got things going by giving the members the latest Atari news. Afterwards, Bob Retelle and Ed Hanson demo'ed several programs including the games Xenon II, Bloodmoney, and bolo, and also showed off the A-Lite sound and graphics demo and a German demo titled The Snowman.

Following the demos, Anton Malje held a discussion about the CSS Black Box for the 8-bit machines. Team Computers was up next showing Atari's new Portfolio computer and then held a quick discussion on Atari's Stacy computer. After a short break, Innovative Concepts demo'ed and sold (official) copies of TOS 1.4 and also the Best Mouse which, according to the people at I.C. were superior to Atari's mouse. Ed Hanson then informed the members that MACE West was back on-line at 582-0657, and mentioned that his company Hurricane Systems had donated the use of a 30 meg hard drive to run the BBS. It was then announced that Michtron had donated a copy of Utilities Plus with which to catalog the disks in the ST library. Finally, to close out the meeting, Ed Hanson gave demos of the games Bloodwych and Populus.

Next month is December, and that means we will be having our annual Christmas Party. There will be prizes and lots of goodies on hand. This meeting is open to MACE members and their families ONLY. however, those wishing to attend may purchase memberships for $20.00 at the door.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari Users Group Post Office Box 134, Ontario, OH 44862 The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7pm until 9pm. Demonstrations are welcomed,and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine group. As such members receive an issue of AIM every month for no extra charge. Club dues are $7.50 per year for all members. The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special MAUG section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Well the December meeting of the group was generally only of intrest to the ST members, since no one brought any demos or news for the 8-bit. There were various items for the ST being displayed and demoed. Also it was decided to move the club meeting to the third week of each month to allow more time for the A.I.M. magazine to arrive to the members.

On display was the Michtron PC Speed enhancement. This small board inserts into an Atari ST with only minor modifications. Included in the kit is a boot disk, and a 64-pin socket which is soldered on top of the 68000 in the ST in a piggy-back fashion. The board should be installed and ready for demonstration for the January meeting. If you have any PC software you would like to see run on the upgrade be sure to bring it along to the meeting.

Also a demo version of the new game XENON-2 was shown. This is a real nice shoot-em-up game for the ST. The graphics are superb, and the action is non-stop. Even though it is a demo version, it still is fully functional as a game, although limited to only level-1. This demo was included on the monthly ST club diskette.

A nice tennis game was also demoed which had very good graphics and playing action. Control of the player and ball seemed to be good, and various courts are selectable. View is third person perspective, and players are fully defined. The digitized sound adds to the realism of play.

The new versions of the C.F. Johnson ARCShell program, as well as the newest versions of ARC, and LHARC were made available to users at the meeting. A copy of the runtime library of GFA BASIC-3 was also included on this months diskette. If you would like to get a copy, send a blank 3.5" disk and mailer to the club address or stop into A&B computers.

At the January meeting we expect to see the operational PC Speed, and also the Atari XEP-80 80 column adapter for the Atari 8-bit computers. We should also have received the first monthly diskette from A.I.M. which should contain some great stuff for the ST.

Remember! Your membership dues will have to be in *before* the 13th of January 1990 to assure the receipt of the February 1990 issue of AIM! Don't forget it! Just send a check to the club address made out to Chuck Steinman for $7.50.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088.

MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

Dec. Meeting — December's meeting had a good turnout with about 17 members showing up. Charles Kight brought his 520ST with Mono Monitor and DeskJet II printer. Charles gave us a demo of Pagestream 1.8 and printed out some papers on the DeskJet. At slightly over $650 the DeskJet seems to be the printer of choice for the low end desktop publishing user. Also the power of Pagestream is coming through and has become the Desktop Program of choice among most members of the club. Charles also showed us the power of Logo with some programming demos. I was slightly surprised at the interest that the Logo programming generated in many members.

Also discussed at the meeting was the loss of Atari Magazines in the U.S. We now have lost ST-Log and Computer Shopper will cut coverage on the 8-Bit computers as of 1 Jan. Also what may be some disturbing news from Antic, that they have lost some of their top personnel. The word from Bob Brodie is that the reason that ST-Log was dropped by Flint Pub. was not that it wasn't generating a profit but that it wasn't generating the amount of profit that Flint thought that it would. Well I imagine that this should help ST Informer, ST World, Current Notes and others increase their readership.

Speaking of Bob Brodie, I talked to him for a while on 11 Dec. and we touched on several topics. First the STE will be out soon as it still is awaiting FCC approval, apparently their is a slight problem with RF shielding but the problem has been rectified. The Stacy is still on track for a February debut we hope. I think that a lot of Mac people would like to get their hands on one. The LYNX is SHIPPING and is available at Sears ONLY through mailorder and in limited quantities. Bob has been busy trying to reorganize the Atari Club membership and said that he hopes to be able to restart the newsletter. Even as we talked he was selecting pictures to have in the newsletter so we should have one at the club soon for you to read.

Virus Alert —It seems that one of the members of the club recently bought Tecno-Cop by U.S. Gold and found a virus. The virus was found when he made a backup disk of the program so that he would not have to use the original. He noticed that he was having disk crashes and some of his disks would not boot. The reason he found the virus was that he was using a new desktop ACC file called JAMES, which you can configure to look for a virus with each disk swap or at boot. Running a public domain program VKILLER and checking his Tecno-Cop disk reared up the ole Devil's Head. Checking with information VKILLER stated that this was a virus by the retailer to stop piracy!! The member intends to give U.S. Gold a call and tell them what he thinks of this policy. The bottom line is that everyone should be able to make a copy of a disk for his OWN USE without worrying about the retailer sabotaging his computer system.

Duplitwix Blitz —I purchased this product to speed up disk copys of public domain files at the club. This has turned into a lengthy project at each meeting as many members want a copy of the latest Public Domain software. It would have been great in that it will copy a disk in around 20 seconds. Alas I have no such luck again and Duplitwix Blitz will have to go back. It seems that Blitz requires 2 disk drives (no problem), the cable is hooked to the output of disk A (problem - I have MFD dual drives, no disk A output port) so back it goes. I also had problems with the software not booting and I am the second club member to have this problem.

VideoKey — We have received a free VideoKey from Practical Solutions. I will be looking for someone interested to take a look at this product and doing a review for the newsletter. I have had an opportunity to hook it to my color TV and the improvement in picture qualityshows a very definite improvement in quality. VideoKey has both RF and Composite outputs and is optimized for low rez viewing. I hope to have a demo of this product at the Jan. meeting.

Jan Meeting — The January meeting will be at 2PM at the Warner Robins Library on January 14. Mike Carter will be bringing his ST with color monitor and hard drive. I hope to see you there.

PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...I hope everyone got what they wanted for Christmas. I didn't...Santa Claus just doesn't make those kind of deliveries! Instead he gave me an Alesis QuadraVerb (digital effects), the perfect compliment to my MIDI recording studio.

I'd like to thank everyone who brought snacks and refreshments to our 5th annual PACE Christmas party last month. The food was great and everyone was well satisfied. Our raffle of PageStream brought in a tidy sum for the club's treasury. Along with that, we had numerous door prizes given away during the social hour. I encouraged members prior to this meeting to bring in software and hardware they no longer use, price it and hopefully sell or trade those items to the needy. There were some great deals available and I encourage people to continue doing this at every meeting. Other clubs have been doing this for years and it's about time we followed suit.

The kids were relatively well-behaved during the business part of the meeting. Much of the discussion was focused on Atari's inability to offer much to users in the Twin Ports area. It was agreed Atari damaged itself in a large part by eliminating distribution of STs through mail order houses. 100% of PACE members purchased their machines through mail order, because our nearest dealer is 150 miles away. Christmas came and went, again without Atari on anybody's mind. It seems Atari isn't on the minds of two publishers this month. There is a rumor that ST-Xpress and Analog/ST Log have ceased publication. Debt problems with the former, lack of subscriptions for the latter. Unfortunately for us, we just spent $75.00 for a subscription to ST-Xpress! Gary commented we would be lucky to ever see our money again.

Micro Simulations has left town...and moved across the bridge into Superior, WI. The new numbers are: Node 1 (715) 394-3360 and Node 2 (715) 394-3369. Personal reasons were the cause of this relocation, yet Micro Simulations BBS offers more bang for the buck and is light years ahead of anything in this region. 35 megs of Atari downloads, 200 megs of IBM downloads for you PC Ditto fans, Mac downloads for the Spectre people, 104 conferences, 50 online games, 'nuf said.

On to cheerier things. The Portfolio is receiving favorable reviews in the "PC" magazines during the month of December. I personally think it will be a big seller, however, it won't be long before the Japanese will come out with a similar unit and improve upon Portfolio's shortcomings. I certainly hope that R&D is continuing and a Portfolio 2 will make its debut next Christmas.

Atari made an excellent presentation at the November 17th Las Vegas COMDEX, *finally!* Present were the Portfolio, TT, STacy & STE! The STacy equipped with 4 megabytes of RAM, 40 Meg HD, and Spectre GCR costs only a third of what a "real" portable Mac costs. This had everyone's attention including dealers and distributors. The TT's (5 of them) were up and running ST software at "light-speed." The STE is housed in the 1040 case and was demonstrating its new sound capabilities. There was even a hint that "new machines at both ends of the lineup are yet to be announced!" (I won't hold my breath)

Next PACE meeting will be January 21st, 6:30pm. Remember to spread the word, "Atari has a computer for everyone!"

PHAST - Phoenix Area ST

Richard Covert	President
Lance Summers	Vice-President
Jim Keho	Recording Secretary
John Steiner	Treasurer
Mike Zachary	Membership Secretary/Sergeant at Arms

From the PHAST officers....

PHAST members, welcome to the AIM family!!! I know that some of our members are wondering just why they're getting this copy of the AIM magazine (that'll teach you to miss one of our meetings!). At the December meeting, the membership voted unanimously to drop our participation in Nibbles and Bytes and to join AIM. It was felt that N&B's wasn't meeting the needs of our membership and was always arriving late...if at all. The members thought that AIM would give us a more dependable and informative platform than we currently had, it would provide our membership with the news, previews and reviews needed to keep us up to date in the ST world, it would provide us a glimpse of what other Atari clubs across the country are doing and it would provide us with an inexpensive and dependable monthly newsletter.

For you PHAST Times enthusiasts, don't despair!! The members didn't want to put "all of their eggs into one basket" and didn't want to risk loosing their clubs' individuality, so they decided to continue with PHAST Times also. So along with AIM, you will continue to get PHAST Times, just like normal (every other month - it's next issue will be in February). There will be some changes in PHAST Times this year though and the major one will be a new editor...Jim Keho. Mark Kiel and Lloyd Pulley (the current co-editors) have too many personal and business obligations to continue as full-time editors, so Jim was kind enough to take over the job. Each editor has his own ideas on how a magazine should be produced, so I expect to see some new and exciting changes to PHAST Times in the near future.

We've seen many changes in PHAST this last year (most of them to the good...I hope) and there are several people that deserve a lot of thanks for their time and ideas. Dave Thorson (for being the stabilizing influence that the maverick officers needed), Marc Kiel (for stepping into the Presidency when our old President had to resign...and for helping establish PHAST Times), Doreen Webbert (for taking on the Recording Secretary position even though she didn't have the time), Aric Friesen (for taking on the Treasurer's position when our old Treasurer had to resign due to changes in his job), Mike Zachary (for being the only officer brave enough to run for office again) and Charles Cullinan III (for being the only one with enough patience to do the disk library). These are not the only ones that deserve thanks, there are many other "unsung heroes" that helped to make PHAST successful. People who donated their time for demos, people who donated their time writing articles, people who donated their time for the many various odds-and-ends that are needed to make a successful club. We thank all of these people!! Also, let's not forget Henry of Computer Works, he's donated a lot of equipment and software to the club over the last year. And finally, all of the out-going officers thank *you,* the members, for all of your support!!!

In closing, Marc and I want to thank each and every one of you for making this a successful year for us and we wish all of you nothing but the best for the new year! —Lloyd Pulley

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982.

President:	Rick Reaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

P. O. Box 17779 Colorado Springs, CO 80935

WELL...! It's hard to believe we've come to the start of 1990 already. I hope this last year went well for everyone and you're starting a new decade with a fresh outlook, a positive attitude and a new toaster/oven.

The gala P3ACE Christmas Party was much fun! Thanks for the cookies, everyone, and to Phil Michaelson of Horizon Computers, who brought loads of software sugarplums. We gave away disks-o'the-month and library listings, then followed up by auctioning some *nice* things. A Percom XL/XE disk drive went for $25!, give-me-a-break.

Rick Reaser, XL/XE guru extraordinaire, is the new P3ACE President. His capable staff is listed above, give them a call. If you have the time and the tools, get with Rick and pitch in to help with meetings or functions. P3ACE needs you!

The great AIM experiment is on! If you have an opinion about receiving AIM instead of our regular newsletter, call Rick! We'll be making desicions without you, would you like that? If you have an idea about an article, call Ed! Expose yourself to a *national* audience!

Lastly, my personal thanks to everyone who contributed their time to help the group last year, in which we managed to stay afloat and had good fun despite the (still!) slow growth of Atari computers in the US. (Oh, Jack, Sam, rescue your true believers and long-suffering supporters from the Valley of Dearth). Special mention to the outgoing (or transitioning) officers: Ed Fletcher, Bob Vixie, John Sandgren, Jerry Sundee, Howard Adams, Chris Smith, Will Bates, and Dave Ritchie. Round of applause, everyone!

dkos

ROCKFORD ATARI COMPUTER CLUB

Serving the Greater Blackhawk Area of Northern Illinois

Rockford Atari Computer Club serves the North Central and Northwest area of Illinois. We invite anyone in the area to attend our meetings. We meet at Rock Valley College, Rockford, IL: usually on the third Saturday of each month. Meetings start at 10 AM and feature demos on both the Atari 8-bit and ST. Our address is RACC c/o Andy Learner, 3902 15th Avenue 1, Rockford, IL 61108. Call the Camille 2000 BBS at 815-397-5327.

Andy Learner	President	(815) 397-5316
Mark Kunkle	ST VP	(815) 874-5546
Jake Olbrich	8Bit VP	(815) 332-5303
Roger Creedy	Secretary	(815) 877-3769
Thom Lofthouse	Treasurer	(815) 654-1863
Dave Zolmierski	8Bit Librarian	(815) 654-0247
Mike Boughneit	ST Librarian	(815) 282-2530

President's Report

Here it is December, and I'm writing about the new year to come. WOW! 1990..to think just yesterday it was nineteen eighty, it seems. Guess time flies when we're having fun! Most of the eighties have been pretty good for me. My kids are growing, learning, and they want an ST for themselves. Funny how technology effects us. I never saw a color TV set until I was a teen-ager. Now my kids want the latest in computers, AND a new color monitor of course!

Our Christmas party was a great success I thought, as well as reported by some of the other members to me. It was my first official, full meeting as the new RACC president. I really enjoyed the party. We had three ST's set up as a MIDI-MAZE, one set up for other games. Also Roger brought his 130XE and had it running Christmas music on two MIDI keyboards. Jake brought the club's 130XE for other games and 8-Bit demos.

One thing I will recommend to the board, when we convene is that I think elections should be as far away from this time of year as possible. Assuming the responsibility for the club, right in time for a major event like the party, is very taxing. Believe me, I had my hands full, with the newsletter to get out and all sorts of things to plan. Now I thought since we had an early December party, I'd have a little breathing room, until the next meeting January 20.

NO such luck chubby! I am at the last minute writing my report for AIM..Oh! how unusual. Well I hope this new year finds all our AIM participants healthy and happily playing with all the new TOYS we bought ourselves for 1990!

ON THE BBS: I have noticed that a few of the newer clubs, TACE in particular, share the BBS network we do. I think it is great we have this speedy way to communicate with each other. I look forward to things I read on the NETS, and really get a kick out of how helpful people are. Folks get on the message base and give helpful suggestions to other Atarians. I really am tickled when I can share something I've learned with others.

ON SIGS: Mark Kunkle is busy planning some beginning C programming SIGS for the ST, and Jake Olbrich is planning SIGS for 8 Bit. Since we have to all start new records for 1990, his first SIG will be on our modified MICROCHECK, and how to set it up and use it with the budget program.

Till later! G'Data...Andy

Rushmore Atari Computer Enthusiasts (RACE)

3512 Lawrence Dr. Rapid City, SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.NOTE: No piracy will be tolerated at any RACE function!

President:	Rick Burton	(605)-642-5353
V. President:	Gregg Anderson	(605)-348-6331
Secretary:	Mike Douglass	
Treasurer:	Mike Randall	
NL Editor:	Mike Harbison	
ST Librarian:	Mark Wolf	(605)-923-2841
XE Librarian:	Ken Kayle	(605)-343-7289

8-Bit Library Corner by Ken Kayl, Rushmore ACE 8-Bit Librarian

Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8-bit library. So what's our special this month? Let's first review RACE's Disk #51, which has both game and arcade style programs.

HANGMAN is a one player game that we all probably played as a kid. The computer draws a scaffold and puts in the required blank spaces, you then guess the letters. Eight wrong guesses and the man gets hung and a dirge is played. Win and the man goes free.

OILGAME is a multiple player game (one or two on the XL/XE and up to four on the 400/800). You try to guess where to drill for oil. You can then keep the well or sell. The player with the most money at the end wins. MINIATURE GOLF is a 9 hole course for 1 to 8 players. ALIEN ASYLUMS is a one person game. You pick up 4 to 6 keys while not hitting aliens moving across the screen. VALIANT is a one person game. You must find a key to the locked door. You then move into a castle where you find another key and locked door, but there are monsters to fight in the castle. If successful you again advance.

CASTLE QUEST is a one player game where you pick up two keys and a hidden door appears. Sounds easy? Well the walls are deadly and so are moving dots.BICYCLE is a one player game. You must guide a kid on a bicycle between two rows of trucks and oil slicks. For maximium points you must touch two other kids. The trucks move towards the center and you move forward and can't stop. This is a difficult game. MIDNIGHT STRIP is a one player, arcade style. You guide a car down the winding highway. Fail to stay on the road and the game is over. You control the speed using the joystick firebutton. STAR VENTURE is a one player game. Your mission should you decide to accept it is to take your craft into a star field and get all of the small planets. If you touch a star or wall you lose. Once you have all the planets a gate opens and you go to the next field. As always should you or your men get caught or killed the secretary will disavow all knowledge.

TRIVIA is a one player game. You choose a category and bet points. To advance a level you must bet ALL the points and answer 5 questions in a row. These are fairly tough questions and it is not easy to advance.WARRIOR 3000 is a two player game. You try to shoot the opponent, but you are limited to 20 shots. BUNNY HOP is a one player game. You hop a bunny picking up carrots. Get all the carrots and you get a new screen. FORTUNE is a Wheel of Fortune type game for two players. DGEN is a data generator for FORTUNE so you can add your own places, phrases, people, or things. ISLAND JUMPER is a one player game where you attempt to jump out of an airplane and land on an island. SPEED RACERS is a one player game where you guide a car on a road avoiding the other cars. Speed is controlled by how many cars you have avoided.

Let's also review RACE disk 64. RACE 64 has the games Jeopardy and Wheel of Fortune. These are played very much like the TV shows of the same names. Jeopardy is for two players and no joystick is needed. Wheel of Fortune is for 2 or 3 players and no joystick is needed.

These and the entire 8-bit library will be at the January meeting. If you're interested in any of our software library contents they are available at the very low price of only $2.00 per disk for members and $3.00 for nonmembers. If you have suggestions for types of software you want in the library or reviewed here let me [Ken Kayl, (605) 343-7289] know. Or write to me in care of RACE, 902 Virgina Lane, Rapid City SD 57701

Happenings at the November RACE Meeting

Old Business: First of all it was put forward and agreed to that we would put on permanent hold any computer show at Haggerty's Music Works due to an apparent lack of interest on their part. Gregg Anderson was selected to approach Westmore Music (in the Rushmore Mall) on doing a MIDI demonstration with their equipment. No December Newsletter will be mailed out since we missed the deadline for December's AIM. A short 'reminder' note will be mailed to the membership as a 'memory jogger' though.A motion was made by Ken Kayle & seconded to allow for a lump sum payment to AIM to cover the newsletter costs. This was agreed to and will be done in the near future.

New Business: It was brought up and a motion was made that RACE join the FACE Disk Exchange Program. This was agreed to and our Librarians will be sending in disks this month as FACE requires.

Odds & Ends: Gregg Anderson brought in a fairly complete report on the new hardware Atari was showing at ComDex this fall together with the usual assortment of Atari related magazines. A sad note was his announcement that Analog and STLog magazines had been closed by their owner, LFP. Status of subscribers still owed issues is currently unknown, though Analog informed Gregg that they would be taken care of. Happenings at the December RACE Meeting

Old Business: It turns out that Wesmore Music is VERY interested in letting us do a MIDI demonstration at their Mall store. They're even willing to write letters to some of the various MIDI software houses to help us get more demonstration software. Companies currently under consideration are ST Express, Hybrid Arts and Dr T's. The 8-bit FACE disk was mailed out last month and the 16-bit disk will go out this week.

New Business: A telecomputing demonstration is being arranged for a future meeting to provide some 'hands on' training on the ever popular sport of modeming. We will have to set this meeting up well in advance as it must be held somewhere other than the church due to the church's multiple line phone system (though a few members think they may know a way around that problem). The JANUARY meeting theme will be 8 and 16 Bit WORD PROCESSING applications and some of the finer points of the more popular software packages out for the two systems. Demos will be by Ken Kayle and Rick Burton on the 8-Bit and Gregg Anderson and Mark Wolf on the 16-bit. PageStream 1.8 is currently enroute to the club to be included as part of our next raffle. Many thanks are due the talented and generous folks at Soft-Logik for their donation. Planned as a special for the 8-bit library is an unusual program called 'Christmas Shopping'. Rather unusual in concept and execution. I'll let somone else present a formal review of it later.

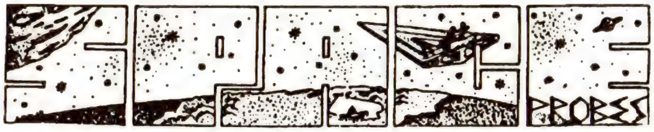
Special info: It seems that we're loosing two of our long time members. Both Gregg Anderson and Mark Wolf are receiving new assignments (both are active duty Air Force) and will be leaving the area soon. Open in late February will be the position of Vice President and a new ST librarian will be needed by July of '90. Remember, our constitution requires that the new Vice President must be an ST owner. So step forward and take an active role in our club, after all it's your club too.

President's Particulars — I believe it would be in order to repeat some comments made in the last Particulars before RACE Tracks merged with A.I.M. Two concepts which, in my opinion, are vitally important to all of us: mutual support and networking.

Mutual support begins at the local user's group. Members support each other with ideas, answers to questions, new inspirations, and comradeship not to mention just having fun. People from many different areas of life meet on common ground -- computing with the Atari!

Networking of groups takes place through exchange of newsletters and public domain software and also takes place through BBS communication. Programs such as A.I.M. and F.A.C.E. (a PD disk exchange) have arisen because of a recognized advantage in networking.

Mutual support then filters through the network. There's even some international co-operation. Let's all dig in and make Atari computing more rewarding for each other. Bring your ideas and your expertise to the meetings. Do a demo, help someone with a problem, lead a discussion, teach a class, write an article, *contribute, volunteer!* It's enjoyable and rewarding. Upcoming meetings will be zeroing in on some practical application techniques (put that software to work). January's meeting will be Sat. the 20th at the usual location. Looking forward to seeing all you R.A.C.E. drivers at the meeting!...Rick Burton



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: February 19, 1990 (7:30 - 9:00 PM) March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

December Meeting—Elections were held with the following elected officers for 1990:

President - Rich Deen
Administrative Vice President - John Hileman
Program Vice President - John Slade
Treasurer - Don Zeiders
Secretary - Mike Moyer

Rich Deen discussed "The Revolution" while FREE disks were passed out to members containing the Revolution. More discussion will take place next month. The $50 Attendance Prize was not won, so next month's prize will be $55. Practical Solutions, Mouse Master was raffled off by silent bid. Many bids were received with the lucky winner being Dennis Engle. The club received $21.55 Club fund raising will be discussed at our January meeting.

Don Zeiders gave a tremendous demonstration using Tweety Board. Don showed the strengths and weaknesses of the Tweety Board. The Stereo sound was amazing (especially Airball), while digitized sounds were very 'scratchy' as the documentation stated. Don said that Tweety was worth every penny he paid for it and highly recommended it to all. This demo was very well received and as a result it looks like a few more members will be buying the Tweety Board.

View from the Bridge by Rich Deen STARDATE: 12789

Well, as promised, here is your first issue of Atari Interface Magazine (or AIM for short). At the December Board meeting, the newsletter topic was kicked around. We thought trying AIM on a trial basis, but after much discussion we decided to become a 'Participating Club' with AIM. With this new format we will be able to provide meeting notices every month. That in itself should be a big plus. We had five individuals show up for our November meeting (we had no November newsletter). For December we had 20-30 people show up. It makes a big difference when we put out a newsletter. Also the number of pages will jump from 8-10 to 30-36. From reading past issues of AIM, I can see that coverage for you 8 Bitters out there is much greater than what we could provide. The Board hopes members will continue to write articles for the newsletter. Anyone wishing to submit articles should send their material to Rich Deen. It should be in ASCII, Word Perfect, ST Writer, or First Word format. Please stay away from any fancy formatting in the file.

One of the main goals I would like the club to accomplish over the next year is to re-establish the SPACE BBS. We have had numerous problems in the past and with some effort on our part, I hope we can overcome these problems.

I also hope that we can continue upgrading our club's machines. In particular, I would like to see us finally get the 520ST in one piece and get that disk drive fully operational. It would be nice if we could pick up a hard drive for the club too. That might be something that would come in handy with a BBS.

January will be the beginning of fund raising. The Board will be looking into various options. This will be discussed at the next Board meeting. While currently in the black, we must continue to direct our efforts to make sure that we stay that way.

One last area we discussed lightly at the Board meeting was about the possibility of having some type of statewide get together (circa mid 1990). Recently I read where the Pittsburgh Atari Computer Enthusiasts were considering having another Atarifest sometime in 1990. The Board will have to consider this when discussing what kind of get together we might be willing to get involved in. Well, that's all for this month. ENGAGE . . . .

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President:	Tim Holt	915-821-2048
Vice Pres:	Morris Miller	594-1906
Sec't/Tres.:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234
ST El Paso BBS		751-7837
Data Retention Center		821-0006

From The Prez...

What a meeting! The December meeting was a real humdinger! We originally planned to show PC Ditto II, but since it hadn't come in we switched gears and demonstrated the Tweety Board by Practical Solutions. (The club joined the ACE club sponsored by Practical Solutions last month, and the Tweety Board was the first item they sent us.) So, Paul brought the tools, I brought the patient, and Morris brought the amp and speakers. I wanted to show how easy it was to install, and you know what? It was! We had that puppy inside the computer in about 15 minutes. This was the first time there had ever been an open heart surgery during a club meeting, and I am proud to report the patient is doing well. We hooked the speaker wires up to the amp, turned on Star Wars by Broderbund, and by goodness, everyone there was impressed with the stereo sound produced by the Tweety Board. We tried some digitized examples, but the Tweety Board does not work as well with the digitized sound. But the sound that popped out of the amp that was not digitized was 1,000,000 times better than what comes out of the little speaker on the monitor. Thanks to Practical Solutions, Paul, Morris and everyone else that helped with the demo. I think we also learned that we can do simple hardware install demos at the meeting as well.

The auction started a few minutes later, and the deals were incredible. Norm hit the nail on the head when he said if you were there to make a lot of money for your programs you were in the wrong place! Software was being sold at prices that surprised even me! Norm's Timeworks Desktop Publishing sold for, get this, $25! I sold a brand new Wordwriter for...stand back...$25! Games were flying put the door for pennies on the dollar. Chronoquest...$10! And that was just the beginning. All and all, the auction raised $20.90 for the club, and auction sellers earned a little over $209! (Still don't think this club is a good business deal?)

The door prize, a $25 gift certificate to Jaxons' was won by club member James Blount. Congratulations James.

We had two new members join our ranks: Frank J. Yrigoyan and Joerg Schluter. Welcome to our club. Isela and Frank Padilla also renewed their memberships for another year, even though they have moved overseas! Thanks to all for showing faith in the ST, and the club.

Copies of the Atari revolution were handed out to all in attendance.

The dinner at Jaxons' was poorly attended, but the folks that were there seemed to have a good time. I won the gift certificate, sorry Pete and James.

We rescheduled some meetings due to the PC Ditto II delay, so now it looks like February's meeting will be the Ditto II demo, March looks like Word Processors, and April will be a great one when our librarian Norm Bates does a "Best Of Public Domain" demonstration.

Paul Stampfli would like to see a response to a Name the Club Contest, with the winner getting a prize of some sort. We have had some difficulty with the ST Club name, as some people confuse ST for Street, and therefore we become the Street Club of El Paso, which makes us sound like a bunch of homeless people. I have proposed Atari ST Club of El Paso, now let's hear your suggestion.

Mark Davis was wondering if anyone would like to become the club's "Hardware Man". Ever since Bob Pack left, we have had a gap in the hardware expertise department. Any volunteers?

Well, I hope the new year is going well for you! remember our second meeting of the month, and keep on computing!

Viva el Revolution! Tim

TACE TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President	Greg Ray	(405) 964-3765
Sec/Treas	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Ad	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report-December

How are you all doing in this rather chilly weather we have been getting recently?

Terrible, isn't it?

Well, I bet you all are wondering what went on at the meeting this past December....especially you who did not show up (shame on you). Well, we handed out some 'crossword magic' disks for the disk of the month...I enjoyed it, at least.

People, we need to get those submissions for the magazine up, and soon! Come on, get your name in a national magazine! It isn't hard, write a review, write an informational article, write whatever, and see if you can get YOUR name published.

Next meeting will be the first week of January (which I am sure you are aware), on the 6th. Be there. Bring a freind.

Stephen C Moffit.

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New **Astra 2001**, Dual Double Density Disk Drives,
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Call (313) 973-8825 anytime.

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are January 13, and February 17th, 1990.

President	Steve Volker	(517) 685-9035
ST Librarian/Tech	LeRoy Valley	686-6796
Treasurer/Sec	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

FIRST UP... ...la..la..la..the Hackers were nestled all snug in their beds while visions of accelerator boards danced in their heads..la..la.. So, how was your Christmas? Did you find any STEs or VIDI STs or DDSs or GCRs or GTSs or DCAs or GFAs or OS2s or GOGO STs or LDWs or VDT VCRs or any other computer related alphanumerics under your '89 tree?

I played a little catch up myself, getting things I wanted that most people had already acquired last year. I got Quantum Paint and ImageScanner to name a few. Both interesting and powerful but already as old as the Motorola 486. My, but doesn't computer technology grow old very quickly? (Oh..Oh,..he's reminiscing..) I remember the first computer I ever owned, the TI99/4A hybrid, with an extended memory of a whopping 48K!! Then there was that 64K computer, (you know the one), that could be used to play anything, and bankswitched itself into more exciting and amazing things, and then I had 512K!!, humming under the hood of the futuristic-like, Atari 520ST, a 'gem' of a machine in anyones home, and now I have access to 1,000,000 bytes of waiting, excitably RAM, purring along at speeds undreamed of even twenty-five years ago!! But today there is so much more available! Keyboardless PCs! Voice-Activated Terminals! Holographic Displays! Writable CD-ROMS! Laser Memory! Space-Grown Crystal Memory! Hundred-Megabytes! Gigabytes! Psuedo-Artificial Intelligence! Computers that have left our Solar System!

And how much of this do we take for granted?! We still can't wait for the next unimagined spaceflight adventurer game, or the next 'Faster than ever before' disk copier, or machine accelerator. Whew! Being a computer hobbyist is life in the fast lane, huh?!

Anyway...HAPPY NEW YEAR!!! We really seemed to have a lot to look forward to. (Just the promises Atari needs to fulfill will take the whole year.)

WHAT YOU MISSED! Now that was a MEETING!! (What do you think, have I used enough exclamation points so far in the text?...NAW!!) Just about everyone remembered about the change of time we decided on last month. Most were here at the standard, 15 minutes after the hour point, which has become the normal arrival time for our club. Everybody had their telltale unmarked box, filled with all kinds of juicy gadgets and software, for the annual Christmas swap meet. LeRoy informed me after-the-fact, that the prez was responsible for bringing the annual, Christmas-cheer coffee pot to the December meeting, so I expected a few more of the group to fall asleep during my update speech. (I wasn't disappointed.) There were donuts and cookies and lively conversation though.

We talked about the visit from Atari's new User Group Rep., Bob Brodie, who will be in Michigan in February. It will probably be the 17th or 18th, at the Student Union at U of M, says AIM's pretty Managing Editor, Pattie Rayl. We will be getting together a group of those interested in going, and do the carpool thing, next meeting. We also finished up the registration form that AIM had sent us last month. The response was a lot better at this meeting, and, I think, more closely resembles the concerns and opinions of our club. I will be sending it back to them any day now. (If you're interested in what we had to say, ask me for a copy of the form.)

By the time you are reading this, the Community Fair Weekend show at Fashion Square will have been just over. We will have a brief report at the January meeting about all the activities that went on and such. You should have heard more about it from our new POSTiCARD EXPRESS newsletter, which we sent out last month to all active members, to make sure the real important stuff gets out before the next meeting, instead of relying on the arrival of AIM. Hey! Nobody's perfect...

Practical Solutions and Soft-Logik have both approached us recently about some great software and hardware promotions coming up in the next few months. As I understand it, we can get free, or nearly free products, by demoing them at the club meeting, and reviewing the products in our newsletter, and sending them a copy of the newsletter. This is quite an offer!! Though I can bring up some criticisms of Atari's support of the User Groups in the last few years, I think we all have to agree that third party hardware and software providers have continuously gone to extraordinary lengths to support and work with us. Thank you Practical Solutions, Soft-Logik, and all those who have always been there for us. More on this later.

WHAT YOU SHOULDN'T MISS... Next month, Al Jennings will be demoing that product we wondered if we would ever see...Chaos Strikes Back! (aha...another exclamation point), the second chapter to the DungeonMaster adventure. (Or, DungeonMaster II: The Revenge...if it were a movie.) I am already excited about seeing it, and Al says it's everything we wanted it to be so...BE THERE!!! If anyone still wants to see the April Computer Chronicles show, which spotlighted on Atari, or a comprehensive video of the Anaheim World of Atari, (with about twenty minutes of questions and answers with Sig Hartmann), Al's got it--just ask. REMEMBER!! (Two more!...Three...) E*veryone who comes to the meetings is expected to have some amusing or thought provoking anecdote to share with the rest of us...o.k.!!*

ON ANOTHER NOTE... I am excited about the year 1990, and all that can come out of Atari this year. But, I have just read something which upsets me a bit, and dampens my hope some of a truly consumer-oriented Atari Corporation. According to Charlie Young of ST WORLD, in his column All Things Considered, the December 1989 issue, Sig Hartmann is leaving (has left) Atari. I am not sure how that affects you, but I have met the man, listened to him, critically examined what he had to say, believed him, and had renewed faith in Atari, through him. I am really disappointed to see him go. I am sorry for two things especially...I didn't get the chance to say goodbye, and I didn't get the chance to say 'Thank You'.

Equipment volunteers for January:

ST Equipment: Al Jennings is bringing his color monitor, and Steve Volker with bring his system. Jerry and Ted, as usual, will bring the 8-bit equipment. Thanks Everyone.

FOR SALE:

Mars 3rd Drive Cable, never used, orig. $31.95, asking $25. Blitz Copy Cable, works great, disk with software, $35. Perry Mason game, original documentation, asking $12. All items for ST/MEGA and include *free* shipping (in the continental USA). Call Rich at (717) 238-3528 after 4:30 PM EST or contact RDEEN on GEnie.

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The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State street at the Corner of S. University in Ann Arbor.

Club dues are $15 per year and provides access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Non-members and questions are welcome. Officers can be contacted by BBS at Molin's Den at (313) 420-0407.

General Meeting, 12/12/89

The December Games & Entertainment Meeting was held on 12/12 in the Wolverine Room of the Michigan Union. Much of the evening was spent in light chit chat and game play on several computers supplied by members. Midi Maze ran on 3 STs while a 4th machine was kept busy playing a variety of additional other "favorites" and Bob Retelle showed us how to treat his favorite disease (Dungeon Master Elbow...) by using a mouse left-handed while demonstrating/playing the new release of Chaos Strikes Back, the long awaited release of Dungeon Master II. BobR has apparently practiced this A LOT! When asked to summarize his first impressions of the game, BobR's eyes lit up like a Christmas tree and he said, "It's just like Dungeon Master! only more so!" (Thank you Bill and Pattie Rayl for bringing your copy of the program to the meeting!)

On the 8-bit side of the room, members were treated to games which used the light gun, and enough other golden oldies to bring a nostalgic tear to one's eyes. It was interesting to note how many good games have appeared over the years on the magazine disks, and some members indicated their disappointment that Analog magazine is no longer being published as yet another bastion of the 8-bit genre fades into history.

President Craig Harvey announced the January meeting topic would be Telecommunications, and efforts are being made to incorporate a discussion of Packet Radio in the agenda. February's topic will be Emulators, and we will be making every effort to show PC and Mac emulators on that night. February's topic coincides nicely with an expected visit by Bob Brodie, Atari Corp.'s User Group Coordinator, who will be in town with a STacy in tow. Bob will be the guest speaker at the Feb. meeting of Mactechnics, the local Macintosh club, to be held on Saturday 2/17, and will also speak at a special meeting to be held for interested Atarians on Sunday 2/18 in the Michigan Union. (Watch for announcements regarding time and location on local BBSs and here in AIM magazine. -Mike) Craig also informed the members that TWO copies of the latest version of PageStream had been donated to the club, along with a demo disk for the ST Library, by Soft-Logik. One copy will be raffled at the February meeting, and the fate of the second is still being considered. SL donated the software in exchange for a subscription to the club's newsletter and a review which is to appear in that newsletter.

Many thanks to both Soft-House Computer Center of Garden City, and to State Street Computer of Ann Arbor for their generous donations to this year's door prizes. Several members also contributed books and entertainment software from their own personal libraries. Prizes ranged from games to word processor packages to books as well as some coupons from the club disk libraries. Cookies and cake and soft drinks were supplied by Dick Selke and, (presumably...) his wife. The Chocolate cake was SUPERB!

Michael Olin, Sec'y - 12/17/89

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SUN	MON	TUE	WED	THU	FRI	SAT
	1	ACCD 2	GRASS 3	4	5	TACE 6
7	ACCT 8	WAUG 9	LACE 10	FACCS 11	Starfleet 12	COAC El Paso MAUG PHAST TAG 13
CACE MGAUG 14	SPACE STANCE 15	MACE 16	CCCC 17	18	19	RACC RACE 20
BRACE PACE 21	22	23	24	P3ACE ST SIG 25	26	27
28	29	30	31			

February 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XL/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST 10

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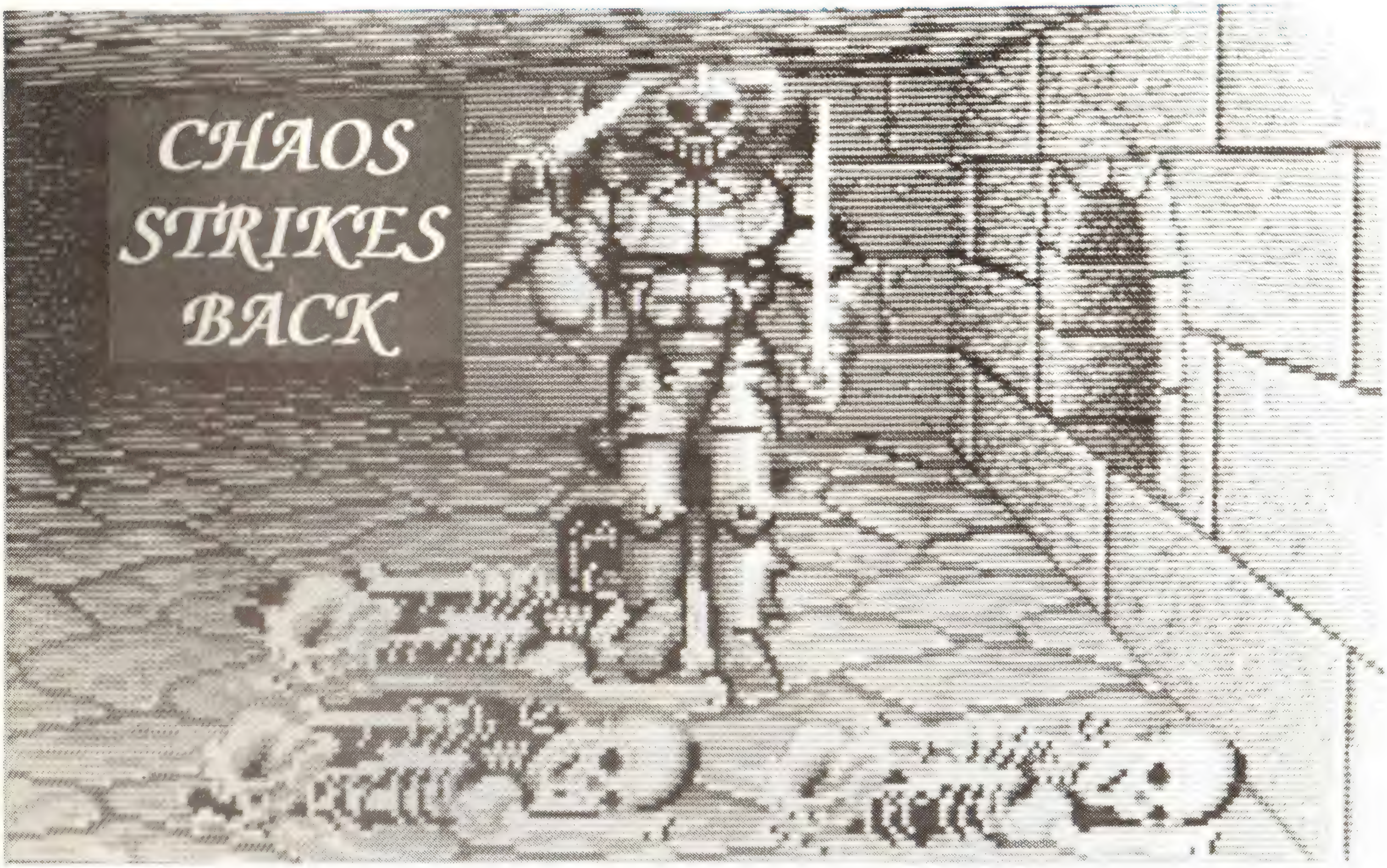

Atari Support in the Motor City

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Phantom Drives and the SH204

Barry Manilow and the Atari Computers

Reviews of

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Bill Rayl
Atari Interface Magazine
December 89 Issue

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On the Cover

A look inside the Chaos Strikes Back Dungeon. Photo by Bob Retelle.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Bob Retelle
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream

From The Reader's Viewpoint

Dear AIM Editors,

The DOM was great! It had a mixed variety for all. This has got to be one of the finest PD disks for the ST around!

The ReadMe file was especially well done. I was prepared to instruct our non-modeming ST users how to use ArcShell in extracting the PD files from the AIM DOM. I was totally surprised to find out that all the files are self-extracting LZH archives. Nothing could be more simpler than that! Everyone was well satisfied and delighted with their disk. I think it is much better than the Mag/Disks on the newstand!

Tracy Hendershot
PACE, Duluth, MN

[Editors' Note: Thank you for your kind words, Tracy. We hope all the AIM participating clubs are as happy with their disk subscriptions as PACE is. If anyone has any suggestions for us, please let us know! We will endeavor to keep everyone happy with each new Disk of the Month.]

Dear Bill and Pattie,

You are probably aware of "The Revolution" movement. I have recently become aware of The Revolution and I have decided to join up. What have I got to lose? I am willing to put forth the effort to do whatever I reasonably can to get Atari to actively compete in the American market again.

I know it is hard the longer one has been using Atari products to take any effort to change things seriously, but the alternative is to sit and complain. I like the idea that we make a splash, if nothing more.

Thank you for your consideration of our serious effort. Long live the Revolution!

David Brzezinski
WAUG!, Ann Arbor, MI

[Editors' Note: David, thank you for your comments. We appreciate them very much.

We support the idea of a greater Atari presence in the US home computer market, although we cannot directly support The Revolution. It is our feeling, since there are many different user groups represented in Atari Interface Magazine, some with opposing views on the Revolution issue, that we cannot make a formal stand one way or the other.

We do, however, wish to encourage those who are actively following the procedures and advice of Artisan Software. We will continue to promote and support the Atari computers and Atari users as we have been doing since we became publishers of the Michigan Atari Magazine in December, 1987.

Naturally, we would like very much for everyone's efforts to be rewarded with increased advertising of the Atari home computer line, increased support from Atari to their users, and increased support from Atari to their developers.

Talking with Bob Brodie and Charles Cherry has fostered hope and optimism that substantial change may be in the works, but the high executive turnover at Atari dampens these hopes.]

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari Corp News

Atari reportedly made a good showing at the Winter CES in Las Vegas, NV. In the West Hall of the Las Vegas Convention Center, the Lynx and California Games was being displayed with the help of two bikini-clad women on roller-skates and a "day at the beach" backdrop. Meanwhile, back at the private suite in the Mirage Hotel, Atari was showing the Lynx, Portfolio, 2600 and 7800 game machines and the ST.

According to Andy Marken of Marken Communications, Atari's PR firm, Atari is projecting 1990 production of one million Lynx machines and the game development system for the Lynx is now available for companies interested in making games for the Lynx.

Bob Brodie, Atari's not-so-new-anymore user group manager, recently held an online GEnie conference where he discussed his upcoming plans (including a visit with Michigan area user groups on Feb. 18) and other Atari happenings. It seems nearly unanimous that hiring Bob Brodie was the best thing Atari did in 1989.

The STe

Canada has the STe and dealers have been selling them anywhere from $699 to $899 Canadian (approximately $600 to $800 US). With built-in Blitter, easy memory upgrades using SIMM modules, full stereo sound capability and more, the STe is already a big hit in Canada, causing decreased sales of normal STs and even Megas!

Reports from dealers across the US indicate they have not been able to order 520STs from Atari since mid-December. Some of these dealers indicated they had heard Atari would be dropping the 520ST, although Atari has denied this. A handful of dealers have also reportedly received word the STacy2 and STacy4 laptops should be on their shelves in two to three weeks from this writing. That means dealers should, hopefully, be able to get them by the time you read this.

Developer News

MichTron of Pontiac, MI, has announced availability of the Fast FAX modem and software, giving Group III FAX capability to any Atari ST. The software includes a phone directory that can store over 1000 company names, contact persons and FAX numbers. List price is $699. Contact MichTron, 576 S. Telegraph Rd., Pontiac, MI 48053, (313) 334-5700.

Universal Item Selector III has been released, offering a number of enhancements over previous versions, including an UNDO function, movable window allowing users to place the item selector anywhere on the screen, ability to lasso multiple files and more. Retail price is $24.95 and upgrades are $5 + $2 S&H. Contact Application and Design Software, 120 NW "E" St., Grants Pass, OR, 97526, (503) 476-0071.

Gribnif has an upgrade to NeoDesk (version 2.05) with support for the ST's "GEM Pipeline." This allows special "NeoDesk Accessories" such as the recent freeware NeoDesk Recoverable Trashcan (found on this month's AIM Disk). The Trashcan will store deleted files, which can be recovered until the Trashcan is "emptied," much like the Macintosh.

Gribnif has also announced plans to release NeoDesk CLI, a command line interpreter in a GEM window (similar to .ACCess! from Rock Digital) that will utilize NeoDesk's capabilities to the fullest. Also coming from Gribnif is the NeoDesk Developer's Kit, so others can write NeoDesk Accessories. For more details, contact Gribnif Software, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

Another contender in the "improve your ST desktop" arena should be shipping by the time you read this. DC-Desktop from Double Click Software offers a number of "desktop enhancements" and features similar to NeoDesk. DC-Desktop can even use icons from NeoDesk and, since it isn't a desktop replacement, DC-Desktop works in all resolutions and reportedly with no compatibility problems. List price is $39.95 and owners of NeoDesk can get DC-Desktop for $20 with original NeoDesk disk. Contact Double Click Software, P.O. Box 741206, Houston, TX 77274, (713) 645-3759.

PC Ditto II has been shipping in quantity and many people have been experiencing problems installing Ditto II in their machines. In some cases, because PC Ditto II is a 4-1/2x7 inch board, reports are coming in that the board simply will not fit in some machines!

Most problems, however, are occurring with the chip clip that is supposed to allow solderless connection to the ST's 68000 chip. It seems the clip isn't giving a good, solid connection for many people.

Owners who have soldered the board in are reporting Ditto II works like a champ! Ditto II even has a Norton SI rating of 4.0, a 33% speed increase over the figures in Avant-Garde's original ads. List price is $299.95. Contact Avant- Garde, 381 Pablo Point Dr., Jacksonville, FL 32225, (904) 221-2904.

Disgruntled do-it-yourselfers with no real hardware experience are looking seriously at an alternative in Supercharger. Supercharger is a hardware IBM emulator from Germany that plugs in to the ST's DMA port. At $399, Supercharger is a bit more expensive than PC Ditto II or PC Speed from MichTron, but Supercharger doesn't require opening your ST and comes with MS-DOS 4.0. Contact Talon Technologies/Medionix, 243 N. Highway 101, Ste. 18, Solano Beach, CA 92075, (619) 755-8808.

Beckemeyer Development, makers of the MTC-Shell multi-tasking environment for the ST has recently changed phone numbers. Their new voice number is (415) 530-9637 and you can reach their BBS at (415) 530-9682.

Ralph Turner, author of "The Atari ST Book of Tips and Instructions," has released a new book entitled "Intermediate and Advanced Atari ST Subjects." Written in Mr. Turner's concise and understandable style, this new book helps the ST owner get through often confusing topics such as hard disk management and optimization, IBM emulation, building your own hard drive system from scratch, sector and file editing and much more. In all, 158 pages of valuable information. List price is $16.95 + $2 S&H. Contact Index Legalis Publishing Co., P.O. Box 1822, Fairfield, IA 52556, (515) 472-2293.

Games and Game Accessories

Following closely on the heels of the original game, the Bloodwych Data Disk #1 has been released by Mirrorsoft of the UK. As the game story goes, by defeating the Dark Lord in the original Bloodwych game, you actually only sent him back to his original plan of existance. Now, he's *mad* and transports you to his turf to take his revenge. Although Mirrorsoft has not found a US distributor, the Data Disk is available from many dealers or from mail order. The best price I've seen as yet is $18.95 from Joppa Computer Products, 3909 Pulaski Highway, Abingdon, MD 21009 (800) 876-6040 for orders or (301) 676-1948 for information.

For gamers who want the ability and freedom of one-handed joystick operation, like in the arcades, Duggan Dezign has released Stik-Gripper. An all-steel joystick clamp that secures your favorite joystick to a tabletop or desk, Stik-Gripper is designed to fit a wide variety of joysticks and is built to last. A number of online users have been praising Stik-Gripper as a great bargain at only $18.95 retail. Contact Duggan Dezign, 16 Oak Ridge Dr., West Warwick, RI 02893, (401) 826-0140.

On a similar note, Canadian-based Advanced Gravis has begun shipping their new MouseStick. This nifty product emulates both the standard joystick and the ST mouse. The MouseStick supports screen resolutions of 320x200 to 640x400 and allows you to customize a number of features via LCD menus. List price is $129.95. Contact Advanced Gravis Computer Technology Ltd, 7033 Antrim Ave., Burnaby, British Columbia, Canada V5J 4M5, (800) 937-0062.

Online News

Z*Magazine, Ron Kovac's long time 8bit online publication, has formally called it quits, citing lack of new 8bit news and products as the cause for its demise. ST*Zmagazine has also been discontinued and, in its place, Z*Net Online has been born. As the name implies, it is the online complement to Kovac's Z*Net hardcopy user group newsletter supplement. With this change, the GEnie Z*Mag accound is no longer active and all email on GEnie should be addressed to the new Z-NET account.

ST Report has also undergone some format changes and has been "reborn" as CPU NewsWire, reflecting its support of multiple computer systems through its CPU Report feature.

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The CodeHeads announce:

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- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the **fastest, easiest way to run programs** on the Atari ST...from a floppy disk **or** from a hard drive!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
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- New **on-screen clock**, appears in the programs that you choose.
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- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/hide** any combination of files and/or folders
- Runs as a desk accessory **or** as a program in any resolution
- Incorporates **every** file/disk feature of the GEM desktop plus much more
- Intelligent **disk copying** routines
- **Rename folders** - Print directory listings
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- **Customizable** for your style of use
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- Even runs programs and loads documents.

Here's what our users are saying about HotWire and MaxiFile:

"The HotWire/MaxiFile combo has **changed the way I use my ST**."
"I haven't used the standard GEM desktop in weeks."
"Without HotWire and MaxiFile I'd be totally lost on the ST."
"...a tribute to **assembly excellence**." - "MaxiFile is **a wonder**!"
"HotWire and MaxiFile really 'beat up on the competition'!!"
"...you'll need to package it in asbestos because it is too **hot**."
"**AWESOME!**" - "Super!" - "a veritable software gem!"

HotWire Plus (includes MaxiFile)	$49.95
MaxiFile	$24.95
HotWire	$39.95
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CodeHead Utilities - a collection of useful programs	$29.95
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Phone: (213) 386-5735. Visa, Mastercard, AmEx accepted. Shipping charge: US $2, Canada $3, Europe $5. CA residents add 6.5% sales tax.

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Los Angeles, CA 90004

Atari Support in the Motor City

An Outsider's View

Gregg Anderson (RACE)

Hi folks. I just returned from a little visit with the family in Detroit, Michigan and thought I'd pass on a few tidbits of info. Contrary to popular opinion, Atari is NOT dead in the heartland of America. And while not as robust as it once was, Atari dealer support there is also far from terminal.

Much to the annoyance of my sister and brother-in-law, one of the first things I did after landing at Detroit Metro was to grab six pounds worth of yellow pages and list all the Atari dealers I could find.

Would you believe there are seven Atari dealers still in business in Detroit and its surrounding communities? I thought I'd died and gone to Heaven. I live in South Dakota where the nearest Atari dealer is in Denver—about 425 miles as the Jeep rolls.

Despite some of the nastiest winter weather Detroit has seen in the last twenty years (rain, snow, sleet, ice, power outages, and roads only an ice skating polar bear could love), I pressed on and visited six of the seven dealers. The seventh is primarily a mail order business and doesn't have a real "storefront."

What follows is a list of the Detroit area dealers with a short description of the shop and what they offer.

Basic Bits 'N' Bytes, Westland, 313-595-3171

Basic Bits 'N' Bytes is a full service Atari dealer offering productivity and entertainment software for the ST owner as well as software support for a handful of other systems. There was a large selection of European games on display as well as the more familiar domestic titles. Basic handles the full Atari line along with a few PC clones.

They're also an Atari service center and offer a selection of domestic and imported Atari magazines. There were two 1040ST systems available for demos in addition to a PC clone or two. Estimated cost for a TOS 1.4 upgrade was $99 (6 chip) and for a 520ST 1Meg upgrade the cost was $150.

As a side note; Basic used to be a six store franchise. They are now down to a single sales center of average size (though a busy one, the phone never stopped ringing while I was there).

Soft House Computer, Garden City, 313-422-6760

For hardware, Soft House handles only the ST line, though they do offer software for a few non-Atari systems. Unfortunately, they had to drop their 8bit support some time ago. They're serious about selling the ST though and were actively demoing a 1040 system to a new customer while I was there.

Soft House is an authorized Atari service center (with full time technician) and offers a wide range of domestic and imported Atari magazines. As with Basic, the salesperson I spoke with was well informed on Atari related matters and very positive on the system's capabilities.

They offer a wide selection of productivity and entertainment software and have a surprisingly large assortment of European titles not generally available here in the USA. Estimated cost of a TOS 1.4 upgrade was $99 (6 chip) and for a 1Meg upgrade the cost would be $200 (socketed).

Rite Way Computers, Warren, 313-751-2454

In both total size and overall selection, Rite Way is the largest computer dealer I visited. They offer full support for the Atari ST, Atari 8bit, Laser Apple clone and a number of PC Clones.

As with the two previous shops, Rite Way is an authorized Atari service center and has a software selection that almost boggles the mind. There were literally rows upon rows of titles from both the US and Europe (though I must admit there were many multiple copies of the same package present).

All in all, it was an impressive display of both hardware and software. While there, I watched a professional demonstration of the ST's MIDI capabilities being given to a customer on a Mega4/SLM-804/Megafile system.

The individuals I spoke with seemed well informed about their products and more than willing to take the time to help a potential customer. Interestingly enough, the only computer that seemed to attract interest while I was there was an Atari ST system. Rite Way charges $104 for a TOS 1.4 upgrade and $175 for a 1 Meg upgrade.

Command Computer, Warren, 313-573-8130

Though an active Atari dealer since 1981, Command Computer was the smallest Atari dealer I visited. This by no means implies that they don't support the Atari line, but it does say that they've been forced to expand into other systems at the expense of their Atari availability. Command Computers supports both the ST and the 8bit systems and actually sold more 8bits over the Christmas holiday than they did STs. The best seller for them this year was the 130XE. Command Computer is an Atari service center and capable of handling repairs on any of Atari's systems.

Sector One International, Sterling Heights, 313-978-2208.

Sector One was a major surprise for me, a store totally dedicated to the Atari 8bit computer. Yes, they have an ST or two available, but 99% of the store is devoted to the original Atari computer and to little else. I saw software and hardware items there I hadn't seen in years, in fact I've not seen this type of 8bit support anywhere since early '83.

The shop is owned and operated by someone whose name should be familiar to any 8bit owner—Jim Steinbrecker (father of the original A-Modem terminal program). Jim is probably the most knowledgeable man I've ever met on the 8bit Atari and is without doubt the most supportive of that system.

As he says, "it's possible to outgrow a specific computer, but no computer is ever truly obsolete. Least of all the Atari XE which is as capable a system as any." What can I say, if you've a question or a problem with any 8bit Atari computer system or are looking for that specific program for your 8bit then this is the shop to visit.

Team Computers, East Detroit, 313-445-2983.

Team Computers was the hardest for me to find but only because I was starting out from the far west corner of Detroit. Team handles the complete line of Atari computers along with a line of Amstrad PC clones. As with most of the other area dealers, they are a full service dealer and registered service center for all Atari systems. Team was also one of the few shops I visited that had a complete Mega4/SLM804/Megafile30 DTP system up and running on display. In fact, they had three ST systems and an XE system set up for demos.

Both individuals I spoke with seemed very familiar with the Atari line and only too willing to extol its strengths and advantages over the competition. Team Computers even use their STs to support an active DTP and graphics production center they operate from their store.

As with Basic, Soft House and Rite Way, they offer an impressive display of domestic and imported software for the ST and a surprisingly large selection of 8bit software as well. Team charges $99.95 for a TOS 1.4 upgrade and $175 for a 1Meg upgrade on a 520ST.

TEAM COMPUTERS

22205 Kelly
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The latest software and magazines - including imports
Mail orders accepted We match prices with other Atari dealers!

Innovative Concepts, Warren, 313-293-0730

Don't bother to try and visit Innovative Concepts, they don't have a regular show room like the rest of the Detroit area Atari stores. That's because they are first and foremost a mail-order shop for the Atari line. They advertise in many of the more popular Atari related magazines (and many of the larger newsletters).

Currently they are enjoying great success with their line of specialty cables for the Blitz back-up system and the always popular XFormer ST to 1050 cable. For specific details on what Innovative Concepts has to offer be sure to check out their latest advertisement in your newsletter or favorite magazine.

There you have them, seven Atari dealers in the Detroit metropolitan area. Since Detroit and its surrounding communities have over three million inhabitants, that works out to almost 1/2 million people per Atari dealer. Not so impressive when you consider how many MS-DOS, Apple, and What-have-you dealers are available in the same area.

Still, it's better than it might have been and may even improve if Atari takes the right steps over the next year. But before you think I'm being overly optimistic let me point out that the present number of Atari dealers is only a fraction of what it used to be.

Three years ago Basic was only one of six stores with the same name, and others have "bit the big one." Shops like Strom, United Computer, Claus and others have all either dropped the Atari line or gone out of business.

What did the remaining Atari dealers have to say about Atari and its computers? Without exception, ALL were supportive of Atari's hardware. They like the ST and feel it offers an outstanding value in the price/performance area. They like the ST's reliability, its power, and even its software.

What they don't like is its lack of availability and some of the policies of the Atari Corporation itself. The number one dealer complaint was Atari's total lack of national advertising. Most dealers find it difficult to sell a product that no one (outside of the "inner circle" of Atari supporters) knows exists.

The second major problem was a serious lack of product availability. 1040ST and Mega2 systems were in serious demand over the last few months here, as were monochrome monitors, yet these were virtually unavailable to Detroit area dealers.

The third problem (but generally the most mentioned) was the poor dealer support offered by Atari. Often dealers found themselves the last to be notified of new products, left out of distribution chains and generally ignored except when it came to paying bills.

Fourth was the problem of promises made but not kept. Several dealers complained about Atari's promise to not announce or discuss products before shipping them, and then doing exactly that (ie: Portfolio, STacy, TT, etc). This tends to cut badly into sales of current hardware. Coupled with that complaint was Atari's release of the Portfolio with an "Atari only" order phone number that totally cut out the local dealers long before any of them could get their hands on a Portfolio. The general difficulty in contacting and working with the local Atari Representative was mentioned as a problem, along with a reduction in available software support for the ST (mainly from US companies).

Finally the failure of 3rd party companies to repackage older programs "on the cheap" and release them was mentioned, though this applies mainly to older 8bit software. Overall the feeling of the dealers was that they couldn't survive as an Atari only dealer, that most had to offer some clone support to stay in business.

So how was business? Two of the Detroit area dealers reported their Christmas season was good to very good, two reported no real change and two reported a decline in sales. As for the overall year of 1989, the report was less encouraging. Four reported that sales were stable but generally below expectations. Two actually had a decrease in sales over the previous year, though they chalked that up to a generally lackluster retail market.

This is not good news folks, when the best report I can get is one of stable overall sales. That means trouble even in a slow year. A lack of growth is the same thing as stagnation, and stagnation is the first step in decay.

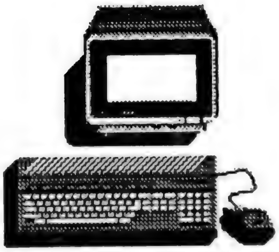
Not everything is negative though. Most dealers admitted that, as difficult as Atari is to work with, they're really no worse than Apple, IBM, CBM or any of the others. In fact several dealers confessed that Atari was generally more willing to listen to them than other computer companies. One dealer explained that Atari's main problem was one of "no flash," that Atari just isn't as noticeable as the competition.

So what's my overall feeling? First of all, that there is a lot of support for Atari in the Detroit area, if you're willing to drive a little ways to reach it. Second is that almost all of the area dealers are VERY positive on the ST system and are willing to go out of their way to support it. Third is that Atari itself should try a little harder to help and support its dealer force, and that the Detroit area dealers would be only too willing to help them do that.

Lastly is that driving in Detroit is an experience in and of itself. It's not that the roads are in terrible shape (though thanks to the cold, salt and traffic most of them are), or that Detroiters drive like it's the last lap at the Indy 500 (they do). It's more a feeling of being trapped in a combat zone without warning.

All kidding aside, despite the rough roads, high speeds, and ice covered intersections (including the one that got my brother-in-law T-boned), the drivers of Detroit showed themselves to be skilled and courteous, giving this out-of-town visitor more than a few breaks.

Me and My Husband's ST



by Merry Iverson (FACCS)

Since becoming the FACCS editor, I have been trying to learn how to use the ST—my husband's computer. I thought I should read the manuals, but Norman said it's easy to use so you don't need the books.

Doing November's newsletter was the first time I had used the ST all by myself. In the past Norman always loaded in the program and had it all set up and ready for me to type in my articles.

Then, when I was done, he would come and save it to the disk for me. All I had to do was send it to the editor, but this time it was different. I ran into my first problem when I tried to load in the word processor—on my XE you just load the disk in and it's ready to use—not so on the ST.

When you put the word processor disk in the ST drive and turn on the ST you are only loading in the menu. [Ed. Note: "Loading in the menu" = booting to the ST desktop.] This is where the challenge began—I had to guess which file I needed by looking at the abbreviated file names on the disk. When I found the one that sounded closest to what I needed, I didn't know how to load it. That's when I first used the *mouse.*

It was just terrible—I had one problem after another trying to get that program loaded in. (I think I would rather have been playing with a real mouse—they're easier to get along with.) It was very difficult for me to move my finger fast enough for the double click needed to load in programs, and when I finally did click fast enough the mouse had moved and I loaded in the wrong program.

By the time I had finished the newsletter I still could not use the mouse very well. (I think I spent more time trying to load in programs and saving articles than I did typing in the articles.) I could not seem to get the hang of it—or my fingers couldn't.

I was very thankful Norman did the publishing program. I told him where to place the articles and he set up the publishing program and placed the articles where I told him. We did have a couple of problems, but Norman was able to resolve them. The next problem came about when we went to print the newsletter.

We just bought a new Panasonic wide carriage 24-pin printer. We thought it would make it easier with the wide carriage to print the newsletter. But, the program did not have a printer driver for our printer and it did not allow for a wide carriage printer, only a narrow one.

Fortunately, last summer we were also able to purchase a Panasonic 1124 printer, and by doing landscape, the printer was able to print the newsletter sideways. This surprised me, as I had never seen a printer print sideways like that.

As you know, we did finally get it finished and mailed, but personally I prefer my little XE. It's what I am use to, and I enjoy using it. I started with an old 800 and worked up to an XE. All these machines were basically the same, they all ran the same programs more or less. I find it real hard to change, and the ST is a new and completely different computer. I could have been using an IBM or MAC and not have known the difference. My nerves would have been just as shot.

I'll use the ST for the newsletter because the publishing programs on the ST are far superior to those on the 8bit side, but for everything else I think I would just as soon stick to my 130XE. I'm comfortable with it and it does everything I enjoy doing on my computer very well.

My 14-year-old son bought an ST with his own money saved from doing his paper route because he likes the games on the ST. But he still has his old 800 set up to play the games he likes in the 8bit section. He has also bought a Nintendo for the games he likes that are not available on either of the Ataris.

My point is that every person who buys an Atari does so for their own reasons, and I do not think that one machine is any better than the next. It just depends on what the computer was going to be used for. As long as the computer you are using does what you need it to do, that is all that is important.

I wrote this article about my trials and tribulations on the ST so other first time users won't get frustrated when it seems that nothing is going right with that new computer.

Practice and asking questions is the best way to learn more about your computer...don't be afraid to ask. This is the only way to improve your skills and uses of your machine. Learn all you can or need about your computer. Only you can set the limits on yourself.

IS THERE A TACTICIAN IN YOU?

WARGAMES ON THE GROUND

Tim Feenstra (GRASS)

Ready for more? Good, because now we get to a real bonanza of strategy simulations for the Atari. Unlike the limited supply of naval games, there is a vast collectionof titles that deal with man-to-man combat at any level and in many different periods of history, and some that deal with confrontations that might have been or might still be.

A Little History

First, let's look at the early days of computer wargames. It seemed only natural that the computer would be used for this purpose because of its ability to incorporate many aspects of the large board games without all the record keeping involved. Some of the board games require many people to play, and one campaign can last for months. In these games, it takes a lot to keep track of all the units, their current condition and status, and to keep the orders to each unit straight.

The early computer versions were simple enough, usually with a dot grid used for a map, letters or numbers to indicate your forces, and a limited number of orders and tactics which could be used.

While antiquated by the games of today, it is still interesting to return to these early efforts from time to time to try your hand again. Some of the titles that come to mind are *Midway* and *North Atlantic Convoy Raiders* from Avalon Hill.

Avalon Hill is big in the board game world and it is not surprising they were among the first to turn to the computer to make playing these simulations more enjoyable. *Panzer JAGD,* another Avalon Hill game, uses graphics for a map, and includes options for different levels of play. If you find any of these early releases in a bargain bin, pick them up. They are worth the few dollars they might cost today.

1941 The Eastern Front

Today, graphics and realism have been improved greatly. In the Beginner's category comes the only entry from Atari Corp. that I know of with *1941 The Eastern Front*. This is a joystick game, placing you in command of the German forces invading Russia. You issue move orders to divisions of infantry and armor, striving to capture Moscow and other major cities for points. Combat occurs during the movement phase when your units move into contact with Russian units.

Units are rated for muster strength, a rating indicating quantity, and combat strength, representing quality. If the combat rating falls too far below the muster rating, the unit becomes more of a liability, as it will need to be protected and rested until it recovers. Destroyed units will sometimes pass some of its muster points to friendly units next to it, but the receiving unit will lose combat strength, due to the morale of the incoming points and their affect on the new unit.

When units get isolated, their combat rating is cut to indicate the loss of supply, and will usually require a major effort to rescue them before they are eliminated. Then comes fall and the mud that bogs your units down. If you are not in position to defend yourself, this could be disastrous. Next, winter brings snow and frozen rivers which let your units move fairly freely again.

At the higher levels of play, you can alter the mode of your divisions from standard to movement, assault or static (good for defense).

On cartridge, and available in many discount catalog listings for $10.00 to $15.00, this is a good game to get your feet wet. It was also an APX release back around 1980, when Atari still cared for its users (I have not seen it that way in a long time.) This is a solitaire only game, with turns marking a week in the war, and can be played in one or two nights. It does have a save game function, useful when playing the long "expert" level, which might last a week or so.

Another APX release, modeled after 1941 is *Saratoga.* I think this one might still be available from the Antic catalog. It covers much of the Revolutionary War, and plays much the same as Eastern Front.

Wargame Construction Set

Moving to SSI, we come to a series of games which include probably the most popular wargame to date, *Wargame Construction Set.* The pattern from SSI has been to use a good game system for more than one game, I guess because it requires less programming than to do each new game from scratch.

This series includes Field of Fire, NAM and Panzer Grenadier.

These play with a joystick, and each turn is divided into a series of move and fire phases.

Wargame Construction Set is a two-disk set that includes a game editor to allow you to alter one of the supplied scenarios or to create your own. There are a lot of factors to be set here, but that is not difficult. You may have up to 31 units for each side, and each unit has 12 attributes which cover firepower, range, defense, weapon type, assault factor, unit type, movement allowance, armor, anti-armor, transportation and, lastly, if unit may dig in. There are a lot of different icons (symbols to represent different type units) that resemble tanks, trucks, copters and men, as well as some that are just symbols. The instructions do a pretty good job of explaining what each factor does and how to set them for maximum realism.

Before you create your units, you design a map for them to fight on. There are roads, hills, trees, buildings, mines, rivers and bridges. How these parts appear on the map depends on the 'scale' you choose. In Tactical mode, each map hex is between 20 and 100 meters across. Tactical/Operational ranges from 100 to 500 meters. Operational goes from 500 meters to one or two kilometers and Strategic mode ranges from one or two kilometers to 10 miles or more per hex. Using a joystick, you pick terrain icons then place them on the map anywhere you wish. In the smaller scales, line of sight is important—you cannot fire at what you cannot see.

With a little thought, any conflict you can think of can be created here, and to prove the point, the author has included not only the usual WWII stuff, but also a futuristic battle for an asteroid mine, a rescue mission by delta force, an early battle in WWIII, First Bull Run from the Civil War, and a 12th century castle siege.

Field of Fire covers several battles fought by Easy Company of the 1st Infantry Division. Your company might include rifle teams, machine gun and mortar crews, bazooka teams, forward observers, anti-tank guns and even tanks. You may play one of the eight scenarios, or play a game that spans all eight.

This is a good game to see how small arms tactics work. Your troops will have to advance on a position, and the computer will do its best to stop you. The enemy units are hidden until they fire or move, so you cannot tell which is the best route to the objective until you scout ahead and find them. The scenarios include a night patrol, the D-day landings, clearing a city building by building, crossing a river bridgehead, blocking a German advance, patrolling along a road in the mountains of Sicily and defending a town during the Battle of the Buldge.

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Nam, of course, puts you in the middle of 6 major battles during the Vietnam conflict. You might command U.S., South Vietnamese, South Korean or U.S. Special Forces squads. Again, the enemy is hidden until contact, and can disappear quickly if you don't catch them properly. Objectives here include a supply convoy under V.C. attack, search and destroy, clearing an underground cave network, using Air Cav. for a clearing action, an armored battle and the attempted re-taking of Hue by the U.S. in 1968. Many of you probably remember this war—here is your chance to find out what it was really like.

Panzer Grenadier goes back to WWII and introduces the concept of armored infantry as developed by the German army because its armor usually left the infantry behind during major advances along the Russian front. The German answer to this problem was the Panzer Grenadiers—highly trained, mobile infantry units that could keep pace with the armored Panzer units and help clear cities and woods where armor was at a disadvantage.

This game will demand sound combined arms techniques, using your armor and armored infantry together to achieve victory. The units here are company-sized, and include their own transportation where appropriate. You get elements of a Panzer regiment, some artillery and, of course, your Panzer Grenadier regiment. Scenarios include the assault on a Russian bridgehead to stop a Russian advance, holding Kirovograd against a Russian counterattack, a probe deep into Russian territory and, as the war progresses, more defensive situations.

All of these games play very similarly. Wargame Construction Set can create two-player scenarios, but the rest are solitaire games, played with a joystick. Each turn starts with an 'observation' phase, where units that require rest or are under assault can be rested. This is followed by several 'movement and fire orders' phases for both the player and the computer. This varies a little for each game, but you generally get two movement and two fire phases per turn.

MicroProse Wargames

Another series, this one from Microprose, is a little more involved but still plays with a joystick. Crusade in Europe, Decision in the Desert, and Conflict in Vietnam are operational level with units of division and regiment size. All three have a number of scenarios with several variants, more than can be listed in this text.

Crusade in Europe covers the war in Europe from D-day (6-Jun-1944) to the end of 1944, with scenarios covering the major battles and objectives, such as the river Rhine, the Battle of the Buldge, and Operation Market-Garden, as well as as the entire battle for France. The variants offer "what if" situations to the historical setup for those who feel things could have been different.

Conflict in Vietnam offers scenarios from the French defeats in 1954 to the American withdrawal in 1972, also with many variants for each of the historical situations. The units here are usually regiments or battalions, and include armor, air cavalry and armored calvary.

I have not played *Decision in the Desert*, so I won't guess at it, but I assume it includes the same type of scenarios and variants of the other two games. These games play in real time, meaning that they do not have turns and do not stop for you to issue orders to your units. Orders are issued while the action is underway, much the same as in real life, though the games do 'pause' a bit if you give orders quickly to a lot of units. The action can be paused to scan the map if you wish, which is useful in some of the large maps that cover more than one screen. Play is only stopped during orders for a two-player game so one player may issue orders while the other player leaves the room.

Orders, given with the joystick, set the units to four possible states—attack, move, defend and reserve. Objectives for attack and move are set by moving the cursor to the desired area and pressing the fire button. While line of sight is not a factor here, supply is, and units without supply lines quickly use up their supply and will only defend their position. Reserves come into the game from the friendly side of the map and must be moved to the area you want them. You may play either side in these games, and you may also play with limited intelligence (enemy units will only be seen when in contact with your forces). Depending on the scenario, these games may take many hours to complete, so there is a save game function.

These are good, involved simulations, yet they are easy to learn and play. While Conflict in Vietnam is not a game I play often, (I never did like that war), I really enjoy Crusade in Europe and look forward to the day I get Decision in the Desert.

I almost forgot a fourth game here—*NATO Commander*, fought in Europe during WWIII. Forces can be division or regiment size, whichever you choose and includes units from many of the NATO countries involved in the defense of Europe from the Warsaw Pact forces to the east.

A nice touch here are chemical and nuclear weapons, but you can use nukes only with the approval of the President. He usually doesn't see things as bad as you do, so he says no a lot. Chemical weapons have side effects too, but I will leave that for you to find out. The Air forces are the ace-in-the-hole for the badly outnumbered NATO forces and must be used to their fullest potential to stop the invading "Red forces."

Guderian and Gulf Strike

Avalon Hill has a good pair of games in Guderian and Gulf Strike. *Guderian* is the German drive to capture the city of Smolensk in 1941 played in 12 turns, each representing two days. The units are divisions divided into three regiments, and the stacking limit allows only three units to occupy each hex. With the joystick, move the units, or an entire stack, to the desired location. If they come into contact with the enemy, you will be prompted to assign a target hex for combat. One thing I do not like about this game is the inability to use mass attacks, as each enemy unit may only be attacked once each turn. There is a railroad feature, and as the Germans you must cut rail lines to stop Russian units from using them to get to the hot spots quickly. Other features are leaders for the Russians, random Russian units to simulate the untried state of the Russian army at the start of the war and the usual need to keep your units in a well-supplied state.

Gulf Strike, though still a simple game to play, includes land, air and naval forces during a Soviet attack into the Persian Gulf area. This game is a little out of date, for in it Iran is a U.S. ally, and we all know what they did a few years ago. Still, this game is a pleasure to play, because of the scope of forces involved. Iran, Iraq, Saudi Arabia, Kuwait and the Soviet border are on a map that covers several screens. As well as forces from the above mentioned countries, British, French and U.S. forces ply for control of the gulf area and its oil production. Land forces are state-of-the-art armor and armored infantry, while the air units include groups of most every type of aircraft that would have been in use there just a few years ago.

I like the naval forces, since the U.S. has 2 aircraft carriers in the area as well as a battleship and some submarines. The Brits and French have subs and minesweepers. The Russian naval forces include some cruisers, a helocarrier and subs. Game play is similar to Guderian, using a joystick to issue orders and each turn is two days. Like NATO Commander, it is the Air Force which must balance the power on land, as the Soviets have an advantage of position and numbers, but their naval forces will be left wanting against the big U.S. carriers (my favorite part). For a close look at how a modern war might develop, this is the game to play, and with such large force to command, two or three players could divide up one side and each control a certain aspect (land or air) or just certain countries' forces. This could show how different countries must work together against a common foe. The instructions are very good and give a lot of information about the forces and equipment used in the game.

Combat Leader and Battalion Commander

Two more real time games from SSI are Combat Leader and Battalion Commander. These use both joystick and keyboard—the joystick to move the cursor and the keyboard for orders. *Combat Leader* puts infantry squads and tank platoons at your command simulating tactical combat from WWII through the 1980's and has the weapon ratings for England, France, Germany, Italy, Japan, Poland, the Soviet Union and the United States during WWII and China, England, France, Germany, Israel, Japan, the Soviet Union and the U.S. in more modern times.

Battalion Commander gives you an entire battalion of modern fighting units of company and platoon size. Weapons for the Soviet Union, China and the U.S. are included. You may command at the company level or command a single company at platoon level, with the computer handling the rest for you. This is a good game to get the feel for the chain of command involved in a battalion.

Both games allow the creation of your own scenarios, but are only solitaire. They play quickly and can be completed in one to four hours depending on the size and type of the battle. You may choose between meeting engagements involving forces of about equal size or to attack or defend an objective. They are very good games considering their age—already four or five years old—and make very good introductions to some of the more advanced games we'll get to later.

Well now that I have rekindled my interest in some of these games, I think I'll take my leave of you and go into battle. Until next month, good hunting, and we'll see you after the battle.

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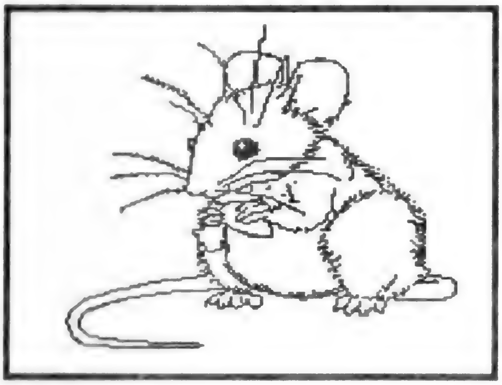

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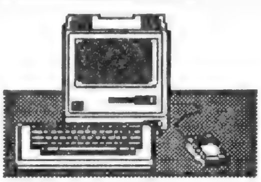

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(advertisment)

Chaos Strikes Back from FTL

Bob Retelle (MACE)

Well, Dungeon Master fans, it's finally here...the long awaited sequel to the most popular computer game for the Atari ST.

Lord Chaos is back, and *this* time he's *angry!*

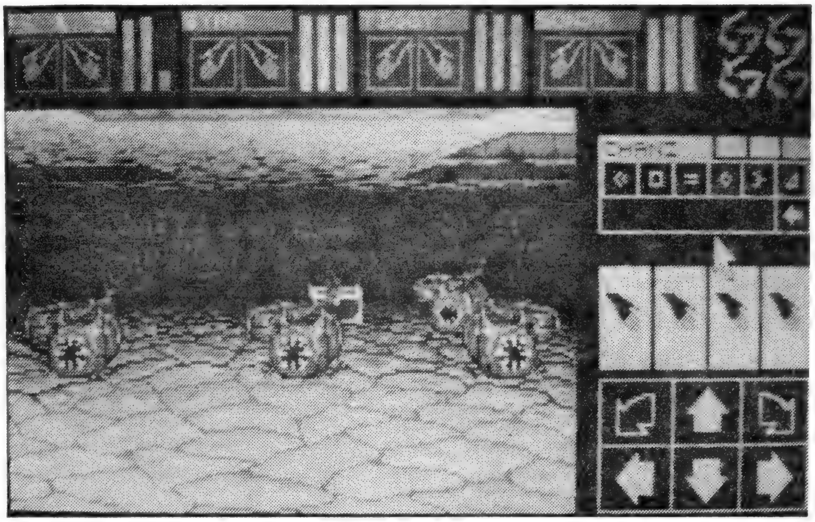
Actually, the way the scenario for this "Expansion Set #1" goes, Lord Chaos foresaw his defeat at the hands of your group of Champions and prepared his revenge even as you were descending in to the Dungeon to fuse him back together with his Good side.

He created a secret dungeon below the one you were exploring and concealed four deposits of Corbum ore in well hidden locations. This ore is draining the mana from the world and weakening the bonds which hold him captive. When enough magic has been drained away, he will be free once more to wreak havoc upon the land.

Unfortunately, he seems to have forgotten that this much power, concentrated in such a small area, will also destroy the universe! It's been a year since your party of four Champions defeated Lord Chaos, and your wounds have long since healed.

But now, you've been summoned back to Mount Anaias to help the Grey Lord find and destroy the four Corbum ore deposits before they can release Chaos once again, and before the world is destroyed in the process. You'll need all the skills you learned in Dungeon Master to survive this challenge.

Released almost exactly two years after the original Dungeon Master, this game takes the same familiar dungeon world and expands it greatly.



The game has the same excellent balance of easy playability and challenging situations. The screen looks the same, and all the intricate details which added so much to Dungeon Master are still here. Essentially this *is* the same game, continued on to higher levels of difficulty.

The Chaos Strikes Back box indicates that it "Requires Dungeon Master," but this is not strictly true. The game is a complete standalone game and could (maybe, just possibly) be played without having first played Dungeon Master.

But, it's highly doubtful anyone could survive long without the experience gained in the relatively "easy" Dungeon Master dungeon (yes, this game is *that* much more difficult...it makes Dungeon Master look like a romp through a playground!).

You *can* use your Dungeon Master party if you have a Saved Game disk from DM or you can start a new party from the 24 new Champions provided on the new game disk. Unfortunately, while your Champions retain all their statistics, such as Health Points and Mana, they're stripped of everything else.

They'll enter the secret dungeon of Chaos Strikes Back without armor or weapons, without food or water, and without any of the nifty gadgets they had picked up along the way in DM. They start the game wearing literally nothing but their smiles and with nothing but their (your) experience to see them through.

Eventually they'll find weapons and armor, and many magical items, but surviving long enough to find them will be your first challenge.

Utility Disk

The game comes with a second disk, the Chaos Strikes Back Utility Disk. This disk has several nice enhancements to the Dungeon Master world and is used in the somewhat complicated process of starting a new game. When you boot up the game disk, you're presented with a familiar looking screen, allowing you to choose either to enter the "Prison" (this version's "Hall of Champions"), or to Resume a Saved game.

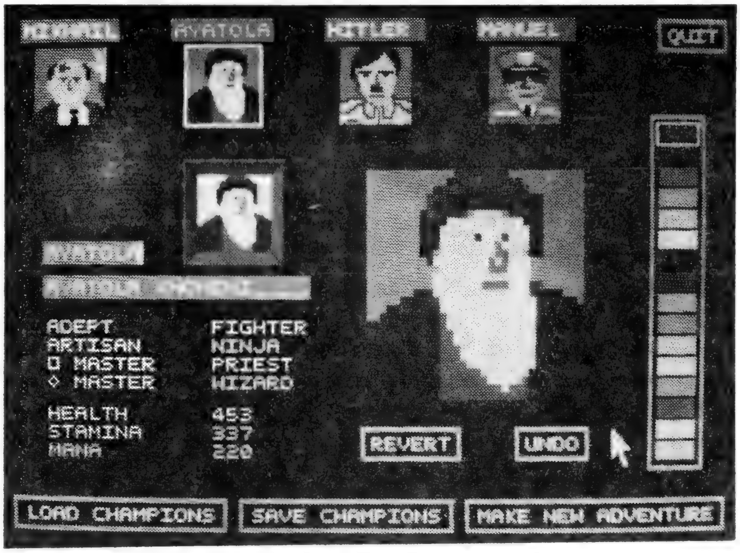
If you want to start a new party using the new Champions, you'd enter the Prison and browse among the portraits of the Champions frozen in the magical mirrors. The first thing you'll notice is that the Champions are very different from the ones in Dungeon Master. For one thing, they're all much more advanced than the Champions at the beginning of DM were, as is necessary for this more difficult game.

Another difference is that there are far fewer "human" Champions, and a great many more, er, unusual types. There are Pixies, Insects, Ghoulish-looking characters and even Incan warriors. After exploring for awhile, you'll notice there are only 22 Champions...hmmm...thought there were supposed to be 24. Yes folks, in this game, there are hidden areas in the "Prison," and just to get the game started with a "bang," there are monsters in there too!

Once you've made your selections from the new Champions, you need to Save the group to a disk (there is no exit to the Dungeon from the "Prison"). Then you have to boot up the Utility disk and select the "Champion Editor" to "Make a New Adventure." If you decided to keep your old Dungeon Master party, you can skip exploring the Prison, and just use your old Saved game disk at this point.

Changing the Character's Appearance

Did I say "Champion Editor"...?? Yes, one of the new enhancements added in this game is the ability to change the pictures of the Champions by using a little drawing utility on the disk, and saving the portraits back to the Saved game. You can draw a mustache on Halk, give Wuuf an afro, or, umm...see what *really* happens when you throw Sonya's golden bra across a pit to trigger the hidden switch on the other side!



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A Sample of Characters from E&L Production's disk

Speaking of which, there are also 24 NEW portraits of the old Champions on the Utility disk, "enhanced" to reflect their experience in Dungeon Master. The Warriors look meaner, the women look more voluptuous (must be the exercise swinging those heavy swords) and the non-human characters look, well, even more non-human!

The portraits can be saved back to disk as individual files, which means you can trade them with your friends or upload them to BBSes to share with other CSB players. There are already quite a few Champion portraits to choose from, including an entire set of familiar Bloom County faces (imagine battling Deth Knights with Opus the Warrior, Steve Dallas, Oliver and, of course, Bill the Cat!).

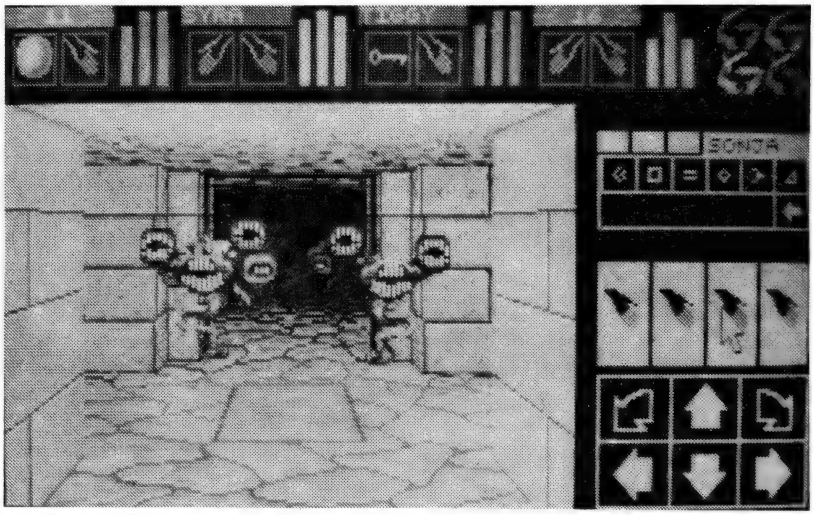
Other Champion portraits I've seen include Calvin and Hobbes and a complete set from "Lord of the Rings." In fact, E&L Productions has recently introduced a disk with more than 50 new Champion portraits to be used with CSB. The disk includes Peanuts characters, the entire set of four Pac-Man ghosts, Madonna (truly awe-inspiring), Norman Bates and the scary bunch of "World Leaders" shown in the photo below. This is a really fun addition to the game and allows everyone to have their own customized version!

Also on the Utility disk is the Chaos Strikes Back "Hint Oracle." If you get stuck at a particular puzzle, or stopped by a certain door, the Hint Oracle may be able to give you the help you need to get past that point. While I might be a little prejudiced in favor of a nice warm hintbook, the Hint Oracle can come in handy if you don't have a hintbook yet.

The procedure is a little awkward, much like the "Hintdisk" approach for Dungeon Master. When you need help, you have to first Save the game onto your save disk, then reboot your ST with the CSB Utility disk. The Hint Oracle on the Utility disk will ask you for your Saved game disk and will read in your current position in CSB from the Saved game. Then it will display a menu of hints available for that spot in the game. These hints will range from general information about the monsters in the vicinity to specific information about whatever puzzle or door is in that location.

The Oracle can *only* give information about the *one* specific location where you Saved the game, and many times the hints it gives may not address the specific problem facing you. But, it's very handy until you get a good hintbook (grin). After you've read the Oracle's hints, you have to completely reboot the CSB game disk and Load in the Saved game disk again to resume playing. It's awkward, but usable.

Now back to the game itself...be forewarned, Chaos Strikes Back starts out tough and gets even tougher! Do you remember the Purple Worms from Dungeon Master? (I'm sure you



do.) Well, imagine starting out completely naked, no armor, no weapons, in total darkness and surrounded by worms. This time they're a yellow or golden color, but they're just as mean.

This first room serves to set the tone for the game, as you soon find out that the worms are among the easier monsters to kill! It also serves to introduce your party to quick death (almost embarrassingly quick death, as when I demonstrated CSB to a local user group, sight unseen...the score was Worms:4, Me:0 and the game was over very quickly). Several people on CompuServe had complained the game was just *too* hard, but once they got into it and got their confidence back, they decided they liked it after all.

One of the things FTL has done to increase the difficulty of the game is to make the groups of monsters larger. Remember the Knights of Dungeon Master? In CSB, the Knights are wearing new designer armor, apparently modeled after Lord Chaos' attire, which gives them a much "meaner" appearance. They're a great deal harder to kill than those wimpy Knights in DM, and while they do occur one at a time, they also tend to pop up in groups of four. Until you hit upon a strategy for killing them that works for you, a good tactic is to "Run away! Run away!" (Actually, poison gas clouds and direct frontal attack seems to work pretty well. Fireballs don't seem to be all that effective against Knights.)

There are places where you'll run into entire rooms filled with groups of monsters, and your only hope is to try to retreat into an area where you can take them on one at a time. Luckily, none of the monsters have learned how to climb stairs yet, so you can still dash up (or down) a stairway to rest and recuperate (assuming there's nothing waiting for you at the top of the stairs!). Also, doors can still be used to attack monsters, although there are a lot of doors that have to be chopped (or otherwise permanently opened), making them useless for defense. Many of the doors in CSB are locked, of course, and finding the right key for the right lock can be quite a challenge.

The Hint Oracle will tell you what kind of key is necessary for a certain door if you get completely stumped, or you can just start a key collection and keep trying them all. Tiggy, in my party, has so many keys she jingles when she walks (and I *still* can't get through that Black Metal Door!) Something new in CSB is the ability to use lockpicks on some of the locked doors, assuming you can find the lockpicks in the first place. I haven't found them yet, so I'm still looking for keys.

Another thing FTL has done to change the game a bit is to add some randomness to which items are found in some locations. Every time you restart the game, you'll find different things in different locations. This also means that the game is slightly different for other people who are playing the game at the same time. I found something different where others had reported finding the lockpicks, for example. There had been some talk about the Dungeon itself being random too (headaches for mapmakers!), but it now appears that while it's very convoluted, the layout of the Dungeon doesn't actually change.

Difficulty in Mapping

This time, the Dungeon isn't so neatly laid out as it was in Dungeon Master. There isn't the "Level by Level" progression that we had before. Instead, there are four "Ways" radiating out from a central point, each one corresponding to one of the four Skills (Ku, Ros, Neta, and Dain for Fighter, Ninja, Priest and Wizard skills). Each one has more than one way in, and each also has different paths, chosen at random when you enter. This gives the appearance of the Dungeon changing from time to time, and also makes mapping a lot more difficult. There are a lot of stairs and a lot of small areas on levels connected by more stairs, so you end up doing a lot of up and down travel, in addition to exploring on an individual "level." This also makes it a lot more difficult to describe just where you are in the Dungeon.

In DM, it was fairly easy to say you were "just outside the entrance to the 'Wizard's Workshop' on the Firestaff Level" and know that everyone else would know what you meant. I've been up and down so many staircases, I don't have the slightest idea *where* I am! Eventually, you'll find the path through each of the four Ways, and find the Corbum ore in each. Then you need to find the "Fulya Pit" to destroy the ore (and the "level" the Fulya Pit is on *does* change each time you enter it).

Difficulty in Surviving!

The bonds holding Lord Chaos have been so weakened that you'll even run into him again on this Level, but this time you don't have your trusty Firestaff, so all you can do is avoid him. Find and destroy all four of the Corbum ore deposits and you'll win the game (and of course, save the world).

Lord Chaos is nicely enhanced for the new game, and there are quite a few new monsters among all your old familiar friends like Screamers and Spiders (some of which have been "enhanced" too...for instance, the Spiders have mustaches this time).

You remember the Dragon in Dungeon Master and how hard he was to kill? Well, let me tell you about the Dragon Den...or, on the other hand, I'll let you find out for yourself (heh heh). I'll just say that when you finish fighting *five* dragons in a row, you *know* you've been in a fight! There are dragons *everywhere* in this game.

After a little while trying to remember my magical spells from Dungeon Master, it was easy to get into Chaos Strikes Back. The spells are all the same (no new ones!), and everything works the same as in DM. As far as I've seen for myself, and heard from others, there are also no new sounds in the game, at least in the Atari version.

My impressions of the game? It feels good to be back in the Dungeon again, exploring new territory and meeting new challenges. The enhancements FTL has made have added a lot to the game. I only hope that the NEXT "Expansion Set" doesn't take two more years! If you liked Dungeon Master, you'll like Chaos Strikes Back. It takes a classic computer adventure game and adds entire new dimensions to it!

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This first-of-its-kind program actually lets your ST play back in real time. Record an expert pianist, play back and watch your keys go to work as your ST transforms into a player piano. It's fun and fascinating!

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Compatible with any MIDI keyboard. Even turns your Atari ST keyboard into a musical synthesizer. Each key plays a different pitch. Just press keys to make a sound. It's that easy.

"The Cadillac of ST sound digitizers. If you plan any serious sampling and sampling editing, go with Digisound."

Jim Pierson-Perry
START, July 1989

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"A major breakthrough in video digitizers for the ST."

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Pictures can be used with *PowerPrint II, Degas, Neochrome* and others. Plugs into cartridge port for easy setup.

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Beat Box contains a public domain player program so you can share your musical masterpieces with friends.

No need for special equipment. Sound is played through monitor, amplifier or stereo. Also compatible with all ST sound digitizer cartridges, including *Digisound Professional.*

"Very impressive. Even with all four sounds at once, playback sound quality is superb."

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START, December 1989

"I recommend Beat Box to anyone interested in exploring the area of drum or pattern sequencing of sample sounds or anyone interested in exploring their musical talents."

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Shufflepuck CAFE™

Tim Holt (El Paso)

Imagine the bar scene from Star Wars. All of those strange creatures, some almost human, some far from human, all playing together in the bar. It was a Hollywood classic scene, and several movies have tried to steal it...most recently, Star Trek V.

Now that you have the bar scene in mind, place the famous non-video arcade game Air Hockey in your mind. Remember Air Hockey? You had a little red paddle, a four inch puck that rode on a cushion of air and your task was to defend your goal. The first person to score 10 points won.

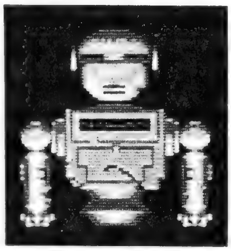
Simple, elegant and no longer in many arcades because arcade owners found that four video games could earn four times the number of quarters and take up the same amount of space as one Air Hockey table. Such is life.

Now, you put both of those great parts of my teen years together and what do you get? A great new game from Broderbund: Shufflepuck Cafe.

In Shufflepuck Cafe, you are the opponent of several aliens in a tournament to determine the champion of the Shufflepuck board. The puck glides across the table as if on a cushion of air, and all you have to do is keep it from going past you and breaking the protective glass.

Skip Feeney

Sounds easy. And for the first few opponents, it is. Skip (no relation to Skip, our DRC BBS sysop) is your first opponent, and he is, by far, the wimpiest.



DC3-ALSO

Every time you get it past Skip, he congratulates you with a digitized "Nice shot!"

With each win, you move on to a different opponent, such as DC3-ALSO, Vinnie the Dweeb, Princess Bejin, and the ultimate test—Biff Raunch, current champion.

There are nine opponents in all, each with their own mannerisms, that make the game interesting.

Lexan Smythe-Worthington, for instance, will take a sip of his cocktail and give a drunken hiccup and wink whenever you put one past him. When the game is over, he will fall backwards—passed out from all the inebriations he has had that evening.

Lexan

Princess Bejin has interesting psychic powers, and Visine Orb cries when he loses. All of these effects make the game visually fun to play.

Playing Shufflepuck

The play itself in Shufflepuck Cafe is excellent. The puck moves realistically across the play field, and I could not notice any "scrolling effect" that plagues so many games.

A great job by the programmers. Your paddle is controlled by the mouse. Move the mouse forward, the paddle moves forward. Backward is backward, etc.

I did notice you cannot move the mouse extremely fast in the forward direction, as the action on the screen cannot keep up with your movement. However, reverse and side to side movements *did* keep up with my movements.

If ever a game cried for the cordless mouse by Practical Solutions, this is it! If you have one, get this game immediately. I got so mad at my mouse's cord I could have screamed!

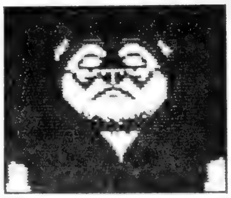
Princess Bejin

You literally will lose control over your mouse, not because of any fault of the game, but because the game enthralls you so much, the placement of the mouse on a mouse pad is secondary on your mind. I suggest either removing the mouse pad or getting a 4 ft by 4 ft mouse pad.

Okay, so you get so darn good (sure!) that you beat old Biff in the tournament and become a champion. Now what?

Well, the makers of Shufflepuck Cafe thought you might ask that, so they added a few extras to make playing the game more interesting for "experts."

For example, you can adjust the size and weight of the puck. Too



Vinnie the Dweeb

good at normal size? Shrink it in half and see how good you are. You can also adjust the amount of power your forward and sideways spins will have on the puck. (In pool they call that "English.")

Still not enough for you? Okay, you can add blockers in the middle of the Shufflepuck table that make the puck bounce back to you when you least expect it. You can adjust the size of the blockers as well. You can also adjust the size and weight of the puck.

You can even adjust the playing ability of the practice robot so that you can practice on him before you enter the tournament. The robot can be as good as Biff, or as poor as Skip.

You may save the tournament at anytime, I suggest *before* each opponent. That way, if you lose, you can reload the tourney at the point you lost at, instead of having to start all over again with Skip.

Shufflepuck Cafe is a winner! Challenging for the adults, and easy enough for the kids. I highly recommend you make Shufflepuck Cafe one of the first purchases of the new year.

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Indiana Jones and the Last Crusade: The Action Game

Mike Bonkowski (MACE)

"Indiana Jones and the Last Crusade: The Action Game" is one game I was really interested in.

I have seen all the Indiana Jones movies and own copies of all the movies available on video tape. I even now own both of the action games released based on his adventures. I would say I am a Indy enthusiast.

However neither game I own, Indiana Jones and the Temple of Doom or Indiana Jones and the Last Crusade really give me what I want. That is—to be in his shoes. And since adventure games, like Infocom's, are not for me, I guess this is the best I can do.

The Graphics

This game, from Lucasfilm Games and U.S. Gold, is outstanding in the graphic sense. A lot of the title pictures are digitized from the movie. The characters are well defined, and move smoothly. The action screen fills about two-thirds of the screen and, like the characters, is well detailed. The bottom third contains the life and energy meters and level title.

Unlike many other games, the meters are colored bars instead of a simple number. It takes getting use to. Many times I have looked at the life or energy bar and wondered how much was left.

Faults in the Last Crusade

However, defects show. One noticeable one is that the same antagonist appears over and over a majority of the time. Sometimes, two and three of him at the same time! What is he, a clone? To give an idea what I mean, one time I was playing when I just killed one, I turned around and two exact duplicates were right behind me, following each other, shooting.

Another important note...never touch the other characters. It's guaranteed to lose a life. Just a touch will drain away your energy faster than you could believe.

In addition, if you should happen to fall off one of the ropes in this game, forget trying to grab back on. You should be able to attempt to grab back on, if you are close. Meanwhile, your energy level falls with you. You can literally die in no more than a few moves at the very beginning. There is no way I know of to replenish the energy lost. Sorta rough on the beginners.

Also, there are no other options. One game, one skill level of play. There is no way to increase or decrease the degree of difficulty.

Game Play

One surprise—being an action game, it wasn't extremely high on the frustration factor, even though I have not gotten past the first level. After getting to a certain point in the level, if you should die, you are not sent back to the beginning. You are, instead, sent to a point predetermined by the computer.

Case in point—if you cross the underground lake in the first level, the next time you die, you are sent back to a point on the shore of the lake, not to the beginning of the level. Nice touch.

The documentation is good, I guess. Lucasfilm decided to print the docs on a "newspaper" type material in a light blue ink. After playing for a while, it gets hard to read. The reasoning I was told for this printing was to prevent piracy. Which brings me to my next point.

Copy Protection

I hate copy protection! Especially when it passes the absurd. I understand the right of the producer to protect the program from being stolen, but this one is bad. I would play this game more, but it scares the heck out of me every time it loads. To hear my internal drive, to coin a phrase, "act like it's trying to read track 200" bugs me no end. I wonder if the drive will need an alignment soon due to this program and others.

Overall, except for the copy-protection mainly, I would consider it a fairly good game. I don't like it as much as Empire or Gunship, but it's not all that bad. But that copy-protection has to go. How about something like Microprose or Interstel have? Just "Type in a keyword from the instruction manual" idea. It would save a lot of headaches.

Indiana Jones

BECKERCAD ST

Terry Frits (RACC)

CAD—Computer Aided Design. If you ask, I think most people would describe a CAD program as a high level drawing package. I would describe it more as a drafting package, whose aim is accuracy in drawing.

When I purchased my first Atari ST in 1985, I had visions of doing all sorts of graphics on this fantastic machine. Since then, I have not been disappointed, as many paint, drawing and CAD packages have been released for the Atari ST and new programs are coming out all the time.

The question to be asked now is, "can the ST be a serious CAD machine?" Well, several years ago I would have said, "No, not with only 1 meg of memory, the small monochrome screen, and slow graphics redraw, plus limited printer/plotter support."

But, today that is quite a different story, with the Megas, blitter chips, high resolution 19" monitors, and a full array of printer/plotter drivers available. The Atari line is becoming a true contender in the CAD market.

What really makes a CAD system is the level of software available, and BeckerCAD ST is one of those programs to be looked at by the serious draftsman or woman.

First, let me say that my main purpose for owning a CAD system is to draw house plans and do minor landscaping, not engineering prints. I do deal with engineering prints where I work, but I don't work off our CAD/CAM station or draw prints.

Before I list the features of BeckerCAD ST, I'll say I am very impressed with it. It has one of the most user friendly interfaces I have come across, using icons, drop down menus, plus keyboard and function keys together, without using too much of anything.

Superb Documentation

The manual is a hard cover, three ring binder with hard box—the kind that comes with a lot of the nicer Atari software. The manual has a table of contents, appendices, glossary of terms and an index. Each section of the manual has a cardboard separator with tabs sticking out that make finding topics a breeze. Other software companies take note, *please.*

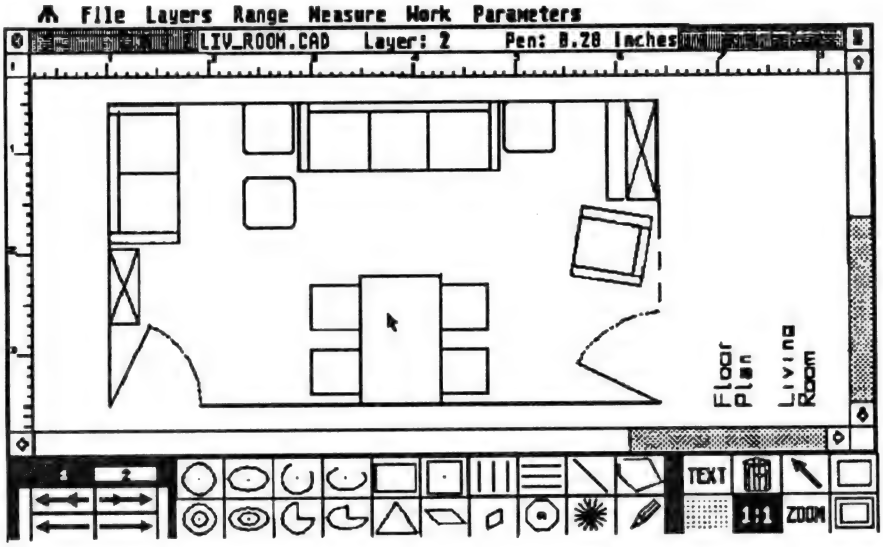
The sections of the manual are...

1) installing and starting the program
2) introduction to CAD
3) introduction to GEM, which explains GEM and BeckerCAD to the novice ST user and introduces the different functions of the program (including a tutorial), right through to the professional features
4) is the system reference manual which goes into more detail on each function
5) is the appendix
6) is the index

The manual starts by telling about CAD and the different uses in design and manufacturing applications. If you are new to CAD, I highly recommend reading this section.

As I read through the manual, I would say to myself it's too bad BeckerCAD does not have this or that special feature, only to read further and find the feature of which I was thinking.

One of those features is "break line." Once I draw the outside of a house, I want to break a line to insert windows or doors. BeckerCAD not only breaks lines, but also breaks circles and arcs. Another feature was the saving of the drawings. I was thinking how I



wished the program saved the drawings so I could use them in my desktop publishing package, only to find they can be saved in Degas .PI? or the .CAD extender.

Hardware Requirements

So, let's take a walk through BeckerCAD and see what special features it has. First off, the hardware requirements are an Atari ST with 1 megabyte, TOS in ROM and one 720K floppy drive and/or a hard drive (recommended).

BeckerCAD is a 2D drawing program. Once the program has been installed, it is not copy protected and may be copied to either another disk or hard drive (for security backup reasons of course).

As far as printers, the program uses Epson/compatible dot matrix, Atari SLM804 laser, NEC P5/6/7, Apple Laser Writer, HP Plotters and PostScript printers and phototypesetting machines. That should cover just about everyone, I think. BeckerCAD uses GDOS to print to non-PostScript printers, but uses special vector character sets instead of GEM fonts.

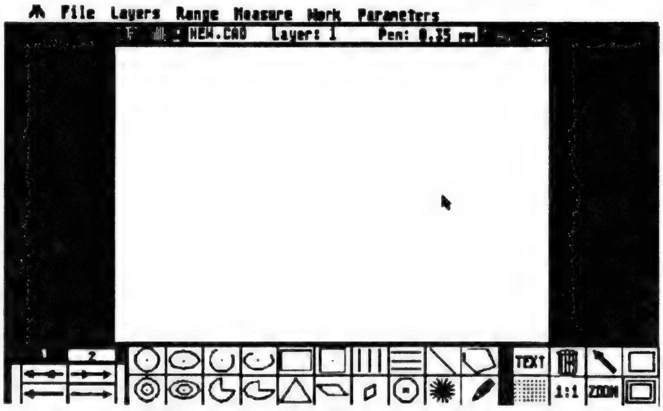
Feature-packed Icons

The program has two sets of icons at the bottom of the screen—the first set contain the regular features and the second set are what they call the "professional" features. To change from one set to the other, you click on the 1 or 2 box at the bottom left of the page.

On the far right bottom of the screen are 8 boxes that have the icons used with both boxes (named the right icon bar), and they stay on all the time. These icons contain the boxes to get the text, trash can, arrow icon (which allows the manipulating of lines, circular objects or cross hatching lines), range marking frame (which is used to mark any desired section of the drawing for manipulating), grid, 1:1 representation, zoom and last zoom functions.

BeckerCAD ST also has one of the most unique UNDO functions I have seen on any program. In the bottom left hand corner of the icon tools are four boxes with arrows in them. The top two boxes have double arrows and the bottom two have single arrows. Two of the boxes face left and two to the right. When you want to remove something from your drawing, you click on the single left arrow to delete the last object you drew...click on it again and the next object you drew is wiped off the screen. Click on the right single arrow and the objects are replaced in the order they were removed. The double arrows do the same function but keep removing and adding as long as the arrows are held down.

If that isn't enough, you can define a range with a rubber band and cut it to a function key. The range is saved to that function key, then the range area is deleted by dragging it to the trash can. When the area is needed again, just press the paste option and the same function key it was saved to, and back it comes with a crosshair to place it where you want on the page. This is a great feature for moving furniture around in a room or making major changes.


File Layers Range Measure Work Parameters
NEW.CAD Layer: 1 Pen: 0.35 mm
1
2
TEXT
1:1
ZOOM

BeckerCAD Screen Showing Icons and GEM Menu Bar

BeckerCAD also has many circle drawing features. There's the circle, ellipse, circular arc, elliptical arc, concentric circles and ellipses, and circle and ellipse segment (pie shapes). Other geometric shapes that can be selected are square, rectangle, triangle, parallelogram and polygon. All of these features (plus others) are in the first icon bar.

The second icon bar is described as "a series of very powerful graphic and architectural drawing commands." Mostly, these commands allow for editing of existing lines and objects. Some examples would be: plumb line, (which draws a line 90 degrees to an existing line), trim first line, trim both lines, and one of my favorites—break line, circle or arc.

Others are: rounding corners (makes a rounded corner from two connecting lines), chamfer, pull lines and corners, change line length, create angle, three point circle and arc, concentric circles, tangent between point and circle and between two circles, plus many more. There is even a crosshatch feature, with the crosshatches being editable.

GEM Menus and Keyboard Shortcuts

The above are only the icons—BeckerCAD ST also has GEM drop down menus and keyboard shortcuts. The GEM menu bar contains the File, Layers (BeckerCAD ST has 300 layers that can be turned on and off individually for viewing separately or combining to view as a whole), Range (allows for saving, clipping, cutting, pasting, etc. of objects) and Measure menus (to enter the sizes of objects either manually or automatically), and a "Parameters" sub-menu to set scale, precision from 1 to 1.000, and units of measurement.

There is also a regular Parameters main menu that allows for screen setup, such as page size, turning on and off the ruler, cross hair, grid and rounding. You can also set the line sizes and styles, cross hatching and text attributes from the Parameters menu.

If all these things were not enough (and I have not covered all of BeckerCAD ST's functions), there is more. There is also a macro interpreter called PS, which is a stack oriented programming language. This allows for exact placement in the drawing program. It is very similar to the PostScript language and has full function key shortcuts, graphics commands and math functions.

Symbols and Fonts

Now comes one of my favorite parts—parts, better known as symbols libraries. BeckerCAD ST comes with a whole mess of them. There are symbols for the electrical and electronic world, from resistors, capacitors and diodes to home appliances, lighting, meters and loud speakers. There are also symbols for the plumbing world (for real flow charts—water that is!) and the heating world, plus one of the best architectural symbols libraries I have seen.

There are symbols for stoves, bathtubs, sofas and counter tops—there's even a grand piano. The objects can be loaded in, sized to your furniture sizes and moved around to see how they fit in the room. It sure beats picking up the couch five times and moving it around the living room! You can also create your own symbols and save them to the library. There is no engineering symbols library, but since this is not a 3D CAD package, I doubt it would be used for extensive engineering drawings.

One more feature and I am done with an overview of this program. I will quote from the manual, "The font editor of BeckerCAD provides a complete tool for creating, editing and processing fonts. Even the untrained user can easily create a personalized character set using the font editor." Yes, BeckerCAD even has a font editor that lets users design their own fonts.

So, What's Missing?

Now, before I start sounding like a salesman for Abacus, there are several things I think are needed in this program. I would like to have the following: draw a point to end and middle of a line, line to end of line and center of line, double lines and boxes (to draw walls,etc.) and an integrated program for printing. Output programs are confusing and time consuming at best. As long as I am constructing a wish list, I would also like color dot matrix printer support with each layer assigned a different color if desired.

The cursor seems to jump around a little when moving on the screen, and it seemed a little sluggish. I was running it on my 1040ST, and when I switched to the Mega 4 with blitter chip turned on it worked much better. I don't see this as a serious problem but an annoyance more than anything else. When drawing lines, (like tangent to two circles), the line does not appear to touch the circle sometimes, but when I zoom in on the area the lines are touching. This may be a result of the monitor not being of a high enough resolution, but it can be confusing at times.

Most of the above wants can be done with several keystrokes or operations, and should not stop anyone from buying this program. I understand Abacus has been offering several deals on BeckerCAD, making it a real bargain in today's CAD market. BeckerCAD is easy to use and learn and appeals to the artist/architect in all of us. Give it a try, I don't think you'll be disappointed.

BeckerCAD ST $395
Abacus Software, 5370 52nd St. SE
Grand Rapids, MI 49512
(800) 451-4319 or (616) 698-0330

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San Jose, CA 95126
(408) 243-6950

QuiQuiQuiQuiQuick ST 1.8

The Software Screen Accelerator

Bill Rayl

Look out, Turbo ST...you've got competition and it's catching up *fast!* Darek Mihocka and Ignac Kolenko of Branch Always Software have released their first commercial software product, Quick ST, which offers speedups comparable to Turbo ST at a fraction of the cost.

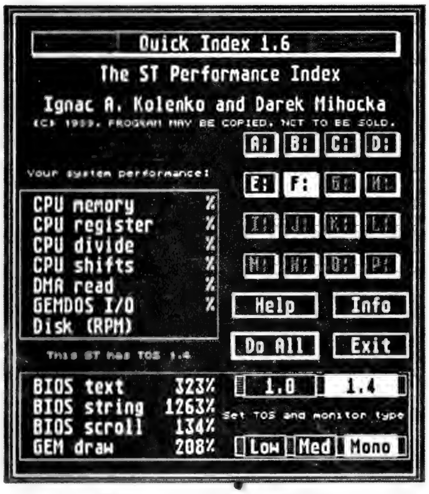
Quick ST was originally released as part of the shareware Quick Utilities. Although much slower and less compatible with other software than Turbo ST in those earlier releases, Quick ST was an instant favorite of many who felt Turbo ST was a little pricey. Most Turbo ST owners, such as myself, didn't really pay that much attention to Quick ST...Turbo ST was just plain faster.

Well, times change! Quick ST is now a commercial product and is a very serious contender for anyone wanting to squeeze more speed out of their machine.

Benchmark Results

Having the luxury of both Turbo ST and Quick ST, I decided to do some testing using Quick Index (part of the above mentioned Quick Utilities). Figure 1 and 2 show the results on my 520ST with 1Meg upgrade, monochrome monitor, TOS 1.4, no blitter and only Charles Johnson's Desk Manager and Atari's TOS14Fix installed at bootup.

As you can see, Quick ST is slightly *faster* than Turbo ST 1.57 in all the text functions...and not too far off in GEM speedup! Both programs are faster on a color monitor. In all fairness, I must point out SofTrek has recently released version 1.6 of Turbo ST, but comparisons in the README file on the Quick ST disk show Quick ST 1.8 still beats Turbo ST 1.6 in the BIOS Text and BIOS String tests.



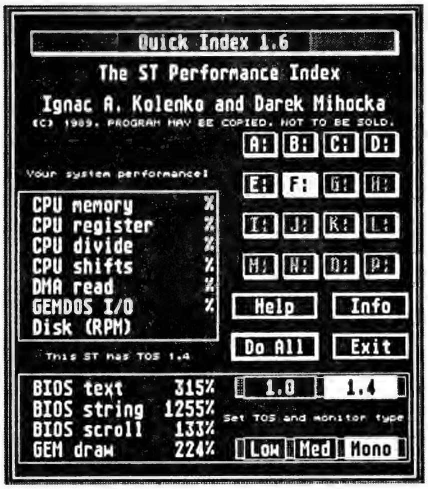
```
Quick Index 1.6
The ST Performance Index
Ignac A. Kolenko and Darek Mihocka
(C) 1989. PROGRAM MAY BE COPIED. NOT TO BE SOLD.

Your system performance:
CPU memory         %
CPU register       %
CPU divide         %
CPU shifts         %
DMA read           %
GEMDOS I/O         %
Disk (RPM)
This ST has TOS 1.4

BIOS text      323%
BIOS string   1263%
BIOS scroll    134%
GEM draw       208%
Set TOS and monitor type
```

Figure 1 Quick ST

Overall, the slight differences in percentage points seem to put Turbo ST and Quick ST at just about even...if you're into making decisions purely on benchmark statistics alone.



```
Quick Index 1.6
The ST Performance Index
Ignac A. Kolenko and Darek Mihocka
(C) 1989. PROGRAM MAY BE COPIED. NOT TO BE SOLD.

Your system performance:
CPU memory         %
CPU register       %
CPU divide         %
CPU shifts         %
DMA read           %
GEMDOS I/O         %
Disk (RPM)
This ST has TOS 1.4

BIOS text      315%
BIOS string   1255%
BIOS scroll    133%
GEM draw       224%
Set TOS and monitor type
```

Figure 2 Turbo ST

Odious Comparisons

Apart from similar results in the benchmarks, Quick ST and Turbo ST have a couple more similarities. First, both products have separate versions for color and monochrome monitor users.

But, even here there are differences. Turbo ST is a desk accessory, and as such, users who own both monitors either rename the proper accessory at bootup (perhaps by using Desk Manager) or use the larger version of Turbo ST that supports both monitors. With Quick ST, both color and mono versions reside in the AUTO folder and the proper one will boot at startup. No mess, no fuss.

Both programs also support custom desktop fonts, such as those loaded by Charles Johnson's Fontrix accessory (boy, that guy's name keeps creeping in here!). However, Turbo ST seems to have trouble with multiple changes of the desktop font...it kept reverting back to my very first font choice, no matter how many times I tried to change it. When I told Quick ST I wanted to change the font, it listened.

SofTrek and Branch Always Software both have very good upgrade policies. SofTrek will upgrade Turbo ST if you send them your original disk and $5, and they have a special upgrade policy for qualifying user groups. (Call SofTrek at 407-657-4611 for details.)

Not to be outdone, Branch Always will send a new version of Quick ST on disk for only $3 to any registered owner (no need to send in your original disk) and will do Email upgrades on CompuServe and GEnie absolutely FREE.

Two other very important reasons why you might consider buying Quick ST over Turbo ST are memory usage and price...in both cases, Quick ST weighs in about half of Turbo ST. The full version of Turbo ST uses over 50K of memory and the individual color and mono versions use about 40K each. The mono version of Quick ST uses around 20K, while the color version uses only 16K. A "stripped down," slower version of Quick ST is included that takes up only 10K of memory.

As for price, Turbo ST retails for $49, while Quick ST is an unbelievably low $19.95!

Other Features

For those fortunate enough to have a 19" Moniterm monitor, Quick ST is sure to make you happy...providing "the same level of speed on a 1280x960 screen as it can on a 640x400 screen." Sorry, I can't test this out (boy, am I ever!). Branch Always promises to support any high rez monitors that become available for the ST.

Version 1.8 of Quick ST also fixes one of the most annoying "features" of previous versions. When quickly moving the cursor in a text editor or word processor, the cursor would disappear during the move. This sure made it hard to know just how far you'd actually moved the cursor without stopping. That has, thankfully, been fixed. Quick ST 1.8 also supports the HI50 program allowing 50-line output to monochrome monitors.

I've tested Quick ST with piles of software, both commercial and public domain, and it has performed like a champ with such packages as LDW Power, Flash, ST Writer, SuperBase Pro, PageStream, BB/ST, CBreeze (Quick ST does not speed up the "tiny" text mode in this program, but it does support "large" and "medium" modes), and Hotwire/MaxiFile. Of course, I haven't used Quick ST as long and comfortably as I have used Turbo ST...but I have found no incompatibilities as yet.

Also included on the Quick ST disk is a copy of the Quick Index benchmarking software, the Quick View text file viewer and a demo version of Quick ST 1.8 that can be uploaded to your favorite BBS.

With Quick ST 1.8 around, SofTrek's super fast version 2.0 of Turbo ST (as shown at many AtariFests in 1989) can't be released too soon...for SofTrek's sake!

Quick ST $19.95
Branch Always Software
P.O. Box 2624, Station B
Kitchener, Ontario, CANADA N2H 6N2
(519) 570-4340

The Reviews Are In!

"... If you own a hard drive ... then RUN, don't walk, to your nearest Atari dealer and ask him to order DIAMOND BACK from Data Innovations, Inc."

Victor T. Albino, ST World

"...The overall winner has got to be Diamond Back...it creates GEM compatible disks at image backup speeds...This is the one I use, and I use it a lot. It's Dependable!"

LeRoy Valley & Ron Robinson, ST Informer

DIAMOND BACK is packed with features, from its custom format/verify routines, to its use of script files, it's in a class by its self. Here are just a few of the features packed into DIAMOND BACK: • EASY to use completely GEM interface and online help • File compression & encryption • Selectable incremental backup, by date or archive bit (using TOS 1.4) • Load/ Save backup configurations • Automatic drive switching • Backup/Restore any number of drive partitions, directory paths, single directories, or even specific files or types of files • Recreate the original tree structure or specify a new directory structure during restore.

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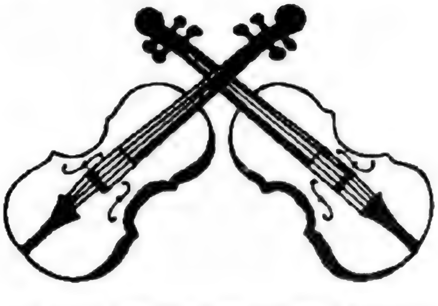
Mini MIDI Lessons #3



Morris G. Miller (El Paso)

What Does MIDI Cost?

Like watches, MIDI can cost as little or as much as you want to put into it. I can give you some price ranges, but they are arbitrary. I can give you some recommendations, but they are generalities. You will still have to evaluate for your application and make the final decisions.

The three basic components, aside from the computer, are the sequencer (software), keyboard and synthesizers, and the music sound system. The first two are most urgent to this discussion.

A starter sequencer is available from the public domain for most popular computers. I recommend starting with one, even though I did not. This allows you to find and settle on a keyboard first.

Most vendors provide low-end versions of their sequencers starting in the $30 to $60 range. The high-end versions of the same programs will be from $300 to $700. Accessories can cost up to an additional $500, costing $20 to $100 for each added utility.

Software is expensive, but good programs are worth it. The low-end versions will not have all the features of the expensive versions, naturally, but will possibly have everything you need or want. Again, try them first.

Keyboard selection is more difficult, and should come first. As in a previous discussion, decide whether you need your emphasis on the keyboard or the synthesizer. Don't be carried away by the "local" features, such as rhythms, chords and fancy noises the keyboard can make while you play it. Most of these things will not be recorded on the MIDI. However, if your daughter will enjoy playing it live, then consider it.

New keyboards start about $130 and go to $3000 or more. Keep an eye on swap meets, yard sales, classified ads and pawn shops. Someone gets a good bargain every day, somewhere.

Not all keyboards give the same amount of information. If touch sensitivity (how fast and hard the key is pressed and released) is important, then keep it in mind.

The difference? If the keyboard does not record how loud the note is performed, then it must be added in the editor. If the keyboard does not respond to touch sensitivity, it is very probable the synthesizer in it also does not. That could be more important. Does it have input for foot pedals, modulation control, pitch bend (glide pitch while playing), or pan (stereo balance)? Many keyboards and their synthesizers are only monophonic (one output, not stereo). Examine it carefully. Seek advice and help if necessary.

You can add the sound system and cassette recorder as anything from a simple AM/FM radio and cassette recorder to a grand home music system. It should be stereo. The rest I leave to your imagination.

Why Should I Do MIDI?

Maybe you shouldn't. MIDI is not for everyone any more than is rhubarb pie. Ugh!

Why would I want to hear Fredrick Chopin's Polonaise played on a synthesizer when I have a compact disk of Philippe Entremont in performance? Because

1) You had fun entering the music;
2) You gained a lot of understanding of both the music and Chopin by doing so;
3) It was edited until you had the performance interpretation you felt Chopin himself would give it;
4) You feel it is your performance, as though you are playing it, doing it your way.

It can be performed on any of a dozen and a half different pianos or played by a trumpet and bass or whatever interpretation you want to put on it.

Besides, who says you have to play Chopin? Try your hand at "Moonstruck." I'll bet you don't have that on CD. Put your own weird interpretations of sounds into it. It can sound "spaced out," tin-pan, heavy-metal, or whatever. Or, very smooth.

Did you ever want to sing with your own orchestra or combo? You got it! Record it and amaze your friends. It's a great way to find out just who your friends really are!

Sheet music is in abundance. A lot of it is not on CD. Some of it was out of production before the record player was invented. You have a way of playing it anyway.

And talk about inventing—that is my main interest in MIDI. I write songs, mostly a cappella (vocal).

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Happy owners can now program their drives to be fully compatible with ICD's US Doubler! Also includes FREE Happy and Doubler type utilities. **Only $19.95**

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The BLITZ Cable plugs into the out jack of your "A" floppy drive, plugs into your "B" floppy, and then into your ST's printer port. With the INCLUDED software, comes the ability to make back-up copies of MOST (if not all!) of your commercially protected software, in either single or double sided formats! And, it reads/writes so fast, it is also great for copying unprotected ones as well! **Only $34.95**

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If your ST has the solder-spots for the **Blitter chip** (normally only on the Megas), you can nowget the Blitter for **only $75!** Price incudes: parts, installation and testing! Save $10 off the above price, if you are having the Blitter Upgrade done at the same time as a memory upgrade installed!

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The Basics of BASIC

Rick Burton (RACE)

To further explore "graphic illustrations" of the characteristics of color, this month we will start to tie the SETCOLOR and COLOR commands together. Be patient enough to read carefully *and* type example demos as you go. Soon you will appreciate 8bit capability and become a painter of pixels.

Last month we saw that SETCOLOR is followed by three numbers separated by commas. The first number was used to select text, border, and background. From now on, we will call this the register number or SETCOLOR register. Each SETCOLOR register contains "default" colors and brightness. Registers are numbered 0 to 4. Using GRAPHICS 3 as an example, the following is a rundown on these registers:

SETCOLOR 0: contains orange—access with COLOR 1
SETCOLOR 1: contains light green—access with COLOR 2
SETCOLOR 2: contains dark blue—access with COLOR 3
SETCOLOR 3: not used in GRAPHICS 3
SETCOLOR 4: contains black—access with COLOR 0 (also controls background)

Notice the COLOR command can access SETCOLOR registers! The great COLOR/SETCOLOR connection! Different color commands can be used at the same time to draw different colored lines on your monitor. The desired color command precedes the line or lines to be drawn that color.

Confused? Fire up that 8bit and type this:

```
10 GRAPHICS 3+16
20 COLOR 1
30 PLOT 8,2
40 DRAWTO 8,22
50 COLOR 2
60 PLOT 20,12
70 DRAWTO 20,22
80 COLOR 3
90 PLOT 32,8
100 DRAWTO 32,22
110 GOTO 110
120 END
```

There you have it—a simple bar graph. Compare the SETCOLOR register chart with the commands found in the demo program. COLOR 1 accesses SETCOLOR 0 (default orange), COLOR 2 accesses SETCOLOR 1 (default light green), and COLOR 3 accesses SETCOLOR 2 (default dark blue). Now let's stir up a new color on our artist's palette. Change SETCOLOR register 1 by typing:

```
55 SETCOLOR 1,5,6
```

Run this demo with the new program line. When the paint brush is dipped in COLOR 2, out comes violet! (See last month's Basics for details on SETCOLOR and a color table.)

A last note—line 15 from last month should have read: 15 FOR X=1 TO 14 STEP 2. Apologies for the typo. We'll see all you 8bit artists next month for more "graphic illustrations" of the characteristics of color...

Join The Revolution!

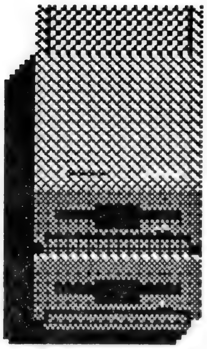
Ed Fletcher (P3ACE)

In the December issue of "Keeping PACE", Donald Thomas, President of Artisan Software, proposed a planned REVOLUTION to expand the Atari Users base in the U.S.A and get Tramiel's attention at the same time. He also offered a disk-based handbook that outlines a program of weekly of events that Atari User Groups can take part in to accomplish these objectives. I have not seen "The REVOLUTION HANDBOOK" but I like the idea! P3ACE has ordered the disk. We plan to make a copy available to all our members and encourage them to take an active part in the REVOLUTION.

However, I see no reason why we should wait for instructions. Every Atari User has his or her thoughts on what is the most important problem that WE, the Tramiel family and Atari Users must solve first. What ever your ideas are put them in a SHORT letter and send copies to Jack Tramiel, Chairman of the Board, and Sam Tramiel, President, at the following address:

Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086

Make copies of your letter available to other Atari Users in your User's Group, on Bulletin Boards, and to dealers (if you are lucky enough to have one.). They may agree with your point of view and join the REVOLUTION. There is POWER in NUMBERS!



IN YOUR DRIVE # 26

Special Christmas Edition

Good Ol' Chet (ACCD)

All right, so it isn't Christmas! It was when I started this, so it should count for something. With the colds (I'm running a 101 fever now, thank you), pneumonia, impacted sinus, and accidents which have befallen my family, I've spent so much of my time in doctor places that I have hardly had a chance to glance at STella (our lovely ST).

And in a calculating move by my oldest daughter and wife (Hm...that reads as if I have a younger wife somewhere), all the computer equipment and desks were moved in a random fashion (RND(0)*.57) so that I'd have a difficult time finding anything. I now have to turn my head at a 90 degree angle to see the mono monitor, and my phone wire won't reach to my modem.

This has all been an obvious conspiracy to keep me from writing another In Your Drive. Foolish mortals all, as any can plainly see that I *did* finish it. However I'm unable to straighten my neck now.

Dungeon Master Sequel

Chaos Strikes Back is the sequel to the best selling Dungeon Master, and it compares to DM as Hellfire Warrior did to Temple of Apshai. By that, we ask you to remember just how VERY tough H.W. was compared to the Temple. Chaos dumps you in a locked room with those *&^$#@! Worms on ALL SIDES OF YOU, f'r cryin' out loud!! A real killer!

I spoke out previously against the dungeon crawling adventures, such as Dungeon Master, which actually call themselves role playing games. They're not, and they tend to take the most unrealistic scenario type of rolegames—a "dungeon" which more properly resembles interiors of a castle, which is populated by hundreds of dozens of monsters and bandits which never heard of the food chain because they've been living a few doors from each other for God knows how long, and only turn violent when you enter the picture.

So, yes, Chaos is just as unrealistic as its mother program. But we tend to forgive more when it's running on a computer. The dungeon crawl is perfect for a program—you *can* limit the parameters, define the boundries, and limit the options of the player without seeming arbitrary. Like other computer games, it has the advantage of always being there when you want to play. (I don't care *how* much your spouse loves you, she is *not* going to get up at 2 am for a quick rolegame session!)

I mentioned RazRats again last month, one of my favorite beer and pretzel games. The author's brother asked my why I didn't mention the address for mail order, so here it is: JCN Software, Jerry Nolan, 1047 Brahman Ln, Uma, AZ 85364, (602) 782-0708.

Usually, I don't mention mail order for two reasons. The first is that this column was originally a part of the Mile High Atari newsletter; anyone reading it knew of our local Atari stores. The second reason is that I actively discourage mail order except as a last resort. Not only do I have a permanent grudge against the Postal Service, but I've seen what happened to Atari stores when all their customers went the mail order route instead of supporting their stores.

The Tax Advantage

Which is as good a time to lead into The Tax Advantage from Double Eagle will only be available by mail for us Atarians who use the XL/XE version.

Why? Because not enough of us bought it last year; they sold only around 600. It would have been easy for them to drop Atari from their line—every one else is. I'm grateful to them for continuing the program for us, and am ordering a copy. If you do anything with your taxes beyond the 1040EZ form, I suggest you pop $25.95 + $3.50 postage and handling to 'em right away.

I'm an acredited VITA tax worker, and I fill out other people's taxes regularly. But I STILL use Tax Advantage to save hours of my time, and a few cubic feet of storage space. I've made mistakes from time to time when doing taxes by hand. NEVER have I made a mistake using Tax Advantage; that's why I use it each year. Double Eagle Software, 2340 Plaza Del Amo, Suite 215, Torrance, CA 90501.

I thought I'd mentioned the address of Skills Improvement last time, because their excellent study helps are available ONLY by mail. That address is Skills Improvement, Box 595, Aurora CO 80040, (303) 695-6187, and, as I've said, their Generic SKT program is useful to anyone studying for ANY kind of test.

PageStream 1.8

Pagestream, version 1.8 could

easily be called a brand new desktop publisher. I've been unable to crash the thing—and I've tried. The manual is excellent! The Quick Start section will get you up and running—and you may never need to go farther. For 90% of everything you'll do, this section is plenty. But if you greedily want MORE, there's more. PageStream is also an excellent word processor, with most of the features you'd expect from a word processor. If you don't have a good drawing program, you can create or modify pictures with PageStream's formidable art options and tools. (Sheesh! The rotating and alignment features are something I never thought I'd find easy to use!)

And quick! Hoo boy, is your screen output quick! Almost makes up for the tedium of waiting for the printer to get done!

The many options of PageStream are so varied that we could take up the whole magazine. Take a good look at the back of the package, if you have an Atari store around. The back of the box is FILLED with lists of features in teeny tiny print...and it DOESN'T list them all.

For some examples of PageStream's output, take a good look at the magazine you're holding. If last issue was an indicator, Pattie 'n' Bill are liable to be running color covers often...and this layout sure yam easier to read than past issues of (for instance) ST LOG.

PageStream will not make you into a graphics artist, nor will it magically impart the knowledge and skills of a layout artist. The manual will give you many headstarts, and the program is simple enough to "keep out of your way" while you're learning. Get a few good books from the library and learn about typesetting layouts the way the big boys at the New Yorker do it. And produce!

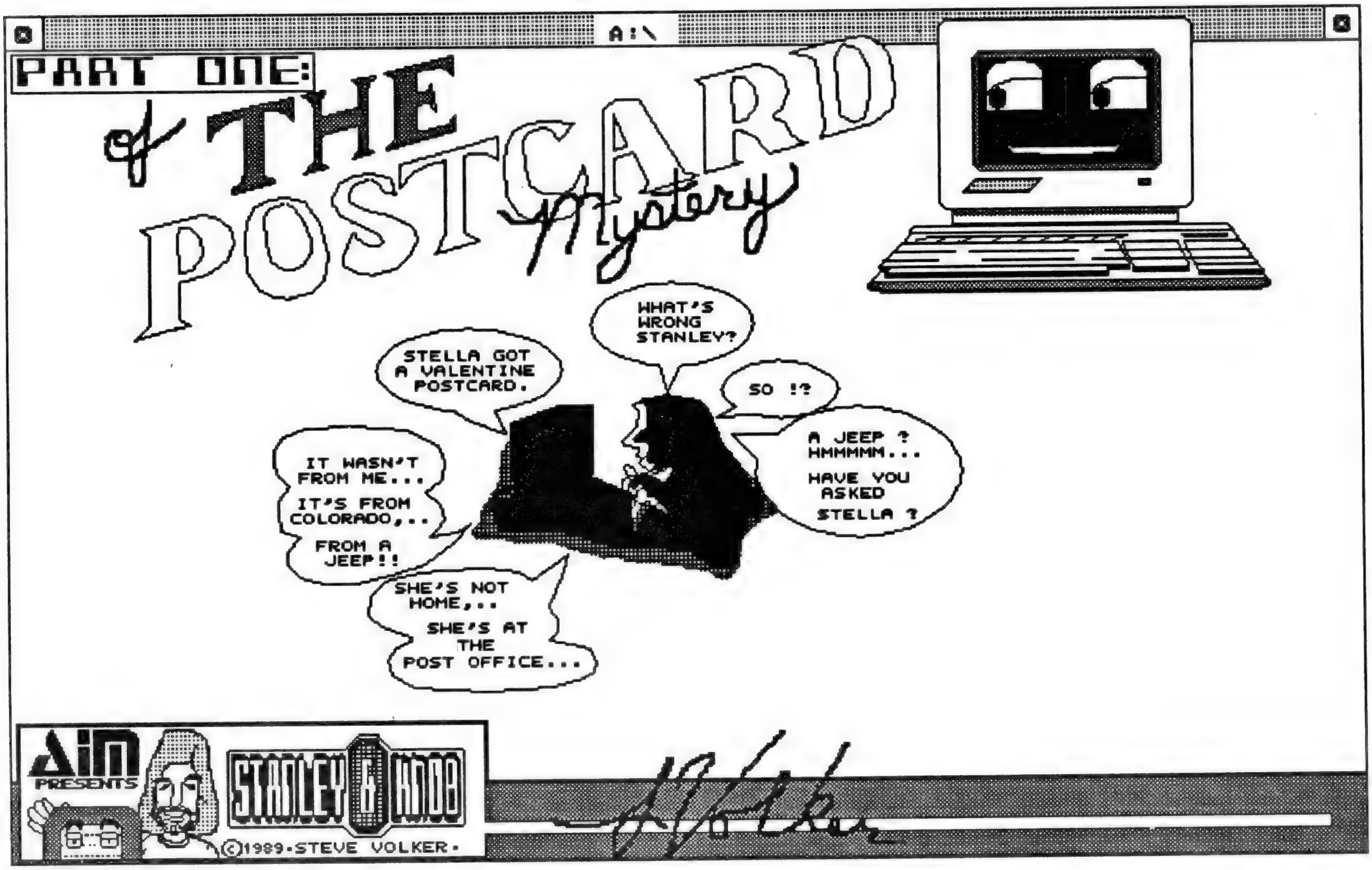
Speaking of AIM

Who was? We were, y'know, up there in the PageStream review. In just three issues, AIM has passed my previous favorite Atari-zines (STart and ANTIC), even without color photographs. I honestly get a kick out of reading other clubs' successes and troubles. And I find the irreverent style and straightforwardness of the writers here refreshing and entertaining. (The recent debate about big vs little clubs comes to mind, as does Jim Cox's excellent description of the Portfolio in use.) Would one of the remaining professional magazines have the nerve to publish "the Power of Advertising?" Perhaps, but it would have been edited into impotency. This article should be read—and answered—by the folks at Atari who can't seem to make a dent in the American market and don't remember how to try.

A great magazine, which I'm grateful to be in, and to read. This goes to the top of my "Must Read" stack every month.

I don't know about anyone else, but this cold makes me feel miserable. I think I'm about ready to end this IYD early.

Jeep!


A:\
PART ONE:
of THE POSTCARD Mystery
STELLA GOT A VALENTINE POSTCARD.
WHAT'S WRONG STANLEY?
SO !?
IT WASN'T FROM ME... IT'S FROM COLORADO,.. FROM A JEEP!!
A JEEP ? HMMMMM... HAVE YOU ASKED STELLA ?
SHE'S NOT HOME,.. SHE'S AT THE POST OFFICE...
AIM PRESENTS
STANLEY & KNOB
©1989-STEVE VOLKER-

Barry Manilow and the Atari Computers

Tim Holt (El Paso)

I was thinking the other day about the things that I like. Now, even though I am a child of the late 60's and early seventies, I grew up with some peculular tastes. I like conservative folks like Paul Harvey and Rush Limbaugh, but on the other hand, I would not miss a day of Liberal, er, All Things Considered on National Public Radio.

I am Republican, but support gun control and am pro choice. So you see, my tastes vary. I also like the underdog. My favorite team while I was growing up was the New England Patriots, merely because they regularly got the snot beat out of them. I pity the underdog.

I also like Barry Manilow, and Atari computers, two of America's big underdogs.

Okay, I know what you are saying to yourselves: Barry Manilow? The guy is a wimp, a limp wrist, a wuss. All he can sing is nasily boring love songs that are overproduced and sound like an orchestra exploded behind him while he was recording!

Good Lord, Holt, Barry Manilow? He sang "Mandy" and "I Write the Songs," geesh! Those are horrible songs! Only lonely women on Saturday nights with thoughts of suicide listen to Barry Manilow! If you were a real man, you' be listening to Bruce Springsteen, or better yet, if you were a real Texan, you would be listening to Willie Nelson!

But wait, I say, to those who don't understand. Barry Manilow does other things besides those nasily love songs! Really! Have you ever heard of an album called "2:00 PM Paradise Cafe?" It was an all jazz album, with Mel Torme, and the great Sarah Vaughn! No orchestras, no exploding string sections! It was a great album! It was nominated for three Grammys for Jazz. Did you know that? Have you listened to that album?

No, the unimpressed say to me, it is a Barry Manilow album, and that is all that is required to make a judgement. No listening required. Well, I say, unswayed by their ignorance, have you heard the album "Swing Street?" It was another Grammy nominated album, and it had the great jazz singer Diane Schuur, Kid Creole and the Coconuts, the great sax man Tom Scott, and Phyllis Hyman. Surely with such an all star line up, the album cannot be all bad! Nope, the doubter says, it is Barry Manilow, and anything associated with Barry Manilow cannot be good.

Have you ever seen Barry Manilow live? They had to move the Tony awards to another theater this year, because his live show in New York was held over for two months! Surely, a Broadway theater sold out for three solid months means something!

I stopped telling people that I liked Barry Manilow a few years ago. It seemed that no matter what I tried to do to convince them otherwise, Barry Manilow was a wimp, and I was a de facto wimp for buying his albums. So I do not tell people too often anymore that I like Barry Manilow. I guess I got tired of trying to convince people that something they didn't think could be good, was in fact, good.

I have almost come to the same point with Atari computers. Game Machine they scream! No really, it is 16 bit, a little dynamo, can run MAC, and IBM!

So? They ask me. Atari is a game machine company! I saw an Atari game in the arcade at the mall!

No no! It is a different thing all together I say. Go away, they tell me. Atari is Chinese for game machine they tell me, they read it in an Amiga magazine! It cannot be good no matter what it does! What if you come to my house and I will show you? No need, they reply, it is Atari. Their mind is made up.

I sigh an exhausted sigh. I grow tired of trying to convince people the ST is a great little machine. I know it is, and there are lots of others too, although not a majority by a long shot, that know what a great little machine it is. But folks have a tendency to prejudge, no matter what the facts say to them. These are the same people that serve on juries in your city. Makes you wonder, huh?

So I will continue to buy Barry Manilow albums, and go to Barry Manilow shows, and buy and use Atari computers. I know some things that other people don't.

And if someone comes up to me and says all Barry Manilow music is for old ladies and lounge lizards, I will just smile and nod my head. And when someone else comes up to me and says Atari is a game machine, I will smile and nod my head also.

And I will go home, put on 2:00am Paradise Cafe, and boot up my Atari ST. And I will smile at the fools who don't pity the underdogs...

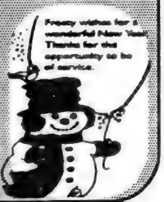
D & P Computer Supply

P.O. Box 811
Elyria, Ohio 44036
800-535-4290
Tech& Info 216-926-3842
9AM- 9PM EST

Ordering Info: Visa, MasterCard or COD, No personal Checks
No surcharge for credit cards. COD add $3.50
Ohio residents add 5.5% state tax

Shipping Info: We ship UPS.. Free shipping in the continental USA, on Orders over $100.
International: actual freight.

VISA MasterCard


Frosty wishes for a wonderful New Year. Thanks for the opportunity to be of service.

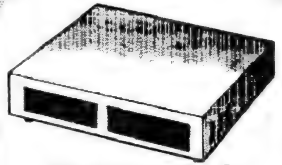
D & P Hard Drives

Expandable hard drive systems, using quality seagate SCSI drives , ICD host adaptor & software.

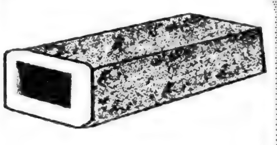
20 MEG 40MS- $499
20 MEG 28MS- $523
30 MEG 40MS- $542
30 MEG 28MS- $556
50 MEG 40MS- $566
50 MEG 28MS- $594
65 MEG 28MS- $665
85 MEG 28MS- $704
SYQUEST 44MEG REMOVABLE- $875

THE ABOVE PRICES ARE FOR THE SHOEBOX STYLE ENCLOSURE, FOR THE MONITOR STYLE ADD $20

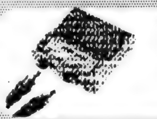
Drives and enclosures available separately



Monitor Style
3.5"Hx15"Wx 14.3/4"L
$139.95



Shoebox Style
5.5"Hx7"Wx15.5"L
$119.95



DVT-VCR HD Backup System
Use your VCR to back up HD.
$195

SEAGATE DRIVES

ST125N-0 3.5" 20MEGS 40MS- $279
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ST277N-1 5.25" 65MEGS 28MS- $448
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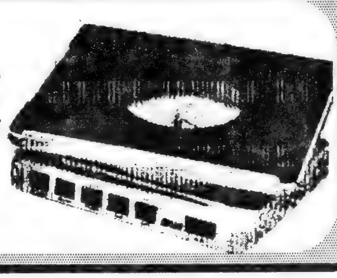
ST1096N 3.5" 85MEGS 24MS- $545

SYQUEST SQ555 44MEG REMOVABLE & 1 CARTRIDGE- $680 CARTS- $90ea

Monitor Stand & Power Center
5 Switched outlets with EMI/RFI surge protection.Tilt monitor stand base.

$49.95



Memory Upgrades

Z-Ram - Uses one meg chips, upgrade to 2.5 or 4megs.
$115 Board w/chips 2.5Megs- $278 4 Megs- $438
Z-Ram/2.5- For use with 520 ST, Up to 2.5Megs.
$110 Board w/chips 2.5Megs- $271
Z-Ram/Mega II- Upgrades Mega II to 4Megs
$129 Board w/chips- $290

256K120ns Chips
$3.00 ea

1Meg 80ns Ram Chips
$10.10 ea

Modems

Supra Modem 2400

Supra 2400	6Ft cable	Generic2400	Zoom 2400
$115.99	$7.00	$99	$109.95

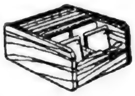
Boards

ICD Host Adaptor - $94.77
50pin SCSI drive cable
6"- $8 18"- $10
Turbo16- Fast Tech Accelerator - $275
Spectre GCR- $219 Roms- $129
PC Ditto II - $250
PC Speed (Michtron Version)- $369
PC Speed (European Version)- $319

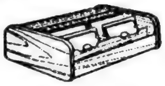
Floppy Drives

Master 3S 3.5" double sided- $139
Atari SF314 3.5" double sided- $169.95
MFD1080 Switchable 3.5" & 5.25" - $315

Teakwood Disk Cases



3.5"- 90disks- $26.95
3.5"- 135disks- $38.95
5.25"- 120disks- $42.95

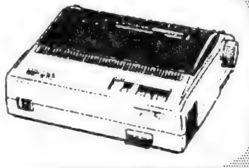


MISC HARDWARE

Migraph Hand Scanner
W/ Touchup- $429

IMG scan- $58
Monitor Master- $32
Drive Master- $32
Mouse Master- $27
Tweety Board- $37
Video Key- $65
Drive Cable 6Ft- $16.50
Cordless Mouse- $99

STAR NX1000II- 9 PIN PRINTER - $169.60
STAR NX2410- 24 PIN PRINTER- $290
HEWLETT PACKARD DESKJET- $639
HEWLETT PACKARD DESKJET II- $759



Phantom Drives and the SH204

Or...How My Hard Drive Did Funny Stuff with TOS 1.4

Glen Dulin (COAC)

I had proudly, and with enthusiastic anticipation, installed TOS 1.4 in my 1040ST. I turned on my hard drive and then the computer—and oooooh!—I was impressed with TOS 1.4 and its new goodies. I like it! I like it!

But wait...I noticed I was able to access a ramdisk that wasn't there (I had a G: icon on the desktop). I noticed DBman was accessing this drive that wasn't there. No errors! Uh oh! What are these ROMs doing to me? I just spent all this money for a *big bug!* I hadn't heard anything about this.

Later, I talked to a friend, Bob Kanski, who is in the club. He asked if I had tried just booting from floppies. No, I hadn't. He had TOS 1.4 installed and, using floppies, it didn't show any signs of this malady. I then booted off floppy—no problem, no phantoms. That's fine, but I wanted to use my hard drive.

In the meantime, Bob called another club member, David Powers, who had an SH204. When Bob got back to me, he taunted me and refused to tell me about some new information he got from Dave until he had extorted a promise that I would buy him a Coke.

After I gave in to this extortion, he told me Dave had had the same symptoms when he had upgraded to TOS 1.2. Hmmm! I took my computer to Bob Stiles, who has a 50meg ICD and everything worked fine...no bug.

So, what's the cure? It turns out that Atari's SH204 has a faulty chip with the insidious and devious name of AMPAL written on it. Even without a new TOS, this chip does not report errors back to the operating system correctly. You may do writes that didn't write correctly and no error would be reported. It may do incomplete seeks or corrupt formatting or have uncorrectable data reads.

It just so happens this chip also allowed the phantom drive syndrome. I could have G on the desktop but not installed, and when I pulled up the file selector, I also got drives F: and H: that were not installed or on the desktop. And, yes, you could get a directory off of these drives. It was, however, a directory of a real drive, usually the last one accessed.

Enter Berkeley Microsystems and the ADE (Atari Drive Enhancement). On Dave's advice, who cured the problem with the ADE, I sent for the chip, and with about ten minutes of work I had it installed in the SH204.

The installation is easy, TOS 1.4 works like it should and the three of us are now living happily ever after.

Even if you don't get your TOS upgraded, I would recommend getting this chip for your SH204. It's cheap insurance against a possible corruption of the drive.

ADE Chip $19.95 + $2 S&H
Berkeley Microsystems
P.O. Box 20119
Oakland, CA 94620
(415) 547-2191

Crossword Magic 4.0 from Mindscape Now Public Domain

Stephen Moffit (TACE)

Crossword Magic is an older program (1983) that is an excellent utility for creating crossword puzzles on your 8bit Atari. It has many options and works on graphic printers such as the Epson FX-80 and many others.)

The main menu is as follows: create a puzzle, print a puzzle, copy a puzzle, erase a puzzle, finish a puzzle, edit a puzzle, play a puzzle and exit program. If you choose to "create a puzzle", you will be asked if you wish to have adjustable puzzle sizing, allowing the computer to adjust the puzzle size as you go along, or for you to fix size. In any case, the computer will then allow you to enter the answers to the puzzle, allowing you to "backdate" as you go along, and to "relocate" the answer to legal places.

The computer will also keep track of words you were unable to place and then will attempt to place these words at the first opportunity (you may erase or add to this list.) After you have entered all your answers, it is time to enter the clues, which may consist of three half lines of text (you will be able to keep track of what answer you are on by the highlighted word.)

When you wish to print it, you may accept the current printer driver or choose from approximately 20 drivers. The program will automatically number the boxes and black the unused spaces. The printout include the puzzle, clues, answers, and a word list (all printed seperately, if you wish.)

AIM Subscription Form

Name: ____________________

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I am most interested in the following subjects:

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☐ Other (please specify): ____________________

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Please make check or money order payable in U.S. funds to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

I wish to receive your ST/Mega Disk of the Month. I am an Atari Interface Magazine subscriber.

☐ Full Payment for 12 Disks Enclosed ($50)
☐ Two Installments ($25 enclosed – bill for balance)

Sign me up for your ST/Mega Disk of the Month. I do not wish to subscribe to AIM.

☐ Full Payment for 12 Disks Enclosed ($60)
☐ Two Installments ($30 enclosed – bill for balance)

SPEED
LIMIT
8MHz

Go ahead. Punch it.

For the ATARI 520ST, 1040ST, MEGA and STACY.
Step a generation ahead with **TURBO16** by Fast Technology. The **TURBO16** accelerator can move your ST into high gear. Upgrade your ST and achieve *up to double the speed* in some applications.

Take Your ST Past Its Limits.
TURBO16 will *dramatically* increase your desktop performance. Complex illustrating and page layout is no longer a *drag, click and wait.* **TURBO16** will increase your ST's speed from 8MHz to a *blazing* 16MHz. A state-of-the-art 16MHz processor and 32k high-speed cache memory add the power that lets you *soar*. **TURBO16** is fully compatible with standard ST software, including *Spectre 128* and *pc-ditto*, and **TURBO16** makes games *fly*. **TURBO16** has a far greater effect on productivity than a hard disk, and at **$299 suggested list**, a far lesser effect on your wallet.

Easy To Install, Easy To Use.
TURBO16's installation requires only the removal and replacement of your ST's 8MHz 68000 chip, and connection to the ST's MMU chip 16MHz clock. That's it! The low profile package will not interfere with other upgrades, and **TURBO16**'s special features optimize your ST's operations. **TURBO16**'s speed can be controlled by way of an optional, dealer-supplied hardware switch, auto folder program or desk accessory. Take full advantage of your ST's power with **TURBO16.** See your Atari dealer today, or contact Fast Technology.

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We won't tell.

FAST TECHNOLOGY P.O. BOX 578, ANDOVER, MA 01810 PHONE: (508) 475-3810

For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$297.
520D	4MB	$465.

Blitter Upgrade:

520STfm/1040, new motherboard, Installed	$ 99.
Combined with TOS 1.4, Installed	$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your **520STfm** and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our **1040** (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$317.
1040D	4 MB, 32 1 Mb DRAM installed	$485.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	$149.
1040B1	Completely socketed, no RAM	$189.
1040C1	2.5MB, no sockets	$297.
1040C1A	2MB installed, 2nd bank socketed	$317.
1040D1	4 MB installed	$495.

Upgrades for version "2" and "3" of the 1040/520 motherboard also available! Prices same as above.

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.
Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	*$395.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	*$369.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

- Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.
- A 150 W power supply with fan provides power for all possible combinations and keeps everything cool
- Reset button on keyboard
- A delay circuit allows fully automatic HD power-up.
- Monitor can be switched on/off with CPU, using an optional cable.
- Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.
- The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	*$295.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

tech-specialities Co.
909 Crosstimbers
Houston, TX 77022
(713)691-4527/8
FAX: (713)691-7009

We ship COD ($3) or prepaid (5% discount), sorry no credit cards!
Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit $5, add. units	$2
Hard Drive kits/CPU cases without drive	$10/$20
with drive - special shock resistant packaging needed	$20/30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 1-19-90. Prices "*" are PREPAY SPECIALS, no further discount available.

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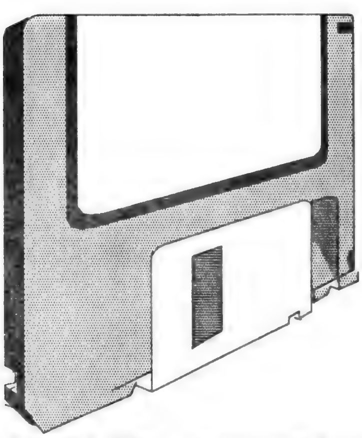

AIM Disk of the Month

ARC602.TOS—Latest update to ARC. Features include subdirectory archiving support, more detailed statistics on archive data size and up to 175% speed improvement over ARC 5.21C.

ARCSH21B.TOS—ARC Shell, the program that adds a full GEM interface to ARC.TTP and LHARC. New features include full support of ARC 6.02. ARC Shell is shareware, Copyright 1990 Charles F. Johnson and Little Green Footballs Software.

ARC_LZH.TOS—This program automates conversion of ARC files to LZH files. It can also help convert self-extracting files to normal LZH files and vice versa. Needs ARC.TTP, LHARC.TTP, SFX_LZH.PRG and DESELF.TTP to take advantage of all the features.

ARTST230.TOS—Art-ST is a powerful drawing program that works in all resolutions. Among its many features are: lines, boxes, circles, text, fine pixel editing, area fills with user-definable monochrome or multicolor patterns, copy & paste and support for Neo/Degas/Degas Elite compressed pictures. Art-ST uses all available memory to support multiple picture buffers! This gives about 8 buffers on a 520ST and over 110 buffers on a Mega4! Works in color and monochrome. Shareware from Robert Birmingham.

BAPACK.TOS—Branch Always Program Packer reduces the size of your executable (.ACC, .PRG, .TOS and .TTP) files so they take up less disk space, yet still run properly. Typical compression is about 30 to 50%. GEM-based, runs as a PRG or ACC. From Darek Mihocka and Ignac Kolenko of Branch Always Software.

CHEETAH2.TOS—Cheetah 2.0 is a *fast* file copier that can transfer up to 15 megs a minute! Perfect for hard drive owners.

CONCORD2.TOS—GEM-based Bible concordance program. Provides a fast, powerful and very easy way to access the Bible and to find words, combinations of words and phrases. Included in this file is the KJV text of the Pauline epistles (Romans through Philemon).

DCSHOWIT.TOS—This incredible little program replaces the 'SHOW' command used to view files. View uncompressed DEGAS (.PI?) and NEO pictures by simply double clicking on them and choosing 'SHOW' from the system dialog! Allows scrolling through text using the mouse. DC ShowIt is freeware and copyright (c) 1989 Double Click Software. NOTE: This program sometimes shows "garbage" before showing the selected text file...this does not cause any damage, the program simply doesn't clear the keyboard buffer before "showing."

DESKMG31.TOS—Version 3.1 of Desk Manager, the bootup program that uses the mouse to select DESKTOP.INF files, AUTO programs, ASSIGN.SYS files and desk accessories. Simple to configure and use. Written in 100% assembly language. Shareware, (c) 1990 Charles F. Johnson & Little Green Footballs.

DTPAINT.TOS—DTPaint is a desk accessory paint program and .IMG file editor. Monochrome ONLY!

FLIPSIDE.TOS—Flip Side allows use of double-sided diskettes on single-sided drives. Only Side 1 will be accessible on a SS drive, but DS drives will be able to access both sides. This feature is similar to many of the PD disks sold with European magazines.

KXPSET25.TOS—Set up your printer's font, character/line spacing, italics, emphasized, tab stops, etc., easily and quickly. Written for 24-pin printers, but works with Epson-compatible 9-pin printers as well. Runs as PRG or ACC, high or medium rez. Written by CIS Sysop Bill Aycock.

LGSEL16B.TOS—Little Green Selector, the complete and powerful replacement for the GEM item selector. New features include a "quick extender selection" feature and the ability to type any ASCII character on the "Selection" line. Shareware, Copyright 1990 Charles F. Johnson and Little Green Footballs Software.

MX2NET20.TOS—MX2Net MIDI network for two ST's. Also included is an RS-232 version of the program. Includes options to set the GEMDOS clock, view the screen of the remote machine and read network status. Allows disk and memory sharing. Connect two STs together and share a single hard drive and printer!

QST18DMO.TOS—This is a fully working, no time limit demo version of Quick ST 1.8. This demo is much slower than the retail version, but still show a lot of speed increase. Color and monochrome versions included. The monochrome version supports the 19" Moniterm monitor. This demo uses only 10K of memory. Quick ST is a commercial product of Branch Always Software.

RELTREE2.TOS—GEM-based "family tree" that allows you to organize, sort, store and print up to 36 generations of your ancestors (600 on a 520ST, 2,000 on a 1040ST). Works in color and monochrome.

SPHERICL.TOS—An action/strategy demo of a UK game, Spherical. Use the wizard's wand to create a path for his crystal ball to follow. This game runs on Megas and most STs, but very old 520STs may not display the whole playing screen and tend to flicker a bit. Color ONLY!

SPINDEMO.TOS—The Globe Demo, a globe made of spinning dots that *you* control. Endless patterns are created using keys which control things like speed, angle and size. The effects are mezmorizing and beautiful. Color ONLY!

TRASHCAN.TOS—The NeoDesk Recoverable Trashcan from Gribnif Software. This "freeware" desk accessory adds a recoverable trashcan to NeoDesk 2.05 (or later). With it, you can recover any deleted files at a later date (by opening the trashcan). Documentation is included, plus a patch program to upgrade NeoDesk if you have a slightly older version.

All files on this disk are self-extracting LZH archives...simply double click to extract! Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending $6/disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the Feb. 1990 disk when ordering.

People Are Talking About DC UTILITIES

"The wizards at Double Click Software have decided to bombard us with several top notch utilities at once in their first commercial software venture, and are these programs ever good!"
— ST ZMAG

"Squish loads and decompresses programs faster than a standard ST would take just to load the same program full-size."
— COMPUTER SHOPPER

"In keeping with the spirit of pushing the ST and its programs to the limit or past the envelope..."
— ST REPORT

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DC XTRACT A super fast, pure assembly desk accessory that allows you to xtract, test, or list the contents of any ARC file. DC XTRACT is 4X faster than ARC.TTP, only 12K in size, and always ready when you need it!

DC RAMIT The FASTEST RAMdisk bar none! Allows you to make the RAMdisk look just like a floppy! Save the contents of the RAMdisk to one file, for quick loading of the same files! MUCH MORE!

DC DSKORG Make your DESKTOP.INF file an executable program! Change desktop windows, icons, the complete desktop layout quickly and easily by double clicking one program.

DC SEA Create programs from ARC files! That's right! DC SEA (self extracting ARC) allows you to make a program that will extract or list its own ARC contents.

All programs are 100% pure assembly language

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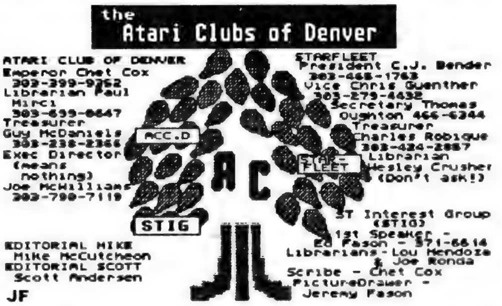


What if the Atari Computer Club of Denver had a meeting and nobody came? by Chet ("Is TONIGHT the meeting?) Cox

Our January meeting is famous for its low turn-out, and the reason is that it always falls JUST after New Year's. This year it was on 2 January, and even I forgot it. If a new person hadn't called me ("Is the Atari meeting tonight?" he asked. "Godfrey Daniels! It IS tonight!!" I calmly replied.), we'd have been short a meeting chairman.

As it was, I rushed, forgot my notes and other props, and had to bluff and lie my way thru the meeting ("Yes, we INTENDED for tonight to be a short meeting. Go home."), but was saved by Tom Iowa. Mike McCutcheon (Editor Mike) wowed us with further tricks and somersaults of SpartaDOS X - the Cartridge. One thing we learned is that if you have a 1200XL (which we did that night), you have to take the cartridge apart to fit it into the 1200.

Everyone determined that the Swap Meet is for sure definitely on for the March meeting. Here's your chance to unload some dusty old disks, folks! The tables are free to members; $15 to strangers.

Ed plugged the STIG meeting, of course. And Tom Iowa, who turned down the Exec Director's job (Say hello to Joe McWilliams as our new exec.), won the door prize: a vintage 2600. Hm? You say you didn't know that Atari also makes game machines?

Stigs And stones -- the STIG meeting for January

This would have had to be some important meeting to bring me out. I was coming down with a whopper of a flu bug, I'd just gotten out of a night class, and the meeting would have been half over by the time I got there.

But it couldn't be helped! Lou Mendoza was going to show how to convert a cheap Radio Shack disk drive into an ST-lovin' drive. The Other Ed was going to show another game (which name I never DID catch!), and a new fractal program was going to be demonstrated. Joe (Moneybags) Ronda was going to thrill us with slides of his vacation to CES. Oh yeah, and Ed expected me to demonstrate PageStream and Monitor Master.

Sure enough, the Other Ed was just finishing up his demo of a game which looked suspiciously like an ST powering down as I arrived. (I repeat: Ed, what WAS that game???) Lou was finished (drat!), the fractals had fracced, and I was expected to jump into the fray.

Except that I had LOST MY VOICE due to that *&%$#@! flu virus! Reaching back into my college days to remember my voice lessons, I faked something which sounded suspiciously like a cross between Donald Duck and the sound those cross country ski machines make. It was FUN watching everyone cringe! For an encore, I contemplated scraping my fingernails on the blackboard.

If ever there was a match made in heaven, the Monitor Master and PageStream is that match! With the Monitor Master, I was able to show both the DETAIL of PageStream on mono, then show the COLOR on the color monitor. Ed Fason (NOT the Other Ed. Keep 'em straight here!) had printed pages on several printers: a dot matrix, an inkjet, and a color inkjet or laser.

Joe threw out some life-size screens from the Lynx -- and some life-size paper reproductions of the Lynx itself. If arcade games are your meat and potatoes, you'll fall in love with this hand-held monster. He mentioned more about What Atari Was Willing to Talk About in their little out-of-the-way room at CES. Once again, we're hearing that this year is the year of Atari. (Most likely, the year of the Lynx and the Portfolio. Sigh. Where's STacy?)

Starfleet Meeting Minutes by Thomas Oughton

January 12, 1990 Officers present: Guenther, Oughton, Robique Chris Guenther assumed office as president of Starfleet Atari User Group. C.J. gave up the reins of office with his usual grace and calm. You all should have been there to see it.

The club librarian attempted to demonstrate several Programs added to the library. The programs were all ARC'ed and the directory on the disk showed 999+ free sectors. We assumed that the disk may be good so we used the Sparta-Dos X cartridge to un-ARC one of the programs. This proved to show that at least some of the programs on the disk were corrupted. We then examined the use of DISKFIX.COM delivered with DOS 2.5. This program repairs the Volume Table Of Contents (VTOC) on a disk. This program restored most programs, but 5 of the files on the disk were lost. Once the disk was "repaired" the Sparta-Dos X cartridge was used to view the contents of the ARC'ed files. Included were several AMP music files, a couple of games, several text files, and a couple of utilities.

A new program from the Translator Z, TZSTRIP is a basic program that will take a text file and strip certain control code from it. It will also perform a word wrap on the file to a column size specified on the main menu. This program is written in BASIC and is very SLOW. TZSTRIP will run with TURBO-BASIC which is greatly recommended.

The new president demonstrated Kyan Pascal. This development system includes a operating system, editor, compiler, and debuger. The operating system uses the same command names as UNIX. The command to get a directory of disk files is called "ls". "cat" is used to concatenate files. These are all Pascal programs and just by renameing the files, you can rename the commands. The editor is a full featured editor and could be used as a word processor. The compiler produces a stand alone object not requiring an extra library or runtime file to be loaded separately. This system was compared to the other Pascal system, Draper Pascal, demonstrated a couple of months ago. Either system could be used to produce usable Pascal programs, but only Kyan creates stand alone object files.

The meeting broke up at about 9:00. Then several programs were copied from the library.

Atari Computer Club of Toledo is an independent user group founded in 1980. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8-bit and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

ATARI FEDERATION

Secretary's Report This is my first report since being voted into office, I hope I am up to the task. I would like to thank Chester Hadley for his assistance and advice in getting me started.

The 8 January 1990 meeting was called to order by the newly elected president, Phil Rominger. Items discussed were:

Computer Connection is going out of business! (Woe is me) They have marked nearly everything down by 25% and will close by the end of the month. There is a slim possibility that someone will reopen the store.

Steve Jordan's BBS is going off line, permanently. Someone is buying his equipment and software though, to start a new BBS. The Phoenix BBS, 735-3315, should be online by the middle of the month.

Mike Sieben donated 20 Acusoft disks of P.D. programs to the ST library. Herb Kanner would like to remind everyone to watch the expiration date on their club membership cards, and to pay their renewal fee promptly. Also, he has disks for sale, 3 1/2", double sided, fully guaranteed, for 65 cents each.

Cascades Atari Computer Enthusiasts

CACE

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The Main purpose of the club is to help inform new users and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The CACE BBS is run by the club and is open to anyone with a modem. The number to call is (517) 787-4011. The current membership dues are $14.80 per year, and are payable at any of the CACE monthly meetings, or by mail to the PO Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1 pm to approx. 4 pmat Boos Center.

Fishing Around by Brent Fisher

Like hi everyone, how are you all doing? I know that you will never believe this but I have got some important news for everyone. We will be holding our meetings in the Boos Center in Loomis Park again. To enable this to occur though one change had to take place. We will now be meeting every second Saturday instead of the normal Sunday. So in consequence, I realize that some of you might have tried to make it to the East Side Lounge and found no one there. So we should have a solid spot for meetings like we did before. Our next meeting will take place at the Boos Center on February 10th at 1 pm. I suppose we can meet until the building closes if the membership wants. Other than the fact that the BBS is operating as we speak (I think). Our only problem seems to be that we can't get anyone connected at 300 baud. More than likely we will be changing the software to BBS Express Professional. But in the mean time please bear with us.

One last thing before I let you go. If you are looking for Atari 8bit software check out the guys at No Frills Software. They have got a pretty extensive list and some pretty good prices. Also they are planning on re-releasing SynCalc so give them a call in you are interested. Those of you who wish to write can reach them at: No Frills Software, 800 East 23rd Street, Kearney, NB 68847 Of course if you wish to call you can get them at 1-308-234-6250. Anyway have a good Valentine's day.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January, 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentation or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, CT 06467.

Prospective members may call Rich Scheidel (203) 589-9035 or 589-3738. Failing that, call Tim Brandt, (203) 283-0500 or writeC-CCC, 127 Pinnacle, Bristol, CT 06010.

Dues are $25 per year, $30 for family plan. Includes Voting membership, newsletter, access to Club library (8bit and ST), access to club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the CLub message base at Ultra Project BBS.

Yo addicts.....February blues has hit hard in the East. Cold as hell (here up on the hill anyway). Had an interesting encounter on Compuserve January 14 in the Atari 8 Conference room. Met the Prez of AUGOUG and had a private talk which was interesting..... seems we are not alone in looking for users. Further talks may produce a joint meeting...wouldn't that be special?

Received the package from Soft-Logik and added PageStream 1.8 to the library. Heh...they're still shaking their heads trying to understand how we got it. Well here's the story. I received a letter from Soft-Logik asking if our group was interested in getting the "User's Group Package". Actually, they asked if we had recieved it yet and to apply for it if we hadn't. We hadn't, and then we did, so they sent it. Understand? (Look at them shake their heads). Well next on the agenda is to learn how to use it. Thanks again to Soft-Logik for the package. We WILL do a review on this in the near future.

Also something I want to discuss is the upcoming User Group Officers meet in February down in Ol' New Jersey. It's obvious now that February 17th will NOT be the meeting date. Bob Brodie has a previous engagement in Michigan for that same date. AND we DO want him to be there. More on this as things get clearer. Be advised. I will welcome anyone in our group that wishes to go. It's only about a two and a half hour drive to the meeting site from Bristol. The purpose of the meeting is to A: Setup a network of co-operation between clubs on the operation of libraries, newsletters and BBSes.

B: To increase communication between clubs to strengthen clubs in Membership, public relations, and dealing with other problems throughout the user groups community, and finally C: To show ATARI & the manufacturing community an organized front for the advancement of the Atari computer systems. The goals to be reached include re-establishment of local retailers and a North-East Atari Computer Show...YAY! I really would like to see both of those goals. Like I said...more later.

Next month....a review of the Migraph hand scanner..and also!! A premier showing of the "Special Joystick from Spectum Holobyte for Falcon that Tim can't remember the name of right now" Got that? Supposed to be Cat's Backside for control (gotta be nice here, don't know whose lil' kid is reading this).

Well I tell ya...I gotta run. It's getting late here and I still got to get ahold of Pattie. zbye.

COAC

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President:	Norman Moore	(503) 447-3598
ST-VP:	Bob Kanski	(503) 548-8201
8-bit VP:	Marc Hitson	(503) 648-0513
Treasurer/Ed	Glenn Dulin	(503) 382-3956
Secretary:	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, P.O. Box 6824, Bend, OR 97708. Membership dues are $1.00/month and $1.00/year for each addition family member. We meet every second Saturday of the month at 5:00pm at the Ann Rita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

From the Secretary

I hope this Holiday Season has been a special Blessing to you all, the New Year is off to a great start and with Valentine's Day here I wish you all a very Special Day! In writing this it sounds funny to mention the holidays when by the time you read this it will be Valentine's Day; but at the time of this writing I am thinking of you all hoping you had a great holiday season.

Our December meeting was filled with lots of excitement and plenty of delicious treats provided by some very wonderful people. THANK YOU once again! We had Nomination of Officers in December and decided at the same time to hold elections as well. We have two Vice-Presidents, one for the ST and the 8bit to encourage more participation and involvement of our 8bit members.

Our door prize winners are: Randy-Norman's nephew: Atari Duffle Bag Danny Hyde: Canister of M&M's Norman: Certificate to Rolaines Cantina Jim Downes: Certificate to Izzy's Congratulations Everyone!

Greg May became our newest member at the December meeting. At our January meeting we had the Video Key from Practical Solutions demoed by Arron Leis. We are going to raffle this thing off in March at yet another another PIZZA FEED. Tickets for the raffle are a $1 each and will help to pay for pizza. Tickets are already being sold see the club insert for a review of the product. Nancy

FACCS

First Atari Computer Club of Spokane

F.A.C.C.S. is an independent, non-profit computer club formed in 1981 by local Atari computer users. We currently meet on the 2nd Thursday of each month at 7 PM. All visitors are welcome to come to any meeting. Membership is $15 per family and includes our club newsletter, access to our public domain libraries and to the club levels on the Atari Zone BBS (3/12/2400 baud, 24 hrs/day, call 509-326-5741).

At The Board

The November 9th elections were validated, to see new officers check out the officers listing above. Results pertaining to the other issues on the ballot were the amendment to the By-Laws allowing non-F.A.C.C.S., non-Atari users of the Atari Zone may be appointed to SigOp of a certain area. The vote to consider a non-smoking place to hold our meetings was overwhelming. The officers also confirmed the appointed officers listed above.

In accordance with the By-Laws the officers chose to clarify some of the rules and regulations governing our BBS and SysOp to aid each new SysOp in the performance of their duties. If you would like to know more contact me for further details.

Other Board decision affecting the BBS were: Approval of Nancy Prevost as Co-SysOp and Rebecca McKinley as the first non-F.A.C.C.S., non-Atari SigOp; a separate area has been set aside for users age 16 and under; a general file accessible to non-F.A.C.C.S. Atari users has been established as an inducement to join the club. Also if the BBS becomes to busy for F.A.C.C.S. members be able to access it, a special night for club members only may be set aside.

Tim Osborne has requested each officer to supply an itemized inventory of all F.A.C.C.S. equipment. The Treasurers report showed us still running in the red, however we are checking into a couple of fund-raisers. Members are being encouraged to renew their memberships early to help us through this crunch. Bits, Bytes & Nibbles has consented to allow us to put some of our store disks, on consignment, in their store. Price we have set on the sell of these disks shall be $5.00 each. Ed Hicks is ironing out the last few details of the agreement.

F.A.C.C.S. is now a participating club in the Atari Interface Magazine (A.I.M.), a Michigan based Atari User Group Newsletter. Among the advantages to our club through A.I.M. are the possibility of the reviewing of new software products and getting an ST disk of the month for use in our club. Articles, members wish to submit must be turned into Merry Iverson by the conclusion of each General Meeting.

The annual Northtown Mall Computer Fair was held Nov. 18th & 19th. There were a number of problems with this year's show, mostly due to screw-ups on the part of the Mall Management, and a lack of publicity. Plans are already underway to insure that the 1990 show will be more productive. Several Board members are checking into the possibility of a spring Computer Fair at University City in the Valley.

The F.A.C.C.S. sponsored Inland Empire Computer Enthusiasts (I.C.E.) were ready for distribution at the Mall Show and have been placed in several area computer stores. Plans are underway to produce a new edition every 3 - 4 months. The goal of the I.C.E. is to acquaint everyone in the area with all the users groups in our area.

Finally, the Board discussed ways to encourage and support our new and old members, with a primary concern on ways to more actively support out-of-town members who cannot make it to the monthly meetings. Starting with ways of making our club library more accessible to such members.

The Officers are actively searching for a new meeting place. If you know of a community center or school in your area that is willing to allow us to meet there please let us know. Meanwhile we will continue to meet upstairs at Tidyman's at Five-Mile.

Submitted by Nancy Prevost F.A.C.C.S. Secretary

GKAUG ATARI

GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

President:	Frank Fellheimer	(616) 657-6106
Archiver:	Dave Oldenburg	
Librarian:	Bill Berner	
2nd System/GKAUG BBS		(616) 385-2448

We run a 130XE using BBS EXPRESS! PRO Node #197

No meeting scheduled for this month. I will try to get one for us towards the end of this month, or at the beginning of next month. I am in the process of installing library shelves for my computer literature... seems as if the stuff can really pile up a bit.

Purchased a copy of YEMACYB/4 for my Star NX-1000 C color printer. I have only had time to do one print out so far, but it certainly does do a color print-out in pretty quick time... and you don't have to swap ribbons or reset the paper. It includes the older YEMACYB and some other utilities to assist you in converting various graphics schemes for use by the printer. More about this when I finally get a chance to look at it more. I am still reading the directions (we all do, don't we ?).

Frank Fellheimer

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

Next Meeting: 6:30 P.M. Wednesday, 7 Febuary 1990. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230

5625 Buthview N.E. Comstock Park, Mich. 49321

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
C Baughman	Librarian	(616)795-7373
Marvin Waid	Membership	(616)897-0194
Gary Heitz	Director	(616)676-0112
G Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

Presidents Monthly: 18 January 1990

I would like to take a moment to welcome the new officers elected at the December meeting. Gerry Borysiak and Len Brothers are active participants and their help and insight will be greatly appriciated. Charlene has moved up to a new position and will fill in for Chuck while he is at camp during the summers informal meeting, making the disk library available at all meetings.

The new GRASS officers held a meeting last night, Wed. 17 Jan. 1990, and discussed several issues about the upcoming year. One item was the purchase of a complete system for the group. Since the group did not have the usual magazine subscriptions last year, it was decided that the funds left over could be used for purchase of a demo system for use at the monthly meetings. Anyone know of a good deal on a computer and drive, please let one of us know. We are looking for a 130XE and a XF551 disk drive, and a printer would be nice.

You will notice that the dues listed above are still $22 for the year. With the purchase of the computer system, the dues could not be reduced this year and still pursue the Page 6 magazine from Europe, and try once again to have an Atari Fair this year. More on the fair as things are worked out and details are set.

A major portion of the officers meeting was spent with the concerns of the newer members to the group, most who have not had their Ataris long and did not feel comfortable with the level of demos we have been having. Starting with the February meeting, there will be the usual type demo for the entire membership, but it will be preceded by small group sessions dealing with the demo topic at the beginning and intermidiate levels, as well as a place that you advanced users can gather and have at the topic in any manner you wish (or choose your own). With a large portion of the membership belonging to the new member/owner level, we feel that this should offer something for everyone at the meetings, as well as address those little problems that plague new users.

Remember, March is dues month. Yup, it is that time again. Join in March, and don't miss any of the good meetings in the upcoming year.

The loss of many experianced Atari users to the ST and IBM worlds takes with it a lot of knowledge that most of us need to keep our systems growing and expanding. This is a great problem for those of us who still are not ready to trade in our 8bit Ataris, but we can overcome it. There is one positive side effect of this, and that is the availability of lots of good used 8bit hardware and software at some really good prices. There have been some great deals on Atari products at the last couple meetings. If you are still adding to your system, watch the sale tables at the meetings and keep an eye on the for sale messages on the local BBS's, you might just come accross the piece that you need. Above all, don't lose faith, the Atari 8bit will be around for quite a while yet, even without the support of that company in California.

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line !

HACE P.O.Box 460212 Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

Editor's Corner

Fellow Atarians, this is our club's first issue of AIM, so I hope that you will enjoy it as much as I have over the last four months that I have read it. We will continue to publish our own local journal, UPDATE ATARI, thanks to a healthy treasury and a strong show of support. Think of AIM as your replacement for Analog and STlog, which died back in '89.

Our February 28 meeting will focus on telecommunications, with special attention to be given to file transfers, connecting up with mainframes, and the ever-popular D-term program. If you have ever had questions or problems with calling a BBS or online service, this is the meeting to attend.

The March 28 meeting will be an Atari Sound & Light Extravaganza. We will present a multi-computer graphical, musical show with 8-bit Ataris running awesome graphic displays and lighting to the sounds of ST generated midi-keyboard music. If you thought last summer's music presentation was great, wait til you see this! By the way, any Midi-musicians who would like to assist on this demo, please give me a call ! Tracy

State of the Club!

My first exposure to HACE was in December of 1987. As a new Atari owner my interest in HACE was to seek help with my computer. I found an active club but it became apparent later that the leadership had found other things to do and for an while I thought "Oh My! goodbye HACE". Then, Tracy Webber rallied the Club together and got things organized. Later, Tracy found HACE a free meeting place, which really helped the club's finances.

By then I was interested in becoming more active in HACE and discovered a core of leaders that supported Tracy. Jim Salmon, Editor and later President; Keith Swoboda, who rescued our Disk Library; John Hauser with fantastic dedication kept The HACE BBS going strong; George Iken our Atari Sage kept the newsletter supplied with articles to the point it became a true resource; The board members: Joel Altman, Lee Lassus, Bob Leeper, and Jon Derry - These guys did all the behind the scenes work that gave HACE its strength.

I know I have left some names out but the point has been made - HACE is doing great, because of good leaders and workers. Read the Treasury report at the next meeting and you will note a healthy club. Phone the BBS and see the Heart of HACE in action. Read UPDATE ATARI and find out about Atari users in Houston. Attend a meeting and enjoy good fellowship and information about any Atari you may own. (Even if its a Portfolio.) What this adds up to is that THE MEMBERS OF HACE ARE DOING GREAT BECAUSE THEY ARE HACE. Members and members-to-be, there is more to come. No change in dues, just more for your hard earned money. 1990 will start with excellent programs at our regular meetings. 1990 is going to be a good year for HACE. The state of the club is great! Bill A Kithas

Layton ACE of Utah

The L.A.C.E. Club Meets in the basement of the Clearfield Library every secondWednesday of the month at 7:00 p.m. Mark your calendars for the next two meetings: January 9, 1990 and February 13, 1990.

Irwin Brooks	President/ST Librarian	(801)731-1516
Richard Clark	Vice President	(801)825-5823
Ken Karchner	Secretary/Treasurer	(801)776-8015
Lonnie Allen	8-Bit Librarian	(801)392-4450

Upgrade your 520 ST or 1040 ST without a Board

I'm still excited!!! I'm sorry, but I can't get over the fact that my old 520 ST now has a full two (2) megs in it. No, it's not a 520 STfm with an upgrade board in it. In fact, it does not have an upgrade board in it at all! It's all on the motherboard and all soldered in. Nothing floating around under the RF shield and possibly shorting out. Nothing to get in the way of the accelerator board or the hardware IBM emulators available. Just your plain ole garden verity 1 Megabit RAM chips in 18 pin sockets. It's even possible to use the new SIMs to do the same thing.

This mode cut my upgrade expense in HALF. Half the price of buying the upgrade board and the RAM. At a cost of approximately $300 that is not peanuts to me. This upgrade costs the price of the chips and sockets. That's all! Since the sockets are cheap and the chips are below $10 each, it turns out to be far cheaper than buying the Mega 2 computer even if someone would buy the old machine at full price. Why bother now. Outside of the Blitter, it has nothing I don't already have (except the possibility of going to 4 megs).

If you are reading this to discover how to do it, then I'm sorry. I will not be giving the details here. Don't get me wrong, I think this information should be spread and I don't think it should be kept a secret. However, it will take me some time to writeup the exact procedures for how to do it and at this point I don't know how if any desires it. Do you want the instructions? If I get enough reponses for this information then I will take the time and write down the procedures that I used to make this mod. Be warned though; it is very time consuming (5 hours) and requires circuit board traces to be cut and wire-wrap jumpers to be installed. It is not for the faint of heart. However, if you're up to that kind of hands on work, both in talent and guts then this mod maybe for you. Write me if you want me to print the directions. I will respond one way or another in a later LACE presidents column to this survey. Irwin Brooks, 3897 South 2275 West, Roy, UT 84067.

P.S. It sure is nice to run this word processor with a resident spell checking dictionary and thesaurus.

January LACE Club Meeting

At the January 10th meeting, Dave Young demonstrated SpartaDOS. It was a very interesting and enlightening demonstration. I knew of it when I was into the Atari 8bit arena more, but always thought it was just another DOS competing for the DOS supremacy in the overcrowded DOS field. Now in retrospect, I feel that I really missed the boat (arg). I could have gotten more enjoyment out of my Atari 1200XL than I did. I learned that it was far more powerful than I had thought it was. And, far more compatible with the existing application software titles. In fact, I heard it from more than one say that once you've tried SpartaDOS, you'll never go back to Atari DOS 2. I certainly can understand that after seeing this demo and to go one further, I still think that it is being sold short. More people should be using this fine ICD product. Thank you Dave for a fine demonstration. It was very informative.

Upcoming demonstrations will include the following;

PC Speed or PC Ditto II for the ST and Diamond OS and Blitz for the 8bit. If other demos or information is of interest to you then speak up. This is your club. We want to share and serve. But to do that we have to KNOW! Let us help your desires. Then, don't miss out. Come to the meetings. I'm always glad I do, so will you be.

M.A.C.E. — Michigan Atari Computer Enthusiasts

Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 and ST disks are $4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted throught Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari Users Group Post Office Box 134, Ontario, OH 44862 The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7pm until 9pm. Demonstrations are welcomed,and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine group. As such members receive an issue of AIM every month for no extra charge. Club dues are $7.50 per year for all members. The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special MAUG section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Recent News From Yur Prez:

Well, here it is 1990, and Atari is still in business despite all of the rumors of the last decade! Who would have ever guessed? There have been many changes over the years, but one thing is for sure.... Atari is still unique in the computer industry.

The Atari Lynx is gaining high praise in the reviews I have seen; and of the people which are lucky enough to have been able to snag one, they seem to be quite happy with their purchase. It seems to be a nice little unit, which is loaded with features and performance.

Here locally, nothing has changed as far as the structure of the MAUG group, and the same officers are in place as last year by default <sigh>. The meeting dates as you know by now are the THIRD Saturday of each month starting January 1990 at the new

A&B Computer location in the West Park Mall.Any member which has not payed their dues yet SHAME ON YOU! This will be your last club magazine <you freeloader you!> from us. Please send your $7.50 per year (or 65 cents per month) to the club address made out to "MAUG c/o Chuck Steinman".

Have fun, and bring some demos! ;^)
Chuck

Middle Georgia Atari Users Group
M.G.A.U.G.

The Middle Ga. Atari Users Group is the sole Atari Club in the Middle Ga. area. We are composed of 60 members of which approx. one half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The M.G.A.U.G. address is 115 Feagin Mill Rd., Warner Robins, Ga. 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

January Meeting

The turnout for the January meeting was good. Mike Carter brought his ST and Hard Drive. I brought my new MIDI keyboard and our fee product from Practical Solutions. Among various things discussed were the recent lawsuits by Xerox, The makers of ZoomRacks (what ever happened to that program!) and Apple.

We discussed the Revolution that was supposed to start this year and was sponsored by Artisan Software. Seems that the guy that was supposed to get it all started was hired by Atari so no one was quite sure if the Revolution was going to get off the ground. I hope that some of you will try to do something for the Revolution after all it can't hurt. Myself I have sent a letter to Mr. Tramiel (more on that later) and have signed up a subscription to Current Notes -- in the Spirit of the Revolution. One of the projects that I am considering is making up a booklet or brochure to send to local businesses and printers to tell them of the Atari and its great value. I would like to see some input on this to see what I should include. Also another project that I would like to do is to take up a contribution to get one of the Macon Schools a program such as Teachers Pet or E-Z Grade.

I mentioned a letter to Mr. Tramiel -- well yes I did send him a 2 page letter of some of what I feel are some of the more important issues that we have discussed in the club. I basically touched on three subjects -- Warranty, Mass Merchandising and Price. With practically all IBM dealers (even Mail Order) offering at least a 1 year warranty and many with extended warranties for under $100, I felt that the ST was well past due for an increase in its warranty coverage. The new STe is supposed to be manufactured with reliability in mind and I feel that Atari has had enough time to iron out all of the bugs in its hardware. I am always embarrassed when I'm trying to sell someone on the ST and they ask me about the warranty. Come on Atari -- some of my sons toys have better warranties than the ST.

Second of all -- when I went to the Atari show last year and talked to Mike Dendo he mentioned that the 520ST and 1040ST would be Mass merchandised and the Mega's only sold at Atari dealers but I we have failed to see such a move. I think it's past time for a mass merchandiser, we need to get some ST's on the shelves somewhere.

Third of all I feel that the Atari may have to look at some of it's prices. A local dealer sells a IBM clone with 2 drives, 512K ram and EGA monitor for only $889. The prices on the IBM's seem to come down each month while that ST's have been the same price ever since they came out. RUMOR! Rumor has it that a 1040STe can be bought dirt cheap in Canada. Now if we could just see a break for the U.S. market.

One other thing that seems to be touching a sore nerve with many Atari dealers and potential dealers is the way Atari handles its sales to dealers. It seems that dealers are forced to buy hardware bundles from Atari rather than what they feel that their market may handle. This has stalled one dealer in our area because Atari wanted him to buy many Mega computers that he didn't feel that he could sell -- what he wanted was some 520's and 1040's. This bundling of hardware that Atari requires may be handicapping the incorporation of new dealers. Commodore recently dropped support for many of its dealers and this may be a good time for Atari to fill that void.

In other news we had a drawing for our latest FREE product from Practical Solutions -- the VIDEOKEY. Lee Mavity was the lucky winner. LEE plans to hook the VideoKey to his giant screen TV so that his son can play games on the big screen. He expressed some concern whether he would be able to get his ST back after this move though. As the winner Lee gets the unique opportunity to write a review for the newsletter, Lucky Him. Our next product that I will request will be the Wireless Mouse. I am sure that most of our members will be interested in taking a look at this product.

Also at the club we had some brisk sales on used software. If you have a program that you are not using anymore then you should bring it to the meeting and perhaps there will be someone that can use that program that is growing dust at your house.

That's about it for this month. The meeting in March will be on the 11th at 2pm. at the library. I hope to see you there, bring your new software for us to look at.

PORTS ATARI
PACE
COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

Just when everybody thought that the 'ol 8bit's were dead, do we find more members with XL's and XE's joining PACE. Interest in the 8bit line dropped to an all time low in December. We even considered selling our 130XE/1050. After some discussion, it was decided to leave our super reliable 8bit system for club use and loaning purposes.

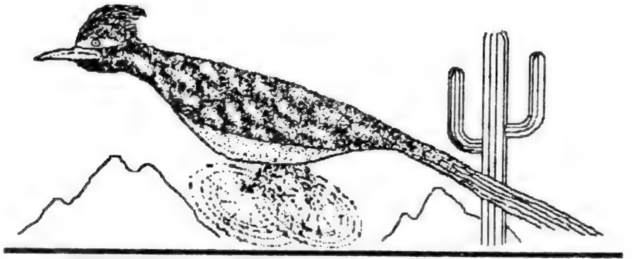
We can count on about one more month of winter weather before warm spring air will arrive. And along with that, waning interest in the computer (not for me!) We will most likely suspend PACE meetings during the months of June, July and August (about enough time to build a house, huh Tom?) It worked out well last year and made our nine other meetings much more productive. So, enjoy the remaining meetings before summer break and make the best of them!

Our first AIM Disk-of-the-Month was promptly devoured last month. This has got to be one of the finest PD disks for the ST around! I was prepared to instruct our non-modeming ST users how to use ArcShell in extracting the PD files from our upcoming AIM DOM. I was totally surprised to find out that all the files are self-extracting LZH archives. Nothing could be more simpler than that! I have known that self-extracting files existed in the IBM world, but this is the first time I've encountered them for the ST. To activate these self-extracting files, just place the file on a blank disk (or within a folder on your RAMdisk) and double-click it. The file will now grow to its original, uncompacted, executable form. Everyone was well satisfied and delighted with their disk.

Nomination of officers will take place during our February meeting. Bring along your suggestions and nominations. Note: In the Feb '90 issue of Electronic Musician magazine, Atari has a full page ad for their Stacy 4 portable computer for musicians (and the rest of us.) Pick one up at your local music store, TODAY!

I'm sure you are all aware of the ST-Express situation by now. This publication has ceased operation along with Analog/ST Log. This leaves just a few excellent monthly ST oriented magazines on the newsstands now. What hurts the most is that we had just subscribed to ST Express and received just one magazine/disk for our $74.95. Too bad they didn't return our check and say, "Obviously, we CAN'T take your money because we're ready to go bankrupt." Just to go through the motions, I have sent a letter inquiring about our late magazines and disks.

The next two PACE meetings will be on February 18th and March 18th 1990 at 6:30 in the Wisconsin D.O.T. Building. Call any of the officers for directions. See you there!



PHAST - Phoenix Area ST

Richard Covert	President
Lance Summers	Vice-President
Jim Keho	Recording Secretary
John Steiner	Treasurer
Mike Zachary	Membership Secretary/Sergeant at Arms

PHAST members, this should be your SECOND copy of the AIM magazine. If you were not at the last meeting, you missed the change-over of the officers (mine and Richard's first). The meeting got off to a slow start (as usual) with some more items to hash over such as continuing to look into incorporation as a non-profit club, deciding to mail a post card as a meeting reminder on the off-month mailing of PHAST TIMES, continuing to look for a new meeting place, planning a membership drive, and continue notifying the software companies that we exist.

Once all of that was said and done, we started in on the demos: The first of which was Word Flair demoed by John from Computer Works. This is a combined word processor and publishing room (graphics) program. The second was an old game called Sentry demoed by yours truly. This game proved to be a sleeper with me, that is, the first time I played it I thought I might have over-spent on this one (on special for $10) but on playing it a little more, I found that it had some hidden qualities in the higher levels that required thought at REAL-TIME. Overall not too bad of a little game. The third demo was Oids given by Rich Covert. This too proved to be a little more that just another shoot-em-up type of game.

We will have a demo of at least one game and one applications program for each meeting.

We meet at the First Methodist Church on 19th Ave just South of Dunlap. All interested people are welcome to check us out. See you at the meeting in FEB...Lance.

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

After some fierce electoral competition, "back room deals" and employment of heavy political machinery, P3ACE has a new president--me. We have also managed to reshuffle some of the other officer positions in the club as well. The full list is given under our masthead.

Note that dynamic Dave is filling in for two positions. This is temporary! If you would like one of these positions, please let me know. Our new officers were elected at our annual combined 8bit/16bit meeting in December. For those of you that missed it, that was a super meeting. There were lots of goodies to eat as well as some very good software deals (thanks to Horizon Computers). We also wish to thank Horizon for providing our "guest speaker" for the evening.

So where are we headed this coming year? My association with P3ACE has been short for sure, but my impression is that we have a fairly solid group of dedicated Atari computer enthusiasts. With Dave Koster's excellent leadership, it will be hard to top last year's efforts. So first and foremost, we need to continue our tradition of support to our members. Second, we need to continue to grow. We will be looking for new innovative ways to attract people to Atari computers and P3ACE. One of the things I am interested in is having the club support the "Atari Revolution." For those of you who have not heard about this, it is a plan for the Atari users to take matters into their own hands and try to get more exposure and support for Atari computers here in the U.S. More about this later.

This should be the second appearance of P3ACE in AIM. P3ACE members, Ed Fletcher and I would like you comments on this replacement for our own newsletter. (We would like some good articles to submit to AIM as well.)

I plan on being up on Vector Space (719)-687-1838 and GEnie on a frequent basis. So feel free to leave notes for me there as well as calling me at home (719-380-8080). Speaking of Vector Space, Rick Mount has posted a provocative article (FCC.TXT) about an effort by the FCC to tax us modem users. I strongly recommend you download it and write your Congressman now!

At the February ST-SIG,(the 4th Thursday), Dave tells me that the topic of discussion will be Fantasy Role Playing Games. The March XL/XE SIG(the 1st Tuesday) will cover various types of menu programs. Hope to see you at one of our upcoming SIG meetings.

In closing, I just want you to know that I am an 8bit kind of guy, though I have a strong interest in the ST/Mega. I just hope that Atari is still alive and kicking by the time I get around to buying an ST/Mega. If we Atari users keep working at it, I'm sure we can influence things to keep Atari on track.

Pam Frits
Terry Frits

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RACC

ROCKFORD ATARI COMPUTER CLUB
ALONG THE ROCK RIVER KNOWN AS
"THE GREATER BLACKHAWK REGION"

We meet at Rock Valley College, the third Saturday of each month. Meetings start at 9am, and usually run untill noon. We are a support group, dedicated to helping each other learn and enjoy both ATARI 8-BIT and ST/MEGA computers. Our meetings are open to everyone. Address is RACC c/o Andy Learner 3902 15 Avenue 1 Rockford, IL 61108 CAMILLE 2OOO BBS 815-397-5327

ANDY LEARNER	President	815-397-5316
MARK KUNKEL	ST VP	874-5546
JAKE OLBRICH	8-Bit VP	332-5303
ROGER CREEDY	Secretary	877-3769
THOM LOFTHOUSE	Treasurer	654-1863
DAVE ZOLMIERSKI	8BIT Librarian	654-0247

The Short Report:

Time again to set out the AIM article. I just got the January issue yesterday, and today I have to rush to get this on the wire, for the deadline. I don't envy Pattie or Bill at all, they surely have a tough job, co- ordinating all that has to go into this production, and get the club releases at the wire(like I always turn in!)

We decided to participate in SOFT-LOGIK'S Pagestream promtional package deal, so this is the first piece I am am outputing with it. So far I like what I see of it's capabilities. I have used ST Publisher, but this seems to be a lot more powerful. One of the noticeble drawbacks I have found is that it is almost essential to use a high rez monitor.

I could use Publisher on the color monitor, but Pagestream uses a different font structure and even at 200% page view, I cannot make out what some characters are. However, it does work great on the B&W monitor. The only other thing is when trying to import graphics, scanned IMG files crash the one MEG machines mercilessly. So save those work pages often,y ou DTP'ers.

Till next month G'DATA.

Andy

Rushmore Atari Computer Enthusiasts (RACE)

3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.NOTE: No piracy will be tolerated at any RACE function!

President:	Rick Burton	(605)-642-5353
V. President:	Gregg Anderson	(605)-348-6331
Secretary:	Mike Douglass	
Treasurer:	Mike Randall	
NL Editor:	Mike Harbison	
ST Librarian:	Mark Wolf	(605)-923-2841
XE Librarian:	Ken Kayle	(605)-343-7289

President's Particulars

First I want to issue some well deserved thanks to individuals who have contributed to RACE.

Thanks to Ken Kayl for jumping in to the librarian position and picking up the library articles.

Thanks to Chris for the enlightening and entertaining surprise demo. (Great pics, Gregg!)

Thanks to Gregg for all the many contributions to RACE. We'll miss ya but hey, when ya gotta go, ya gotta go! Even if it is to the Med.

And thanks to all new officers and anyone who has pitched in. Even if we are losing Mark W. too. (Orders are orders).

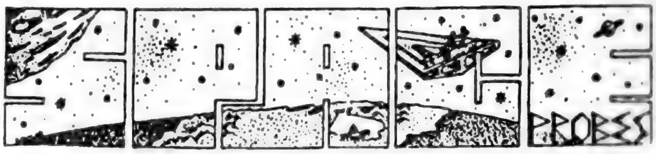
The practical application theme will be continued at January's meeting with processing documents. I am still persuaded that my Atari is not just a paper weight, desk ornament, or fancy arcade machine only. It is a tool and a very powerful and useful one at that! See all you RACE drivers Saturday the 20th...Rick Burton

8Bit Library Corner by Ken Kayl

Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8bit library. What will we offer this month? Let's first review RACE's Disk #45. Race Disk #45A has F-15 Construction Set, this is shareware, written by Chris Wareham. Basically, if you are tired of the original missions on F-15 Strike Eagle, this will allow you to create new and different missions. What you need is some time, the original F-15 Strike Eagle, an empty disk, an atlas, and a joystick. This is an especially good program, as you can create maps of the trouble spots around the world and assist in victories.

On 45B are Utilities. Some examples are; Ceasar's Clock shows what a digital watch would look like if it used Roman Numerals, DiskLabel makes a disk label. Home Inventory creates a home inventory file (this one writes and reads the inventory file to cassette, some Basic programming would be required to modify it to work on disk). Key 6 Cipher encodes and decodes messages, the messages can be typed in or read in from tape. It also stores to tape (Some Basic programming would be required to modify the program so it used disk.). Build 2X creates an autorun to run any Basic program. Bubble Sort is an example of a bubble sort program. Compactor compacts any LISTed program. Compare compares two LISTed programs to see if they are the same program. Dup Fast duplicates a single density disk in two passes. Memory Dump dumps the memory to screen or printer. Renumber will renumber a LISTed programs line numbers. Real Time Clock places a clock on the upper right corner of the screen.

We'll also review RACE #57 and #58. RACE #57 is TURBO BASIC for the an Atari with 48K. RACE #58 is TURBO BASIC for the Ataris with more than 48K. RACE #57 is double sided, so most of the documentation is on the back of #58, I'd recommend getting both #57 and #58 if you are going to be using a 48K machine (you only need #58 if you have 64K or more). These and the entire 8bit library will be at the February meeting. Cost is $2 for members and $3 for nonmembers. If you have suggestions for types of software you want in the library or reviewed here let me (Ken Kayl (605) 343-7289) know.



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: February 19, 1990 (7:30 - 9:00 PM) March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President: Tim Holt 915-821-2048
Vice Pres: Morris Miller 594-1906
Sec't/Tres.: Joann Anderson 751-2710
Editor: Paul Stampfli 821-4861
Librarian: Norm Bates 593-6234
ST El Paso BBS 751-7837
Data Retention Center 821-0006

From The Prez...

I hope you made it to the January 13 meeting! Excellent! I could not have been happier! It looks like we are getting too big for the library meeting room. I NEVER thought I would hear myself say that! We were really tight in there, and the fact that the thermostat was set at 405 degrees didn't help! But it was a good meeting nonetheless. Pete Rosh brought ALL his equipment down and demonstrated the Migraph Hand Scanner, as well as Touch Up. I want to thank Pete again for doing such a great job. Clarence Klassen came up with a great use for Touch Up: If you are, shall we say, not in top physical shape and want to get a job, scan a picture of yourself, then use Touch Up to lose about 50 pounds. Only in our group would you get that idea!

Next, David Thurman showed off his LYNX Game System, with California Games on it! What a beauty! I was expecting a so-so thingy (that's a George Bush word), but it really is a beauty! Now, how to get one without my wife knowing about it....

David also won the door prize: The Tweety Board from Practical Solutions. Congratulations David!

After the meeting, a midi maze mini competition was held. David Thurman defeated myself, JR, James Blount and all comers. Now, if we can get the guy to join the club...

We discussed the latest ST news, and got into a lively discussion on whether or not the club should go into the BBS busness. From the impression that I got, most members thought it was a good idea. We will vote on whether to do so at the next meeting. Here is how STE-EP (ST Enthusiasts of El Paso) would work:

I have volunteered 30 megs of my hard drive to run the board. The club will pay for the Express BBS v.3 and the line to my house. The club's library will be ONLINE, and all members will have total access to the board. There will be areas on STE-EP that will be for members only, and access will automatically be given to any member, no matter where they live. Most felt that charging a fee would kill the board, so there will be no fee. People calling from outside the club will be able to access most message bases, and some file areas, but not all. That will be for members only. The board will dedicated to the ST Club, and the ST line of computers. SysOps will be myself and Paul Stampfli, and then there will be SigOps, people responsible for one area of the board, such as the ST Report or Z MAG areas. Anyone wishing to be a SigOp needs to see myself or Paul and we will gladly give you an area of your very own! The board will be online all day, and most hours of the evenings. The only times that it will be off line is when I have to use my computer (Hey, I only got ONE!) and when we have to upload stuff and maintain the board. I hope you like the idea of STE-EP and I hope you use the thing if we get it! If you haven't got a modem, and was waiting to see if there was a good reason to, then STE-EP is THE reason. I will say right now, that if we get it, then this BBS will be THE finest Atari ST BBS in Texas and New Mexico. We already have the finest club in both states, we might as well have the best darn BBS as well!

Please welcome the following new members to our club: Stanley Page from Las Cruces, George Chaves and Jens Salomon from El Paso. Welcome all!

Some people were already asking me about the next club auction! Well, I am trying to space these out about every six months, as I don't want the club to become the ST Flea Market Club, so look for the next auction to be around June.

If you are in the military, and you are transferred, please let us know where you are going, so that you can keep getting AIM, even if you aren't in El Paso. Plus, we want to keep in touch with all our members. If you move, drop us a line and let us know.

Remember, the March meeting is Spectre GCR (or Word Processing), and the April meeting is "The Best in Public Domain" with our librarian Norm Bates. May is "Games" so if you have a nifty game you wish to show the club, let me know so that I can schedule you. June will be "Auction" and club nominations, and July is our annual club elections.

Until next month, Viva El Revolution!
Tim

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TACE

Tinker ACE of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20.00, Correspondence - $15.00. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President	Greg Ray	(405) 964-3765
Sec/Treas	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Ad	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report—January 1990

A new decade and yet another Atari- oriented magazine biting the dust (and another going bi-monthly). I suppose that just shows that we (Atari fans) must stick together now more than ever. That said, I think it is time I give back the soap box... We have several 8bit disks-of-the-month this time. They include: "MYCOPR" and a sign maker, some Printshop(tm) icons from the Genesee Atari Group, an RLE picture viewer, a game called "Search for the Jewel of Strength", a game called "chopperoids", and "Surfs up" (double sided), and Genesee Atari Group's game disk #107 and #205. If you wish to acquire any of these disks or any other we might have, please contact me (or one of the other officers) at the above address. I can better offer help if it is in writing rather than over the phone, thank you.

We had a good time at the January meeting and missed you all who could not make it. If you wish to upgrade to an ST, perhaps you should look into an offer made by Innovative Concepts (on the CopuServe 8bit forum). As far as the issue of us merging with OKCACC (Oklahoma City Atari Computer Club) it turns out that they are not interested in a equitable merger, so it has been decided to not pursue the matter further at this time.

Stephen C. Moffit (CIS ID# 75006,2204)

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are January 13, and February 17th, 1990.

President	Steve Volker	(517) 685-9035
ST Librarian/Tech	LeRoy Valley	686-6796
Treasurer/Sec	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State street at the Corner of S. University in Ann Arbor.

Club dues are $15 per year and provides access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Non-members and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

General Meeting Minutes

The January meeting of WAUG was held on the 9th. Craig called the meeting to order at 7:45pm by announcing the meeting topic: Telecommunications.

Craig also reminded/informed the members of the upcoming visit of Atari's own Bob Brodie, User Group Coordinator, who will be in Ann Arbor on Saturday, 2/17, to speak to the local Macintosh users group about STacy and Spectre GCR. (Naturally, it would be kinda neat if a lot of Atarians showed up at the Mac club meeting...) Bob will also be the star of a meeting to be held on Sunday that same weekend for all interested Atarians to attend. (Meeting will be held in the Anderson Rooms of the Michigan Union, starting at 1pm.) WAUG's "considerable influence" (Craig...) is responsible for arranging the meeting space free of charge.

Craig announced that Treasurer Dick Selke is now soaking up sun in Arizona (expected to return in about 3 months... Nice work if you can get it!) so any questions about membership and/or treasury should be referred to Craig. With that in mind, Craig went on to announce the raffle of one of the PageStream packages we received last month from Soft-Logik. Tickets will sell for $1 each, and the drawing will take place at the end of the February meeting.

8Bit Librarian Mike Millage demonstrated the latest version of BobTerm on the XL, noting its support of Compuserve's B-Protocol and other nifty features. Mike seemed less than excited about the software, indicating he has had some great difficulty making it work with SpartaDOS but this is understandable since the author also wrote MyDOS... Mike DID comment that the system offers a much larger buffer than does Express, so it probably will be very popular with those who do a lot of file transfers and capturing.

Guest speaker Ben Cranston of Soft-House Computer Center spent the major portion of the next hour discussing how to use the KA9Q software package that allows an ST to access the InterNet. Since there are no phone lines in the Anderson Room, Ben simulated a session of file transfers by connecting two STs together via null modem, all the while answering questions from the members. Ben received a round of applause for his efforts, and Librarian Russ Crum was immediately besieged with requests from members wanting to purchase copies of the TelComm Disk Special.

Russ announced that he had completed a major overhaul of the club's ST disk library. The entire contents of the library have been transferred onto double sided disks, and all files are now ARCed thus reducing the number of disks he has to maintain from 140+ to 51. Accordingly, there is also a new ST Library Catalog Disk. In addition, the new AIM monthly disk will be placed in the library regularly along with other magazine disks.

Russ also announced that the club's library will now be available to rent (members only.) While sales of disks will still be an option, members can now choose specific categories to rent (in their entireties) for a rental fee and a deposit that will vary depending upon the number of disks taken.

The next meeting of WAUG will be held on February 13th The feature topic will be Emulators, with discussions of PC Speed, PC Ditto II, and Spectre¢GCR.

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4	5	ACCD P3ACE Xl/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST 10
CACE MGAUG 11	ACCT Atari Fed 12	WAUG 13	LACE 14	15	16	RACC RACE TAG 17
PACE 18	SPACE STANCE 19	MACE STIG 20	CCCC 21	P3ACE ST sig 22	23	24
25	26	27	HACE 28			

March 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XL/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST 10

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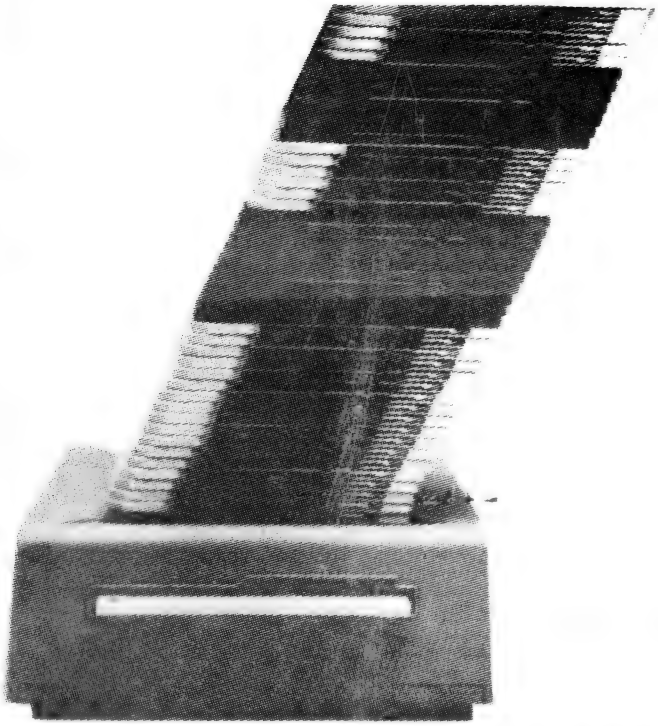

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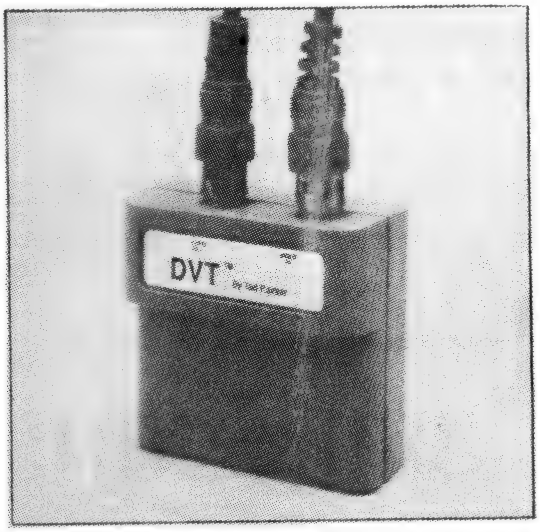

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March 1990

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Atari Interface Magazine
December 89 Issue

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MARCH '90

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On the Cover
Avant-Garde's pc-ditto II hardware IBM Emulator.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs: Bob Retelle, Hadley Nelson
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream

From The Reader's Viewpoint

Dear AIM Editors,

I am sick and tired of commerical programmers and software manufacturers complaining about piracy. Show me the programmer who has never used a public domain program, who has not received *free* help from a friend, fellow employee, computer club member or book from a free library.

Those Pirate Blasters owe a debt to people who gave and give free help. Public domain programs did not just materialize. Individuals spent hours, days, weeks developing and sharing their works with the computer community. This is what makes the computer world grow so rapidly.

Piracy decriers who benefitted from someone's freebees now want to get wealthy for their labor. Is this how those disk mongers repay the pioneers and friendlys?

Computers are one of the greatest things that befell Humanity. Our progress is being accelerated like never before.

Handicapped are becoming exceedingly productive; the mentally ill and slow learners are achieving astoundingly. New ideas, instantly displayed on monitors, soon grow into physical realities.

There are minds in our world waiting to be opened. The cure of some devastating ill lies in one of them. Alas, the cost of a computer and software is beyong the reach of too many.

Rather than restrict the availability of software and computers because of cost, they should be distributed to everyone on Earth. If piracy helps to accomplish this, then I am for piracy.

Friendily yours,
Joseph Hicswa
Passaic, NJ

[Editors' Note: Hmmm...]

Dear AIM,

I recently had the new TOS 1.4 ROMs installed in my 1040ST and must admit that there is a great improvement. However, I am now stuck with several older programs that just won't run anymore. Many of these "Golden Oldies" as I like to call them, I considered favorites, but they have now been rendered useless by the new improved TOS. It seems to me that Atari Corp. should supply some type of translator disk with the ROMs as with the XL machines.

I have tried loading in the very first version of TOS from disk, and then loading the program, but had no luck...strange, as I was sure that would work.

I have also heard rumors "some company" out there was producing an upgrade board with enought sockets to accomodate both the old and new TOS ROMs, and allow you to switch between the two.

What are we Atarians to do after spending our hard-earned money on good (in my opinion) software? Throw it away? I realize the programmers didn't exactly follow the rules in writing these programs, if they did, there would be no problem.

But I seriously doubt too that they would recall, rewrite and redistribute TOS 1.4 compatible versions. Many of the companies no longer support the ST , and some have even gone out of business. Any advice or comments from your readers would be greatly appreciated.

Thank you,
A Golden Oldies Fan
No Address Enclosed

[Editors' Note: You're in luck! Darek Mihocka has written a program called QuickTos which replaces your TOS 1.4 with other TOS versions from disk. You actually should have been able to boot TOS 1.0 from disk and use your old programs, assuming they aren't auto-booting games.

With QuickTOS, all you need to do is copy your original TOS.IMG file to the same directory/folder that contains Quick TOS, then run Quick TOS.

Darek originally wrote this program to run current software on the STe. This program is now available on the March AIM Disk of the Month and the online services.

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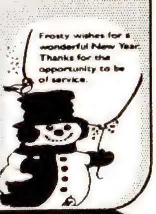
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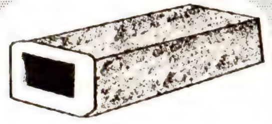

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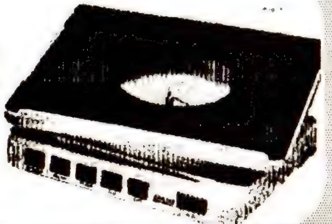

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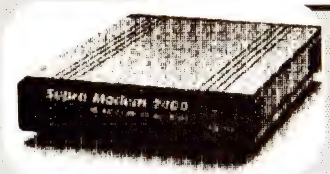

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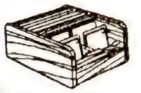

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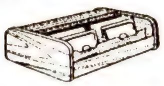

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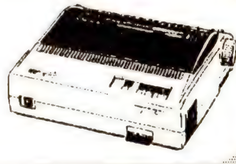

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari Corp. News

David Harris has been moved over to President of Atari Entertainment Division from President of Atari Computer, after holding that post for only a short time. Meade Ames-Kline was named to fill the President of Atari Computer position. Meade comes from the Koala Springs Beverage Corp., which produces a trendy California soft drink.

Atari has scheduled April 1st to be the debute of the Atari "Power Pack" or "Advantage," whichever name is decided upon, in the Los Angeles area. The Power Pack will be test-marketed there in large retail stores like May Co., Sears, Mongomery Wards and other "cornerstones" of shopping malls. The Power Pack will be a 520STfm packaged with approximately 15 different software titles, and it is said to retail at $399. Tentative software titles include WordWriter ST, Data Manager ST, Swiftcalc ST and NeoChrome.

STe and Stacy

The new STe, which is to replace the 520/1040ST on the Atari Dealer's store shelves, has passed Atari's internal FCC testing and has been submitted for testing to the FCC. The machine is expected to pass without problems and should be available to dealers by early April.

The wait for the Stacy portable should be over soon as well. The release of the Stacy was held up at Atari headquarters because of a problem with Conner hard drives in the first Stacys. It seems the Conner drives parked themselves whenever any software attempted to access any other DMA device.

It took some time to discover the cause, but while Conner is fixing the problem Atari has been busy building Stacy2s and Stacy4s with the intention of installing the drives once Conner develops the fix. The demand for the Stacy has been so great the first production run has already been sold.

One word for people seeing advertisements for the Stacy1. The Stacy1 is not in production let alone passed FCC testing, so it will be some time before the Stacy1 is actually available in the US.

Manager of User Group Services, Bob Brodie, travelled to Michigan with stop-overs in Chicago and Denver recently. He spoke to many of the user groups from Michigan and Ohio. And while in Chicago and Denver awaiting his flights, he met with user group members -- a marathon of user group meetings if there ever was one!

Developer News

Darek Mihocka and Ignac Kolenko have released Quick ST II and Quick Tools, Volume 1. Quick ST II is a significant improvement in the Quick ST program, with increased GEM speed, customizable fill patterns and even the ability to place DEGAS pictures on your desktop.

Quick Tools is a collection of utilities able to run as either applications or desk accessories. These include a command line interpreter, a fast file finder for hard drive owners and an excellent label making program. A demo disk for Quick ST II and Quick Tools is available for $5 from Branch Always Software, Box 2624, Station B, Kitchener, Ontario, Canada, N2H 6N2.

RONSAT Technologies has announced the release of STonehenge II, an external RAM-drive for the ST. STonehenge II connects to the ST via the DMA port, and has a DMA through port to daisy-chain STonehenges or hard drives. STonehenge II comes in 265K and 2Meg configurations and is completely assembled in a small modem-type casing.

STonehenge's data and retention is completely separate from the ST, so in case the system locks up or bombs, the information in STonehenge's RAM will not be lost.

The 2Meg version retails at $599 and the 256K, easily-upgradable version sells for $449. RONSAT may be contacted at (708) 520-8003 (voice) and (708) 520-7812 (modem, log in as Info).

MicroVision, from Beaverton, OR, has announced their ST/Mega hard drive kits with either 325 Megs or 650Megs of data storage. The "footprint" of the hard drive is 9.5"x10"x4.37" and includes cooling fan, power supply, SCSI connector and external switches for SCSI ID and write protection.

MicroVision uses Maxtor mechanisms with an average of 18ms access time. MicroVision can be contacted at 18180 Cornell, Suite E, Beaverton, OR or (503) 690-6639.

Dorothy Brumleve has done it again! She's released Super Kidgrid, a creative graphics design program for children ages 3-11. Super Kidgrid offers experiences in patterning, shapes and color, and can be both entertaining and challenging. For more information, contact D.A. Brumleve, PO Box 4195, Urbana, IL 61801 or phone (217) 337-1937 during business hours.

Avant-Garde Has pc-ditto II Fix!

It was announced recently on the on-line services that Bill Teal at Avant-Garde Systems has solved the timing problems which caused most pc-ditto IIs to not work. The fix involves removing two chips from the pc-ditto II board and sending them back to Avant-Garde to be replaced. These two chips are labeled U27 GLUPAL (part TIBPAL 20L8-25CNT) and U15 EMSPAL (part TIBPAL 16R4-25CN). They are still working on a fix for the blitter and Mega expansion port problems.

Artisan Software has announced the release of Word Quest Utilties, a gem-based system to use with Word Quest and Word Quest 2 crossword puzzle files. This utility will not be made available through dealers, but can be purchased from Artisan Software, PO Box 849, Manteca, CA 95336 for $19.95 plus $1.50 shipping and handling.

Titus Software Corp. has just released Knight Force, a sword fighting game, for the ST. Your object is to travel through five time zones, gathering amulets, defeating monsters and overcoming obstacles to get into the Castle of Doom and rescue the Princess Tanya from the evil sorcerer Red-Sabbath. The different times include medieval, prehistoric and present day.

Electronic Arts has released The Hound of Shadow, a game based on the stories of H.P. Lovecraft. This game introduces the Timeline system for generating your character. You may choose your sex, occupation and hobbies. The choices you make can influence the outcome of the game, and once you've completed this game, you may take your Timeline character through more EA graphics/text adventures.

Atari Shows

The Toronto Atari Federation will be sponsoring an Atari Show on April 1st at the Airport Hilton in Mississauga, Ontario, Canada from 10 am to 6 pm. TAF sponsored a successful show in November, '88. For more information, call (416) 425-5357.

The first World of Atari show this year is scheduled for April 7 and 8 at the Disneyland Hotel in Anaheim, CA. Some reports say this show will be better than last year's Anaheim WOA. For more information, contact Rich Tsukiji at ST World.

The Pittsburgh Atari Computer Enthusiasts will be sponsoring the North East AtariFest '90 at the Chartiers Valley High School, near Pittsburgh on April 28 and 29. Bob Brodie from Atari is scheduled to attend, as are a number of important Atari developers. User Groups can obtain a table at the show for only $25. For more information, call (412) 843-0682 or the PACE BBS at (412) 571-0891.

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pc-ditto II
A Big, Fast Upgrade

Hadley Nelson (ABLE)

On January 10, 1990 at the ABLE ST SIG meeting, one member brought in his new pc-ditto II package he had just received from Avant-Garde Systems. The serial number seemed to indicate this was the fifth production unit.

For those who are new to the Atari ST scene, pc-ditto is a software product, developed by Bill Teal of Avant-Garde, which enables one to run most popular IBM software on the Atari ST. It literally transforms your ST into an IBM compatible.

Pc-ditto II is a long-awaited and eagerly sought upgrade to the highly regarded pc-ditto. Pc-ditto II is a hardware/software product developed to significantly improve the speed and enhance the video presentations over that of pc-ditto.

The pc-ditto II (hereafter called PCD II) package (see Figure 1) consists of a surprisingly large main printed circuit board, a small daughter board called the PCD II connector, two ribbon cables (16 and 34 wire) that connect the two boards together and some insulation material for the main board. There is also a bottle of liquid used to improve the electrical connection between the PCD II connector and the legs of the MC68000 processor chip inside your ST.

On the main board, there is an empty 40 pin socket for an optional 8087-1 math coprocessor chip.In case the socket is to be left empty, a jumper wire is provided to bypass the chip. In addition, the package also includes a PCD II systems disk containing the software necessary to make PCD II work and an Installation Manual.

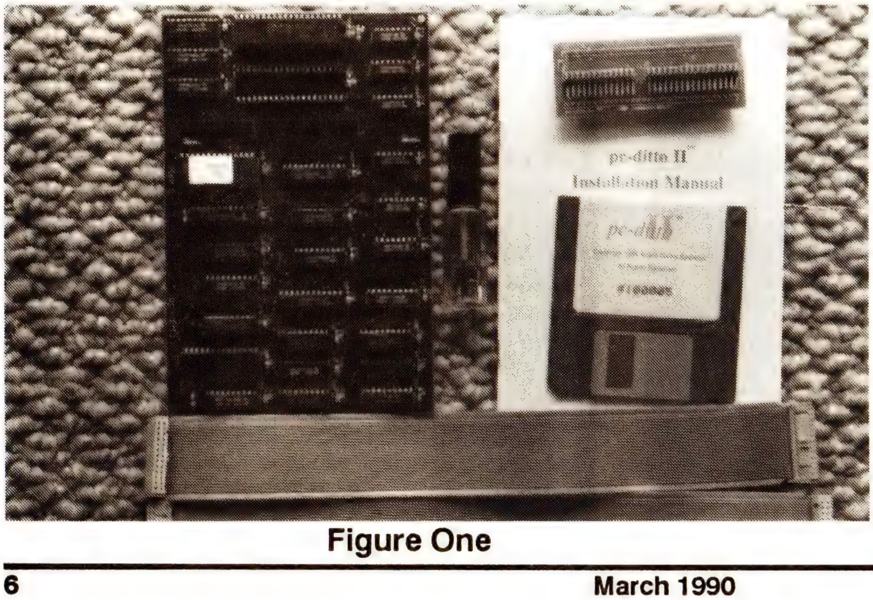

Figure One

Installation Manual

Let's look at the Installation Manual. It has no Table of Contents, no Index and no page numbers. The manual appears to have two chapters and three Appendices.

Chapter I is the Introduction and generally describes the pc-ditto II package. The package we examined appears to be missing the User's Manual and the registration card. Other customers have reported the system disk missing from their packages.

[Ed. Note: According to Avant-Garde, the User's Manual is the same as that for pc-ditto, and since all current shipments of PCD II are to owners of PCD I, those owners already have a User's Manual. As for the registration card, since PCD II is currently being shipped directly from Avant-Garde to preregistered customers only, the registration card is also not needed.]

Chapter II describes a 30-step hardware installation procedure. (It is noted that Step 13 is missing entirely.) It takes the first 14 steps to describe how to remove the shielding from the computer and the last eight steps to describe reassembling the computer. Step 15 tells you to locate the Motorola 68000.

Steps 16 and 22 tell you to orient (since there are no keyways on the connectors) and connect the ribbon cables to the boards. Steps 17 and 18 tell you to clip the PCD II connector (hereafter called the chip clip) over the 68000 chip after aligning the notch. There is no instruction in the Installation Manual on how to use the bottle of liquid provided to increase conductivity of the connections. Steps 19 and 20 describe how to install the math co-processor if it has been optionally purchased, or how to bypass it otherwise.

An almost unbelievable omission from the manual is the total lack of any mention of where the main board is to be placed in the computer. The Installation Manual does not discuss how to implement the IBM emulation mode at all. It does refer the user to the User's Manual (missing from the package we inspected) to learn about the software on the PCD II system disk.

Appendix A discusses troubleshooting. First off, Avant-Garde only warrants that PCD II will work with the IBM software identified on the certified list included on the system disk. Regarding hardware troubleshooting, the manual refers to using the PCD2DIAG.PRG diagnostic program...which is not on the system disk and is also not available at this time on GEnie or CompuServe.

The manual specifies Avant-Garde does not warranty PCD II for use with non-standard or modified computers.

Appendix B provides a nice write-up on how to obtain customer support from your dealer and from Avant-Garde Systems by letter, by telephone or on-line. Unfortunately, much to the consternation of users, it has been practically impossible to contact Avant-Garde by any means for the past several months in support of either pc-ditto or PCD II.

Appendix C describes the product warranty. The message here is that if problems occur, one should take prompt action to return the package to Avant-Garde insuring that the product has not been modified or damaged in any way.

The PCD II Connector (Chip Clip)

The chip clip is a daughter board used in making connection to the 68000 chip. It consists of a printed circuit board with two rows of 32 pins on the bottom, along with two alignment pins to contact the chip ends. The top of the board has two male connectors, one having 26 pins and the other 34 pins. The chip clip fits over the 68000 CPU chip. Only tension connects the pins of the chip clip to the legs of the CPU chip. Since a poor connection here will definitely cause a lockup and a system malfunction, the chip clip is considered a weak design link in the system.

Reviewing messages on the telecommunication services, it appears the chip clip connections are indeed causing problems and in at least one case, Bill Teal, himself, recommended soldering the clip to the chip as a solution. This seems like an excellent idea.

It is also understood that Avant-Garde will market an Expansion Bus connector for Mega owners which replaces the chip clip and will plug directly into the Mega Expansion Bus port.

The PCD II Main Board

The main board is a 7x4 inch printed circuit board having a large number of components and many socketed chips on it. It looks well made, sturdy and like a prototype. According to Avant-Garde, each board is tested (burn-in) before shipping to the customer.

The original board design was to use a gate array instead of the usual multi-processor chips used in the clones. However, a design change was made late in the development cycle to utilize the standard NEC V30 chip as used in the SuperCharger and PC Speed, competing IBM emulators for the ST.

pc-ditto II
Installation Manual
pc-ditto II
Connector REV.C

The Chip Clip

The gate array components are still on the main board and are used along with the V30. The main board will support CGA (Color Graphics Adapter) graphics, provide usable mouse support and allow parallel printer, RS-232 and hard drive operation with up to 640K memory. One user, namely Jim Allen of Fast Technology, has reported a Norton SI rating of 4.0, making PCD II many times faster than an IBM PC-XT or PS/2 Model 30. According to Avant-Garde, upgrades will be software only and free. The first upgrade will include EGA (Enhanced Graphics Adapter) and EMS (Expanded Memory System) support.

The main board contains the empty socket for the optional math co-processor. It should be noted that only the 10 MHz 8087-1 co-processor chip (about $100) will work. Chips with other suffixes are slower and will not work.

A major problem with the main board is its physical size. PCD II is warranted to operate on the 520ST, 1040ST and the Megas. It is becoming apparent that the board will not fit into some unmodified computers, let alone those machines that have been modified with memory upgrades or an accelerator board.

It is believed that the final production board could be significantly smaller if surface mount technology is used.

Connecting Cables

The two interconnecting ribbon cables are too big and inflexible. The connectors do not have keyways. It seems that smaller, more flexible cables would be more satisfactory.

PCD II System Disk

The PCD II system disk contains the following list of files and folders:

README.1ST
CERTPGMS.DOC
KEYBOARD.DOC
/STPROGRAMS
  PC_DMENU.PRG
  PCDMENU1.RSC
  PC-DITTO2.PRG
  PC_D2.1
  PC_D2.2
  AHDFIX2.PRG
  AHDFIX.DOC
/PCPROGRAMS
  PC_DFMT.COM
  PC_DDRVR.SYS
  PC_DMOUS.COM
  PCDSETTD.COM
  PC_DHD.SYS
  CACHE.COM
  CACHE.DOC

Users of pc-ditto will recognize the main programs, as they are very similar. In particular:

PC_DMENU.PRG—This program allows you to change the characteristics of PCD II to your taste. Such parameters as colors used by the monochrome and graphics palettes, disk drive assignments and others are configured by this program. This program should be run first, before PC-DITTO2.PRG.

PC-DITTO2.PRG—This is the main program. Clicking this program will start the IBM emulation using preferences selected in PC_DMENU.

Conspicuous by its absence is the diagnostic program PCD2DIAG.PRG.

Conclusions

PCD II is not vaporware and is available for $299.95 from Avant-Garde Systems. The PCD II hardware/software package is operational on Avant-Garde's computers and a few users have been able to get it installed and working. On those few computers where PCD II is working, it has been successful in running (bug free) all the PC software that worked with pc-ditto, but at a much higher speed. Whereas pc-ditto was more a novelty showing that IBM PC software could be run (slowly) on the ST, PCD II makes the ST a viable, useful PC clone.

Unfortunately, based upon messages on GEnie and CompuServe, a vast majority of PCD II customers have encountered one or more of the following difficulties:

1. Running the PCDITTO2.PRG results in lock-up or a "No pc-ditto II Hardware Installed" message. The likely cause is bad or improper connection of the PCD II hardware.

2. MS-DOS does not properly boot. The likely cause is an interrupt timing problem peculiar to your particular computer. Avant-Garde is aware of this problem and is working on a software fix that will be placed on the networks for downloading.

3. The PCD II hardware does not fit into the computer. This problem may prove insurmountable, although one innovative user ran the ribbon cables out the back of the computer case and placed the PCD II main board into a Radio Shack box. The ultimate solution may be to redesign the main board to be substantially smaller (like PC Speed) and make a more flexible chip clip.

The PCD II package betrays a hectic race to get the product out. The packing list does not tally with the actual items delivered (e.g., there was no user's manual delivered, but there was a bottle of liquid not mentioned in the list). The Installation Manual must surely be classed as below mediocre. The chip clip is poorly conceived at best and will, almost certainly, be a cause of inoperations during the life of the product (unless it is soldered onto the 68000).

There seems to have been a major design change in the main board during development that may have caused it to be unnecessarily large. In any case, the main board is *big* and will prove to be a vexing problem for PCD II users with memory upgrades or computers not prototyped by Avant-Garde. Avant-Garde has an excellent written policy of free software maintenance and upgrades, but recent customer relations have been terrible.

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How to Write an Article
It's Easy, Just Give It a Try!

by The Guru (SPACE)

How does one begin to write an article for Atari Interface Magazine? That's a good question. The first place to start with an article is at the beginning. I'm not trying to be funny, but that's usually a good place to start.

Getting Started

The first thing you have to do is choose a subject (i.e. a program, a game, a piece of hardware, or even an opinion—like I said we'll take anything). Hints and Tips are especially appreciated by other users. Reviews are good because they tell the readers whether a certain item is worth purchasing or not. Readers should also know what kind of computer background you have to determine your credibility.

After you have chosen a subject, you must begin collecting background information. By that I mean you have to try out the software/hardware. During this stage you should be taking notes. (They can be mental notes.) Just remember the highlights, areas where you had difficulty, anywhere the documentation didn't cover the area very well or anything else out of the ordinary.

Proper Reviewing

Be sure that if you couldn't find something in the manual that it really wasn't there. Nothing makes a publisher madder than someone who is too lazy to look in the manual. If it wasn't there or was difficult to understand don't make excuses for the publisher. Also, it is wise to get someone else to double check your facts, particularly in the case of a negative review.

Outlining

The next thing you might do is put down an outline to help you through the writing. This is not always necessary, but it may help you if you get stuck. And it gives something to go back to and expand if you need more material.

From your outline, you can begin your writing. This first output is known as a rough draft. This doesn't have to be perfect. Remember nothing is ever *perfect*. Even those papers in college where you may have got a 100, there was probably something wrong with it (maybe it just wasn't considered wrong by the grader—did you remember to cross all your "T's" and dot your "i's"?). The editors here aren't that picky about the minor things.

Editing Your First Draft

Next, you can look at your draft and make changes. After you make changes, you should have somebody look at your DRAFT. They should look to see if everything is understandable. They can also look for misspellings or grammatical errors if they know much about the English language.

If you have a spelling checker be sure to use it. You'd be surprised how often people forget to run it before saving their text file. *Us computer users is not two particlar bout that eglish stuff* <<Grin>>.

Structure in Your Article

Other notes to remember when writing an article are that it should have an opening (or beginning), a body (or middle) and a closing (the ending). You should have a minimum of at least three paragraphs.

Finally!

The next thing to do is submit your article to us. At this time, you can do this one of several ways. You can send us a printout with your article, and if possible, you should get it to us on a 3.5" disk. If you'd like, you can upload the file to our BBS (313) 973-9137, or to us on GEnie and Delphi (UnicornPub) or CompuServe (71361,411). We'd prefer either ASCII (with no control codes—ie, no centering or bold) or STWriter and AtariWriter format. Please don't justify your text margins (i.e. leave your text "ragged right), and put two returns between paragraphs.

Remember to be yourself when you are writing articles for the magazine. We're not looking for another William Shakespeare, just informative and helpful articles. After your first article, they all get easier. I was able to tap this out in less than a half hour (You can probably tell, can't you?). Good luck!

Beware of Evil GEnies

G.L. Ray (TACE)

Have you ever had one of those days when nothing seems to go right? How about "Have you ever had one of those articles when nothing seems to go right?"

Well, this particular article has been through quite a bit from the time of the original inspiration, until finally arriving on disk to the AIM Editors—cross my fingers. This is the third, count 'em again, third time that I have written this particular piece. On each time previously, the disk upon which this article was saved met an untimely accident.

You see, I haven't had my ST very long, only about 9 months. Unlike my 8bits, I do not have an unexhaustible supply of disks, so I do a lot of reorganizing, moving files from one disk to another. As I collect enough utilities to fill a disk, for instance, I start juggling files around, condensing disks, discarding files in which I'm no longer interested.

Well, not once, but twice I have gotten confused and formatted my word processor data disk, and wiped out many hours of work. Well, I just hope that this rendition is as good as the first was.

Troubles with GEnie

First of all, the episode that I am about to describe took place on GEnie, but in no way am I trying to cast a negative view upon that information service. On the contrary, GEnie is still the only service that I use, and I would recommend it heartily to anyone interested in telecommunications services.

Last April, I was trying out my new ST over the phone lines, using Interlink software, which was also new to me. I was having problems, and I garbaged up my data disk directory. I believe that I may have switched disks and didn't reread the disk, or something.

At any rate, I messed up the whole directory of the disk to the point that I could not read or write to the disk. So, frustrated, I just pulled the plug, so to speak. I turned off the computer without doing anything else, while still online, and quit for the night. I didn't use the modem for a few days, but I eventually got around to trying again.

The Plot Thickens

All seemed well and good, until the first of the next month when I got my VISA bill, or should I say when my wife did. When she brought me the bill...well if looks could kill, she'd be collecting on my life insurance. GEnie had billed us for $1286...that's right, *$1286*. I thought that surely she had just misread it, $12.86, right? *Wrong!* $1286.

I was furious...and then I was scared to death. What if I had sleepily left my computer hooked up, online for several days. I mean, something that stupid is not beyond me.

Panic in the Streets

Frantically, I began searching through my GEnie manuals for a number to call to clear up this mess. I fumbled through the various pages until, finally, I found a number to call. The woman who answered did a quick check, and informed me that I had used their services continuously, during prime time hours, from the 4th of April through the 8th.

A Stolen GEnie Account?

At this time I was thinking that someone must have gotten my User I.D. number somehow, and stolen time at my expense. So I decided to head to the phone company the first thing the next morning. The only access that I have to GEnie is through long distance. So I knew I would have a pretty accurate record of my usage.

What I found out was that I had accessed GEnie on April 4th and again on April 8th, for a little over two hours total. I began to see a pattern, as these were the exact dates that I supposedly began and completed my marathon modem session.

That afternoon I called GEnie again, and this time I got a woman who was a little more understanding. I explained my problem, and she told me there had apparently been a "Hang." She told me that someone from the Billing department would call me back later.

Resolving the Problem

I waited a couple of days, and I called again. I got the same woman again, and she asked me to hang online while she personally went to the billing department to check on it. She returned with the same message, there was probably a "Hang," an audit would be done to check for sure, and someone from Billing would contact me.

So I waited again for a couple of days. We called our bank and told them about our problem. They instructed us to pay our normal payment, and wait about the $1000 plus that we were over our limit until this was all cleared up. Still no reply.

Finally!

So once again I called GEnie to inquire about the status of my problem. Again I got the same woman, and she was shocked that I had heard nothing. Once again she went personally to the Billing department to check it out. She was informed that the Billing department had tried repeatedly to contact me (although I had left the number to our 24 hour answering service), and then she gave me their message.

There had indeed been a "Hang," and "I" would have to contact "my" bank and file a dispute of charges to clear it up. (Why couldn't they just give me a credit???) That's what my bank representative said also... "Why couldn't they give you a credit?"

All's Well that Ends Well

So now, after spending more long distance phone calls to clear up a problem that could have been cleared up at their end, I finally get the charges removed. All in all, it took over three weeks to clear up my VISA bill, all the time not being able to use my card because it showed me well over my credit limit.

But that is minor compared to what could have happened. What if I didn't have good phone records to trace my usage and determine the problem? What if I used a direct payment withdrawl, instead of my VISA card to pay the bill? (Talk about returned checks!!!)

The moral of the story...how about "Beware of Evil GEnies?" Or more realistically, "Be sure to double-check your usage charges...you may be overcharged and not know it." And always be sure to sign off. I don't know for a fact that this is what caused the "Hang," but it sure couldn't hurt. *Right?*

By the way, my actual charges for the month of April were a little over $14...just about what I figured.

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Arbitrary Discrimination? Another Opinion

Lloyd Pulley, Sr. (PHAST)

The January issue of AIM had an article by Mr. H. Jake Olbrich titled "Piracy = Arbitrary Discrimination." After reading Mr. Olbrich's article several times (and learning more about farm machinery than I really wanted to know), I was still confused about his basic premise and even more confused with how it fit into his farm machinery introduction.

I had four other people read the article and got four different interpretations of what was being said. Was he saying that by pirating, the Atari community is shutting itself out of the market? Was he saying that the Atari market is being discriminated against and that discrimination is arbitrary? Was he saying that the computer and/or software industry is an oligopoly and is shutting Atari out of the market? Or was it all or none of the above?

Since I'm not exactly sure what he was saying, I will attempt to discuss the three things that I *think* he was trying to say. But the first thing I will do is ignore the first 2/3rd's of the article, as I don't want to get into a discussion about farm machinery, and I saw little or no connection between it and the last 1/3rd of his article.

Definitions

The second thing we need to do is to define our terms and make sure that the sum of the words in the article mean the same to all of us. I have found the biggest source of misunderstanding is that different words and terms mean different things to different people. So I will rely on Webster's dictionary for my definitions.

Webster's defines *arbitrary* as "guided by will alone; high-handed; despotic; absolute." It also defines *discrimination* as "faculty for drawing nice distinctions; perception; a difference in treatment between persons, places, things." Finally, it defines *oligopoly* as "control of a market or service in a given market by a small number of companies or suppliers."

Oligopolies

Let's start with the oligopoly topic first and get it out of the way. A good example of an oligopoly in the marketplace is Coke and Pepsi. They probably control 80-90% of the cola market. Yes, there are some other colas, but basically these two companies control the marketplace, and it is very hard for any company to enter into the cola market and compete with the two major powers.

Is the same true in the computer market? It sure is! Apple and IBM (and clones) control the major part of the computer market. But just as Royal Crown and Jolt have found a niche in the cola market, there is room for the Atari ST/Mega (and Commodore Amiga) in the computer market *if* they are marketed properly.

Atari has been in the computer market for a long time and had brand name recognition. Atari had a big userbase to pull from, there are/were millions of 8bit Atari owners. The ST had the price, power and user friendly interface to find it's own niche in the computer market.

Did you notice all the "had's" in the above paragraph? By improper marketing, little or no support for developers and dealers, a lack of computers for the US market (when there was a demand for them) and bad managerial decisions, Atari has lost most of the potential advantages that it had 4 years ago. Can it gain back these losses? That remains to be seen. But the oligopolistic control of the computer marketplace by Apple and IBM has had little effect on the Atari ST market, other than to give the potential ST customers that Atari's bad marketing has driven away a place to go.

On to Discrimination

Next, let's discuss the discrimination issue. Is the ST being discriminated against by the software and hardware companies? I'm sure that it is. Remember that discrimination isn't necessarily bad, it's part of business and human nature and that there are different types of discrimination.

If you were WordPerfect Corp. (example only) and sold more units of your product to the IBM market in one month than you've sold in the ST market totally in two years, you would treat the IBM market differently than you would the ST market. Thus you'd be guilty of discrimination ("a difference in treatment between persons, places, things") but you'd also have good business sense.

Now, if you were brand "X" company and were thinking of getting into the ST market and saw (perception) that WordPerfect was making little or no profit on its product in the ST market, you would think twice about entering it. Now add in the "perception" that Atari has 1/6th the dealers today than it did 3-4 years ago, the "perception" of Atari's past record of bad marketing, limited support of its dealers and developers, the "perception" that the Atari users are the worst pirates in the computer industry (more on that later), the "perception" that there are probably only 200,000-250,000 ST units in the US (and the number isn't growing very rapidly), and you'd think three times before entering the ST marketplace. Would these perceptions of the Atari marketplace be discrimination? Yes, but it would also be good business.

So we've decided the Atari ST marketplace is discriminated against (at least some of the time) but is that discrimination "arbitrary?" Is there a good reason for it or is it "high-handed, despotic, absolute." Or maybe it is simply "oligopoly" discrimination?

One good example of arbitrary discrimination is Electronic Arts. When the ST first came out, they said they wouldn't write software for it no matter how successful it might be. What was the rationale for this decision? They felt the 8bit Atari market had cost them too much money. This type of attitude could be considered arbitrary discrimination, the 8bit Atari market has no bearing on what the 16bit market will do. (NOTE: E/A later changed their minds and ported some of their software titles to the ST.)

But this attitude is the exception, not the rule. Most software houses are businesses and they are in business to make money. If you show them where it's in their best interest to write software for a specific computer, they will write the software no matter how they feel personally about the system.

Then what about the "ogligopoly" discrimination? Are some computer manufacturers telling software houses not to write software for the ST? I'm sure that IBM and Apple have *hinted* to some of their major software companies that they'd just as soon have them write software only for their system. But while IBM might "hint" to Lotus not to write for the ST and Lotus might obey IBM's "hints," there are 1,000 other software companies more than willing to step into any situation where there is a profit, no matter what Apple or IBM might want. Again, any companies that are ignoring the ST market because of ogligopoly discrimination are the exception and not the rule.

So How About Piracy?

Let's see, what does that leave? Oh yes, the piracy issue. Let's preface this issue with the comment that all software publishers, for any computer system, know their software is going to be pirated. Just as retail sales stores know that "x" percentage of their stock will disappear due to shoplifting, and adjust their prices accordingly, the same goes with the software industry. To think that piracy will ever completely disappear is wishful thinking. So are the Atari ST users worse pirates than normal? Is this the reason that software companies don't program for the ST?

To answer the first question, I had to go to some of my acquaintances who are pirates. (It is not the purpose of this discussion as to whether I should be acquainted with pirates/thieves, anymore that it is the purpose of this article as to whether I should be acquainted with someone who cheats on their taxes.)

What I found out was very interesting, to say the least. It seems there are only about 1/2 of the ST pirate BBSes available today as there were 2 years ago. Also, many of the ST pirate BBSes now are "forced" to carry ST and Amiga software because there isn't enough ST software and users to keep their boards busy anymore (but few Amiga boards carry ST software). Another interesting tidbit was that many of the ST pirates now have moved to the Amiga. I found out that it's just as easy, if not easier, to get Amiga, Mac and IBM software as it is ST software. Does this sound as if the ST users are worse pirates than users for other systems? I don't believe so.

The basic problem is there just aren't enough STs being sold in the US. It's a given in the software industry that most software is sold to new system owners within 90-120 days of the purchase of their systems. After you own your system for over 120 days, you have much of the basic software you need and you become more particular in your buying—how many word processors or terminal programs do you need? As long as new people are walking in off the streets and buying systems, they are buying software.

But when there are few dealers, a negligible amount of advertising and few systems available for sale, all of a sudden we find very few new people coming in and buying systems. When there aren't people buying new systems, there aren't people buying new software. When you have a growing system, piracy isn't perceived to be as much of a problem as it is when you have a stagnant system (when you are making $1000 a week, a $10 loss isn't much but when you're making $100 a week, the $10 becomes more noticeable).

What are the Conclusions?

After all of the rhetoric, what do we have left? There is little proof that there are oligopolistic practices against the ST market. There is little doubt that there is discrimination against the ST market, but it hasn't been proved that the majority of this discrimination is arbitrary and not deserved. There is no doubt that there are pirates in the ST market but little, if any, proof that they are any worse than in any other computer market.

The one thread finding it's way though all of these topics is the lack of Atari marketing and support. Let us not ignore, or condone, piracy in any form, but let us also not ignore Atari's place in this problem. If the ST had proper marketing, support and advertising in the past, none of these so-called problems would even be being discussed here today. We'd be too busy telling everyone about the new software and hardware that we have available for our systems.

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The ParSec Graphics Board

Courtesy STatus Mag.

This article appears courtesy of STatus Disk Magazine and originally appeared on their disk. For more information on STatus, contact STatus Disk Magazine, Suite 299, 4431 Lehigh Road, College Park, MD 20740.

NOTE: As I write this, 6:42 a.m. on 2/5/90, we have this news exclusively—to our knowledge!

One of the long standing dreams and wishes for the Atari ST owner has been to own the mythical ParSec Graphics Board. Early reports of its capabilities, revolving around a TI34010 running at 50mhz, were absolutely incredible, and the prospect of such a board attached to the ST added considerable stock to the idea of sticking with an ST for video work (at least for me!)....

A few minutes ago, I spoke with David Encill of Elmtech Research, the company behind this exciting new product. David explained to me some of the exciting capabilities of the ParSec while answering "down-to-earth" questions from a prospective buyer.

First of all, the ParSec Graphics Board connects to *any* Atari ST via the cartridge port. This means a 520ST could operate in conjunction with the ParSec, just as well as a Mega 2.

The ParSec comes in two models: the 4768 and the 8768. Initially, the capabilities are scaled down to a resolution of 1024x768 with 16 colors/scanline from 4096. As an aside, David mentioned that unlike the regular ST, this means you can pick 16 totally different colors for each individual scanline! With 768 scanlines, this means a lot.... This "base" model comes with 768k of VRAM (Video RAM), but is easily expanded to the same level as the 8768 mode with more RAM.

The ParSec 8768 contains approximately 2.5 MB of VRAM with another 4 MB of "program memory." At this time it should be pointed out the ST doesn't control the ParSec like a traditional graphics board; rather, the ST works as an I/O device to it, much like the Mega would for the Atari Transputer Workstation (which is certainly not available here in the USA).

With all of this memory, the ParSec can perform some astounding feats: 1024x768 with 8 bit planes (256 colors) from 16.8 million or 32768 colors per screen (using true 15 bit video)

All of these modes, I might add, are not for just "still-shot" images, but are used for full-fledged animation.

The ParSec also comes standard with its own RS-232 and SCSI ports so it will not hinder itself (or the ST, which probably can't be hindered by an expansion running at 6.25 MIPS!) by relying on the ST's capabilities.

ParSec Software

Thus far, the hardware looks impressive, but the first question that sprang to mind was whether this expansion would have any software to utilize these mind-boggling specifications.

David mentioned no less than *four* (4) packages planned for the ParSec. One, "Da Vinci," is included free with the ParSec, and functions as a basic artist's program which exploits the ParSec's unique capabilities.

"Topaz," a GEM emulator, will permit it to run ST GEM applications with little or no incompatibilities. It might be noted that Calamus did *not* work on it in its present state, but the Topaz programmer, who is German, is working with DMC (also German) to insure compatibility.

(NOTE: Calamus has had problems with other expansions, such as the Fast Technology Turbo 16. I believe the problem with the Turbo 16 was fixed, so we can only hope that they will be as expedient with the ParSec!)

"Chimera f/x" is a full-featured package which takes up where Da Vinci ends. Chimera f/x is designed to reproduce on the ParSec the traditional artists tools, such as brushes, pens, pencils and sketching tools.

It doesn't stop there, either, because it even takes into account the amount of pressure applied to the drawing tool and mimics the response it would have on the ParSec. Chimera f/x also has another unique feature: It will function as the basis of other programs, letting them utilize its capabilities.

The next two programs do just that. David described them as a "solid modeling program which can even import CAD-3D files or Amiga Sculpt 4D files" and a "fractal landscape generator." To say the least, I was absolutely stunned by the possibilities of such a package...

Also, since video professionals need the ability to digitize and genlock live images, Elmtech is planning to offer both a digitizer and a genlock. David didn't give me any details on the genlock, but the digitizer sounds exciting. It will be capable of "grabbing 250,000 pixels in 8 bit video (256 colors) in real time." This, obviously, is not a toy.

According to the August 1989 issue of ST World (U.K.), the ParSec's suggested list price is 920. Converted to American dollars, that is rougly $1500. The exclusive North American distribution rights belong to Datel Electronics, a large company that has a base of operations in both the U.S. and England.

Programmer Details

Finally, a typical STatus interview with a developer wouldn't be quite right if we didn't get some kind of information about the men behind the product. David and I had a good laugh about some of the older machines, and how we grew up with our first computers. Mr. Encill's first computer was an Atari 400 with 16K of RAM.

He also seemed to be just as excited as I was about the ParSec and its prospects on the Atari ST. I asked him about the decision to make it for the ST first, and he said that the main reasons were that "the ST was outselling the Amiga back when we started on it, and the ST also lacked video support." Seeing this market as growing, and empty in the vital area they could provide a product in, Elmtech began working on the ParSec as an ST expansion. However, he did mention that it can be easily modified to work on an Amiga or Apple Macintosh and that versions for those machines will be (most likely) forthcoming.

(NOTE: We tried contacting Datel Electronics, 1-702-734-9100, in Nevada for more details. After speaking to Richard Ollins, it seems we've broken this story just as things are developing. He confirmed the agreement between Elmtech U.K. and Datel had just been completed, but it would be another two or three weeks until Datel received actual units in order to properly present the product to the public. They also mentioned it will not be sold through dealers, but direct from Datel. There was no information on any plans for developer support or incentives through Datel for the ParSec, and Richard referred all inquiries to those effects to Elmtech, in England.)

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Universal Item Selector

Version 3.0

John Hileman (SPACE)

Type of program: Utility
System Requirements: Any ST
Copy protection: None
Comments: Buy it!

Recently, Application and Design Software introduced version 3.0 of the Universal Item Selector (I will refer to it as UIS from now on). It's a replacement for the standard GEM item selector and I consider it a must.

When UIS is installed in the auto folder of your boot disk or drive, it will automatically replace the standard file selector. Some of the features it offers over the standard (TOS 1.0) item selector are: buttons to select the drive, ability to change the order in which files are shown, ability to show only those files with an extender selected by the user (without having to type that extender), ability to select files by rubber banding or shift-left click for multiple file operations like deletion, name changes or copying.

The program may be set so that the date and time on a file is retained when the file is copied. This only works from within UIS. If a file is copied from the desktop, the current date and time will appear on the file unless anther utility like ICD's COPYFIX.PRG is used.

UIS also allows the user to:

Touch (update the date and time of) a file

Print a file or view it onscreen

Format disks and create folders

The program is self-modifiable, so the user can change the way files are seen for selection. The default number of files shown is 12. The font size can be adjusted so that 16 files are seen. Up to 36 filenames can be displayed in a special wide mode, or 12 to 16 in wide mode with all file characteristics (date, time, and size) shown.

UIS can be moved to a different place on the screen (this would be handy for those with larger monitors). The user has the option to permanently save the new parameters, or to just use them for the current session.

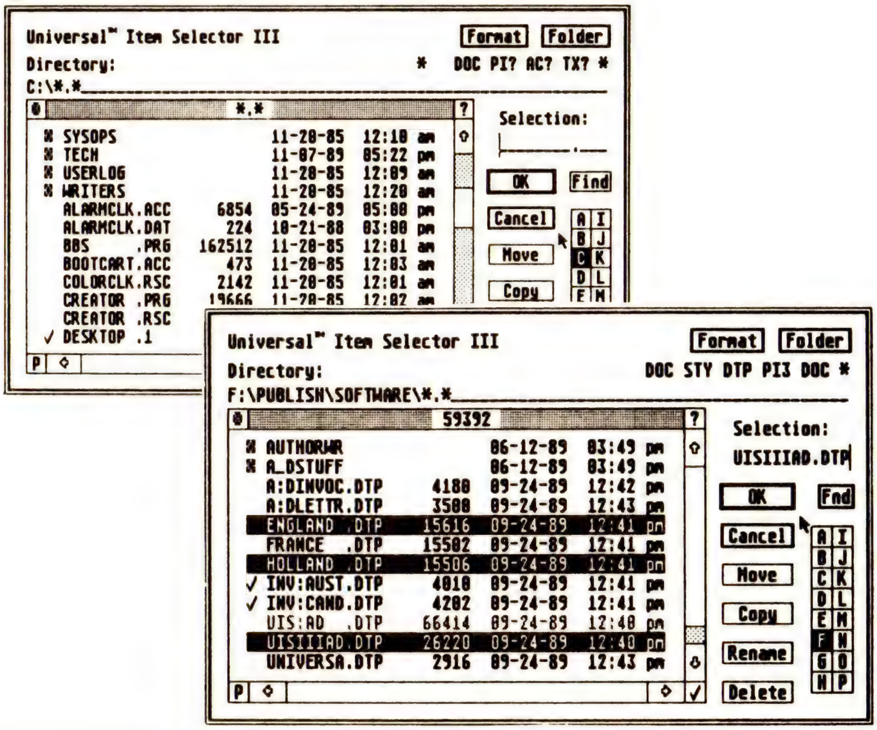
Installation of this version of UIS requires the user to enter his or her name and the serial number of the program before use. The installation disk includes a RAMdisk and a desk accessory that will call UIS from the desktop or from programs that use a non-standard file selector. UIS also comes with a much improved manual, a 38 page booklet.

I can't imagine using my ST without UIS. It's a utility that every ST owner should have.

UIS is available from
Application & Design Software
120 NW "E" Street
Grants Pass, OR 97526.

The cost is $24.95. Those wanting to upgrade from version II should return their original disk to the above address along with $7 (which includes shipping and handling).

[About the Author: John Hileman is a member of the Southcentral Pennsylvania Atari Computer Enthusiasts (SPACE). He shares his computer time with his wife and two children.]



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C:\*.*
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 ✱ TECH                     11-07-89  05:22 pm
 ✱ USERLOG                  11-28-85  12:09 am
 ✱ WRITERS                  11-28-85  12:20 am
   ALARMCLK.ACC      6854   05-24-89  05:00 pm
   ALARMCLK.DAT       224   10-21-88  03:00 pm
   BBS     .PRG    162512   11-28-85  12:01 am
   BOOTCART.ACC       473   11-28-85  12:03 am
   COLORCLK.RSC      2142   11-28-85  12:01 am
   CREATOR .PRG     19666   11-28-85  12:02 am
   CREATOR .RSC
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F:\PUBLISH\SOFTWARE\*.*
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 ✱ A_DSTUFF                 06-12-89  03:49 pm
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   A:DLETTR.DTP      3500   09-24-89  12:43 pm
   ENGLAND .DTP     15616   09-24-89  12:41 pm
   FRANCE  .DTP     15502   09-24-89  12:41 pm
   HOLLAND .DTP     15506   09-24-89  12:41 pm
 ✓ INV:AUST.DTP      4010   09-24-89  12:41 pm
 ✓ INV:CAND.DTP      4202   09-24-89  12:41 pm
   UIS:AD  .DTP     66414   09-24-89  12:40 pm
   UISIIIAD.DTP     26220   09-24-89  12:40 pm
   UNIVERSA.DTP      2916   09-24-89  12:43 pm

Selection: UISIIIAD.DTP
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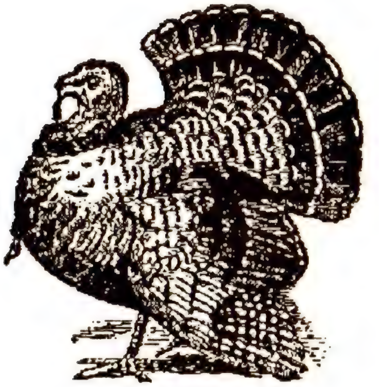
OUTRUN TURBO TURKEY FOR THE ST



Tim Holt (El Paso)

Hop in your Porche 959, pop down the roof, pop the clutch and head for the open road. Go from New York City to Los Angeles in the quickest amount of time. On the way, encounter police, road barriers and other drivers who do not have your feel for the open road.

Sound good? Yeah, I thought so too, so I picked up U.S. Gold's latest: Outrun Turbo. The package says that "Driving's Biggest Game Just Got Bigger" and "More Car, More Road, More Action."

I am a sucker for packaging. Just ask the club members that saw my review of "Roadwars," my all-time golden turkey award winner. I was duped by the pretty pictures. I was drawn in by the hope that maybe, just maybe, this version of Outrun would work on my ST, unlike it's brother, who never ran on my computer even after returning it to the mail order place three times. Sad to report, I must add Outrun Turbo to my list of ST Turkeys.

Well, I was happy to see that Outrun Turbo did in fact, run on my ST. However, I realized this game left something to be desired when I first started, unfamiliar with the controlling, and promptly ran over a crowd of spectators. Did this stop my car? No, I just kept going! (Mass murderer lose on the streets!)

But I digress...let me get to the game, then I will get to carving the turkey.

The premise of Outrun Turbo is that you and your girlfriend are driving in a race from New York to Los Angeles. Along the way, you must negotiate road hazards and out run the police. You must also get through each stage in a certain amount of time. Usually, this amount of time is in seconds, so you can get from New York to Washington D.C. in 55 seconds. If only Amtrak could be so lucky.

Getting to certain places allows you to add options to your car, such as the type of tire you want. You may even change cars at certain places. The first option you get is whether or not you want manual or automatic transmission. (I suggest you use the mouse to control your car, and get automatic transmission.) At every stage, the scenes change. For instance, if you get to Pittsburgh, it will be snowing. Get the idea? Okay, now, let's talk turkey:

Turkey Award #1: Outrun Turbo's car is difficult to control no matter what option, mouse or joystick, you chose. The space bar controls the "Turbo booster," moving the mouse left or right turns the car, left mouse button accelerates, right mouse button decelerates (and shifts if you chose the manual transmission). No matter what you do, the car simply cannot be controlled unless you stop the car, and the turbo cannot be turned off unless you run into something, flip over or stop your car.

Turkey Award #2: The amount of time given for each stage makes little or no sense. Let me give you an example: From New York to Washington D.C., the driver is given 55 seconds. If you make it there *before* your time is up, you are given 40 seconds to make it from Washington to Pittsburgh. If you crash and have to start from the beginning in Washington, then you have 50 seconds. In other words, you are not given any reward for good driving! As a matter of fact, you are penalized for making it ahead of time. What do the instructions have to say? "Watch out for trees." How helpful.

Turkey Award #3: The scenes are hilarious! Towering mountains near Washington D.C. A blinding snowstorm in Pittsburgh is three snowflakes blowing across the screen! Skyscrapers look like sheets and are two dimensional. The "road hazards" can simply be run through as if they do not exist. Even the dreaded police cars can simply be run through. Go ahead, aim right for them! They simply will disappear after you run up to them. Only if you run completely off the road will your car flip over in the famous "Outrun Flip."

Turkey Award #4: The instructions are terrible. Of course, they also happen to be in about 15 other languages, and might help you in any foreign language classes you are taking. The instructions help only for the first time you drive. After that, you are on your own. Kind of like life, huh? (Excuse me, I got profound for a second.)

Turkey Award #5: The music is really bad. After about two minutes of that mindless dribble, you feel like ripping the guts out of your monitor's speaker.

Okay, don't take my word for it. Go out and buy Turbo Outrun! Dump $40! I did! If this is the type of program others try to emulate, we are in *big, big trouble!*

OutRun Turbo, $39.95

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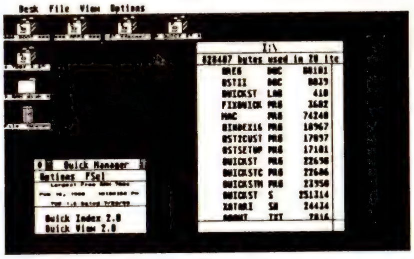
Desk File View Options
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Quick Manager
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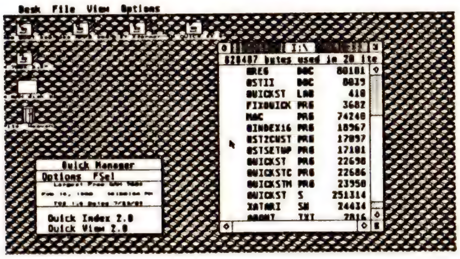
Quick Index 2.0
Quick View 2.0

Quick ST version 2 is the easiest way to speed up your Atari ST. Quick ST makes GEM run faster, text print faster, windows update faster. Other programs run faster as a result. You spend less time watching the screen redraw and more time being productive. Works with all Atari ST, Mega ST, and Atari STe computers. Supports the Moniterm monitor. Even speeds up the blitter chip! Typical GEM functions become over 100% faster.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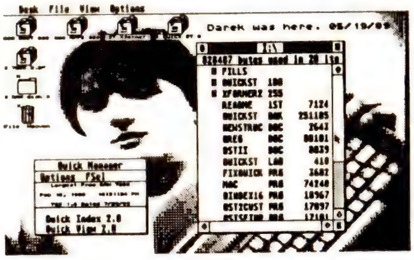
Desk File View Options
I:\
Quick Manager
Options FSel
Quick Index 2.0
Quick View 2.0

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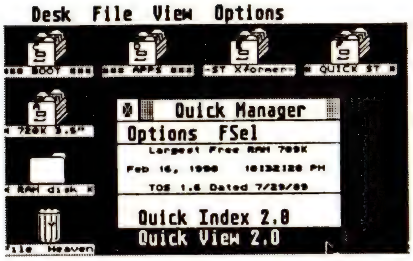
Quick Tools volume 1


Desk File View Options
*** BOOT ***
*** APPS ***
-ST Xformer-
* QUICK ST *
720K 3.5"
RAM disk
File Heaven
Quick Manager
Options FSel
Quick Index 2.0
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Feb 16, 1990 10:32:20 PM
TOS 1.6 Dated 7/29/89

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Life from the Hardware Bench

Dave Koster (P3ACE)

It's been a busy month.

First came Ed's 130XE. We'd both upgraded our 130s to 320K RAM late last year (using the Scott Peterson plan) and neither machine "came up" right away. This mod requires taking out one bank of 64K RAMs and replacing it with 256K chips. Add one more chip piggyback and some wire and voila! 320K.

I'd done this once before and it worked fine, except that you have to be super careful unsoldering the chips. Atari must glue the traces down with spit, they come off the circuit board at the slightest touch. I found the problem with my XE after much searching (a broken trace, naturally). Ed's machine was another story.

The previous owner had installed a daughter board over the location of the operating system ROM to allow him to switch between the old 800/XE/OMNIMON operating systems. It was a neat mod, pathologically well done, with LEDs going to the top of the case showing which OS was active.

Unfortunately, I think it was this mod that hosed ours up. We found more broken traces and fixed them, and the thing actually booted once. The OS board was loose on the socket, and it probably put a spike in the system. Anyway, the computer stopped working. Maybe forever.

We socketed nearly every chip, traced most of the circuits, and still couldn't bring it back to life. I spent 5 to 10 hours working on the thing before I gave it back to Ed to continue the process. We'll see...if Ed's skilled ministrations can't fix the thing, maybe I'll ask for it back.

And Then There Were STs

There were three STs on the bench last month. One I was selling and the new maybe-owner (Scott) asked for the "piggyback" 512K-to-1M RAM upgrade. He even came over to watch (against my better judgement, which turned out to be correct). I've done quite a few of these and they don't scare me like they used to. It's surprising how much semi-abuse the ST can absorb.

Anyway, solder-solder, snip-snip, I hurried through wanting to prove I knew which end of the iron was hot. The upgrade was done in about two and one-half hours, a new record...but I was confident it would work fine. It didn't.

Scott left scratching his head and thinking about PC clones. As soon as I took a hard look at the thing I saw (in my rush) I had made the connections from the new chips to the circuit board in the wrong place. Rats!

I called Scott and said to come over and pick it up. He got it home and was impressed for 12 hours, until it crapped out again. I make a house call, take it apart, (it works), put it together again, (it still works), go home wondering what went wrong. It stopped working again a day later.

I went back to his house knowing full well I'd either find the problem or take the thing back home with me. As soon as I opened it, I saw that some of the copper foil used to cover the (vacant) RF modulator holes had been bent down and was touching the top of the board. AH HA! Ripped all that stuff out, fired it up again, *another* problem! Looked again; a piece of the supposedly ripped-out foil had fallen on the board. Removed the shrapnel and applied power. OK; it works.

We put it all back together and it stopped working again. I started taking deep breaths.

We stripped the whole machine down to the board again. Then I saw tiny pinpricks in the shrinkwrap I used to protect the new RAM cables running on the underside of the board. The component leads were poking thru the insulation when we'd close the case up; they were fine when everything was apart! So we rerouted the leads, taped them down, and closed up for (hopefully) the last time. Many lessons learned on that one!

The next ST came in with a Tech-Specialties upgrade board that wasn't working. This was a lesson in instruction reading. The folks had installed it on the board right (it's a "solderless", with pins and sockets that go over and under chips on the ST circuit board). I spent 45 minutes trying to get it going before I stopped and read the instructions completely.

It became obvious then that the RAM chips were in the wrong sockets and the jumper block was trying to use 1M chips instead of the 256K ones we were using. Happy to find something so obvious, we arranged everything right and put it back together.

Still didn't work, but we were getting closer. We took it out once more, and hey!, there was a broken wire on one of the cables. Spent another hour replacing both eight pin cables, since we were sure it'd break again. Plugged it in and the new memory came right up.

The last ST just had a pc-ditto II installed and died right after. Ditto II has a connector that jams down on the 68000 chip, with cables running from the connector to the board itself. The main board is huge compared to other insert systems I've worked with (memory upgrades, Tweety Board, etc.) and it's hard to believe you could find a comfortable resting place for it inside the case.

The ST owner had done a good job installing the connector, choosing to solder the thing in rather than to rely on it making good contact just pressing it on. We got lucky with this one. I spotted a solder splash (it looked just like a pad!) shorting out two pads, flicked it away, and the ST came right up. After that we spent an hour checking out the pc-ditto board for faults and couldn't find any. I had heard many were DOA, which is too bad because (other than the size!) it looks well designed and produced. If I had one, though, I'd build an external box for it rather than shoehorning it inside the ST.

The bench is clear now, but Ed's XE is still in the back of my mind. Maybe I'll give him a call...just to take another look.

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POKEY Stereo Upgrade for Atari 8bits

Codename: GUMBY

Chuck Steinman (MGAUG)

This is an information file for adding stereo sound capabilities to an Atari 8bit computer using two POKEY chips. While it is a simple installation compared to most, it still requires some experience with soldering and electrical assembly.

Note: Installation of this modification will void any warranty you may have on your computer. Chuck Steinman, DataQue Software and AIM cannot be held responsible for the installation of this upgrade or any incidental or consequential damage to any equipment or persons using this upgrade or any variation of it. In other words, you are on your own.

This upgrade will only provide stereo output for software written specifically for this upgrade. It will not produce stereo output for existing software. Also, the keyclick will NOT be fed into the stereo outputs, as it does not originate from POKEY. A modified version of the Pokey Player, which produces stereo sound using existing Pokey Player files is available on GEnie, CIS and my BBS. It is called GUMBY.ARC

Parts Needed

A second Atari POKEY Audio Chip, available either from BEST (#CO12294, $5.00) or B&C ComputerVisions (#C2294, $3.50)

74LS14/74HCT14 Inverter, available from BEST (74LS14) (#CO16541, $0.30) or Jameco (74HCT14, $0.29)

1000 Ohm, 1/4 Watt Metal Film 2-5% Tolerance, available from Jameco in lots of 10 (#R1.0K, $0.50 for 10) or Radio Shack in lots of 2 (Dont know P# or $)

Two RCA style phono jacks, available from Radio Shack, Jameco or other electronics outlets

Two 0.01 (or close) 16V (or more) bypass capacitors, available from Jameco (#DC.01, $0.10 each)

Two short (6-12" each) sections of shielded audio cable

A standard dual RCA to RCA patch cable

Optionally, two 50K single turn trimmer pots, available from Jameco (63P50K, $0.89 each)

Inverter Information

Bend up all pins of the inverter except for pins 7 and 14.

Cut off the narrow part of the pins which were bent up.

Install the inverter over the top of the existing 74LS14 (or another 74LS part if more convenient) on the motherboard. Make sure the new chip has its locator notch/dot on the same end as the chip below it.

Solder pins 7 and 14 of the inverter to the same pins of the lower IC.

Run a small wire (wire wrap type works best) from pin-1 of the inverter to pin-13 of the CPU. The CPU is part number CO14806 on the XL/XE series.

On the old POKEY there is a 3K pullup resistor connected between pin-31 and Vcc. Unsolder this resistor and remove it.

Run a small wire from pin-2 of the inverter to pin-3 of the inverter, and then on to POKEY pin-31. Note that you can use the pad where the resistor was just removed. Be sure to get the correct one.

POKEY Information

Bend up all pins on the new POKEY which are marked with a minus on the diagram. This includes POKEY pins 8, 9, 11-16 and 18-29. (See Figure 1 on following page.)

Cut off the narrow part of each pin bent up.

Tin each lead which was NOT bent up. This includes pins 1-7, 10, 17, and 30-40. These pins are marked in the diagram as *, >> or <<.

Now, bend up the pins indicated by the >> and << symbols. Do NOT cut these pins short.

Place the new POKEY on top of the old POKEY in a piggy-back style.

Solder the unbent pins of the new POKEY to the old POKEY. If your original POKEY was in a socket, then it is easier to connect the two if it is removed. Make sure no excess solder flows down the pins to the narrow part of the OLD POKEY. Reinsert both POKEYs into the original socket.

Solder the 1K resistor from pin 37 to Vcc. The most convenient location to pick up Vcc is where the 3K resistor was removed earlier.

Solder a wire from pin-31 of the new POKEY to pin-4 of the inverter.

Mount the two RCA jacks on the rear of the case, preferably in an area close to the POKEYs.

Solder a bypass capacitor to each of the center conductors of the RCA jacks.

* With the trim-pot knob facing

you, pin 1 should be to the left side. Solder a wire from this pin on each trimmer, to a ground trace on the motherboard.

* Connect the free end of the bypass capacitor to the center pin of the trimmer (one capacitor to each trimmer).

* Connect the shields of the audio cables to the provided solder lugs on each RCA connector, and the center conductor of the free terminal of each trimmer.

Connect the center conductor of the free end of the audio cable which is connected to the left RCA jack/trimmer/cap to pin-37 of the OLD POKEY.

Connect the center conductor of the free end of the audio cable which is connected to the right RCA jack/trimmer/cap to pin-37 of the NEW POKEY.

The shield of the audio cable on the POKEY end, should be cut and taped (or heat shrinked) so that it does not touch anything.

Run a 18-20 AWG wire from the ground lug of the RCA jacks to the wide ground area on the motherboard. This normally makes contact with the shield box that covers the motherboard.

You will now be able to connect the two RCA cables to an AUX (or Tape) level input of a stereo or boom box.

* I would suggest centering the trimmers in their travel, and adjusting them as needed to get the best clarity. You may want to glue the trimmers to the back of the cabinet to keep them from moving around.

* NOTE: Optional steps. On my system the POKEY outputs worked fine without the trimmers. So I just connected the bypass capacitor on each RCA jack to the apropriate audio cable center conductor. This was driving an AUX 350mV input of a Pioneer SPEC-1 preamplifier.

POKEY Registers

I will only elaborate on registers used to produce sound in the stereo upgrade. All registers which were in the original POKEY will appear in the second POKEY 16 bytes higher in memory. The extra UART, key scanner and pot scanner could be used for all kinds of neat projects.

```
               ____  ____
              |    \/    |
        Vss  *| 01    40 |* D2
         D3  *| 02    39 |* D1
         D4  *| 03    38 |* D0
         D5  *| 04    37 |>> Audio Out
         D6  *| 05    36 |* A0
         D7  *| 06    35 |* A1
         02  *| 07    34 |* A2
      Pot-6  -| 08    33 |* A3
      Pot-7  -| 09    32 |* R/W
      Pot-4 <<| 10    31 |<< CS1
      Pot-5  -| 11    30 |* /CS0
      Pot-2  -| 12    29 |- /IRQ
      Pot-3  -| 13    28 |- Serial Data Out
      Pot-0  -| 14    27 |- A Clock
      Pot-1  -| 15    26 |- B Clock
 Key Strobe 2 -| 16    25 |- Key Strobe 1
        Vcc  *| 17    24 |- Serial Data In
 Keyboard-5  -| 18    23 |- Keyboard-0
 Keyboard-4  -| 19    22 |- Keyboard-1
 Keyboard-3  -| 20    21 |- Keyboard-2
              |__________|
```

Figure 1 — POKEY Pinout

Location	Name	R/W	Function
$D200	AUDF1	W	Audio Channel #1 Frequency (Divide F/n)
$D201	AUDC1	W	Audio Channel #1 Control (Vol/Distort)
$D202	AUDF2	W	Audio Channel #2 Frequency (Divide F/n)
$D203	AUDC2	W	Audio Channel #2 Control (Vol/Distort)
$D204	AUDF3	W	Audio Channel #3 Frequency (Divide F/n)
$D205	AUDC3	W	Audio Channel #3 Control (Vol/Distort)
$D206	AUDF4	W	Audio Channel #4 Frequency (Divide F/n)
$D207	AUDC4	W	Audio Channel #4 Control (Vol/Distort)
$D208	AUDCT1	W	Audio control for channels 1-4
$D20F	SKCTL1	W	Serial Port Control
$D210	AUDF5	W	Audio Channel #5 Frequency (Divide F/n)
$D211	AUDC5	W	Audio Channel #5 Control (Vol/Distort)
$D212	AUDF6	W	Audio Channel #6 Frequency (Divide F/n)
$D213	AUDC6	W	Audio Channel #6 Control (Vol/Distort)
$D214	AUDF7	W	Audio Channel #7 Frequency (Divide F/n)
$D215	AUDC7	W	Audio Channel #7 Control (Vol/Distort)
$D216	AUDF8	W	Audio Channel #8 Frequency (Divide F/n)
$D217	AUDC8	W	Audio Channel #8 Control (Vol/Distort)
$D218	AUDCT2	W	Audio control for channels 5-8
$D21F	SKCTL2	W	Serial Port Control

Each Audio Channel Frequency Register is an 8-bit value which is a divisor of the primary frequency.

Each Audio Channel Control Register Controls the Volume and Distortion of each channel. The bits are assigned as follows:

76543210 ----vvvv	Volume control bits. Range controls volume as follows: 0000 lowest volume level \/ 1111 highest volume level
---s----	Volume only bit. Directly controls audio output: 0 Speaker output is off 1 Speaker output is on
ddd-----	Distortion code. Code is assigned as follows: 000 5-bit/17-bit poly noise 001 5-bit poly noise 010 5-bit/4-bit poly noise 011 5-bit poly noise 100 17-bit poly noise 101 pure tone 110 4-bit poly noise 111 pure tone

The AUDCTn register controls all channels. There are several functions assigned to this register as follows:

Bit-7	Makes 17-bit poly into 9-bit poly counter
Bit-6	Clock Channel-1 with 1.79 MHz (CPU rate)
Bit-5	Clock Channel-3 with 1.79 MHz (CPU rate)
Bit-4	Join channel 1 and 2 to form 16-bit range
Bit-3	Join channel 3 and 4 to form 16-bit range
Bit-2	Insert filter in channel-1, clocked by channel-2
Bit-1	Insert filter in channel-2, clocked by channel-4
Bit-0	Switch clock base from 64kHz to 15kHz

The SKCTLn register controls various functions of the POKEY device, and only has to be initialized to a value of three to assure all four channels of POKEY are active.

NOTE: To detect if the upgrade is installed, look at the 8 extra pots, they will be all zero. Also the key code register will be also zero. If you compare the keycode at $D209 with that of $D219, and $D219 is zero, the upgrade is installed. You may want to mask IRQ's during the test for safety.

[Chuck Steinman is president of the Mid-Ohio Atari User Group and is the developer of DataQue's Turbo-816 hardware upgrade for Atari 8-bit computers. Here's how you can reach Chuck via modem if you have any questions about GUMBY or the Turbo-816: GEnie: DataQue.1 CIS: 71777,3223 or BBS: (419) 529-5197, 300/1200bps, 24 hours]

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AtariWriter+ VII

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well folks, here we are! Oh, you noticed I was not here last month? Thank you. You didn't notice I wasn't here last month? Probably one of those users of some other brand of word processor. I forgive you.

Where were we? Oh yes, we are going to make a printer driver for the Panasonic KX-P1080i Printer. Let's start by thumbing through the manual <pgs. 46-47> along with getting the custom printer driver menu up on the screen in the manner we discussed last time we got together. Now that the menu is on the screen, the battle begins.

First, you see INITALIZE EVERY LINE. To be honest with you, I do not know what that means. According to the book, it doesn't matter because this is not necessary with most printers, and it is not necessary with the 1080i. So, arrow down to the next command, which is the LINE FEED AND CARRIAGE RETURN. Now we get into the good stuff. Strike the [RETURN] key and there is the predicted screen change and the "?" prompt at this point. For a 1080i, type in [1] [0] [RETURN]. So far, so good! Now the cursor has moved down a line and another "?" appears.

You have typed in your first command for a Panasonic KX-1080i printer. Aren't we proud of ourselves? What do you mean, "no!" How could you not be? You say you have run out of numbers and that stupid "?" is still there and I didn't tell you what to do next! Oh, sorry about that. Try another [RETURN].

Now you should be back to the menu, with the arrow right where you left it. That is not your problem, either? Tell me, Bunky, what is your problem? You don't have a 1080i? Did I forget to tell you to get out your printer manual and look up LINE FEED AND CARRIAGE RETURN? Go for it, Bunky...I will wait. While we wait for him, let me show you some pictures of my granddaughter...

Oh, Bunky is back with us. That's the right book, and you have found the command and are typing it in right now. Good boy, Bunky. Please note that some printers have more than one command for this function. Hang in there for a moment...I will explain and you can go back and finish it.

Now arrow down to the next command—UNDERLINE OFF. Strike [RETURN], next to the "?" type in [2] [7] [RETURN]. Same song, second verse...type [4] [5] [RETURN]. Same song, third verse...type in [0] [RETURN] [RETURN].

Now, if your line feed and carriage return was in the form of two commands, then enter them in the aforementioned manner. Be sure to start from the beginning of the command sequence. The first command will be lost if you don't retype it (on the assumption that you typed it in and then went on to the next command, that is).

As a side note, remember that in order to use the underline command in your text, you must strike the ATARI LOGO key (otherwise known as "that little key in the bottom right hand corner of the keyboard that has a symbol that is divided from top right to lower left and is dark colored at the top side of the divider and light colored on the bottom side of the divider").

Or you can just place the cursor at the beginning of the text you want underlined, hold down the [CONTROL] key and strike the [U] key. Repeat this proceedure at the end of the text you wish to be underlined to make it quit underlining.

Now that you understand the process for entering this code (you do understand don't you, Bunky? Good, I am proud of you), I am going to list the rest of these "text commands" and give you the [CONTROL] key codes you will use in your text to access them.

I hope this does not confuse you. Believe me, I am not trying to belittle your intelligence with that statement, but this stuff can get a little strange until you get used to the commands.

A couple of notes for you: First, whenever there is a command like [CONTROL][G][2] for instance, hold down the [CONTROL] key and type [G], then release the [CONTROL] key and type in the [2]. DO NOT PUT A SPACE BETWEEN THE [G] AND THE [2].

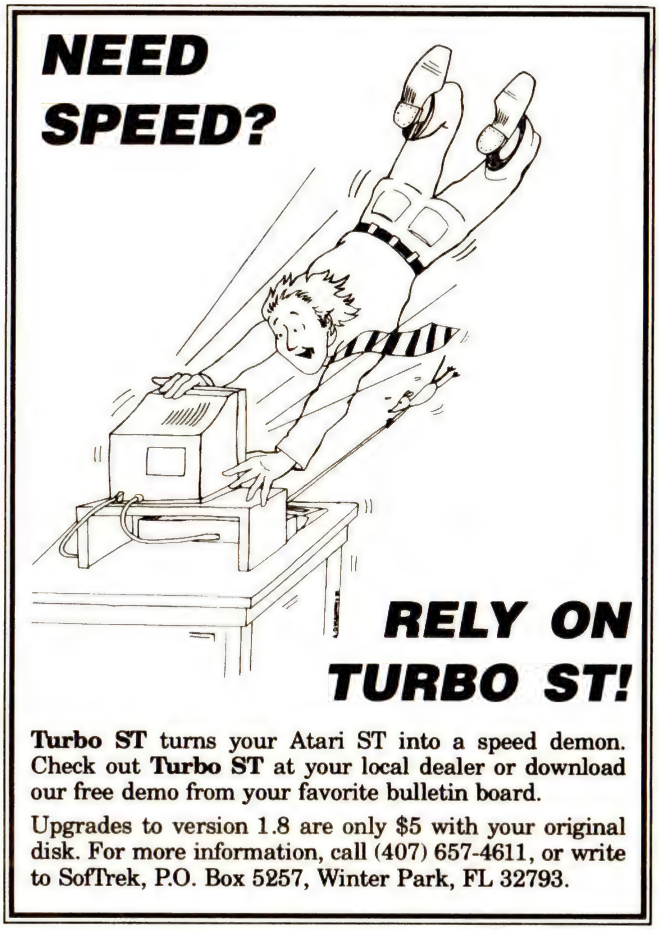
Second, when using the superscript command for showing degrees (as in angles or temperature), DO NOT USE A ZERO...use a lower case [O]. I have not figured out how to use powers of a number, except to put in a space between the numbers...the computer cannot recognize the command and a power as seperate commands. It thinks you are giving an erroneous command and ignores it. Example: you want to type three to the third power. If you type in 3[CONTROL][G][7][3][CONTROL][G][9], nothing will happen, because AtariWriter+ doesn't recognize ^G73. Type it in as ^G7 3. Sorry folks, it's the nature of the beast.

I have been using the printer driver shown below for quite a while now and it has served me well. Another note concerns the LINE FEED AND CARRIAGE RETURN and RETURN WITH NO LINE FEED. Somewhere I read those two commands should be 155. This caused me a lot of dip-switch setting changes on those itty bitty, teeny tiny switches when I changed to other programs I have and wanted a hardcopy of something.

Well, after some experimentation and cussing and threating to send the printer back to Japan, I found that just a simple line feed command was all that was necessary for LINE FEED AND CARRIAGE RETURN but a 155 command was necessary for the RETURN WITH NO LINE FEED. Thus ended my dip-switch setting problems.

Experiment! The commands will not hurt anything, other than wasting some paper. So, without further rambling on my part, let's get on with the little chart I have put together for you to use. Remember, this only works on a Panasonic KX-P1080i printer!

Well folks, that's about it for printer drivers for this month. I have put in a chart that cannot be single columned, and the people that put this little rag together will probably never let me write for them again. However if they do, I will see you next month.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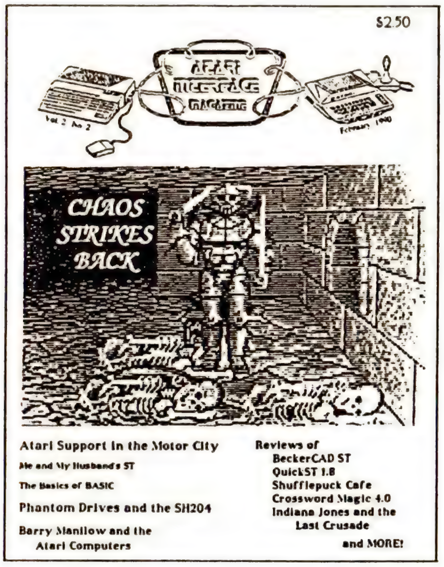
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Atari Interface Magazine

Vol 2 No 2

February 1990

CHAOS STRIKES BACK

Atari Support in the Motor City

Me and My Husband's ST

The Basics of BASIC

Phantom Drives and the SH204

Barry Manilow and the Atari Computers

Reviews of
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QuickST 1.8
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MEMORY:

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520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$297.
520D	4MB	$465.

Blitter Upgrade:

520STfm/1040, new motherboard, Installed	$ 99.
Combined with TOS 1.4, Installed	$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$317.
1040D	4 MB, 32 1 Mb DRAM installed	$485.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	$149.
1040B1	Completely socketed, no RAM	$189.
1040C1	2.5MB, no sockets	$297.
1040C1A	2MB installed, 2nd bank socketed	$317.
1040D1	4 MB installed	$495.

Upgrades for version "2" and "3" of the 1040/520 motherboard also available! Prices same as above.

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.
Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	*$395.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	*$369.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

- Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.
- A 150 W power supply with fan provides power for all possible combinations and keeps everything cool
- Reset button on keyboard
- A delay circuit allows fully automatic HD power-up.
- Monitor can be switched on/off with CPU, using an optional cable.
- Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.
- The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	*$295.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

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HAVE YOU DRIVEN A FERRARI LATELY?

THE PRACTICAL SOLUTIONS CORDLESS MOUSE

Rich Deen (SPACE)

The smooth body, hugging contours, fully independent suspension, and sleek lines...OOOHHH, it handles like a dream. The engine of this machine is like no other. It purrs along and you don't even notice it's there.

The Sports Car of Mice

Am I talking about a sports car? You betcha! I'm talking about the sports car of mice...the Cordless Mouse by Practical Solutions. This is not your average "Joe Mouse." This rascal is truly a magnificent marvel of engineering.

It may seem like I am pouring superlatives on like a kid with maple syrup and pancakes. And I am, but I am simply amazed and overjoyed by this new mouse. I was not looking to replace my standard Atari mouse, I just thought I would give the interesting little creature a try. Well, now I'm hooked!!! I don't think I can go back to using the mouse with a tail.

There are many people who like the Atari mouse, but there are probably just as many who don't. Many of them have moved on to the BEST mouse or one of the other replacement mice on the market, and that's fine. The Atari mouse is functional, and when my computer was new I didn't mind. But after owning my 1040 for four and half years, I've come to notice more of it's downfalls and limitations.

Some of the drawbacks of the standard Atari mouse are: the lack of clarity when double clicking, having to "push the tail" when moving the cursor to the top of the screen, cable clutter, and the problems of the roller ball and sensor shafts constantly needing to be cleaned. These weaknesses are not major problems, but, along some other limitations, they do add up. The Cordless Mouse overcomes these limitations AND more!!!

When I first received the Cordless Mouse, the manual was missing. This was not Practical Solutions' fault. But, from reading advertisements and articles in other magazines, I was able to get the mouse up and running in two minutes. Basically, all you have to do is pop two AAA batteries in the slot on the underside of the mouse, plug the receiver end in and go.

Anatomy of a Mouse

This mouse differs slightly from a mouse with a tail in that it does not have a tail coming out of the front, but it has a small bulb instead. It is similar to those on your handheld TV remote control device.

There is also a receiver with a cable which plugs into the standard mouse port. This receiver is approximately 2" (Wide) x 2 1/2" (Deep) x 1/2" (High) in size and has a see-through red plastic face. Inside the face is an LED light which lights when the mouse is moved (convenient for determining if the mouse is "still awake").

On the side of the mouse is a small button. This is a very nice feature of the Cordless Mouse, because after three to five minutes it automatically shuts itself off and goes to sleep. To turn it back on, just press the side button.

One of the things I like the most is it's shape. Compared to the Atari mouse, it has a true sports car shape.

Sleek Styling

The longer part of the slope on the Atari mouse is in the back or the part closer to your wrist. But the Cordless Mouse is just the opposite. At first, I thought this would be awkward and it did take a day to get used to. That, along with the fact that the Cordless Mouse is only about two-thirds as high as the Atari mouse make it one of the most comfortable I've ever driven.

The Cordless Mouse is advertised as having an operating range of up to five feet away and up to 45 degrees to each side. The one I have works up to six feet away.

One Draw-back

If the mouse has one problem (and it may just be me), it is that the mouse picks up body oils and dirt on the buttons very easily. Even at that, it cleans off easily with a damp cloth.

One last interesting side note is that this mouse is even capable of operating with a obstacle in the way. I have used a piece of paper, my hand, and have even covered the bulb with my finger and it still works.

Practical Solutions has done it again! They have provided us with another marvelous peripheral. The list price is $129.95, which I originally thought was steep. I have since seen it discounted and it is easily worth this price.

One more thought, a Ferrari is not for everyone. Likewise, the Cordless Mouse is not for everyone, but if you're looking for a little luxury item for your ST then this one is a highly enjoyable replacement! I *completely* recommend it!

The Cordless Mouse from Practical Solutions, Inc.
1135 N. Jones Blvd.
Tucson, AZ 85717
Phone (602) 322-6100.

[About the Author: Rich is currently President of South-central Pennsylvania Atari Computer Enthusiasts (SPACE) and has been a member since August 1985. Last year, he was the club Newsletter Editor and previously was Assistant Editor for two years (prior to SPACE joining AIM). He uses his ST for spreadsheets, desktop publishing and telecommunications as well as an occasional game. He is married and has a two-year-old daughter who is just "getting into" computers. Rich also is an Civil Engineer for the Pennsylvania Department of Transportation in the Traffic Engineering and Operations Division.]

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License to Kill

Mike Bonkowski (MACE)

Drat! I'll get you! Take that. And that! No, I'm out of bullets. I'll make a run for it! You @*/$, you shot me in the back. I'll get you back, you %&*(#! in a minute.

License to Kill from Domark Limited is an action game that very closely follows the latest James Bond movie. It is a multi-level, multi-role game in which you control helicopters, boats, tankers and even has a part where you bare-foot waterski behind a plane, something I wouldn't ever try in real life!

The game opens with you flying a helicopter, shooting at snipers on top of and inside buildings and trying to get close enough to headquarters to attempt to capture Sanchez, and evil drug smuggler.

When you are dropped off the chopper, you must fight a running gun battle to return back to the chopper, because Sanchez is trying to escape in a plane. This isn't easy, because you have limited ammo and the only way to replenish it is to shoot the enemy forces. And not all of the forces carry extra ammo.

You can also shoot at the oil drums. After four shots, they explode, obliterating any forces around the drum. Must be nitro or acid in there! The people literally evaporate! Once in the chopper, you must tie a rope around the tail of the fleeing plane—in under two minutes—or you loose a life.

Then, you must fight frogmen and boats to catch up to the pontoon plane that is taking off. After stealing a harpoon gun and spearing a pontoon, you take off waterskiing, dodging rocks and buoys to gain control of the plane. Are you having fun yet? Good.

Finally, you drop from another plane to an 18-wheeler to battle Sanchez. You have to dodge other tankers and jeeps, which are firing missiles at you.

I have killed two joysticks already in this game—thank goodness I have a "License to Kill." I know, that's bad, but I couldn't pass it up. Ok, I could have, but....

This is an intense game. The enemy forces never run out of bullets, and you can only carry three extra clips plus the one in the gun itself. Should you attempt to carry any more, the clip disappears. And your bulletproof vest allows only five hits before you die.

Thankfully, you are given a total of 5 lives at the beginning, however more would have been nice.

Graphics are outstanding. Buildings, planes and even the ground are nicely detailed. The game screen almost fills the entire screen, except for a small strip along the left side which shows the important statistics for each level, like lives, bullets remaining, oxygen left in tank and miles remaining—all visibly displayed.

I only have two qualms with this game. If, or should I say when, you get kill in a level, you are sent back to the beginning of that level, not where you were killed. Arrggh! And, like most programs from Europe, it is copy-protected. But, the protection is not that bad, unlike other programs I have used. I would recommend this game to anyone who likes almost non-stop action. If you will excuse me, I have a brand new Wico to kill.

NEAR--US REGIONAL MEETING

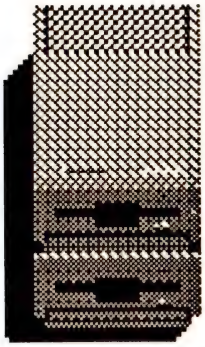
Rick Deen (SPACE)

On Saturday, February 17, 1990, approximately 23 officers representing eight Users Groups from throughout the Mid-Atlantic states and Germany met at the Bell Labs Research Center Auditorium in New Jersey. The main goals of this meeting were to discuss the sharing of information; increasing communications between Users Groups; strengthening Users Groups and providing users support. An alliance was formed by the representatives of these eight clubs with the hope of attracting more groups as their momentum grows. The alliance took the name North East Atari Regional - User Support group, or NEAR-US for short.

Some of the short term goals include setting up a communication network through the use of BBS network nodes; providing a regional newsletter to the affiliated clubs (detailing contacts with each User Group, meeting locations and dates, officer names, action within group Library and BBS's). The group decided upon a $10 registration fee to provide monetary assistance for the quarterly newsletter. Tentative meetings are being scheduled on a quarterly basis.

The following clubs participated in the initial meeting: Jersey Atari Computer Group, Lehigh Valley Atari Users Group, Atari Berks Users Group, Long Island Atari Users Group, Old Hackers Atari Users Group, North East Atari Team, South-central Pennsylvania Atari Computer Enthusiasts, and PA Bit Byters Atari Users Group from Germany.

If your group would like more information, contact Ron Motley at: Lehigh Valley Atari Users Group, P. O. Box 1307, Allentown, PA 18105 Phone: (215) 433-6685.



IN YOUR DRIVE # 27

Good Ol' Chet (ACCD)

It has happened! I warned you! There's no new software around STella (our pet ST), nor Mnemosyne (our arrogant 800XL) to write about. I'm broke! I can't afford to keep buying new products just to keep you folks reading.

For some reason, my wife insisted on spending our money on *food* instead of software. What a radical concept! So...nothing to review.

"Thank Fuji!" I hear you each cry, eh? Well, forget it! You're not getting out of this *that* easily!

Instead of some software, hardware or any-kinda-ware, let's talk about a book you need to read. Your users' group should have a copy; it comes on disk. If they don't have one, you can download it from AIM's BBS. Look for the file REVOLT.ARC and get into the Revolution.

Somewhere, *The Revolution Handbook* got the reputation of being radical and/or dangerous. A careful reading dispels these notions almost immediately. What we have here is an Atarian's version of Thomas Paine's "Common Sense," with a heartfelt attempt to put Atari on everybody's lips by the end of 1990.

"Heart" is the word for *The Revolution.* It's very easy to look at it and say author Donald Thomas could have come up with a better name for the revolution itself. "Revolution" is a negatively charged word, nor does it specify it's an *Atari* revolution to begin with. But when you're speaking from the heart, you often choose emotional words. Thomas speaks to us with words of extreme passion; he *cares* about these computers and our Atari community with a feeling that sweeps you up.

His calendar of events are, despite the passion, logical and workable. They might NOT change the tide of the Atari community in our favor, but odds are the Revolution will do quite a bit of good.

One way or another, The Revolution WILL change the way that we look at our users' groups, the way Atari looks at each of us and the way the rest of America looks at Atari.

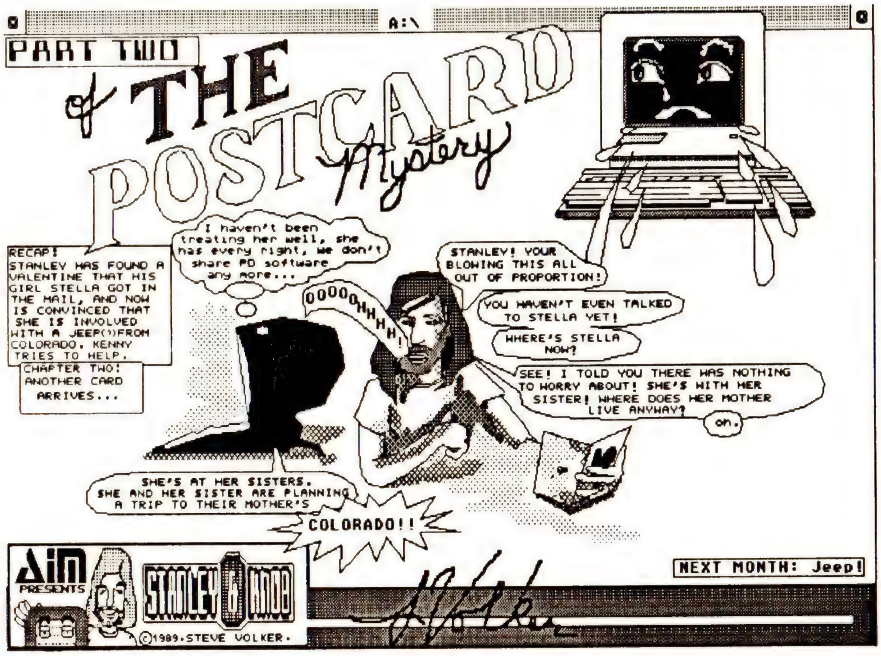
It's a good cause. No, it's not up there with housing the homeless, saving the whales or serving your community...but, oddly, it can lead to work which will do just these things. Thomas urges commitment to your fellow Atarians. Such a commitment can only lead to a stronger community, both within and outside of our users' groups.

There is *so much* we can do for each other and for our non-Atarian neighbors. Won't you please pick up a copy of *The Revolution Handbook* and read it?

(A personal aside to Donald Thomas -- Yes, I know you said a monetary contribution to the effort isn't mandatory. But I WILL be sending $15 in two paychecks' time. Your concerned efforts should not include using your own funds for the mailings, etc. I urge everyone who has read and joined The Revolution to help out by a contribution.)

How about that? Almost an entire IYD without a lousy joke? Guess it's time for me to say:

Jeep!
Chet


A:\
PART TWO
of THE POSTCARD Mystery
RECAP! STANLEY HAS FOUND A VALENTINE THAT HIS GIRL STELLA GOT IN THE MAIL, AND NOW IS CONVINCED THAT SHE IS INVOLVED WITH A JEEP(?)FROM COLORADO. KENNY TRIES TO HELP.
CHAPTER TWO: ANOTHER CARD ARRIVES...
I haven't been treating her well, she has every right, we don't share PD software any more...
OOOOOHHHHH!
STANLEY! YOUR BLOWING THIS ALL OUT OF PROPORTION!
YOU HAVEN'T EVEN TALKED TO STELLA YET!
WHERE'S STELLA NOW?
SEE! I TOLD YOU THERE WAS NOTHING TO WORRY ABOUT! SHE'S WITH HER SISTER! WHERE DOES HER MOTHER LIVE ANYWAY?
oh.
SHE'S AT HER SISTERS. SHE AND HER SISTER ARE PLANNING A TRIP TO THEIR MOTHER'S
COLORADO!!
AIM PRESENTS
STANLEY & KNOB
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NEXT MONTH: Jeep!

COMPUTER FORGERY

Alan Brewster (BACE)

"The computer will change the way we do business... The computer will revolutionize banking... Use of the computer will affect every aspect of our lives..." All of us have heard these predictions and have seen them come true as the cost of the medium has reduced.

Then, there's always those who charge Big Brother will misuse the computer's abilities. While this article is about the misuse of the computer, it's not about Big Brother.

Desktop publishing is the forger's greatest boon. Because computer equipment is readily available and reasonably cheap, the forger can work in the privacy of his own home (reducing the likelyhood of getting caught) and making a quick return on his investment.

In fact, the Secret Service has just stumbled across one such "enterprise," and it was their first case of this nature. Using a personal computer, a scanner, and a laser printer, the forger produced a phony letterhead, several bank checks, and a couple of cashier's checks.

By using essentially the same process, a Forbes Magazine reporter produced a phony Forbes check. Although the article did not indicate if the check was actually submitted to the bank, it did graphically demonstrate how close the forgery looked to "the real thing." [Forbes, 27 Nov. 1989]. And NO, the article is not a "how to" manual.

One of the reasons a forgery of this type is difficult to detect is due to the increased legitimate use of computers in the business world. There are ways to make your business less vulnerable to this type of fraud.

1) Use checks with a minimum of two colors. Select colors that are more difficult to reproduce such as blue or yellow.

2) Request your check supplier to show you a variety of "safety paper," (that is, paper with the cross-hatch pattern that will not photo-copy well.) Then choose a paper that is not in common use. Green and blue are the most common safety paper and is used for checks and prescriptions.

I would select a less used color paper such as pink. Also inquire if it is available with a watermark. This reduces the availability of the supplies necessary for a forger to make a successful copy *easily*, so he/she may decide to go after another business instead.

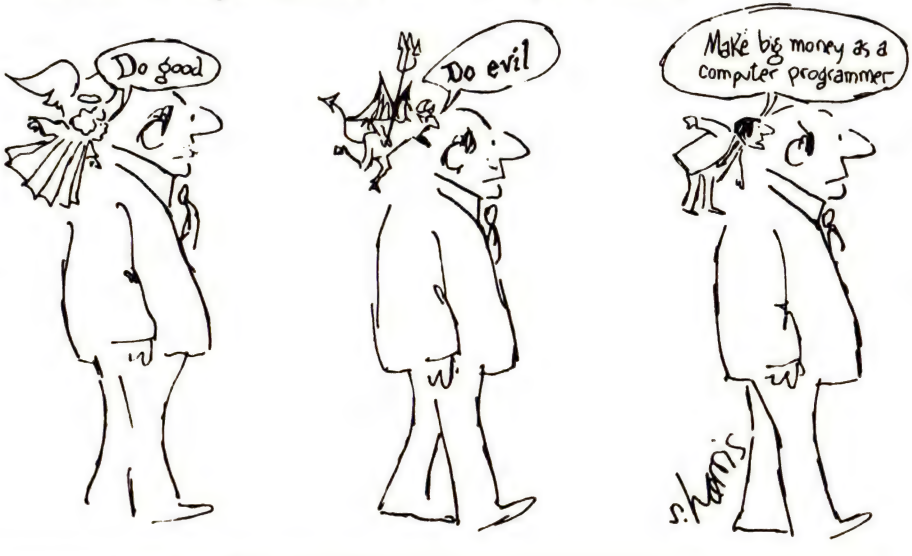
3) Make sure your check has something...anything...printed on the back. A couple of lines for endorsement, or a release such as insurance companies use will do.

These lines are usually gray and appear so because they are "screened." In other words they are just like photos in the newspaper, made up of small dots, but are actually printed with black ink.

4) Have your checks embossed with your logo. Although this is initially expensive, it is the most effective single option one can take to thwart the forger. The cost of the die for the embossing will vary according to the size and complexity of the logo, but it will also make for a classy check. You might even be able to use the same die for your letterheads and envelopes.

Practically no bank is prepared for this kind of forgery according to the November issue of Forbes magazine.

If you can't take the above listed precautions, don't worry too much. The banks are the ones who have to take the losses, and consequently *they* will institute the changes necessary to safer guard everyone's money.


Do good
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Make big money as a computer programmer
s.harris

The Right Brain

Paul Stampfli (El Paso)

Well, greetings and salutations. I didn't get my article printed last month. AIM is getting bigger, better, stronger, faster, and I guess there wasn't room for me. But I'm happy to see that the articles that were published were of excellent quality in all areas.

AIM

I want to thank Bill and Pattie Rayl for their efforts with AIM. They are doing a superb job. With the change to Pagestream 1.8, and the improved timeliness of their deliveries, (I got mine three days before the meeting in February), I don't think I could be more satisfied with the service.

Our club made a good decision in going with AIM. I hope that Bill and Pattie can continue their excellent business. I also hope they are making a profit from it. After all, in the final analysis, profit is the name of the game.

Atari and Profit

Speaking of profit, one of the things that caused a lot of debate in the February club meeting was the recent turn of events at Atari. If ever a company seemed to not *want* to make a profit, it's Atari today.

I understand, (*rumor*) that they fired all their district salesmen all over the USA. Jenkins', our one and only authorized, or unauthorized for that matter, Atari dealer in town hasn't gotten any Ataris since mid-December. Come on folks, how can a business stay in business without product? I can see it now, "Step right up folks, see the Atari, the machine that we've been telling you about, the miracle of the '90's."

"Sure is great, I'll buy one!"

"That's wonderful, just give me your money and we'll get it to you whenever, if ever, they make anymore, I've got this display model Mega, and a used 520ST, course now boy, I can get you a Portfolio, but it'll take two weeks and we don't have a clue if they are going to change the model next week, update, improve it, or just drop it all together in favor of a different design." Scary, isn't it?

I heard on the news a few years ago, and darned if I can remember who said it, but basically the quote was "A *recession* is when your neighbor is laid off, A *depression* is when *you* get laid off." That's about where we are now.

The rumor on the street is that Jenkins' has about had it with Atari and is considering going to MS-DOS only, or MS-DOS and Amiga, and dropping the Atari line. If that happens, the closest Atari dealer will be two days away by car. Think about it...

That brings me full circle to the perplexing question of mail order. There is zero doubt that mail order hurts retail stores.

Mail order is cheap, fairly fast, generally doesn't charge tax, will take credit cards without a surcharge, and the *reputable* companies try very hard to make sure the customer is satisfied. The potential to get ripped off very badly does exist. You must know with whom you are dealing.

Retail stores are generally considerably more expensive than mail order, generally have instant availability, sometimes charge a surcharge for use of a credit card, and the *reputable* companies try very hard to make sure the customer is satisfied. The potential to get ripped off very badly does exist. You must know with whom you are dealing.

So where does that leave us. Why even bother dealing with a retail store when mail order is available? Well, when was the last time you could call a mail order business and get a support question answered? What is the actual responsiveness of the program, and how good are the graphics, really?

Would a mail order business have loaned my operation a Portfolio for thirty days to try out to see how well it integrates into my office? With no charge, no fault, and no questions asked? Jenkins' did, because they want to keep their customers coming back. Think about it...

When I go shopping for computer stuff, I am CHEAP. My goal is to get off as light as I can and try to save a buck at every corner. But I have to stop and think about it now. Is it better in the long run for me to give a mail order company $100 dollars for a cordless mouse, or to give Jenkins' $129.95 for it? Or can I maybe cut a deal with Jenkins' and get it for a few bucks less?

I deal with the local dealer every chance I get. If I can get within a few percent I buy locally and try to make my bucks count as much as I can. Now it looks like Atari, the very company I support with my bucks, has taken care of the local, authorized, dealer situation for me. Thanks a lot guys!

IS THERE A TACTICIAN IN YOU? PART III

Tim Feenstra (GRASS)

Early on the morning of July 1, a small force of around 6,500 men, under the command of General Heth came into contact with a force under the command of General Wadsworth. Heth was looking for supplies, and shoes, for the forces under R.E. Lee, who was in Pennsylvania trying to take advantage of the disarray in the Union Army.

Wadsworth was patrolling near the city of Gettysburg on reports of Confederate activity and had taken up a position along McPherson's Ridge to halt any advance into Gettysburg. With less than 4000 men, Wadsworth was given assurance by the corps commander, Reynolds, that a strong infantry force would be there by afternoon.

The battle that started that morning in 1863, lasted for three days and grew to include 150,000 men from the Army of Virginia and the Army of the Potomic. For three days, each side poured in every available unit and vied for the advantage—the high ground around Gettysburg.

The Gettysburg System

Gettysburg is the namesake to the series of games we'll cover here, which means they all use a "system" first developed for Gettysburg: The Turning Point. Each game in this series plays about the same, with only minor rule changes to reflect improvements to the playability and realism of this system. From their release, they have been called some of the best wargames available for computer gamers. With five games in this series, this column will be devoted solely to them.

First, the gameplay of all five is very similar, so let's cover that in one area so as not to repeat it several times. The map scale is from 100 to 200 yards to the hex, and the units are Demi-brigades (1/2 brigade). I think the units are divided like this to cover a more realistic area with each brigade, which could be as many as 2,000 or more men each. Each turn is from 1 to 2 hours realtime, depending on the game, and is split into double movement orders phases for each player.

If you play the beginner level, you can even use the joystick to move your units, but some of the realism is lost in this level. In the intermediate and advanced levels, you use the keys 1-8 to move your units in the desired direction. There is usually a compass rose (a diagram of the direction for each number) at the bottom of the screen alongside the orders menu. To move a unit, place the cursor on that unit and press the space bar to get that unit. Pressing the 1-8 keys will now move the unit, until the movement points for that unit are exhausted.

While in the map mode, the text area at the bottom will show the locations X,Y coordinates, the terrain type, the elevation, and the time and date of the turn and which phase it is. While scrolling in map mode when playing with hidden units, remember that only units that are visible to your units will be displayed on the map. There could be a whole division behind a hill, in a woods, or moving around behind you if you don't watch your flanks. Of course you could play without hidden units in which case all units for both sides will always be visible, but what's the realism in that?

Unit Mode

When you access or pick up a unit, the text area will display information about that unit. The unit's name, number of men, location in X,Y format, ammo supply, morale, mode, movement points, terrain, and facing are shown as well as whether the unit is disrupted, set to melee (an assault after firing), or set to advance after the enemy retreats from the objective hex. The target hexes X,Y location is also displayed. Pressing P will display page 2 of the stats, which include fortification level, command control ratio, efficiency, fatigue, which weapon the unit has and the corps commander.

When in unit mode, you issue that unit its orders by moving the unit, assigning targets and changing mode. When playing the advanced level, it is a good idea to keep your divisions together or the command control ratio will go down and so will their efficiency. Now let's look at the games themselves.

Gettysburg: The Turning Point

The Battle of Gettysburg, 1-3 July 1863, started out with one division on each side, facing each other on opposite sides of Willoghby Run, a stream a little west of Gettysburg. The first day found the Union forces outnumbered, just trying to hold the Confederate advance. However, before the end, there were 84,000 men committed to the battle, 12,000 of them cavalry. The Confederates, frustrated by the strong defense of the Union forces, committed 67,000 men to the defeat of the Union force that reports had stated amounted to no more than a corps. In reality, the union army fielded 7 corps, and a cork of cavalry. The Rebel forces consisted of the 1st, 2nd, and 3rd corps of the Army of Virginia, a cavalry corps and a support corps of 8500 men.

This is an excellent game, played from either side, as there are possibilities for victory with a little luck and sound tactics for both sides. Playing the south, advance as far as possible on the first day, keep the north retreating as long as you can. Victory will depend on the capture and defense of some key hills just south of Gettysburg, and the Union will outnumber you on the second and third day of the battle, so you must have taken your objectives by then. The north must simply survive the first day, while keeping the Confederates to as little an advance as possible, your main forces will not arrive until the second day, so you will be hard pressed to hold up the Rebs.

Battle of Antietam

On 17 September 1862, General George McClellan had carefully cornered R.E.Lee at the city of Sharpburg. This was to be his battle, for up to this point, his victories had been few and costly, some called him over-cautious. With a force of 67,000, he had the Rebel forces back to the Potomic River and planned on the defeat of the south in one fateful blow. Using the same cautious assaults he was criticized for, he committed his forces piece-meal, allowing the Rebs to get numerical superiority at the point of contact.

R.E.Lee, trapped between the river and the advancing Union army, had no choice but to position for the attack he knew would come on the morning of the 17th. His 35,000 men were outnumbered almost 2 to 1, but using the terrain and defensive positioning, he was able to meet the advancing units with equal or greater numbers and hold the line against McClellan's drives.

How this one comes out, I'll leave to you. It is a very interesting game, the Confederate forces are not able to ward off a full frontal attack and still keep their flanks covered for an encirclement. But that is not how it happened that day in 1862. One of the play options will recreate McClellan's piece-meal assaults by allowing only a set number of divisions active on a given turn. Of course, you can play without that limitation.

Rebel Charge At Chickamauga

The Army of Tennessee, 52,000 strong, moved into position to defend the city of Chattanooga. Under the command of General Braxton Bragg, they were to seek out the Union Army of the Cumberland, a 50,000 man force under the command of General William Rosecrans, who had been driving toward Chattanooga for some time and had sent the last of the area's defenders retreating south. The two forces met in the heavily wooded area between Chickamauga Creek and Missionary Ridge.

The very limited sight distances over most of the battle area posed several problems for both sides, the enemy force locations were impossible to know until the units came within the limited contact distance afforded by the wooded cover. The small superiority the C.S.A. had was negated by the fact that the Union forces were concentrated with the Rebel units in a circular pattern around them.

This game allows for several small battles if you and your opponent's forces get spread out over a large portion of the map. Flanks and surprize attacks are just part of the tactics that can spell defeat for the player not ready for what comes out of the woods.

Shiloh:Grant's trial in the West

I do not have, nor have I played this one, so all I can tell you is that it is the Battle of Shiloh, which took place 6-7 April 1862, and that it was historically one of the decisive battles of the war. One feature here that is not in the other games, is the 2 Union gunboats that can be used to bombard enemy positions while your forces are moving up to new positions or perhaps retreating under heavy fire. I look forward to getting this one soon.

Sons of Liberty

The last entry is not from the Civil War, but from the Revolutionary War, and has not one but three battles included. Bunker Hill, 17 June 1775, places an American force of 3,000 on the defensive positions of Breeds and Bunker Hills against 2,700 elite British. The battle lasts for one day, and you do well if you can keep them from advancing past you onto Bunker Hill which is the key to controlling the whole area around Charlestown.

On 19 September 1777, 7,000 Americans clashed with 5,500 British near the Hudson River in an area known as Freeman's farm. Remember, the British troops are the best in the world, and the Americans are a ragtag collection of men with the desire to be free from the rule of a king thousands of miles away.

The last scenario is Monmouth were more than 12,000 Americans and 8,200 British fought near Monmouth Courthouse and along the Weamaconk Creek ravine. There is a lot of cover along the creek, and the extra Americans can be used to keep the British spread out to avoid a flanking move around north of the ravine or south of Wemrock Brook.

Sons of Liberty plays like the other Gettysburg series, with weapon ranges and unit morale and efficiency adjusted to suit the period of the 1770's.

These are excellent 2 player games. The computer, though tough, follows the same strategy. A human is very unpredictable.

Good Luck, have a glorious battle!

THE BASICS OF BASIC

Rich Burton (P3ACE)

Now that we have established a connection between SETCOLOR and COLOR commands for drawing lines on the screen, it's time to use SETCOLOR registers for text. On with another "graphic illustration" of the characteristics of color. Once again, sitting down at the old 8-bit as you go through these concepts is the easy way to become a proficient video wizard.

Accessing SETCOLOR registers with text happens in GRAPHICS 1 or 2. (The text window will be eliminated by adding +16 for now.) Printing large text to the monitor in these GRAPHICS modes takes a special PRINT command that looks like this:

```
PRINT #6; "text to be printed"
```

The group of characters following PRINT is essential to accomplishing this specialized printing, but SETCOLOR registers are accessed by the style of characters within the quotes! In GRAPHICS 1 and 2, as in the other modes, SETCOLOR registers contain "default" colors and brightnesses. Here's the registers and corresponding character styles:

SETCOLOR 0: contains orange - access with uppercase characters
SETCOLOR 1: contains light green - access with lowercase characters
SETCOLOR 2: contains dark blue - uppercase inverse video characters
SETCOLOR 3: contains red - access with lowercase inverse video characters
SETCOLOR 4: contains black - controls background

Now we can have our cake and eat it too! Various colors of text at the same time. This is very similar to the lines drawn last month

```
10 GRAPHICS 2+16
20 POSITION 7,4
30 PRINT #6;"ORANGE"
40 POSITION 7,5
50 PRINT #6;"green"
60 POSITION 7,6
70 PRINT #6;"BLUE"
80 POSITION 7,7
90 PRINT #6;"red"
100 GOTO 100
110 END
```

You will need to type blue in line 70 and red in line 90 with inverse video. Run this program and there you have it...another fine "graphic illustration" of pixel power. Stir up a new color in register 3 by typing:

```
85 SETCOLOR 3,6,6
90 PRINT #6;"violet"
```

Don't forget to type violet with inverse video. That is a designer text if ever I saw one! Let's shrink-wrap them by changing line 10:

```
10 GRAPHICS 1+16
```

I would like to encourage all budding artists to experiment, dabble and fool around with these commands. 'Nuf for now. Join me next month for more "graphic illustrations"...

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Have Stacy—Will Travel
Bob Brodie Comes to Michigan

Pattie Snyder-Rayl

On the weekend of Feb. 17 and 18, Bob Brodie was in Ann Arbor, MI attending several meetings of computer enthusiasts.

Bob came to Michigan to talk to Atari User Groups and a Macintosh User Group, and he showed off the STe's color and sound capabilities as well as the Stacy, Lynx and Portfolio.

He was invited by the MAC-Technics Macintosh User Group based in Ann Arbor to demonstrate the power and flexibility of the Atari Stacy portable computer and the Spectre GCR from Gadgets by Small on Saturday, the 17th. He spoke in a large university lecture hall filled with approximately 400 Macintosh enthusiasts.

"The room was very intimidating," Bob said afterwards. "But the audience was very courteous and even the president of the MAC-Technics club was emphasizing the strengths of the Atari ST line.

"When I told the group they could purchase a complete desktop publishing setup, Mega 4, Atari Laserprinter, Megafile and software, for under $4,000, there was an audible gasp. The president then added 'This is half the cost of just an Apple LaserWriter.' Everyone seemed amazed at the price of the Stacy4, with 40Meg hard disk."

After the meeting, Bob said the Macintosh people came to him and tried out some of their software on the Stacy, and it all ran with no problems. He said that made him feel gratified, and he hopes to tell David Small as soon as he gets back to Sunnyvale.

On Sunday, Bob Brodie met with Atari enthusiasts. The meeting was a more modest and simple one, but Bob made himself just as much a hit with the Atari owners as he did with the Macintosh. He demonstrated the Stacy and the new MegaFile 44, a removable cartridge hard drive where each cartridge holds 44Megs of data.

He tried showing off the STe's improved color capability with a European demo on a large color monitor, but the demo didn't seem to want to work as it had on the regular Atari color monitor. However, the stero sound on the STe was very easy to demonstrate.

He also showed off the Portfolio, saying he didn't understand the appeal of the "palm-top" at first, since he's first and foremost an Atari Enthusiast. He jokingly said when he heard the Portfolio was being considered being produced with 512K memory, he asked when GEM would be put in.

The appeal of the Portfolio isn't really a mystery, he said. The majority of computers in the US are IBM/MS-DOS machines, and there is a need in the computer market for what the Portfolio has to offer MS-DOS users. The reason DOS 2.11 is used in the Portfolio, is because later versions had self-modifying code, and when they tried to write to ROM...problems!

Bob talked about the "Power of Advertizing" article written by Tim Holt of the ST Club of El Paso (see the Jan. '90 issue of AIM). He said the premise of Tim's argument was a little off. Bob said the Portfolio isn't selling as good as it is simply because of advertizing.

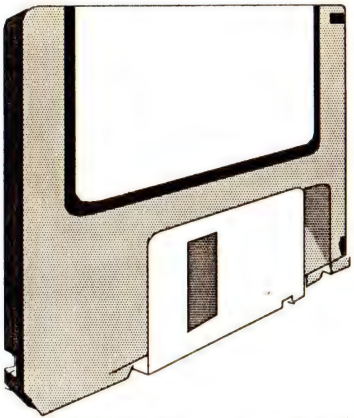
The Amiga ads at Christmas, he told the group, were projected by Commodore to increase Amiga sales by 38 percent to justify the expense. The Amiga sales figures for that period turned out to only increase by 10 percent. So advertizing alone isn't the answer, he summarized.

As far as Atari's advertizing, Bob said in April, a 520STfm package called the PowerPack or Advantage will be "test marketed" in the Los Angeles area. In that area, there will be advertizing, such as there is now in New York for the Lynx. The Lynx is soon to be distributed nation-wide by others than Sears, and once this happens, Bob said we should be seeing Lynx ads across the country. He showed the current Lynx ad, and had the Lynx going so people could hear the sound quality (the screen is hard to show a large gathering).

Bob fielded many questions about the overall state of Atari once he was finished demonstrating. Questions focused on what Atari was doing to support users and dealers. Bob's answer was Atari is slowly making changes, which he is comfortable with. He thought changes were being made by the simple fact Atari is being "taken over" by Atari enthusiasts, rather than people who only used an Atari computer at work.

One of the last questions to Bob at the Sunday meeting was, "Why has it taken so long to get someone like you at Atari?" Bob said he was very flattered by the quesion.

[Ed.Note: Bob finished his Michigan visit by going to Grand Rapids and STING and ending at MACE in Southfield. Clubs can contact him at (408) 745-2052 or Bob-Brodie on GEnie and 70007,3240 on CIS to arrange visits to their area.]



AIM Disk of the Month

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unarc themselves into the actual runnable programs.

Readers can purchase this disk by subscribing o the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending $6/disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March 1990 disk when ordering.

ANDURIL.TOS—A German PD game similar to Bubble Ghost. MONO ONLY.

BELLUM.TOS—A Space Invaders type game from the UK with excellent graphics and sound. Fast and furious joystick action! Lowe rez color only.

BIGSCR.TOS—This nifty little program has been out for awhile, but a lot of people have been asking for this one. BigScreen creates a virtual screen in memory (such as 1280x960) and maps the normal screen into it as a 'window'—you can then scroll around on a "big" desktop. Requires TOS 1.2 or higher.

BLOCKADE.TOS—Alien Blockade is a Qix clone from Europe and features background pictures that reveal themselves as you play. Low rez color ONLY.

DICTNARY.TOS—Diction is a spell checker program that uses a dictionary constructed from your personal text files. Allows simple text file editing. Shareware. Runs in medium or high rez.

GEMINI.TOS—Gemini, a replacement desktop from Germany. Shareware. Features include placement of icons on the desktop, recoverable trashcan (get files back after deleting them), built-in command line interpreter (CLI) and MORE! Comes with a Clipboard accessory and a PD version of GDOS! Requires at least one Meg of memory and TOS 1.2 or higher.

GOUP.TOS—Imported from Germany, this LodeRunner-type game allows 1-4 players and has a built-in screen editor for creating your own levels. Mouse or joystick. Monochrome ONLY.

HOSPITAL.TOS—A collection of programs put together in the UK for dealing with viruses. Includes a memory resident anti-virus program, anti-virus checkers and utility programs. Works on all STs and has full docs.

INVADERS.TOS—This is a good version of the classic Space Invaders from Germany. MONO ONLY.

OH_CRAPS.TOS—This is a full-fledged, graphic simulation of Craps, Vegas and Atlantic City style. If you're trying out a new betting system, or learning the game in preparation for a gambling junket, or you just want to play craps, this game is for you. Low rez color ONLY.

POLICE.TOS—This great little desk accessory can really get on someone's nerves...so put it on your friend's ST and watch him/her go nuts! About every 30 seconds, you'll hear the distant sounds of a police siren and a police car drives across the bottom of the screen. MONO ONLY.

QLOCK.TOS—Quick Lock allows you to write protect floppy disk drives and hard disk partitions individually, to prevent accidental or intentional erasure of files. It also allows you to READ PROTECT a drive, preventing unauthorized users from accessing hard disk partitions or copying files to floppy while you're not looking. Password protection allows authorized users to access the protected drives. The program will protect your drives even if the computer is rebooted. Docs included. Another great program from Branch Always Software.

QUICKTOS.TOS—Ever had problems with a program not running on the latest version of TOS? Tired of having to boot old disk versions of TOS from floppy? QUICK TOS allows you to copy the disk versions of TOS to your hard disk, and run them from the hard disk. Go from TOS 1.4 (or TOS 1.2 or TOS 1.6) to TOS 1.0 in 2 seconds! Also works with the disk versions of TOS 1.4. Freeware from Branch Always Software.

ROULETTE.TOS—This is a roulette simulation that gives you the feeling that you're really there. It follows Vegas and Atlantic city rules. A stat screen will help you if you're trying to nail down a system. Let me know like it. Low rez color ONLY.

RT_MOVE.TOS—This program enables you to move files on the Desktop in TOS 1.4 by holding down the right mouse button instead of the control key.

SALVAGE.TOS—Salvage assists in recovering text files from floppy disks when the FAT tables or Directory on the disk has been trashed. The program scans all the sectors on the floppy disk and displays the first 70 characters stored in each sector. ASCII files can be recognized and the parts recombined into a legitimate file with very little effort on your part.

SEQUENCE.TOS—A 16 track MIDI Sequencer. Works in both color and monochrome, with features galore and full docs. Shareware.

ULTRA.TOS—This program will "ARC" complete disks into a single file. Great for those demo disks with "Hidden" directories that can't be accessed or copied by TOS, such as some of the great demos from Germany.

WHATIS36.TOS—WHATIS 3.6 recognizes 59 types of files: ARCs, LHarcs, PRGs, pics, animations, etc...no more "what kind of file is this?" problems! Runs as a PRG or an ACC (just rename the file) on any ST in any rez. Written by CompuServe sysop Bill Aycock.

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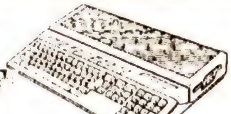

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The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

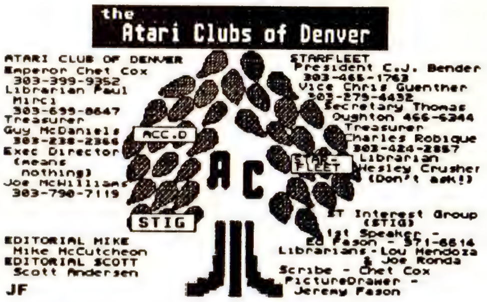
Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

ABLE maintains a hardcopy library for members of all public information released concerning their computers by Atari, as well as complete files of most Atari relevant magazines, such as Antic, ANALOG, Atari Connection, Creative Computing, COMPUTE!, ROM, Atari Explorer, ST Applications, STart, ST-Log, ST Informer, ST World, MAM/AIM, ST X-Press, Shareware Connection, Atari DTP, Current Notes, ACE, MACE and PHOENIX.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE maintains a telecommunication service for members.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



the
Atari Clubs of Denver

ATARI CLUB OF DENVER
Emperor Chet Cox
303-399-9352
Librarian Paul Mirci
303-699-8647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

STARFLEET
President C.J. Bender
303-465-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robique
303-424-2857
Librarian
Wesley Crusher
(Don't ask!)

ST Interest Group (STIG)
1st Speaker -
Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

And Now for Something Completely Different: A Stream of Consciousness About the Computerless Meeting of the Atari Computer Club of Denver

by good ol' Chet (who wasn't there, so this is heresay)

OK, so I was an hour late. (I now have a Tuesday night class!) I stayed in the background to hear what the chatter was about. Joe McWilliams, our Exec Director ("Exec Director" is an old Latin phrase meaning "Gullible Enough to Take the Job"), had passed out some information about *The Revolution* and its idea about using rubber stamps all over the place. Votes for the club sponsoring these rubber stamps went soundly against, though interest was high about the cost of making a stamp of the club logo. (I've since priced the cost of a stamp of club logo. Around $8 + tax.) Now, why wasn't there a computer? All eyes turned to (ulp!) good ol' Chet. Hadn't he told Paul NOT to bring Paul's misty old 1200XL, that he would bring the XEGS? Yes, he had. The rest of the meeting concerned tarring and feathering. Gosh, what excitement! Don't miss the March meeting and our Swap Meet! Since Chet will be late for IT too (That Darned Class!), let's see what trouble he can get into!

STIGS AND STONES for February Heresay and Lies about the ST Interest Group and Groupies

by Chet ("Nope! Wasn't there either!") Cox

Having just come out of some minor surgery, I didn't go to the STIG in February. Just as well; it was a week too early. Seems the Hampden Library had something Really Important scheduled on our regular night, so we had to go a week early.

To add to the gloom of the meeting (Everyone was SO SAD because I wasn't there!), Ed spoke at length about PC Ditto II. PCDII just plain doesn't work unless your name is Avant-Garde Systems. The rumor is that, since no two STs are alike, some minor difference somewhere in some ungodly chip causes a timeout for no particular reason. An upgrade/fix is either in the works, or out and about as you read this. Bottom line: members will not touch until the STIG gets a chance to try it out.

Ed says that the Universal Item Selector III is better, bigger, and runs nicely on TOS 1.4, though it works fine with any old TOS. The demo went over pretty big, as did Ultima V and Federation. Let me guess -- Joe Ronda demonstrated the two games, right?

Rumor time: Discussion was made of the new Atari "removable hard disk." Anyone seen it yet?

Now for the final punchline: there was no computer at the STIG either! Ed was running late, and hadn't the time to pack everything -- so he didn't. All this was being run on a "virtual computer," if you can *imagine* such a thing. Hey, WE did!

Starfleet February Meeting Minutes Feb 9, 1990-Arvada

Officers Present: Guenther, Robique

The meeting was brought to order at 7:25 pm in the banquet room at Denny's on Wadsworth. Between 5 and 20 members, officers, guests, and waitresses were present. Esteemed Newsletter Functionary Mike McCutcheon raised the first official topic of discussion by asking if everyone was happy with the delivery of Atari Interface Magazine. While everyone seemed pleased with the Magazine itself, only one of the members present had received his copy prior to the meeting. Several alternatives were discussed with no option being a clear cut favorite. Among the frontrunners were:

1] Poll the members of all the Club's branches to determine if any would prefer hand delivery of the magazine at the meetings. If a significant group was established, perhaps that many magazines could be shipped to Mike from the publishers for a "personal delivery." 2] Change the meeting time of the Starfleet branch. The new time would be published in AIM as "Next Friday" and would depend upon when one received his magazine. This idea needs some work. 3] Have AIM itself advance the cover date by one month thus assuring timely delivery but old news for everyone. 4] Bitch.5] Do nothing.

After the food hiatus the meeting resumed with a demo by new prez Chris Guenther. Longstanding members may remember Chris' version of "Wheel of Fortune," first written in BASIC. (Available in the Club Library.) What Chris had this night was a new version of the title screen written in ACTION. Members oohed and ahhed as the two screens were compared. Consensus opinion was that the ACTION version was "twice as fast." Thus ended the demo segment of the February Starfleet meeting.

"Small Discussion Groups" was the next item on the agenda. Members examined favorite topics with like-minded partners.

At that point it was noticed that CJ Bender, alias Ensign Crusher, was AWOL. Loud cheering and fireworks could be heard as the meeting broke up and the assemblage dispersed into the night.

A.C.C.T.

Atari Computer Club of Toledo is an independent user group founded in 1980. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8-bit and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

Greetings all from my temporary home in Napanee, Ontario, Canada. During my absence Mike has been doing an outstanding job in his capacity as V.P..

Although metting attendance has been down, the core membership has been keeping things together and running fairly smoothly. It was decided, at theFebruary meeting, the club would participate in the spring ComputerFestival to be held in April. Again we will have three tables set up with various systemsto demo the ST and 8-bit. Club promotion will have to be a big priority this spring if we hope to keep this club alive through 1990.

Calling all 8-bit system users... Our club was founded by and for 8-bit computer users and I know that there are still many of you out there. If anyone knows of these people please invite them to our meeting for we need their inputto keep the club moving and growing. As for the ST side we have members who still have very limited knowledge on all the capabilities of this machine and this is why we need input from the membership on what you want at our monthly meetings for they have degeneratedto simply social gatherings without direction, I see now why our former president became so frustrated with the club's performance in the last year she held that position.

I have tried to put forth some ideas on how to bring the club back to life but have come up with very poor response from the majority of the membership. Unfortunatly my job has kept me away for the past few months and so I must rely on my backup team to get the ball rolling. You all are getting this magazine so I know you are benefitting from this idea, so howabout some effort back to the club? A good time to show your support is coming up in April. I hope more than the usual 4 or 5 will help out. I am going to askthe club membership to change the table location at the spring show so we can better represent our club without getting crowded out around the front door.We will have better planning for this show, which will include scheduled demonstrations of more than just games and a more organized set-up of the systems including magazines, prices and availability of systems from the stores we visit the most often.

Thanks again to my wife Brenda and my V.P. Mike for the help in my absence. See you at the March meeting!!!!!!

FOR SALE
* Hybrid Arts Sympte-Track MIDI-sequencing softwarewith Sympte-Sync box__ used $300.
* Hybrid Arts DX-DROID librian__ used $40.
Jim Bergen (503)382-4554

ATARI FEDERATION

Presidential Proclamations by Phil Rominger

If you happened to miss Februaries meeting, you really missed a good one. And if you're planning on sitting at home during next months meeting, you may be missing the opportunity of a life time. The Club will be raffling/auctioning off two copies of Soft Logic's Page Stream. This is a Desk Top Publishing program, that is really outstanding and very easy to use. All if will cost you to get one of the two copies is a few bucks (a fraction of the original cost), and a small written review of the program to be placed in the newsletter. We will be covering several subjects that will be of interest to all members. One of these projects is the implementation of a club consignment table. As all of you know Jim Wooding had one at his store and it was very popular. If we can get this project off the ground, I see it as a means for the club to make a little money and for all of you to get or sell software and equipment. I don't want you to make a decision now, but keep it in mind and let me know what you think at the meeting.

I want to take this opportunity to thank one of our officers for all the hard work that he has done this month. Herb Kanner has been doing all the ground work for the Page Stream give away, and has worked many hours making sure that it all comes off without a hitch. Herb, also spent alot of time on the phone in the process of repossessing our 8-bit library. Thanks Herb.

Finally, to all of you 8-bit users out there. We have a new 8-bit librarian, so at the next meeting stop off and thank Theodore Tausch. He didn't hesitate to answer the call, when volunteers were requested for this job. I'm looking forward to seeing all of you at the March meeting - Happy Computing.

Secretary's Report Brian Pendergrass

Topics which were discussed at the 5 FEB 90 meeting were:The Stacy is no longer (at least at the moment) considered a laptop. The batteries don't last very long. Mega 2s are back ordered, and have been for a few months. Atari is currently shipping Mega 4 machines instead of the backordered Mega 2s. Speaking of back orders, Atari monochrome monitors are also back ordered. A shipment of 400 monitors is reportedly in customs as I type.

PC Ditto II is finally being shipped! But it also has a high failure rate. They were apparently getting so many calls and letter that they weren't answering anyone. The problem has to do with the revision of your particular computer. Revision D is the one that works, all others will probably experience problems. The problem has to do with timing and they are working on a software fix.

Now for some good news. Two Atari shows are scheduled for the coming months; TheWorld of Atari show April 6, 7, 8, in Anaheim. Also the AtariFest in Glendale will be September 15 & 16.

Computer Connection is now out of business. But Commstar, located in the Food 4 Less shopping center - Santa Maria, will be increasing their stock of ST software. They had always carried a few pieces of software but didn't have too much, not wanting to compete with Computer Connection. So drop in and voice your desire for more ST stuff, and buy something occassionally too.

Gus Maio donated another certificate for a free pizza from Dominos Pizza and an ST soccer game to be raffled off. The pizza was won by Herb Kanner. Only 3 tickets were sold for the game so it was held over to be raffled another day. Thanks again Gus.

Bob Ribbortone demonstrated PageStream, a new Desk Top Publisher. It looks pretty good. It has a couple of unique features as well as excellent print quality with a 9 pin printer. Speaking of PageStream, the club has received 2 copies of PageStream from the publisher. One copy will be raffled, auctioned (or something) off at the March meeting and the second copy will 'somethinged' off at the April meeting. So make sure you show up at these (and all) meetings to ensure your chance of obtaining this excellent program.

This month's ST disk of the month: EASYTEXT - a public domain DTP; IFFCONV - converts IFF pix to other modes

BACKGAMMON - need I say more? STARSTRUCK - a screen saver program with fireworks; ATARI DEMO - an old 520 ST demo; FLEXISORT - a sorting program

Please welcome two new members to the club; Margaret Swanson and Dan Liston.

Newsletter Notes by Jerry Sullivan

This will be our second month as a Participating Club with Unicorn Publications. As you have undoubtedly noticed AIM arrives to your door after the club meeting for that month. So if you have any announcements that you wish passed on to the general membership proir to a meeting be sure you submitt your article/announcement two months in advance before the 17th of the month.

As a reminder the next two club meeting will be held on MARCH 5th and APRIL 2nd, same time same place, Vandenberg Federal Credit Union the Village branch at 7:00 P.M. see you there.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are yearly $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

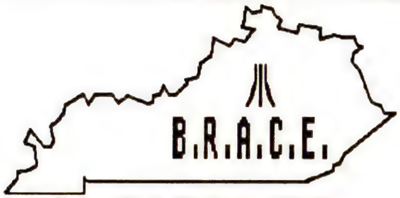
For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected. The Atari oriented BBS supports both ASCII and ATASCII, 300/1200/2400 baud 24 hrs. On-line storage is 20 Meg, with 19 file areas for up and downloading, on-line games, books, articles, ads, magazines, E-Mail, F-Mail and other information.

In the meeting on February 12, a total of 19 members and guests were present, including one of the local dealers. The inclusion of AIM magazine in the yearly benefits was voted upon by the membership, and was overwhelmingly approved. The subscriptions should begin with the March issue and will run until December. This will be supplemented by inserts and newsletters from the club. A column of names and telephone numbers for expertise in getting help for a number of programs will be included in the newsletter. These experts can be called upon to help out those persons who are unable to get through to a customer support line in a particular program. Information for the IEEE Fair in Huntsville (which will include Atari, IBM, and Mac products), along with a schedule for the events for each of the days (February 16 and 17th), was also presented. There was a lot of interest in attending, and it was suggested that the members go Friday if possible to avoid large crowds.

A presentation of Universal Item Selector III was given. Its features and improvements over UIS II were shown.

The next meetings will be on March 12 and April 9 at 7:00 at the Vestavia Hills Library, downstairs. Demos will include desktop publishing programs and document processors for both the 8-bit and ST. AtariWriter 80 with the XEP-80, Newsroom, WordFlair, Atari's entry into the document processing field, Pagestream, Calamus, and Publisher ST are all scheduled for the next series of meetings. Strengths and weaknesses of each will be compared.



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

From the Chairman: BRAG ST joins the AIM family! We hope the membership approves of this new format to get the best news, reviews and insight as to what's going on in the world of Atari.

Annual Auction: This month the annual auction will be held in the Coffee Shop next to our regular meeting place, which should give us some more room this year to sell goods. Bring a friend and your unwanted Atari computer software or hardware and LOTS of cash -- there will be plenty of items for everyone.

April Events: On Sunday, April 1st (no foolin'), the second Canadian Atari Users Convention will be held in the Airport Hilton Hotel, Toronto Airport Strip, 5875 Airport Road, Mississauga, Ontario from 10 AM to 6 PM. For more info call (416) 425-5357. Details and maps will be available at the March meeting. Next, on April 28th, Atari's User Group Coordinator, Bob Brodie, will be visiting Western New York. Atari enthusiasts from Buffalo, Rochester and Syracuse will be converging on the campus of the Rochester Institute of Technology for what should shape up to be an interesting afternoon. There is still time to reserve your seat on the bus chartered for the event. The cost is estimated to be $10 per person. Please send in your check to the PO Box or bring it to the March 15th meeting. Please note that the deadline for reservations is April 3rd -- if we do not get enough members to sign up by then, your money will be refunded (and you'll have to drive there yourself!). Oh yes, don't forget our regular meeting on April 19th!

Proposed By Law Change: Article #13 currently reads: Annual dues for individual members shall be fifteen dollars, with a family membership available for twenty-five dollars. The proposed change would be: Annual dues for individuals and families shall be twenty dollars. The proposed change, if passed, would take effect July, 1990. See you at the Auction!

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The Main purpose of the club is to help inform new users and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The CACE BBS is run by the club and is open to anyone with a modem. The number to call is (517) 787-4011. The current membership dues are $14.80 per year, and are payable at any of the CACE monthly meetings, or by mail to the PO Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1 pm to approx. 4 pm at Boos Center.

Fishin' Around by Brent Fisher

Welcome to yet another installment of my ramblings and missives.

We had our first meeting in the Boo's center in about two years. I have to admit it is nice to be back in Loomis Park. And just in case some of you haven't heard, we are now meeting every second *Saturday,* in the Boo's Center in Loomis Park. We are still starting around 1:00 pm. So come on out and check us out. And while I'm on the subject the next meeting will take place on Saturday March 10th. So don't say that I didn't warn you. Of course if you don't get your AIM until after the meeting, ok maybe I didn't warn you. So just in case you don't get this until late, the April meeting will be on Saturday, April 14th.

The great news department reports that the C.A.C.E. BBS is back up and running at 517-787-4011. We are now running under BBS Express! Professional. We have downloading for 8-bit, ST and Zmag/ZNET. So take some time and give us a call. The 300 baud connection problem has now been fixed, and we hope to see you all on-line soon.

Yesterday (as I write this), Bob Brodie from Atari, was in Ann Arbor to talk about Atari's new products. He showed the new game system, the LYNX, the Portfolio, STacy 4, and the new STE. Everyone there had an opportunity to use the new stuff, and I have to admit that I was impressed with what I saw. I have no doubts whatsoever that the LYNX will be an extremely popular item. The graphics on that thing would put some coin-op arcade machines to shame. Needless to say I did my best to make sure that the demonstration unit was in entirely working condition. I took a few minutes away from the LYNX to have a close look at the Portfolio also. It really is very tiny. If any of you have a VHS VCR at home, just take a look at one of the tapes and you'll see just how big the little computer actually is. The biggest thing that caught my attention is just how much software that Atari has packaged into the Portfolio. Now I know that some of you are saying just what is an STE. Well this is Atari's much improved (in the sound department, at least as far as I could hear) ST. Bob ran a demo that had the best sound that I have ever heard produced on a personal computer.

If you would like a bit more in-depth review of the brief mention of products that I have made, I'm certain that Bill and Pattie have an excellent article somewhere else in this issue.

One final thing that I should mention, is that Atari produced software should be available once again. I'm talking about such long lost gems as Atari Planetarium and AtariWriter+. So if your dealer doesn't have them in stock, have him call Atari or check your favorite mail order house, or I suppose that you could call customer relations yourself.

Well I hope to catch you all at the next meeting, until then have a great month.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January, 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentation or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, CT 06467.

Prospective members may call Rich Scheidel (203) 589-9035 or 589-3738. Failing that, call Tim Brandt, (203) 283-0500 or writeC-CCC, 127 Pinnacle, Bristol, CT 06010.

Dues are $25 per year, $30 for family plan. Includes Voting membership, newsletter, access to Club library (8bit and ST), access to club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the CLub message base at Ultra Project BBS.

COAC

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

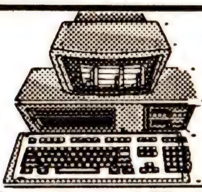
Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Members, please keep an eye on your mailling label that comes with your AIM magazine. On your label you will find the expiration date of your membership. Be sure to renew your membership when you can or you may be left without an AIM in your life. A month early would be best to insure that you get your copy of AIM and keep an ongoing membership.

Did everyone have a good time at the PIZZA PARTY!? As of this writing it hasn't happened yet, but next month we will report more on this and who won the Video Key.

I hope everyone is getting a copy of the AIM PD disk because there is some good stuff on there. If you didn't, then ask around at the meetings and we'll get you a copy. We are basicly only going to make copies as needed. We will receive a disk each month so be sure to come to the meetings and pick one up. By the way, don't just rely on everyone else to bring a computer. Although we have had very little trouble with this, it's not organized as to who brings a computer each time. So if it happens there isn't one for you to use, you should have brought yours.

Remember...WE DO NOT ALLOW PIRACY AT OUR MEETINGS!



DUST
DOVER USERS OF STS

Dover Users of STs (DUST), PO Box 545, Camden-Wyoming, DE 19934.

FACCS
First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

F.A.C.C.S. Secretary's Report

Well, February kicks off our Skippers Coupon fund drive. For each coupon sold, the club will receive one dollar, and with a little effort we should make enough to get ourselves out of the red. Remember to turn in your money and unsold tickets at the March eighth meeting! (If you got this before the March meeting...if not, get in touch with me or Ed Hicks.)

In other news, we have our hard drive back for the Atari Zone, so we will be able to get some files up, just as soon as we figure out what its other problem is. The SysOp suspects the ribbon cable has bitten the dust, but he is undertaking a complete raid on the system to make sure he's taken care of all the bugs. Meanwhile, the board continues to run on RamDisk. Our thanks to everyone who contributed to the repair fund, especially Mary Crider, who has been given an honorary year's membership on the board.

If you missed the last meeting, you missed comparisons of Tetris for the ST and Tetrix, a Shareware version for the 8-bit, and the Atari Planetarium for the ST. Planetarium will be back next month, along with the 8-bit version. Tim has also recently acquired Diamond, and Textpro Plus version 4.5, which will be the March disk of the month.

There's been an increased interest recently in 8-bit Atari computers in the area. Anyone knowing of any 8-bit hardware or software for sale, please contact any F.A.C.C.S. officer or tell us about it at the meeting. John Cooper has suggested we get together with other computer clubs in the area, no matter what type, and hold a combined auction a few months down the line. This would be another project for ICE, our F.A.C.C.S. inspired multi-computer users group! By the way, the next ICE pamphlet will be coming out March 1st in all local computer stores, so be sure to look for it. We have added several more clubs and a LOT more BBS numbers since the first issue came out. See you all at the next meeting.

Nancy Prevost, Secretary

From the Desk of Your Editor

Since we have moved up our due date for articles, there has been a terrible shortage in the articles being turned in for publication. I would like to take this time to encourage our members and officers to try to start submitting these articles once again. As you know, these articles can be on anything you are working with...whether it is on the troubles you are having or how you solved these problems. Others may be able to help you or learn from you overcoming your obstacles. Once again, we can't encourage you enough to submit any article you might come up with or have rambling around in your head.

In the next few months we are hoping to do some comparison programs running the same program side by side on the ST and the 130XE. These includes programs like Planetarium and Tetris, along with a couple others. We are not showing one machine is better than the other, but it shows the abilities of the authors. Many programs on both machines are very similar and use beautiful graphics that only their author could imagine and, even more importantly, put into programs.

This month's Demo on the Classic Computer is rumored to be the Diamond Cartridge.

If we can find someone with a working PC DITTO II, it's rumored that's what the ST Demo will be.

As many of you have already noticed, the AIM magazine does not get here before our monthly meeting. This is due to the Post Office delivery and not with us or AIM. AIM is mailed out the first of every month. I know we do not receive ours until after the 20th of the month. Maybe if we have enough people complain to the Postal Service they will start delivering within the 10 day period which they are supposed to. Then we would have our newsletter before most of our meetings.

Don't forget to sell and turn in your Skipper coupons along with the monies earned by the end of March. Hope to see everyone at our next meeting.

Merry Iverson

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

President:	Frank Fellheimer	(616) 657-6106
Archiver:	Dave Oldenburg	
Librarian:	Bill Berner	
2nd System/GKAUG BBS		(616) 385-2448

We run a 130XE using BBS EXPRESS! PRO Node #197

I was able to schedule a meeting on Sunday, 11 Feburary 90, and I was really surprised as to the events that managed to develop.

I had three calls from people that haven't been to meetings in about 2-3 years and wanted to attend. Nice guy that I am, I invited them to join us. Then only one of them showed up.

But, the meeting.... It started at about 10:00 AM and lasted until about 6:00 PM. We did a lot.

Started off with a file from TextPro that was written on a 1200XL. You must remember to turn off the key click or most of the letters will appear in inverse...a problem if you don't have Version 4.0 to change them back to normal characters. We didn't, because our updated Version of TextPro didn't come until about 2:00 PM in the afternoon. We spent about 2 hours doing global changes to convert it all back. It worked. We were so happy, until we found out Version 4.0 would do the whole thing, like fast!

We talked about getting together to make some more Lode Runner Screens of our own. We have about 20 already but they are fun to make and even more fun to see someone else try to get though one of your own screen. That will probably be one of our projects for next month.

Everyone got the grand tour of my library shelves, which are basically complete. I will soon start on the walls. Eventually, this will be my computer room and will give us a larger area to "work (play)" in.

Until next month: Frank Fellheimer

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E.	Comstock Park, Mich.	49321
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly

I am pleased to report that the new Back to Basics demos seem to be a big success. The DOS 2.5 double feature at the February meeting had something new for just about everyone, from new users to those who have been computing with their Ataris for years.

The March demo feature will be Sparta-DOS for those who have it but have not had the chance to read the manual yet. Both 1.x and the newer 3.x versions will be shown, with instructions on how the get from the master disk to something you can boot and use everyday. Some of the utilities will be explained so you can use Sparta-DOS as your main disk-operating system, like so many of us have done.

In upcoming months we'll do the same for AtariWriter, Textpro, and any other applications or utility packages that the membership want. I will start a poll from the membership, and the titles with the most interest will get done as soon as possible.

Remember, March is dues month, if you did not come to the meeting, be sure to contact George Nosky about getting them paid so you do not miss a single issue of AIM.

Till next month, Tim

G.T.A.U.G.

Golden Triangle Atari Users Group

Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President: Bill Kithas 713-855-0815
Vice President: John Hauser 713-458-0595
Secretary: Bob Leeper 713-665-3229
Treasurer: Jim Salmon 713-879-8119
Newsletter Editor: Tracy Webber 713-981-5343

Notes from the President

Members! What do you think about AIM? The HACE board made a wise decision when they adopted AIM. To see HACE as part of a national magazine is good for Houston. The articles, news, and advertisements in AIM are good for HACE members. Tell your friends about AIM and HACE and let's each try to bring in a new or renewed member.

The board has voted to reduce the price of P.D. Disks to $2.00! 8-Bitters, this is an excellent time to review the library and buy the disks that interest you. All of you ST enthusiasts can get a copy of the AIM P.D. Disk for $4.00. Read about its contents in AIM. This disk is an outstanding addition to anyone's library.

Everyone picked up a copy of "Meeting Dates and Programs" at the February meeting. Topics have been chosen thru July. Members, give your ideas for a meeting topic to one of the board members and have a voice in your club. February's topic is Communications and John Hauser will cover File Transfers, Bill Tart will cover D-Term, and Alvin Carley will cover The VT100. Since Tracy is going on an international trip in March we have moved the Light & Sound Extravaganza to April and in March HACE will have Arcade Game Demos and contests with Prizes. Speaking of Prizes, HACE will have two DOOR PRIZES at each of our meetings. In February, we will GIVE AWAY a New ST arcade style Street Fighting Game. For the 8-Bitters, we will GIVE AWAY a package of three Golden Oldies. Of course, they are arcade-type games in the theme of our next meeting.

HACE's Magazine and Literature Library will be at our next meeting. This is made possible because of the work of Louis De Luca. Thanks Lou! Check out that copy of Analog you have always wanted to read -- the disks are in the Disk Library also -- what a good deal! The HACE meetings are really a resource for beginners and pros alike. Members, bring a friend and let's enjoy our Ataris. See you all at the meeting.

BAK

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club librarios, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next two meetings.

March 14, 1990 & April 11, 1990

LACE President's Column—520ST Upgrade Saga Continued

As of the date of this writing, February 16, I have been contacted by only two people wishing the instructions for the 520ST two (2) meg upgrade. I realize that the AIM magazine has only been out for a couple of days and that the mail wouldn't get here that quickly. So I'm reminding you: If you want me to take the time and write up the instructions for the 2Meg 520ST Upgrade then you need to drop me a line at the following address: Irwin Brooks, 3897 So. 2275 W., Roy, Utah, 84067-3515

To be honest with you, I actually began the writeup a couple of weeks ago. I'm now on page eight and I estimate that it is half done. However, it probably will not be published in any magazines since this mod has a limited application to only a few users. I presently plan on sending out copies of the text file with photographs of my 520 moded. Therefore, it is imparative that you respond if you need these instructions.

LACE Minutes

The February 13th LACE meeting was called a day early. I apologise to all who missed it for one reason or another. I did try to contact each one and at least leave a message.

At the February meeting we had both an 8-bit and ST demonstrations. Richard Clark demonstrated the club's own 3-inch dual disk drive for the 8-bit computers. These jewels were released a number of years ago before the 3.5 inch drives were standardized.

I rushed to put together a Blitz cable about an hour prior to the meeting. I had all the parts on hand but I had to disassemble a drive cable to do it. Then when I got it all put together it didn't work. I finally ended up ohming out each and every wire in both cables. As it turned out, there were two wires in one of the cables that were color coded exactly the same. Strangest thing that I've seen. Anyway, I got it working and used it at the club meeting to copy the January AIM disk.

Upcoming demonstrations will include; PC Speed or PC Ditto II for the Mega/ST line and Diamond OS (ST Junior) for the Atari 8-Bit line.

If other demos or information is of interest to you then speak up. This is your club. We want to share and serve. But to do that we have to KNOW! Let us help your desires. Then, don't miss out. Come to the meetings. I'm always glad I do, so will you be.

Irwin L. Brooks, LACE Club President, February 16, 1990

MACE

Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 and ST disks are $4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted throught Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group, Post Office Box 134, Ontario, OH 44862.

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. every month for no extra charge. Club dues are $7.50 per year for all members.

The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

February Meeting

We had a good turn out for the February meeting. The meeting took place an hour earlier (1 pm) because I have been having to work some overtime on the weekends lately. Bob Blackshear brought his 1040ST along with my 520ST so that we could have two computers. We are still looking for more volunteers to bring their computers and to rotate that responsibility a little better. Most members have brought their computers at least once and some several times. However there are some members that I would like to see bring their computers that have not done so as of yet.

For those of us that may have been waiting for a monochrome monitor for awhile Atari has finally shipped a supply to dealers. There still seems to be a shortage of these great monitors and in some cases it is slowing up sales of computer systems. RUMOR is that Atari is working on a smaller version of the LYNX that will sell for about $99. Not too much to go on but it will not have the screen flip feature that is on the $149 unit. Also there is a rumor going around that EPYX has closed its doors - so there is some speculation as to who will make cartridges for the LYNX. By the way the smaller version WILL have a color screen although maybe smaller. The STE is selling well overseas as most of you have heard. Always a big question is compatibility -- word is that there is no problem with POWER type programs (databases, word processors, etc.) but that some arcade games will not run. I do not find this very surprising, and you shouldn't by now either as most of you are very familiar with computer and disk drive upgrades and the problems that go with them. Still no official word as to when it will be available in the U.S.

COULD THIS HAPPEN TO YOU? Jimmy, one of our members, has a little problem that started well before Christmas. Jim tried to install the E-Z Ram upgrade into his ST and when he booted his system up it was BOMB city. After he removed his upgrade he still had a big row of Bombs. Well, Jim decided to send his computer off to a dealer in Calif. for repair...a dealer that is known to advertise in several ST magazines. The dealer guaranteed a five day turnaround in computers sent in for repair. Well, Jim waited and waited and no computer -- so he called. The dealer informed him that he was waiting for a motherboard from Atari...sounds a little strange to me...that is what Jim told me at the DECEMBER meeting. Well, it is now Feb. 11 and still no computer, the dealer told him that his store had been broken into during the Christmas holidays and the computer was stolen. The dealer promised to send Jim a NEW 1040ST as a replacement (Jim sent them a 520ST), but Jim hasn't seen anything yet. My advice to Jim was to notify the Postmaster in that there are laws about Mail Fraud. Next month I'll give you an update on Jim's computer mail problem.

This will be a good topic at the next meeting -- Ordering Through the Mail -- What to Know, What to Ask when You Order, and Mail Order and The Law and What You Can Do to Protect Yourself. Here in Middle Ga., we have NO dealers at all within 175 miles, so we must be extremely careful of who we do business with. If you have any questions or if you don't know who is dependable, then give me a call and I have a list of dealers who have been proven to be fast and reliable. Don't just grab a name out of a magazine if you don't have to. This is the kind of information the club specializes in.

The HIGHLIGHT of the club meeting was a hardware/software sale by Howard O'Berg. Howard is leaving us and taking up a job opportunity in Texas. Howard was selling all of his software and hardware at bargain prices. How about a 1040ST with color monitor for $300! A Supra 1200 Baud modem with software for $40. A Navarone clock cart. for $10 and several software titles for $3 ea. If you missed the meeting and missed these deals, then I'm sorry for you. I bought the clock cart. and several games. Howard left the meeting with nothing in his hands -- not surprisingly, he sold everything that he brought to the meeting. By the way, I am selling my Avatex 1200HC modem for $50 with ST Talk Pro. thrown in, if you know anyone that is interested -- finally upgrading to 2400 Baud.

Well if I don't close, Bill and Pattie are going to get on to me for being so long winded. How about this great AIM magazine, does it get better every month or what? THANK YOU, THANK YOU, THANK YOU, Bill and Pattie. I hope the magazine is growing and going great for you. The April meeting will be on the 8th at the Warner Robins Library -- hope to see you there!

FOR SALE

Star Trek: The Rebel Universe (ST)	$ 15.00 obo
Autoduel (ST)	$ 10.00 obo
Outcast (ST)	$ 10.00 obo
Lands of Havoc (ST)	$ 10.00 obo
Fahrenheit 451 (ST)	$ 10.00 obo
Atari 1030 Modem & power supply	$ 10.00 obo

All ST programs include:original packaging & docs.
Call: Michael Bonkowski (313) 427-3157 after 6 P.M

O-ACES
Omaha Atari
Computer Enthusiasts

President	Bill Zimmerman
Vice Pres/Treasurer	Pete Killian
ST Librarian	Damien Jones
8-Bit Librarian	Bill Zimmerman

The PREZ Says Well, hello there everybody. Here we are firmly into the new year and anxiously awaiting our first newsletter. And, guess what, if you're reading this article you've either received your copy or you're reading someone else's copy. Incidentally, if you have read our newsletter article(s) you'll note that we finally took the plunge and began our new combined effort with Atari Interface Magazine (AIM).

This magazine, relatively speaking, has as much (if not more) worthwhile information in it as most of the Atari-related magazines of the past and present. In addition to all of this, we get to read up on what other Atari users--border to border and coast to coast--are doing in their user's groups and what their thoughts and ideas are on the world of Atari products.

We were pleased as punch to have Tom Lombardo visit us during the 14 Feb 90 meeting to demonstrate the BBS called Community Link that US West has put together along with software for users of IBM, Macintosh, and Apple computer systems. Currently, the only software they have is for these three lines of computers. However, with enough interest they (US West) might very well develop or pay someone else to develop the software for other computers such as Atari and Commodore (one developer has promised them a Commodore version for over a year now).

Finally, if you want to try out their BBS they are willing to let you use one of their computer terminals free for two months. After that, the cost for the use of the terminal is roughly $8.00 per month. The cost for using the BBS depends on which selection you make on the menu. Before you use a particular service, it will let you know on-screen how much, per minute, it will cost you to use that part. The only parts of the BBS that are currently free are the main menu and the Omaha World Herald. If you want further information on Community Link, call Tom Lombardo at 422-7766. He'll set you up if you want to try their system.

Next, let's talk about what to do with some of the money we have stashed away for a rainy day. We discussed the possibility of buying some hardware so that we could set up a BBS of our own. Pete said he'd be willing to let the club have one of his single-sided drives as a start. Now we only have to determine what else to buy, where or from whom to buy it, and who would run the BBS once we purchased all of the necessary equipment to get started. We have somewhere around $500 in our checking account and if you all keep your eyes peeled for some opportunistic purchases we should be able to get this show on the road before too long.

Yet another important item that was discussed was the cost of our 8-bit and 16-bit software. Pete brought a flier and passed it around. However, for any of you that didn't get a chance to see it, here's what it said:ST Disks - $3 for Double Sided, $2 for Single Sided and 8-Bit Disks - $1.50 for Double Sided, $1 for Single Sided. *Prices **double** for non-members.* (The above-mentioned disks are, of course, all public Domain software and data, in case you hadn't guessed)

Now for the last but all important information concerning the Computer Expo '90, an Adopt-A-School project sponsored by McMillan Math and Computer Center and US West. It's scheduled for Thursday, March 29, 1990, at McMillan, 3802 Redick Avenue, from 8:00 a.m. to 4:00 p.m. The theme is Education in the Information Age and the Expo will include such things as: programming contests, exhibit areas, workshops, and hands-on activities.

We solicit the help of each and every one of you to join us to make this Expo a big hit for all Atari enthusiasts. Pete has a lot more of the particulars on this and he discussed some of them at the meeting. Therefore, if you want further information, I suggest you contact Pete personally.

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

We narrowly avoided a disaster last month! I routinely call Tom Meierotto to confirm the availability of the meeting room, only to find out he was going to be out of town the day of our meeting. I then made a few phone calls and sent some postcards to our out-of-town members informing them that the meeting will be postponed until February 25. Checks and balances...

Speaking of checks and balances, that's exactly what our demo for the Feb. meeting was. John demo'ed the latest, greatest version of Phasar (4.0) to the members and explained in great detail the business end of keeping track of your finances. Many members watched with great anticipation since they were in the market for such software, and Phasar does, indeed, fit the bill.

We have a good supply of both 5.25" and 3.5" blank generic DS/DD disks for you to purchase. We sell these at cost plus a few cents. It gives members the convenience of buying blanks in small quantities and not having to "buy in bulk."

We had nomination of officers and it appears that there will be little change for the coming year. The club almost runs itself now and the "work" is very minimal. If we had over 100 members, then it would be a different story!

A little more discussion about taking the summer off, meetings for April & May occurring on "holidays," resulted in the possibility of having one BIG BASH the first week of May. More about this next month...

I've decided to drop the clubs' "monetarily" supporting Micro Simulations. Do the names Leo Whittenberg, Dennis Neil, Larry Bushnell, Neil Nathan, etc., ring a bell? These are members who for years requested access to Micro Simulations...and never called. If you ask me, that's a waste of money. It's too easy, when offered a service at no cost to you, to accept and never use the service. Traffic on the PACE conference is virtually nonexistent, sooo...I have arranged to have the regular membership to the BBS ($20.00) cut in half to $10.00 for PACE members who want access. From now on, if you dig deep, pay the fee when your current time expires, never call, nobody will care!

Portfolio & Lynx are stripping inventories, FAX, STE selling well in Canada, rumors of an "Atari Revolution", make 1990 an interesting year! See you at the next meeting on Sunday, March 18th, 6:30pm, Wisconsin Dept of Transportation Bldg.

- Hybrid Arts DX-Droid Librian...... used $40
- Hybrid Arts Simpte-Track MIDI sequencing software with Simpte-Sync Box .... used $300

Jim Bergen (503) 382-4554

63274 Boyd Acres Rd. , Bend, OR. , 97701

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Richard Covert	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Feb. 10, 1990 - by Jim Keho

The meeting was called to order at 10am with about 30 members and visitors in attendance. We had a reading of the previous month's minutes. Then John Steiner reported we have $877 in the club's treasury, not counting income from this meeting.

We had a discussion about becoming a legal non-profit corporation. The cost of filing with the State was estimated at $150-$200. A motion from the floor tabled this discussion until a later time.

Richard Covert told us of his continuing efforts to get Bob Brodie (Atari's User Group Co-ordinator) to visit our club. Due to some scheduling conflicts (and Bob moving), Bob won't be able to come until the May 12th meeting. We'll try to make this a joint meeting between SEVAC, NWPAC and the Tucson club so we can have a good attendance for Bob.

Ways to increase the club's membership was brought up (again!) with a suggestion of putting ads in Computer Shopper (that are free), making up some handout sheets (that members can pick up at each meeting and pass out at their work, school or whatever) and working with the local computer stores.

Lloyd Pulley (PHAST Times editor) brought to the members attention the need for more local articles for PHAST Times. He threatened to leave 4 pages blank in the next issue if he didn't get more local articles. Folks can mail him articles at the address on the PHAST Times newsletter, upload articles to ST Base in area #15, (just call the article FORLLOYD, FORPHAST or something like that) or bring them to the meetings on a floppy disk (the club will return your disk). He'd like the articles in either ASCII or 1st Word/WordWriter format with no formatting (i.e. tabs, centering). If there are graphics to be included, he can use .IMG, Degas or Neo formats.

Lance Summers demoed the new VideoKey that we received from Practical Solutions (our first product from their ACE support club). The VideoKey has audio and video outputs and allows you to connect your ST up to a TV or composite monitor without having a modulator.

10:50 -BREAK-

The meeting came back to order at 11:00 am. There was a drawing for the free door prize, 4 disks containing High-rez graphics, some of which was printed in the Feb. 1990 PHAST Times newsletter. These 4 disks are also available for $7.50.

Brien King then demoed his new Overscan modification. It does require TOS 1.2/1.4 to work. It was quite impressive. Brien promised a couple of articles for PHAST Times describing how to install it.

Dave Thorson then showed us his new desk utility program called RUNNER that he wrote in GFA Basic (3.07). It's a shareware ($10 donation) program that has many of the features of HotWire. It's available in the club library or on ST Base BBS. Dave also did a demo of the game Powerdrome.

The meeting adjourned at 12:10pm. The next meeting will be on March 10th, at 10am.

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meetings start at 9am, and usually run untill noon. We are a support group, dedicated to helping each other learn and enjoy both ATARI 8-BIT and ST/MEGA computers. Our meetings are open to everyone. Address is RACC c/o Andy Learner 3902 15 Avenue 1 Rockford, IL 61108 CAMILLE 2000 BBS 815-397-5327

ANDY LEARNER	President	815-397-5316
MARK KUNKEL	ST VP	874-5546
JAKE OLBRICH	8-Bit VP	332-5303
ROGER CREEDY	Secretary	877-3769
THOM LOFTHOUSE	Treasurer	654-1863
DAVE ZOLMIERSKI	8BIT Librarian	654-0247

We have some very exciting events coming up in the next couple of months. First, Saturday MARCH, 31 is the local Ham-Fest and Computer Fair. This event draws quite a few people from all over the region, and has been turning into more of a computer show, with more discount computer vendors showing up each time. I got a bargain 20 MEG hard drive for pennies on the dollar.

This next event, I will try to get us tables in a common area, with local vendors Xanth and Randee's Music, so we can show the *"power without the price"* of our machines all in one spot. Although last event, local APPLE and IBM type clubs were invited, only the other club and RACC had displays. We demonstrated the MEGA 4 with GCR and Laser printer, two other ST systems with different applications, three 8-bit systems, one with games, one with our BBS and one with a MIDI setup. The other clubs display paled by our examples!

Moving right along, our next event is something we have been wanting to have for some time now. The LCACE Atari club, in conjunction with MILATARI, are sponsoring the Midwest Atari SwapFest '90, to be held at the Day's Inn of Gurnee Illinois. The event will take place Sunday, April 22 from 10:30 AM to 4 PM. Tickets are available from Andy Learner for $2 advance, or will be $3 at the door. One dollar of each ticket purchased from us goes into our treasury, so if you are planning to attend, please buy your tickets from us. Bob Brodie, Atari User Group Liaison, will be attending and promises to bring "Whatever I can get my hands on."

George Luhman, Dave Zolmierski and Andy Learner have formed the committee to design a logo for our club and have it silk screened on T-SHIRTS. We also plan to make available two different size logos, one for say a T-Shirt pocket, and the other larger size for fronts of shirts and backs of jackets. You may bring in your own jacket or shirt to be screened for $5.00 or buy one of the shirts from the club for $12.50. If you attend either of the previously mentioned events, please support us and wear club colors!

Rushmore Atari Computer Enthusiasts (RACE)

3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

It is a relief to know that we will be able to retain Gregg and Mark W. at least for a while yet. The military doesn't always see the need to co-operate with RACE's need for good members and officers for some odd reason.

Plans for our MIDI show are coming together. It's nice to see the enthusiastic reaction of our new location. Some teamwork will be needed to man a booth for a few hours.

Welcome aboard to our new young member, Joey! There's plenty of room at RACE for beginners to the old-time hackers.

See you RACE drivers Sat. the 17th at the meeting...Rick Burton

SEVAC

SEVAC Seconds by Marc Dyer

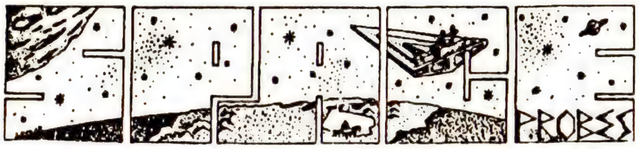
Well, this is our second month with the AIM organization. I hope you enjoy the magazine as much as I do. AIM magazine was the major topic discussed as the business portion of the meeting. All members present received their AIM magazine prior to the meeting with the exception of one who had moved to a new address. This is a first. "Nybbles and Bytes" never seemed to make it before the meeting despite the fact that it traveled approximately 1800 miles less. Great job!

The club's treasury still is approximately $1400. There were no new additions to the 8bit library and Mike McKittrick did not attend the meeting with the ST library. Next month we'll have the last two months of the AIM disk plus the Disk of the Month with some tax spreadsheets. Congratulations to Glen Gieske the winner of Pagestream and John Zbyszinski the winner of Regent Word II. We hope to have more raffles for club members in the future, but you can't win if you don't attend!

The February's meeting focused on monitor displays for the ST computer. It looks like the RGB cable for the JVC projector is finally correct. Tim Barr's NEC Multisync 3D monitor display was very good connected with Tim's home brew cable/converter. Tim has a little 'tweaking' to do to remove the ghosting effect, however, this is the best high resolution display I've seen on a multisync monitor to date.

The March 17th meeting will feature an in depth demonstration of FONTZ by Neocept, OPUS(a shareware spreadsheet), and a special interest group meeting following the general session for Pagestream.

The April 21st meeting will be the annual SEVAC swap meet. Trade or sell your original software and hardware. See you there!



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

View from the Bridge by Rich Deen STARDATE: 020690

Greetings! The Board has been working on some improvements for the club. In an effort to keep club members informed, I have been keeping a notebook of all club correspondence (including the Board Minutes). This "Correspondence Notebook" will be available at all regular meetings for your viewing. In this light, we will be covering highlights of the minutes in the insert and you will be able to see everything at the meeting.

The April meeting theme will be featuring music related programs for both 8 bit and ST systems. To go along with this, we have decided to auction off the Tweety Board stereo board (for ST/MEGA computers) by Sealed Bid. So if you're interested be sure to show up. If you can't make it but are still interested, give John Slade or myself a call to see about submitting a bid.

The Board has initiated a new policy to increase donations to our Raffle Table. For every item you donate, we will increase your memebership subscription by one month. This does not include blank disks. As many of you may already be aware we have begun Fund Raising. Come to a meeting for more information.

The ST STarter Pak is now ready. This is a four disk set containing four disks (double sided) packed with many files, including: boot programs, utilities, formatting programs, desk accessories, games, information files, and plenty more. Cost is $12.00 for SPACE members ($15.00 for non-members, including shipping and handling). A special offer exists for single sided drive owners consisting of the same material on eight single sided disks. It costs $17.00 for SPACE members (and $20.00 for non-members including shipping and handling). If you are interested in receiving a printout of all files send $1.00 to the club address listed above.

Also, I would like to try and get a handle on all the property which S.P.A.C.E. owns. If you have something that belongs to S.P.A.C.E. please submit a list of it to me by June 1, 1990. We will be comparing this to our current list.

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Local BBS's that support the ST Club ST El Paso BBS 751-7837 Data Retention Center 821-0006

From the President

February had a really interesting meeting. The hot topic of conversation was about the club getting a BBS. Skip Ford offered part of his BBS, the Data Retention Center, for club use, and we could make it an official ST Club BBS area. I, and a few others, wished for the club to get an entirely separate BBS, dedicate entirely to the ST computer. The debate got rather interesting, as several members voiced opinions. Many members stated they would get a modem, if the club had a BBS. Norm Bates stated rather eloquently that we should try Skip's offer, because it was more economical, and since not all members of the club have modems, we should not spend club money on something only a few could use.

My train of thought is the BBS would be mainly for club members, and the Disk of the Month and our library would be online. This would require a fully dedicated SysOp, and Skip indicated he preferred to remain a "hands off" type sysop with his board.

Perhaps we can resolve this debate at the next meeting. I really enjoyed the banter, and to you new members, we rarely get into conversation so deeply. Bob Pack made an appearance at the meeting, and it was good to see him up and about after his recent illness. We picked up two new members: David Poehlein, and Paul Dixon, both of El Paso. Welcome to our club.

The club voted to *not* change it's name, although a great name was submitted by Steven Bruck: Atari Computer Club of El Paso, Texas, or ACCEPT. I liked that idea, but members voted to keep the ST Club of El Paso. What a bunch of conservatives...

Mark Davis attempted the first coup attempt in club history by shooting me with a rubber band during one of my BBS speeches. Since we never did get a constitution for the club, had I been killed by the rubber band, Mark would now be your leader. Luckily, Mark can't aim worth a turd, so I am still around. I will ask the club treasurer to purchase a rubber band proof vest for any of my next club appearances.

In a desperate attempt to keep all our options open, Skip Ford won the door prize, which was Word Up. (Not really, he won it legit...I promise.)

April will have the best of public domain, with Norm Bates as moderator, and of course the club will continue to meet on the last Thursday of each month as well as our regular meeting.

Until next month, Viva El Revolution!

Tim

TACE

Tinker Ace of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

State of the T.A.C.E. by G.L. Ray, T.A.C.E. President

It's the middle of January when the President makes his State of the Union Address, so I thought I would do my part and write a State of the T.A.C.E. article.

Last June, when I took over as the T.A.C.E. President, our club was not in very good shape. We had two main problems...dissension within the club membership and an indebtedness to Puget Sound Magazine of over $120. We have worked hard as a group to both solidify our club financially, as well as to resolve any differences between club members.

I believe that both problems were related to the same cause...club money being spent without club approval. Our past President and club BBS Sysop, Michael Beard, had a tendancy to do things on his own, without club approval. He got things done...but maybe not what the club wanted done. Mike's primary interest was the club BBS, which had a tendency to need frequent repairs, as well as frequent upgrading of club equipment...all on Mike's own initiative, without a club vote. Club dues, which should have been going to pay for our monthly magazine bills, were being diverted to fund the BBS needs, and we were getting in debt to P-Sound. The club membership, as well as fellow officers, were unaware of our dilemma until the May meeting when Mike announced he was not running for President or Sysop and finally told us of our indebtedness.

I say all of this not to tear down Mike's leadership, but to point out one very important fact about any club or organization...the officers only have the authority the club has authorized to them. I, as T.A.C.E. President, have no more right to dictate club decisions than any other member.

At the first club meeting after assuming the office of President, we made two decissions. Number one, no club money would ever be spent without prior club approval. And number two, the Treasurer will make a report of the club's financial status at every meeting. We have adhered to that. We also did a membership survey to determine the priorities of club members. What we found was the Club meetings were the number one priority, followed closely by the BBS. The magazine came in third, with Club Disks in fourth. First place was only separated from fourth place by five points. As you can see, all of our club functions are important to our membership, and we can't put one priority over another without club approval. We have to seek the will of the people.

The membership as a whole has worked diligently to restore our treasury to a plus balance, instead of a minus. We have had bake sales at meetings, software donations sold at meetings with the proceeds going into the club treasury, and disk of the month sales. We did away with our Club post office box (about $30 per year), and we are now paying each member's magazine subscriptions up front for the entire year as soon as they join. Our treasurer, Stephen Moffit worked very hard, paying a little each month, and has paid off our indebtedness to P-Sound, and reported last month that we now are debt free with a balance of over $20 (Not much, but we are in the black).

We virtually have no expenses. BBS Sysop Rick Spencer pays for the phone line himself. The mail is sent either to Ron Hamilton's address, or my own. We pay each member's magazine subscription in advance as they join up. Club disks for disks of the month have been donated. We are really working together to make this club work, and I appreciate everyone's efforts.

At the close of last year we were kicking around ideas that could maybe help us strengthen our club. One suggestion was to merge our club with the Atari Computer Club of Oklahoma City (ACCOKC). I contacted their president, Fred Jones, and we discussed the idea, with his promise to present it to their officers at their next officer's meeting. ACCOKC is an 8-Bit only club, many of their members of which used to be T.A.C.E. members. When I contacted the ACCOKC president to follow up on our discussion, he said their officers did not want anything to do with our BBS, or with AIM magazine, but we were welcome to join their club...they always welcomed new members. To me, as well as to our membership, this would not be a merger. A merger would combine the good points of both clubs to form a stronger organization, and serve everyone better. Their attitude was more or less fold up T.A.C.E. and join us. Well, no thanks...we like our BBS, and we like our monthly magazines, and many of us have put too much time, sweat, and money into T.A.C.E. just to close up shop and forget it.

So where do we go in the future? Forward! We have a good base on which to build, so let's get on with it. How can individual's help? Attend club meetings...make your ideas and views known...purchase the club disk of the month...submit articles to AIM magazine...get involved...and enjoy your Atari friends and the computers they use.

Thanks once again for your support,

Tri-city Atari Group

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

President	Steve Volker	865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

First Up... Before I get going on the things that happened and are happening this month, I've got a new 'slant' for you. The meeting was really fun this time. I'm not suggesting that usually it isn't or that there was that much more going on this time, I'm just saying it was *fun!* The turnout was good, no scares about Atari's demise were brought up, noone had any big complaints about anything, everyone was in a good, happy mood, and...I had fun!

I've been standing behind the podium for about nine months now, and have often had a number of different concerns when up there. I've sometimes sat and pondered my responsibilities as an Atari club president, or agonized over whether or not I was living up to the level of abilities of previous presidents. I have even got it in my head once or twice that I determined the survival of the club by my efforts and attendance. I have also stood there smiling when I was very aware that I was not filling the shoes of my predecessors adequately, and felt like never coming back.

Well, I didn't think any of those things today. I just sat and listened and watched. I made no effort to sway or instigate anything. I barely added anything at all, and you know what...everything still happened!! We really have a great group!!

What You Missed... There really was an awful lot going on at this meeting, starting with a raffle for PageStream 1.8! As part the amazing support we have received from Soft-Logik, we were able to award this fine, premier DTP package to Mr. Lucky himself, Wayne Fenior! (Where does this guy get his luck?)

As part of the normal business part of the meeting, LeRoy came up with a surprising request/proposal! As the ST librarian, LeRoy suggested that we **lower** the cost of the Disk of the Month to $3 for double-sided, ($2 for single-sided-still available by special request). As unexpected as it might be, the majority of the members voted to accept the discount, after an amendment to offer the disks at a special 2 for $5 rate.

Perhaps the most expedient way to describe the demos at this meeting would be to list the things not demonstrated. I will nonetheless endeavor to be complete. At power-up, LeRoy began by telling us about his newest alteration to his MegaST 'du Valley', the Mega-Click keys by BEST Technologies. As we listened excitedly to the IBM-like "CLICK!" sounds emanating from his keyboard, LeRoy went on to explain how easy it is to desolder the old and pop in and resolder the new, in a matter of a few, short minutes. The key clickers come in packages of 30 for about $65. A few minutes computation should point out to you that at least three bags are necessary to do the whole keyboard, bringing the total cost to nearly $200.00, so the next question asked would be *is it worth it!* The apparent answer is *yes!!*

Actually, regardless of what was being shown, it was a treat to watch LeRoy's machine work anyway. With the Turbo 16 board installed, working with the Blitter, and being assisted by TurboST version N.R.Y. (Not Released Yet), that sucker was *fast!!* Then came the real surprise!! *Supercharger!!* The IBM emulator from Talon Technology, Inc.

Not yet even released in the United States, it was up and running here at our little ST group. And it was VERY FAST! (4.2 on the Norton scale.) It works on 520s, 1040s, Megas, STEs and STACYs, and has no specific memory requirements. It plugs into the DMA port so there is no need to open your computer (you can daisy-chain it off your hard drive), has a mouse driver, supports true Hercules monochrome and CGA, leaves COM2 for serial devices like your modem and is 100% compatible with MS-DOS programs, and actually may make your hard drive faster!! Uses your resident RAM, has HOT keys to switch between ST and PC programs, (without rebooting), and.... Hey, this is some emulator! Retail lists at $399.00. There are a few problems with it though, like no backslash key, (not mapped), and no joystick driver. Also, there is a reset required with some programs, and at the initial boot. But still...

By the way, we have picked up at least one new member every meeting since the first of the year! On the 8-bit scene, the 8-bit users have doubled in the last few months, lots of exciting stuff going on. Sargon II was demoed today, a fine chess program. Looked nice, though MOVE commands are a bit laborious through the keyboard.

There were three chess programs demonstrated on the ST, Psion Chess, Chessmaster 2000 and BattleChess. Each had it's strength and weaknesses. Psion Chess was by far the best 'player', being human-like in its approach, Chessmaster 2000 has 3D display, a large number of options, and the computer talks!, and BattleChess is, well, BattleChess, with life-like movement and sounds and entertainment fight scenes. All three were unique and worth checking out.

What You Shouldn't Miss... Next time, we have a *logo contest!!* AIM has express an interest in having us spice up our club logo a bit (go figger?), and a couple of us around here had discussed just such a thing anyway, so we are holding a contest, open to all members, to submit ideas in nearly any medium, that we could use in revamping our name and/or LOGO. The prize is two free Disk of the Month offerings of your choice. Also next month, a combination demo and comparison test between PageStream 1.8 and Calamus. Yea!!

On Another Note... Check out our Disk of the Month #59. Also, look for a report of our meeting with Bob Brodie, the new Atari UG coordinator, who will be in Ann Arbor tomorrow.

Equipment Volunteers For Next Month... LeRoy Valley and Wayne Fenior will be bringing it all for the ST. Ted Beauchamp has the 8-bit stuff.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

WAUG!

The February meeting of WAUG was held on Tuesday, 2/13. President Craig Harvey temporarily yielded the floor to visiting ex-president Jon Brode who blessed us with his memorable opening line from his prior reign. Craig then restored calm and order by announcing the meeting topic and distributing a survey to find the members' preferences regarding future meeting topics.

Craig then reminded members of a special meeting to be held on Sunday, 2/18, where guest speaker Bob Brodie of Atari Corp. would be demonstrating STacy and Spectre GCR, an STe, and the Lynx portable game machine.

Member Dan Cable took us on a "tour" of his PC Speed IBM emulator, showing us how he configured the system (not an easy trick, since we were looking at a mono monitor), although he noted he has not ever successfully made the mouse work as he thought he should be able to do.

Guest Mark Beaudoin then demonstrated his Spectre GCR Macintosh emulator, which was connected to the same computer that contained PC Speed (a VERY versatile ST!). Mark contrasted the GCR's "ease of removal" to the permanent installation of PC Speed, which may or may not be important as future upgrades could easily include hardware as well as software replacement. Mark reports that disk access is noticeably faster with TOS 1.4 installed, and, to his surprise, got to give us an unexpected demonstration of how the Future Systems GTS-100 disk drives do not work with this system. (Sorry, Mark! But you know what they say about how if your disk drives don't work you should always check your Cable?)

Craig announced he would be travelling to Toronto on April 1 and suggested the possibility of a car caravan or other transportation if the members are interested. Presumably this conversation will be aired again at the March meeting.

ST Librarian Russ Crum distributed/sold copies of the monthly AIM disk (which is very well received!) Russ announced a "subscription rate" for persons who pay in advance to receive the AIM DOM for a full year.

Where else but WAUG could you find a person winning the PageStream package who doesn't even own an ST??? Congratulations to David Brzezinski! Additional congrats to Jim Shillington, who won the Celebrity Cookbook. Jim may not find out about this until he reads it in AIM, since he left the meeting early!

The next meeting will be held on Tuesday, 3/13. We will be discussing SpartaDOS and, hopefully, reviewing some of the current UNIX/multi-tasking/networking systems that have been making their way into the ST arena.

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SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XI/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST CACE 10
11	ACCT Atari Fed UNYACE BACE 12	WAUG 13	LACE O-ACES 14	BRAG- ST 15	16	RACC RACE TAG SEVAC 17
PACE MGAUG BRACE 18	SPACE STANCE 19	MACE STIG JACS 20	CCCC 21	P3ACE ST sig 22	23	24
ABLE 25	26	27	HACE 28	29	30	31

April 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	ACCD P3ACE XL/XE 3	GRASS 4	5	6	TACE 7
8	ACCT Atari Fed UNYACE BACE 9	WAUG 10	LACE O-ACES 11	FACCS 12	Starfleet 13	COAC El Paso MAUG PHAST CACE 14

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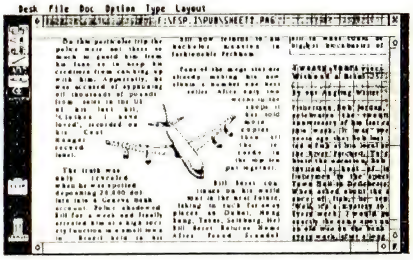

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"The ingenuity of ST programmers simply amazes me at times, and this is definitely one of them."

Bill Rayl
Atari Interface Magazine
December 89 Issue

.ACCess! is the First and ONLY GEM WINDOW based Command Line Interperter Desk Accessory available for the Atari ST. It supports most of the standard MS-DOS and Unix commands as well as batch processing functions. *.ACCess!* contains commands to perform most disk operations such as displaying directories, copying, moving, renaming, deleteing files. Other commands include the creating and displaying of text files, formatting disks, displaying/setting file attributes, and the displaying/ setting of time and date. All in all *.ACCess!* contains nearly 40 commands, 22 programming functions and 12 control flow batch processing keywords! Several versions of *.ACCess!* are supplied including Desk Accessory, TOS, TTP and special AUTO folder version.

ATARI INTERFACE MAGAZINE

VOL. 2, NO. 4

APRIL '90

The Ultimate Accelorator6 & Other Unique Items
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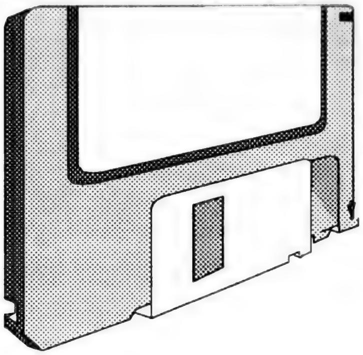
On the Cover
Color Artwork from Titus's Knight Force ST game.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs: Bob Retelle
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream



AIM Disk of the Month
April

All files on this disk are self-extracting LZH archives. Simply copy these files to floppies with plenty of free space (or a hard drive) and double-click the files to extract.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending $6/disk (DS) or $7/disk (SS) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the April 1990 disk when ordering.

BLKTIGER.TOS—BLACK TIGER is a hack 'n' slash arcade game demo from the UK with levels to master, things to climb and monsters to kill. LOW rez only, joystick required. Awesome!

BOGGLE.TOS—GEM-based boggle-type word game for one player. Multiple play options, load/save your own dictionaries.

BOOTMKER.TOS—Turns any GEM-based program into an autobooting file which can be run from the AUTO folder. Normally, only TOS-based programs can be run from the AUTO folder. With Boot Maker, you can have your ST automatically boot your word processor (or other GEM program) at start-up.

CDIAL.TOS—Cyber-Dialer is a dial-directory and smart-dialer in one. You can enter up to 40 BBS numbers per directory, click on the ones you wish to call, and Cyber-Dialer will ram-dial them and alert you when connected. Supports Hayes and non-Hayes modems.

CHEKBOOK.TOS—Chekbook tallys your checking account's total balance, daily balance, what the bank thinks you have, and the last date when the bank's balance was the same as the real balance. Allows you to print your checking list and has some powerful search functions.

CSLEEVE.TOS—The first software release from Sledge Hammer H&S (See articles in April '88 MAM, April '89 and April '90 AIM for info on Sledge Hammer). This is a cassette sleeve printer for organizing your cassette library. Don't worry...it won't blow up your machine!

DOUBLER.TOS—Convert single sided disks to double sided disks without copying files back and forth! Only one double-sided drive required and runs on any ST. Doubler formats the back of your SS disks and reorganizes the data, saving you the hassle!

F40DEM.TOS—Graphics/sound demo from Europe showing a Ferrari F40 with scrolling text and rotating Ferrari symbols reflecting in a pool, all from a *very* small program.

GILGALAD.TOS—Graphic adventure game from Germany with 244 rooms, built-in help and high score menu. MONO only.

ICONDESK.TOS—ICONDESK allows you to assign unique icons to up to 256 files or groups of files. Works in all resolutions, but configuration PRGs run in MONO only. Comes with one set of very good icons. Another great program from Germany!

KPT_DEMO.TOS—Working demo of Kidpainter, a unique graphics design program your budding artist or mathematician (aged 5-11) will LOVE! A PUZZLE MAKER option turns your child's drawings into onscreen puzzles. The SAVE and PRINT options in this demo are disabled. A kidprg by D.A. Brumleve. COLOR ONLY.

PAPACNT.TOS - Paperless Accountant is an easy-to-use home accounting program that outputs all graphs/reports to screen only. The program will manage savings, checking and charge accounts, incorporating various types of graphs and expense categories. Great for balancing the budget!

PBMCHESS.TOS—Play-by-Modem Chess for both color and monochrome systems. Nice, clean graphics. Send messages back and forth while playing!

PROPRINT.TOS—Pro-Print prints your text files in two column newspaper style with very tiny letters, so you can get four times more text on each page without much speed-loss. Works with Epson-compatibles.

QST2DEMO.TOS—Quick ST II Demo. Two of the 5 utilities in the new Quick ST II Screen Utilities by Branch Always Software. Fully working except the configuration cannot be saved to disk and the program runs a little slower than the real product. Runs on any Atari ST, Mega or STe.

SENTINEL.TOS—Write Error Sentinel watches over disk operations and informs you if there is a "disk full" error. Useful for ARC602.TTP and FLASH.PRG (when saving from a DO file) and some other programs because without SENTINEL you will not be informed of the error. Uses less than 1K of memory! Program by John Eidsvoog.

SMARTDAT.TOS—Set the system date once in the morning...SmartDate remembers, even after shutting off your ST! Every time you boot up, SmartDate will set the correct system date! Color or mono.

VAULT.TOS—The best PD hard drive backup and restore utility available on the ST. Runs on any ST, can back up files too large to fit on one disk, does full or incremental backups, has built-in help and lots more!

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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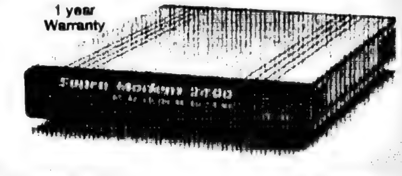

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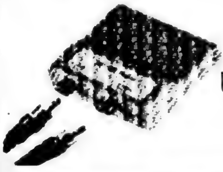

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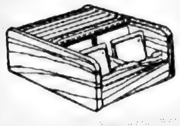

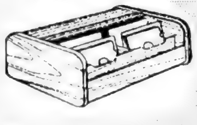

Memory Upgrades

Z-Ram - Uses one meg chips, upgrade to 2.5 or 4 megs.
$115 Board w/chips 2.5Megs- $259 4 Megs- $403

Z-Ram/2.5- For use with 520 ST, Up to 2.5Megs.
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Z-Ram/Mega II- Upgrades Mega II to 4Megs
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Boards

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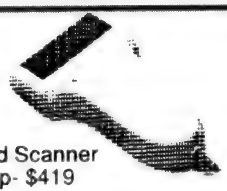

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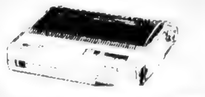

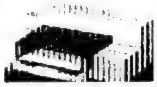

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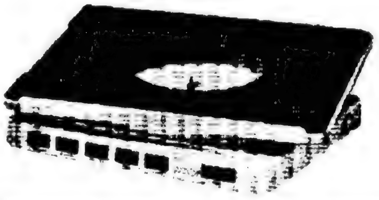

Practical Solutions

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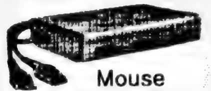
$32

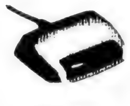
Drive Master
$32

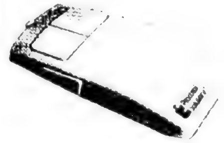


Mouse Master $26

Video Key
$65

Tweety Board- $37





Cordless Mouse
$92

Misc

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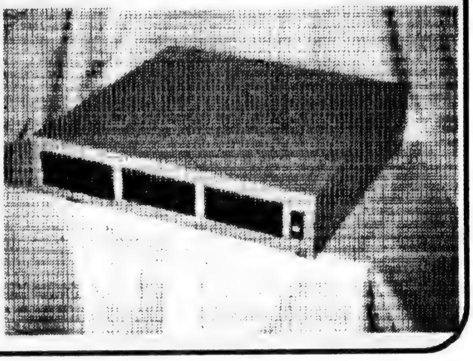

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

In a press conference this month, Atari announced it is now shipping the Lynx game machine with a detachable keyboard and battery-powered disk drive. According to our sources, plans are in the works to allow the disk drive to connect to the Portfolio as well. Suggested retail for the new "Lynx Computer," including disk drive, is $299.

Dealers, who have been unable to purchase Atari 520ST and 1040ST computers since mid-December of last year, are now having problems getting Megas as well. In order to help ease the backlog of computer orders from dealers, Atari has begun shipping the new "Lynx Computer" to dealers as replacement for Mega 2 and Mega 4 orders "at no additional charge."

Atari Computer's newest president, Meade Ames-Kline, has reportedly disappeared amidst a cloud of suspicion. Ames-Kline is the former president of the Koala Springs Beverage Co., maker of a "trendy soft drink popular in California."

Apparently, investigation into the recent Perrier scare led detectives hired by the Perrier Co. directly to Ames-Kline. Detective Sgt. B. Leavit stated, "It seems Mr. Ames-Kline, whose company was a competitor with Perrier, sent a letter to the president of Perrier just days before the scare. Then, Mr. Ames-Kline rather suddenly left Koala to take a job at, of all places, a game machine company. Sounds pretty suspicious to me."

We called Atari to find out more, and after numerous transfers, we finally reached someone who knew something about this.

The janitor who cleaned Ames-Kline's office the night before he disappeared informed us that, although he wasn't sure, he thought Ames-Kline could be found somewhere in the Caribbean. When asked why, he stated, "Well, when he left that night, he was wearing Bermuda shorts and a khaki shirt. Plus, there were all these Caribbean cruise brochures in his wastebasket.

Following closely on the heels of the recent layoff of reportedly between 10 and 15 percent of its U.S. workforce, Atari has announced the shutdown of all its factories. An Atari spokesperson attributed the shutdowns to "the fact that we have no products right now. We will open the factories again once we have products to sell. Until then, we're just wasting a lot of money on electricity and salaries."

Atari has also reportedly developed a 512K version of the new STe. Originally, the STe was to be marketed only in a 1Meg version, using SIMM modules and allowing for easy user expansion. Due to market surveys conducted in Borneo and Kuala Lumpur, Atari has come to the conclusion that the average computer user would be better served by a 520STe.

In order to produce these new machines, Atari has developed a new technique called "SIMM Splitting." The engineer we spoke with explained the process as "basically taking a 1Meg SIMM module and chopping it into two equal size pieces, thereby making two 512K SIMM modules. This way, we can make twice as many 520STe machines as we could make 1040STe computers."

We contacted former Atari employee Sig Hartmann to get his views on the subject. "Ya, I hear about dat," Hartmann said. "Dey gonna sell jillions of dose to dem guys out dare, specially to dem usahgroup guys."

Developer News

Due to numerous problems with pc-ditto II, Avant-Garde has been furiously working on changes to the product they believe will revolutionize the Atari market.

Attempts to reduce the size of the hardware upgrade were unsuccessful. In a surprising move, Avant-Garde decided to make the IBM emulator *even bigger!*

Dubbed pc-ditto III, this new emulator works by having you plug your ST into it, similar to plugging a card into a real IBM. A source at Avant-Garde said, "With ditto III, there is no need to open your ST. You just open the flip-top on the ditto III case, slip in your ST, case and all, and you're ready to go!" This new upgrade has the added benefit of looking exactly like a real IBM from the outside.

Tom Harker, president of ICD has announced a special two-for-one sale on their popular FA*ST hard drives and FA*ST Tape Backup systems, in honor of his recently becoming a father of twins. The press release announcing the sale quotes Harker as saying, "I've got two babies, and I'm so happy that I think everyone should have two of these babies, too!"

Online News

Z*Net Online and CPU Report

(formerly Z*Magazine/ST*Zmagazine and ST Report) have merged back into a single publication, Z*Net Report. Publishers Ron Kovacs and Ralph Mariano, thought by some to be bitter enemies after a falling out last year, are back together once again. Z*Net Report, dubbed "The Original Weekly 16/32 Bit ATARI NEWS FIRST Online Magazine," is available on most online services and many local bulletin board systems and promises to be filled with exclusive reports on everything of interest to Atari users everywhere.

User Group News

A new movement, entitled The Atari Armageddon, has been started by the Middle East Atari Terrorists user group based "somewhere in Libya." A spokesperson for the group, who would not give us his name, said this movement was begun due to dissatisfaction with the Atari Revolution begun by Artisan Software. The Armageddon Handbook, which refers to The Revolution as "a wimpy little nothing of a plan," lists weekly guerrilla activities that are "guaranteed to make an impact, if not in the computer community, then at least in someone's body." Upcoming activities include "Blow Up Apple Dealerships and Blame It on IBM Week" and "Take Sam Tramiel Hostage Day."

And, if you believed a word of this, we hear Commodore has an opening as President! *April Fools!*

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by Craig Harvey

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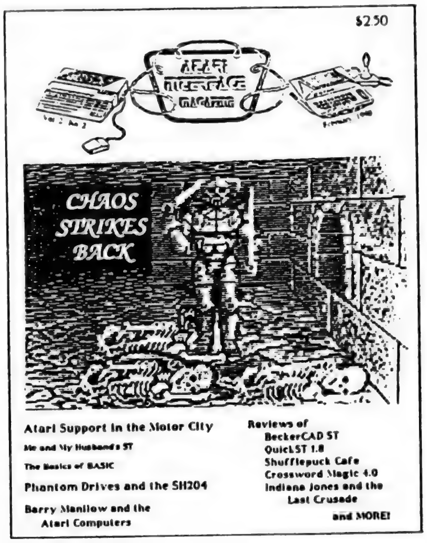

$2.50

CHAOS STRIKES BACK

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Me and My Husband's ST
The Basics of BASIC
Phantom Drives and the SH204
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Reviews of
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The Ultimate Accelerator and Other Unique Items ☢ A 1990 Product Update from Sledge Hammer Hardware & Software

Sledge Hammer
(Michigan Atari Group Not Usually Mentioned)

Before I tell you about our new products, I'd like update you as to what's been happening here at Sledge Hammer Hardware & Software over the past year.

Cable-B-Gone Connectors

The market for our Cable-B-Gone (CBG) units (April '88 issue of the Michigan Atari Magazine) never materialized. *[Ed: Cables-B-Gone are small nuclear powered wireless connectors for your powering Atari peripherals]*

We have since licensed the idea to Practical Solutions. They approached us with an idea of developing a cordless mouse. They have a silly notion if they remove the nuclear power packs to make the units safer (nonsense) and use infra-red instead of our transponders to keep the FCC off their back, they'd have a hot selling product. I don't think it'll work. (I still don't know why the FCC was so picky about us using 1MHz of the 6MHz space allotted for channel 3.)

In order to develop our new products, we have discontinued building the CBGs. There may still be some CBGs left in the market place. We had a warehouse full of our Beta (test) version. Most of these had unstable nuclear power packs. I've heard an Amiga distributor is now in possession of these remaining CBGs. Our contact, Leonard T., was very enthusiastic about making the arrangements.

Anti-Pirate Devices

As you may have heard by now, one of our Nuclear Powered Anti-Pirate Devices (April '89 issue of AIM) nailed at least a few scum-sucking pirates. The sleezeballs bought it in San Francisco last October. The media reported the event as an earthquake, but here at SH H&S we know better. *[Ed: The Anti-Piracy Device released a nuclear explosion whenever it detected a software theft operation.]*

New Sledge Hammer Products

For 1990 we're planning to introduce three new products:

- MagnumMon—A bulletproof monitor.
- Hammer Drive—A very unique disk drive.
- Sledgerator—The Ultimate Accelerator.

MagnumMon

This is my personal pet project for 1990. I hate those wimpy light guns used by the computer games. I like using my .44 Magnum when I'm shooting someone. A real gun adds so much more realism and action to the game.

Our current model can withstand an assault from just about any handgun. A future model should be able to ward off bazookas and heat seeking missiles. It's not only cheaper than buying a new monitor every week, but when using real guns on a bulletproof screen, the players get a good workout dodging ricocheting bullet fragments.

Hammer Drive

Since increasing speed seems to be this year's fad, we thought we'd jump on the bandwagon. R&D came up with a great idea. If an audio cassette player can play both the left and right channels at the same time, why can't we develop a head to can read or write 80 tracks at a time. That's just what we've done.

Each drive has two of these 80-track heads...one for each side of the disk. This enables the drive to read or write an entire disk in one revolution. Another disk revolution is required if write verify is turned on—can you believe it?

I know some of you are asking how we handle such a large data flow. Each Hammer Drive has an onboard CPU plus over 1Meg of memory and attaches to the DMA port. Backing up floppies is a breeze. The source disk is read into the onboard memory. Replace the source disk with the destination disk and the disk is written to from memory.

Because this copy method gives exact duplicates, its able to copy copy-protected disks. I can hear all the software developers groaning. Don't worry. We are installing one of our Nuclear Powered Anti-Pirate Devices in every unit.

Sledgerator (rhymes with Accelerator)

We are currently working on the ultimate hardware accelerator. We've exclusively licensed the flux capacitor from Doc. Emmett Brown. The flux capacitor will allow operations to happen instantly on the ST by making it possible for you and/or the computer to move through time.

Since we are still working on the first prototype, all I can do is walk you through a typical computing session using Sledgerator (I hate companies who provide extensive details about their vaporware). As an example, let's say you have finally decided to backup that hard disk to floppies.

1. Start the backup process just as you've always dreaded. Make note of the time.
2. Determine how much time completing the backup will take.
3. The Sledgerator will now transport you (not your computer) forward in time. Since time travel is instantaneous, you will find yourself sitting in front of your computer with your hard drive backed up.
4. Confirm the operation was successful.
5. Now, tell the Sledgerator what time you started the backup (from step 1).

The Sledgerator will now transport you and your computer in its current state back to the time you began making your backup. You have just backed up your hard drive instantly. The current time will be the exact moment you started making your backup.

Troubles with Sledgerator

We have three major problems to overcome before we can market the Sledgerator. The first problem, but it should be the easiest to solve, is its size. It's too big. Currently, it's about the size of a DeLorean.

Duplication of the user is a problem if the flux capacitor malfunctions. Fireball XL5 (one of our R&D engineers) is feverishly working on the problem. First, I have to tell you a little story about how he got his name. He's called Fireball because he has single-handedly caused the largest, most visually spectacular explosions we've ever seen here at SH H&S. XL5 is his serial number. We had a major malfunction with one of our flux capacitors. We now have so many Fireballs on staff we had to assign them serial numbers.

The last problem has turned out to be the most difficult to solve. The building containing the Sledgerator, computer and user must be travelling at 88mph. Actually the problem is with the local police. We don't have any problem getting the building up to 88mph.

Well, that wraps up our plans for 1990. *April Fools!*

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How Do You Spell Relief? B-O-B B-R-O-D-I-E

Steve Volker (TAG)

> For this relief much thanks: 'tis bitter cold, And I am sick at heart. —Hamlet,1,1

"Hello! Hello! Is anyone out there! Can you hear me?!"

Of course you can! With the help of great magazines like AIM and on-line telecommunication environs like GEnie, we—the Atari end user—do have a voice. A "soap box" if you will, to express our deep excitement and disappointments involving the evolution and marketing of our computer of choice.

Changes in the Air

Until recently though, only a select few of the myriad of voices "crying in the wilderness," could be heard by Atari. I believe this has changed now, in the person of Robert Brodie.

OK—I admit it! Anyone who fills a table with a 4Meg STe, a 4Meg Stacy with 40Meg hard drive (running one of *my* pictures!), the diminutive but powerful Portfolio and the amazing, colorful and *fun* hand-held Lynx, and then says please feel free to use any of them, has already made a life-long friend!! But it was what he had to say and how he said it that's really got me "believin."

I was one of the lucky (and smart) ones, who showed up to see "Mr. User Group" in the Anderson Room at the Student Union at the University of Michigan last month. I was not dissappointed.

I was however proud, excited, confused, elated, tense, pensive and verbal during the next few hours as Bob talked about upcoming events and answered some very difficult and deserving questions.

In the upcoming month, I'm sure you're going to hear and read reviews and comments about how well the Stacy emulates the Mac, how it shoots holes in the overpriced Macintosh portable (all true). You'll hear the undercurrent on the dazzling little Lynx that really does have great graphics, a full color three-and-a-half inch screen with dyn-o-mite animation and sound (also all true). People will be talking all about the new STe and its multi-faceted improvements and the like. So I think I'll leave that up to those better suited to do that, my focus is leading somewhere else.

Lines of Communication

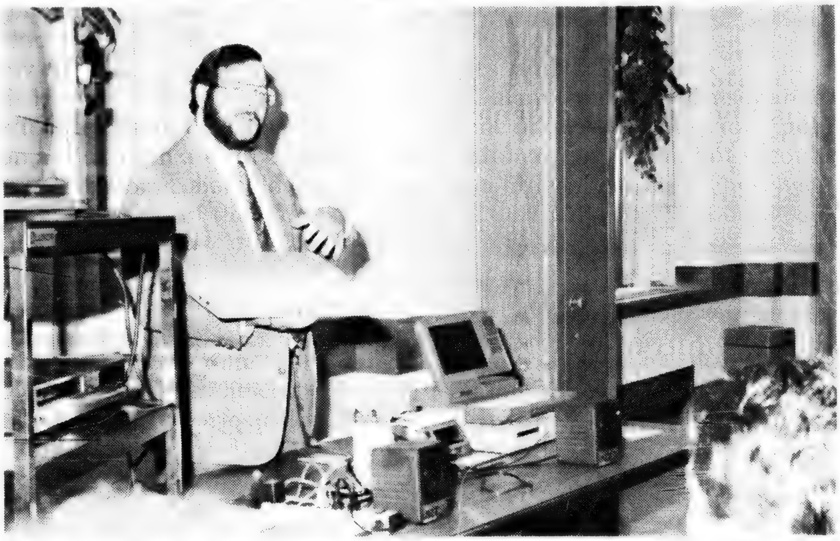
This event was not the first time I talked to Mr. Brodie. The first was one night last year, after finally getting enough control over my doubts and frustrations about Atari to call up the new User Group Coordinator and register our club.

Atari is Listening!

I spoke to others in that chair in the past and was fully prepared for the textbook version of how-to-pretend-to-be-interested-when-you're-really-not, as I waited to get a few words in edgewise. This was not what happened. What did I hear from Atari's User Group Coordinator? I "heard" Robert Brodie...*listening!*

I've spoken to Bob a number of times since then, about the ST, about new products, about Atari in general, sometimes about topics completely unrelated to computers. I like to hear that he was a User Group president himself before Atari; I like it when he talks about his own ST at home and expresses some of his frustrations about the scheme of things.

I also like to hear he doesn't always agree with or condone everything that Atari has done. I especially like the thought that Atari hears these things too—from one of them and one of us.



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A Silent Revolution

Tim Holt (STE-EP)

As I write this article, I really do not know how well the Atari Revolution is doing. I hope it is doing well. I have even got my little "Join the Revolution" stamp. (If you see some dollar bills with "Join the Revolution: Use Atari Computers" stamped on them, I did it.) Although the Revolution is a downright noble cause, it has its drawbacks.

First of all, writing to the Tramiels is sorta like trying to move the proverbial mountain. If you haven't guessed by now that the Gang of Three doesn't give a lot of thought to us U.S. users, then you haven't been paying attention. Smell the coffee Bubba; they are in it to make a buck. What the U.S. provides is pocket change.

Secondly, the Revolution appears to many to be like trying to stop a hemorrhage with a band-aid. It is a nice try, but it doesn't do much good. The damage has already been done, and calling 20/20 won't do much good simply because the folks in Sunnyvale (What a misnamed place if ever there was one!) do not give a hoot what users think. (See reason #1)

Thirdly, the main focus of the Revolution is terribly misdirected. Roseanne Barr doesn't give a flying flip if her family wins a computer. Have you seen that show? The computer would end up as a doorstop, or worse yet, Roseanne might sit on it. (In the process, a palmtop ST would be born.) The Revolution needs to go to only one place: *where the money is.* That is why I wrote this short essay.

The Atari Revolution will only succeed when we make some *economic* impact, somewhere. All the letters in the world won't do as much good as the sight of money lost. Think about it. If you were a businessman, what would make you think more: A few hundred letters from a bunch of computer fanatics (and that is what we are folks, don't try to deny it) or the loss of a few thousand dollars in sales? Well, I think the latter. May I offer the following as a *co*-Revolutionary proposal?

Let us target some software company. (Just for no other reason than I have a current catalog, I will use Brøderbund as an example, although *any* software company will do.) I know that they make a nifty program called "If It Moves, Shoot It!" I also know that, from the catalog, it only is made for the IBM and Amiga line of computers. What if three thousand of us sent Brøderbund checks made out, all for $29.95, for this product, *but only if it were for the Atari ST?* This would have several effects:

1. The company would see there is a market they have missed.
2. If the company had any brains, they would see that they were losing a hell of a lot of money. In this case, close to ten thousand dollars in lost sales. (The more checks sent, the more money they would be losing.)
3. The company would consider the ST community the next time they came out with a new product.
4. They would actually *lose money* because they would have to spend man hours refunding our checks, since they did not have the item we wished to order.

And that, my friends, is where this revolution would take off. If we could benignly cause companies to lose money, simply because they didn't carry ST software—hit them in the pocket book—then we would make our mark. Let me give you another example.

Suppose Company X sold a grammar checker for its popular word processor for the IBM, but not for the ST. Suppose this grammar checker sold for $300. If this company received 5,000 checks, all made out for $300, but *only for the ST version* of the program, this company would see rather quickly they just lost 1.5 million dollars in sales. *Plus,* they had to refund the checks, using office personnel, so in effect, they lost *even more* than the $1.5 million. I think they would get the picture rather quickly.

What would this cost the ST user? Just the cost of a stamp, and a little letter writing. You would not lose the money on the check, because the company did not have the item you ordered. They would have to refund your money, so you lose *nothing.*

What do you get out of the deal? Well, ever see a program on IBM or MAC or Amiga that really looked nice, only to find out it was never made for the ST? If enough checks are written, I bet money you would see that program finally written for the ST.

The time has come for us to stop goofing around. To hell with Atari if they ignore us. They sold the computer; that is all they wanted to do anyhow. The time has come to hit the software companies where it hurts the most: in their cash flow!

Fund Raising with the Atari 8-bit

G.L. Ray (TACE)

Have you ever needed an easy fund raising activity for your club, church group or school organization? Something that is both fun and profitable? Something you could do on your computer?

Small Scale Fund Raising

Well, here is a suggestion that will fit just about any small scale fund raising need. Of course, if your computer club all banded together utilizing several people and several computers, you could make this project about as big as you like.

My R.A. group at church (a mission organization for boys) needed about $100 to purchase some award vests for each member. As I began to ponder the possibilities, I remembered how popular my label maker program had been at the Halloween Carnival the past two years.

I had set up one of my Atari 130XE's, along with a printer and a box of form feed labels, and printed fun stickers for the kids. I used the Printshop Label Maker program from the April '87 issue of Antic magazine, and I made up a disk of selected Printshop icons. But I probably made as many labels for the moms and dads as I did for the kids. So, I thought perhaps we could sell Printshop labels and make the money we needed.

I decided on two main formats: return address labels for Christmas cards and to & from labels for Christmas presents. I made up a disk of Christmas-related icons, as well as an assortment of fancy capital letters which could be used as first or last name monograms. I figured some people might not want Christmas labels, but they might purchase monogrammed address labels for the year round.

I used the Printshop icon printer from the SPACE Printshop utilities disk to print out examples of all the graphics available. Then I printed out some sample labels, picturing the various fonts and graphics, as well as suggested layouts.

I then assembled all of these together on construction paper, and had them laminated to protect them. I made one for each boy in the group to use to sell from. Finally, I made up an order form using Printshop's letterhead feature and my word processor. I had a bunch of copies made, and we were ready for business.

We charged $1 for 50 labels, and most people ordered at least one with a Christmas motif and another with letter monograms. We even had one man order 500 labels for his business letters.

How much did we make? Well, the cost for 50 labels was less than 10 cents. Of course I used up some printer ribbon, and I had a little wear and tear on my printer. But, all in all, we made at least 80 cents profit on each set of labels sold at $1. Now that's a pretty good profit margin, if you ask me.

We made over 50% more than we needed to make, and we plan to repeat the project again in the spring. After all, 50 labels won't last forever. And the customers were delighted with the labels. They liked them for the appearance, and also for the fact that they were self-adhesive (No Lick'Em To Stick'Em).

If you would like to utilize this project for your fund raising needs, but you do not have the above mentioned programs, they may all be purchased from your local Atari User Group or through our club library at a cost of $3 per double sided disk (includes postage).

The list of disks are as follows: Printshop Label Maker & Utilities, SPACE Printshop Utilities, Printshop Icon Disks (send a Self-addressed, stamped envelope for printouts). Please send your requests to:

G.L. Ray
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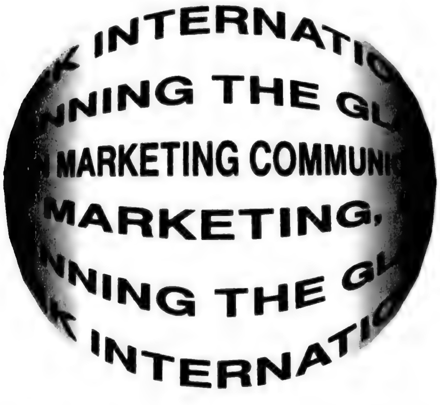

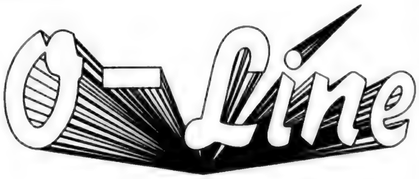

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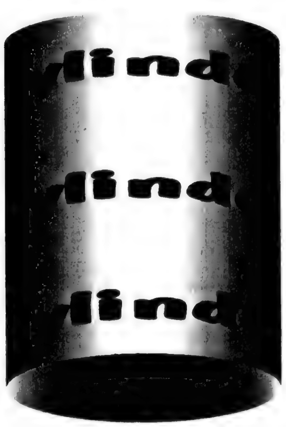

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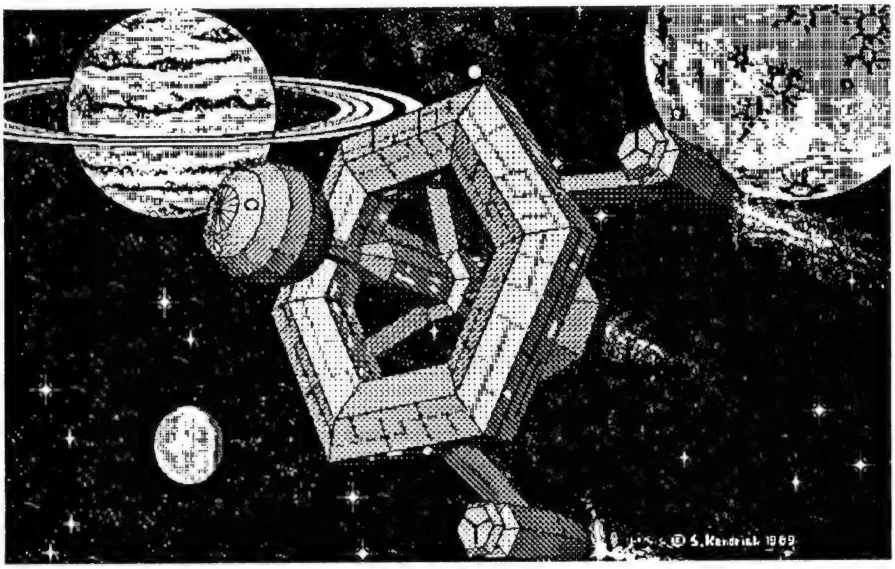
THE COMPUTER GUIDE TO THE SOLAR SYSTEM

WHATS GOING ON OUTSIDE YOUR NEIGHBORHOOD

Gordon Totty (MACE)



Some facts about the solar system for you:

- It's bigger than a bread box.
- Actually, it's bigger than both of us.
- It's cold out there.
- There are a lot of hot spots.
- Solar heating is used extensively.
- Hang around it long enough and you could get "mooned."

Since that about exhausts my intellectual stores, you might want to take a look at The Computer Guide to the Solar System (CGSS) from WinterTech. It will surely carry you further than I could in your quest for knowledge about our cosmic neighborhood.

Before we get started, you should know you can run this on your Mega, 1040 or 520ST with color monitor, one or two disk drives, or one disk drive and a hard disk. CGSS can be run with the blitter chip, but it may speed up some of the animations too much to enjoy them.

The program comes in a 1Meg version and a 512K version. Both versions are identical, but the 1Meg version is faster as a result of less frequent disk accesses. This review is based on a 1Meg version, running on my blitterless 1040ST. Now, let's learn some stuff about the big picture.

The Solar System

From CGSS you can learn of a place where sulfuric acid rains from the sky. (No, not eastern Canada and northeastern United States, but somewhere far away where you haven't been and don't want to go because you can't get lobster there.) Learn where fountains of gases hotter than acetylene torches stretch for distances greater than that between our earth and moon. Learn of gases heavier than lead!

An Excellent Educational Program too!

Learn, learn, learn...because this is educational software. As such, it deserves a lot of praise, and WinterTech a lot of encouragement for trying to improve the inventory of educational software.

For, in my opinion, educational uses of computers are not living up to the initial promise. Whether we are consumers, parents or teachers, we should be demanding better educational software. I believe there is still a lot of progress to be made in the educational arena. (End of mini-editorial. Back to the review.)

There is a "ton" of information in this program.

Let's glance at the categories of information available on just the sun.

A Sample of Information

Point and click on "Structure," and you may then select corona (where, I learned, the second law of thermodynamics is routinely defied), chromosphere, photosphere, convective zone, radiative zone or core. Each of these gives you an opportunity to learn more than you might imagine. You might also learn more about solar wind and rotation.

From the Size and Mass selection, I was able to learn that the sun contains 99.86% of all the matter in the solar system. Of course, for most of us, 99.86% of all that matters occurs on Earth. (Corny, but I couldn't resist.)

Nuclear Cycle contained information on the Proton-Proton Cycle. It was described and then simulated in motion. This cycle converts over four million tons of matter into energy each second.

Sunspots, prominences, and solar flares are explained under Solar Phenomena.

Life Cycle was particularly interesting to me and my son, who has just entered the sixth grade. We were able to watch a computer simulation of the formation of the sun. Then, we sat powerless as it grew and gobbled up Mercury, Venus, and Earth. (Hang around for 30 million years or so and see it happen in "real time.")

Under the Data selection, the unit area solar radiative output was shown: 6,000 kilowatts per square foot. Amazing, eh? The program allows you to show data in standard U.S. or metric units of measure.

A similar wealth of detail is also provided for Earth, our Moon, each of the other planets and the phenomenon we call gravity (a very serious matter influence). You will be given the opportunity to break eggs all around the solar system. Success will vary.

I learned that I would weigh 4,614 pounds on the sun, but only 28 pounds on the moon. So, tell me, how much do I weigh on Earth? If you know, maybe you don't need CGSS in your software library. I suspect, however, that if you do know you are still going to be tempted to buy CGSS because it teaches about a subject that you obviously find interesting.

Which brings me to a point I want to make. I listed a little of the information and most of the categories about the Sun above for a purpose. From this you should be able to decide for yourselves if this is the kind of stuff that turns on your mental muscle. If not, you can stop here and read the next thrilling article in Atari Interface Magazine. If so, read on.

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Documenting the Solar System

The documentation with CGSS is clear, well written and nicely presented. The entire program, however, is mouse driven, intuitive and very easy to follow. So, the documentation is almost unnecessary.

I disagree with one of the points made in the documentation. From page 1-1, "...we will soon achieve the means for large numbers of persons to travel beyond the Earth's influence.... Probably our own children, and almost certainly our children's children, will have the opportunity to actually set foot on other worlds!" Oh, yeah? At what cost? I suspect that scientific and technological feasibility will exist (perhaps already does, depending on how you define it), but that economic feasibility is a long, long way off.

Well, let us forgive the author's enthusiasm. She/he is very excited about the solar system, and it shows in various statements in the documentation. Cynical old me! I'll settle for mega-strides in utilization of computers for education in the next generation. Moons, Mars, and stars can wait. CGSS can help fill the gap while we wait.

CGSS was written in compiled GFA BASIC, version 2.02 from GFA Systemtechnik. The folks at WinterTech have no other titles for us at the moment and are working to convert CGSS to other platforms. For a pleasant change, the big blues, imitation blues, apples, fat macs and commodores can wait while the Atarians enjoy!

CGSS is not copy protected. You may back up the disks, but you should use an "extended formatter" (a program to format to 400K per disk side). Lacking this, you may "File Copy" from the CGSS disks to two disks formatted as double-sided (720K).

Now, let's turn to educational software. What should it do? How does CGSS stack up?

A Word about Educational Software

Educational software should be interesting, of course. This requirement is shared with any educational media—books, lectures, dialogues, slides, movies, etc. You have to decide whether or not the subject is interesting to you; your reviewer can't do that for you. My son and I both found this program to be very interesting, but the solar system and I go back to "One Two Three...INFINITY" by George Gamow.

It should be interactive, and it should illustrate complex phenomena. Any teacher or good student understands the interactive requirement. Give and take; keep me awake! Help me to involve my mind, not just my eyes and ears. Let me, the student, influence the course of study. If I am bored with the sun, let me opt to study the moon or distant planets.

The illustration of complex phenomena is, to me at least, the area where the computer can shine in education. Have you ever read about, or listened to, an explanation of how the earth spins on its axis, tilted with respect to a plane through the sun, as it travels in an ellipse around the sun? And how the moon revolves around the earth at the same time? And the sun is moving through space bringing along all these other bodies in motion with it? Not to mention that the galaxy is spinning like a big wheel? You have? OK, which end was up?

While your head is spinning in contemplation of all this motion, bring in a discussion of seasons, days, years, tides, gravity, etc.

A computer can illustrate the earth in motion around the sun, while the moon is in motion around the earth. Even a kid can, in actually seeing this, begin to grasp it finally after long-winded explanations might have failed to impart the knowledge. Something about pictures and thousands of words comes to mind, eh? Well, if one static picture is worth one thousand words, how many words is a dynamic, moving, interactive presentation worth? A picture that you can rerun as many times as you want, stop and start at any point, speed up or slow down!

I tried to explain some of the above once with a tennis ball earth and a flashlight sun. Computers hadn't come home yet. What a feeble attempt, compared to the best parts of CGSS!

CGSS doesn't do all of the things I mentioned above, but it does many of them and rather well. To me, an amateur and uncredentialed educator (a mere 45 minutes a week of practice) and owner of over 60 educational programs, CGSS is a significant step ahead. I have program after program of so-called educational software representing nothing more than "read and drill" practice. They are about as exciting as a dull book, and no more interactive.

It's a shame, because lots of kids love computers and society could capitalize on this fascination with the technology to instill knowledge. But, kids are no dummies. Exciting programs (many of the games) capture interest much easier than boring programs (most educational titles, in my experience) even if neither is very interactive. Once the child makes the comparison for herself, forget about trying to raise the level of interest in many educational titles.

Well, enough of my rambling on about educational software. I have been thinking about it, with a sense of disappointment, for a long time and appreciate the opportunity in this review to get it off my chest. Hope you didn't mind.

To wrap up, CGSS is a significant step ahead in illustrating some complex phenomena and raising the level of interaction. Praise be to WinterTech, my eleven-year-old likes it!

But I would be unfair to you readers not to note also that CGSS needs more interaction and more dynamic graphic presentations. It includes a LOT of reading, something I find is best done with an old technology thing called a book. This is because, with a book, it can be done in any room, any chair or bed, in almost any position, and it uses less electricity. You can even do it outside. Reading, that is, in case I lost your attention back a few lines.

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The Game Is Afoot!

Steve Volker (TAG)

"Put the revolver over here!"

"I want to be Colonel Mustard!"

"Make sure you shuffle the cards enough!"

"I *already* know who did it!"

Sound familiar? To all those who have fallen under the spell of the Who-Dun-It board game CLUE, by Parker Brothers, I'm sure it brings back countless memories of the group gathered around the kitchen table on a quiet, Sunday afternoon. Or laying next to a half-eaten pizza on the living room rug, the sound on the TV turned off, while a slew of amateur sleuths try to out-manuveur and out-guess everyone else and be the first to answer the question..."Who killed Mr. Body?" Well, listen up group... have I got news for you!!

Thanks to Waddington Games, LTD. of Birmingham, England, Parker Brothers, U.S.A. and Virgin Mastertronic Ltd, in association with Dalali Software LTD., *CLUE: Master Detective* has come to the world of computers. Oh, don't worry...nothing of the fun and excitement was lost along the way.

What? You say the title is wrong?! Your board game didn't say Master Detective on it! (You're right! Very perceptive of you! No wonder you're so good at the game!!) That's because this is the very newest version of Clue, with more rooms, more suspects and more weapons!

You might hear accusations like..."Sgt. Gray did it with the Horseshoe in the Gazebo!" And there are more secret passages to whisk you from one out-of-the-way room to another. All this serves only to add more suspense (and more *notes!!*) to the game.

For those of you who have never played the board game Clue before (all five of you), here briefly is what it's about: A very devious fellow by the name of Mr. Body has invited each of the poor souls he's been blackmailing to his home for dinner. (Or is this in the *movie?!*) Sometime early in the evening, Mr. Body gets introduced to the afterlife, and everyone is suspect.

The game involves each character, in turn, asking questions of one another and making unfounded accusations until enough people have been forced to "come clean" to clear themselves that the truth becomes obvious, and the greatest of all detectives smoothly reenacts the crime in front of his dissappointed, jealous peers. (Well that's the way I play it!!) To the winner goes the spoils.

In this version though, there are a few things added that can make it all even *more* interesting. The first is you get to watch and hear the crime committed! Also, the computer does all the rolling of the dice, so those #&%$+~@*# so 'n sos, who roll a six or doubles every time they touch the board, are on equal terms with the rest of us.

Oh, did I mention the *computer* plays one or more of the characters! And there's no way to sneak a peek at its notes.

All movement is done with the mouse; Clue: Master Detective is neatly controlled within the GEM convention. The program comes on one single-sided disk, auto starts on boot-up and lends itself easily to the making of a work disk.

The graphics are sharp and cute, and look nice on both a color monitor or television. (No it won't run in high rez.) I've seen it on a couple of different computers, and it looks really good on all of them. (But of course, it looks best on ours.)

In case you missed all the expletives like great, exciting and fun, I really liked the game in both the magnetic and "folding" formats. And even better, so did my kids and my wife!! It serves well for hours of good, wholesome fun, and gives the poor TV a rest!!

You know, with games like Clue: Master Detective, J.R.R Tolkien's War In Middle Earth, the two-player game Double Dragon and the up and coming Risk, Monopoly and Scrabble—all distributed by the same company—I've got to say it, Virgin Mastertronics sure knows how to play games!

The Russians Are Coming!
A Comparison

Jim & Nancy Prevost (FACCS)

Each fall, our Atari club sponsors a Computer Fair at a local shopping mall. This fair presents an opportunity for all the different clubs in our area to showcase their computers and software. Most of the users, as well as the general public, find the different options interesting to compare.

The hit of last fall's show was a Russian game that seemed to be available for every computer type except the Atari 8-bit!

Tetris, invented by Alexis Pelitzov and written by 18-year-old Vadim Gorisimov, was first released in the U.S. for Atari ST computers.

In Tetris, several shapes made out of square blocks must each be maneuvered and rotated to try to fit them into the rows of blocks below. Although the concept is quite simple, the variables made the game quite challenging, and it always seemed to draw a crowd.

The only problem 8-bit users had with the game was that no version had been released for their computers yet! Actually, a *very* simple version, called "Red Squares" had already been written, appearing in the July 1989 issue of Antic.

This program, however, was not exactly what you could call a "good translation." The graphics were so simple, they could have appeared on the screen of a Commodore VIC-20. With a resolution of only 20 by 24, it seemed the game was over before you started!

Just two months ago, however, the long wait was finally over. Darryl Yong of Sacramento, CA, has produced a Shareware version of the game for the 8-bit, called "Tetrix." We demonstrated this version at our last club meeting, and the ST users who spent a bit for their Tetris disks were very impressed, to say the least. Although Tetrix lacks the fine background graphics of the commercial ST version and the wider variety of options, the key elements of the game are all there.

Differences and Similarities

The background has been mentioned briefly, but to expand on that, Tetris has fine graphics pictures both during the opening and on the actual playing screen, while Tetrix has none. The blocks in Tetris appear in full color, while those in Tetrix have only artifacted color outlines for those using color televisions. The ST version has the option of background music which can be turned on and off, while the 8-bit version has only a few game sound effects.

Both versions allow the player to set speed, but Tetris has the additional option of allowing you to start with different layers of blocks already on the screen (height) to make the game more challenging. Both allow you to pause the game and will show the next shape if the player wishes.

Both show the current level, the score and the score by lines onscreen, but with Tetris these are options that can be turned on or off at will. Tetris also has several options not found in Tetrix, like windows containing a help menu and statistics, "name" of each piece and continuous and advanced modes. As far as those key elements mentioned, though, the versions are basically the same.

The blocks can be moved from side to side or rotated using either the keyboard or joystick, they can be dropped straight down for bonus points, and with practice, they can even be slipped into holes partially covered by other blocks. The sizes of the pits and the blocks seem to be the same in both versions. Tetris saves the top scores, and Tetrix saves the top three.

All in all, Tetrix is one of the best Shareware programs to come out for the 8-bit this year, and if you haven't tried it yet, you are missing out on a great game. Darryl Yong deserves our thanks and our support through a small donation, and we hope that he continues to write interesting software for Atari 8-bit computers.

Things did not always go smoothly in the early days of the development of the laser printer

Nightmare on Lawrence St.
Or Backups? I Don't Need No Stinking Backups!

Gregg Anderson (RACE)

Well, it finally happened to me. After two years harping to others on the importance of keeping a current backup of their hard drive, my system went down and took over 40 Megabytes of data with it.

No problem, you say? Just reformat and load in your last backup, you say? After all, you've been around long enough to know how important backing up your hard disk is. You're always telling us to do it, so you must be doing it yourself. Right?

Wrong!!! In the famous tradition of "do as I say, not as I do," I kept delaying my backup. After all, it takes hours and hours to do a floppy backup of a 40 meg hard disk and I just didn't have the time. I was too far behind on my articles and had a bunch of fonts to modify before I could take the time for a backup. So off I went, working on four different articles, modifying *lots* of fonts for LaserBrain, beta testing some new utilities, and generally staying pretty busy.

Then about two weeks ago, I finally got around to installing a new hardware modification I'd been promising myself for months. It was just a simple 'plug in' job and my ST had a similar unit installed a few months ago for a review (and removed after finishing the article).

The upgrade seemed to be working all right so I pressed on and hit the old WordWriter ST again. All was going great until I tried to print something and found the text was out of sequence. Since the screen display looked normal, I re-saved the file and printed it again.

This time everything looked ok, until I read the file and found the system had somehow deleted a paragraph and substituted a paragraph from a totally different article. Now, I may be a little slow from time to time but even I'm bright enough to see I had a problem here. I decided to re-boot and start over—bad choice!

From that moment on my system no longer accessed the hard drive. In fact, it couldn't even tell a hard drive was connected. After sitting on the panic button for a while, I finally decided to bite the bullet and reformat the disk.

That was when I remembered how out of date my backup was. ARG!!! All the articles I'd been working on, all the fonts I'd modified, *everything* I had done was gone and would have to be recreated from scratch. After kicking myself repeatedly, I limped over to the computer and got started.

I reformatted and partitioned the beast and everything seemed all right. Until it scrambled itself again half way through the reload, that is. At this point I removed the upgrade (at the suggestion of the manufacturer) and started over. This time everything worked and has continued to work without so much as a hiccup from the drive.

So what happened? As near as we can tell something in the modification imposed a load on the disk controller, the DMA/MMU chips, or on the 8 Mhz clock that wasn't there before. Somehow this allowed WordWriter to partially overwrite the disk's directory and File Allocation Tables (FATs).

This shouldn't have happened and is the only such incident the company knows about (they want to borrow my system and find out exactly what happened to keep it from happening again; this outfit cares about its product and customers). So don't let my disaster keep you from upgrading your ST, but do learn from my biggest mistake.

Me admit to making a mistake? As much as it hurts to admit it, I'm afraid so. *I didn't have a current back up of my hard disk!!!!* By trying to save a few hours of time I lost more than three months worth of hard work, quite a few dollars in phone calls, and at least two inches off my hairline.

Always do a complete backup before starting any type of modification to your system. Even if you know for a fact what you're doing can't possibly cause problems with your hard disk, *back it up first!*

If you can't afford a dedicated backup utility like Seymour-Radix's VCR tape backup, then look into The Vault. The Vault is available on this month's AIM Disk of the Month, or for download on all the major on-line services, and does a fine job of backing up to floppy disks any hard disk out there. The Vault is fairly quick, for floppy backup, and will even work smoothly in only a 512K machine.

It all boils down to this; Save yourself a LOT of excess worry, unplanned work, heartache, and maybe even some money. If you've not backed up your hard disk lately, DO IT NOW! And enjoy a little peace of mind.

I'm a bit sadder and balder, but definately wiser!

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Public Domain Corner

Marty Saletta (BRAG ST)

One of the strongest features of the Atari ST is the operating system, GEM. With its ease of use (due mostly to the mouse), even a person who has never used a computer can start to feel comfortable almost immediately. And with many other computers using some sort of mouse, the transition from the ST to the Amiga or Macintosh is almost like driving another type of car: everything is pretty much the same.

But, there are people who prefer a CLI (Command-Line Interface) operating system such as MS-DOS or Unix. Both of these are very popular, with MS- DOS being the operating system of choice for IBM and Unix among the higher-end computers, such as those from DEC or NeXT (although NeXT uses a mouse also.)

The major problem with those (and most CLI's) is the number of commands a user must memorize. For experienced computer users this is rather easy, but for the new user this can be a difficult process.

Despite the problems, a CLI is a desired interface for many computer users because of its power. For the Atari ST there are a few CLI's (commercial and public domain), but one of the best is the public domain Gulam.

Gulam (pronounced Goo-laam) is designed to give all the features of the GEM Desktop plus many others from an environment that resembles csh of Unix 4.xBSD. To use Gulam, click on GULAM.PRG from the desktop, or place it in an auto folder (it may also be necessary to have a program like Startgem.PRG in the AUTO folder.).

Gulam starts by looking for a batch file called GULAM.G, which is very similar to a .login file on Unix systems. GULAM.G contains Gulam commands, both internal and external. This lets the user customize Gulam for personal use—set baud rate or other internal variables, change the default prompt, or even print a welcome message.

Gulam uses many commands found in Unix (and its compatibles), plus some that are required for the ST. Besides these commands, there are also ways to add others. Some of the commands used frequently include: ls (get a listing of the current directory), cd (change directory), cp (copy a file to another directory or disk), mkdir (make a sub-directory or folder), df (shows the free space on a specified disk), and cat (print a text file to the screen).

Some of the commands Gulam has that are not easily duplicated on the desktop include: grep (look for a string in a text file), date (print or set the date from the ST's clock), mv (similar to cp, except mv deletes the file from the source disk), du (shows the disk usage, in kilobytes, of all the subdirectories on a disk with a total at the bottom), a history command (user can define the size of the buffer) and alias.

Alias allows the user to define small "abbreviations" to longer commands to reduce typing the same thing every time. For example, if you delete the contents of three sub-directories called lngname1, lngname2, lngname3 on drive C: frequently, instead of typing rm C:lngname1/*.* C:lngname2/*.* C:lngname3/*.* every time you wanted to do the deleting, define an alias by typing alias clean rm C:lngname1/*.* C:lngname2/*.* C:lngname3/*.*

Now every time a delete was necessary, just type "clean" at Gulam's prompt. By placing this alias in your GULAM.G file, "clean" will always be defined each time Gulam runs, along with any other aliases you may have.

Gulam also has a built-in editor, ue, which is a version of microEmacs, the powerful text editor used on Unix systems. Since I use 1st Word, I made that my default editor by using the alias and gem commands like this:

```
alias 1st gem B:1st_word.prg
```

When I type 1st from Gulam's prompt, Gulam automatically runs 1ST_WORD.PRG from drive B:. The "gem" command is needed to tell Gulam that 1st Word is a GEM-Based program and not a TOS program. Gulam includes a simple terminal program and commands to send and receive files via the Xmodem protocol.

A complete list of all of Gulam's commands, internal variables, and examples are included in Gulam's manual. This manual is one of the better ones for a public domain program, but it could get a little technical for those who do not have much experience with shells.

Earlier in the article I mentioned it is possible to add more commands to Gulam. This is done through Gulam's hash table. Each command Gulam uses that is not built-in must be stored on disk (floppy, hard or RAM). It is also necessary to tell Gulam where to look for the additional commands by setting the "path" system variable (Unix also uses this feature). This variable is used by the rehash command which looks for all the executable files (those with extensions of .PRG, .TOS, .TTP, or .G) from the directories specified in the path variable. An example from my GULAM.G is: set path d:\utils

When I type something into Gulam which is not one of the built-in commands, Gulam looks in drive D:'s utils folder. If found, it executes the command; if it is not there, Gulam reports an error saying "command not found." Some of the commands I store in my D:UTILS folder are from the Unix Toolkit by Andrew Smith and Steve Ashcroft.

Those two programmers wrote many of the Unix utilities (4.2 BSD compatible) for the ST and released them in the public domain, complete with the manual pages describing every ST/Unix command and its options. The commands they include are:

> Written by Andrew Smith:cat, chmod, clear, cp, crypt, date, df, du, echo, file, find,grep, invert, ls, mkdir, mv, pwd, rm, rmdir, sh (bourne shell), size, sleep, test, touch, wc
> Written by Steve Ashcroft:basename, cal, cb, cmp, comm, expand, expr, head, look, make, od,pr, reverse, sort, strings, tail, tr, tsort, unexpand, uniq

The complete C source code (fully documented) can be purchased for $40 from the authors, who will send it on (2) 500K disks or (1) 1 meg disk.

Since many of these commands are included with Gulam, there is no need to use them with that shell.

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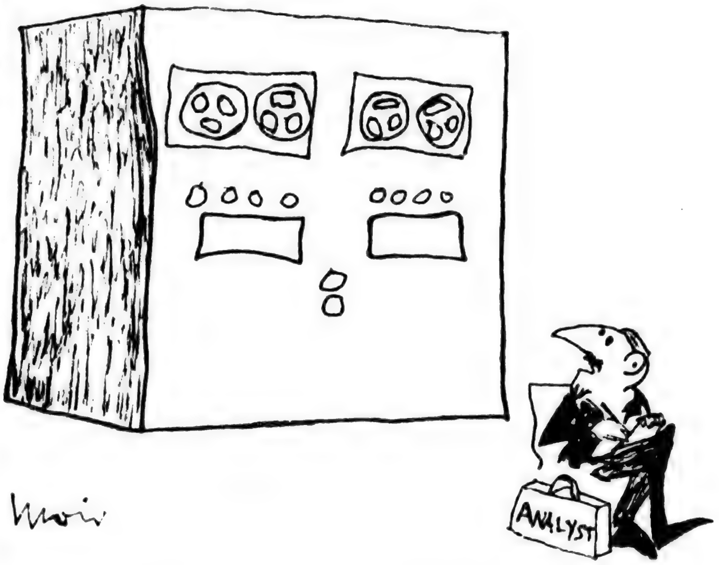

"... and when did you start feeling threatened by mini-computers?"

Knight Force from Titus for the ST

Bob Retelle (MACE)

Knight Force is one of those games with almost everything going for it.

It's got a terrific box, with one of those great color paintings of a brave knight battling a huge red dragon and full color screen shots from several different computer systems on the back.

It's got one of those story lines that just makes you want to jump in and play. (The evil sorcerer, Red-Sabbath has kidnapped the beautiful Princess Tanya, and you, the Knight of Thunder, must travel through time to do battle with the sorcerer's clones and save the Princess.)

It has two disks, a reply card to join the "TITUS Challenge Club," a manual that tells how to play the game on a Macintosh keyboard (as well as the IBM/PC/XT/AT/PS Amiga and ST) and a nifty piece of 1/2 inch thick foam rubber (the size of the box) that I'm sure there must be hundreds of uses for.

Also, according to the box, *"Fast Action And Ultimate Gameplay Combined With The Brain Storming Strategy Of A Mega Adventure, Make Knight Force The Unprecedented Creation In The History Of Computer Games."* Wow! Move over Dungeon Master!

Unfortunately, among all that paraphenalia and glowing rhetoric, they somehow forgot to include a game in the package.

Sigh...well, let me tell you about the game's premise anyway. You, the Knight of Thunder must choose one of five "Time Gates" to travel to different time zones and battle the minions of Red-Sabbath. The zones are Prehistoric, Versailles, New York City, The Future, and The Mystical.

Each zone is populated by creatures controlled by the evil sorcerer, as well as a clone of the sorcerer himself. One of the creatures in each time zone is holding an amulet of power which will help you defeat the clones, although it might not be the proper amulet for that particular time zone.

Eventually you'll kill all the clones and have to battle Red-Sabbath himself to save the Princess. Sounds good so far, right? The graphics are actually very good. The backgrounds for the different time zones are well done, and the creatures aren't bad, although the animation is a little on the slim side. The sound, what there is of it, is good too. The problems appear when you actually start playing the game.

This is one of those pseudo-gore "hack and slash" games (like the ones where you kill an opponent and a little troll comes out and drags the bloody body away).

Although your blows don't appear to do any damage while you are hitting a creature with your

sword, the monster crumples into a bloody heap once you've killed it. Should you be defeated, or run out of time, you too fall down into a gory pile of bloody bones.

Some Serious Faults

The real problem with this game is that there is very little for you to do. All five time zones are virtually the same, just with different graphics.

In the Prehistoric era, the backgrounds are appropriately "Rain Forest" looking, and the only monster is a Cro-Magnon man. In Versailles, you get a French city with urchins and hangmen. In New York, you get a tugboat on the docks and gang leaders and an octopus...and so on...but the action in all the zones is essentially the same.

For the most part, the battles consist of your holding down the fire button, while pointing the joystick at the monster. As long as you get in the first whack, your sword will keep them away from you, and you'll hardly ever get hit. Of course, there's a "Magical Bird" that drones back and forth from screen to screen. Its purpose is to transport you back to the opening scene to choose a different time zone, but it also serves to knock your Knight on his armor-plated butt (with a suitable resounding crash) which allows the monsters to jump all over you. If you're not just standing there whacking the monster to death (without really doing anything other than holding down the fire button), you're getting knocked down over and over. Not a whole lot of playability here, folks.

Each time zone also consists of only three screens or so, not including the essentially similar "Castle of Doom," so there's not a whole lot of "Adventuring" here either. There IS however, a lot of the "Bang, You're Dead" kind of situations that people who play these kinds of games seem to love so well.

Jump over a waterfall and the edge you land on crumbles, you fall into the water, game over. Next time you jump twice, and the bird knocks you into the water, game over. Duck the bird and walk *past* the fire in the cave and you burn up, game over. Jump over the fire and the floor opens under you, game over. No clues that any of this is going to happen, just "Bang, You're Dead," and you have to start over from the beginning. (I didn't play very far into Barbarian either, for just this reason.)

Actually, this may be the game designer's way of making the game last more than 15 minutes—by making you start over a lot.

Oh, yes...there are magical amulets you have to find in each time zone, but none of them seemed to make any difference, no matter which time zone I went to. You just keep killing monsters until the amulet's icon appears on your dashboard. Ummm...yes, I did say "dashboard."

Your Knight has a dashboard (well, I guess maybe it's the time machine's dashboard, the instructions aren't awfully specific) that looks like something out of the 8-bit game "The Eidolon," or the old "Time Machine" movie. It contains readouts of your score, health, monster's health and time remaining.

As poor as the game was, I ran into several other annoying problems to make things worse. At one point, with plenty of time left, I suddenly got a "Game Over, Out of Time" message. Then there was the time my Knight went into "autopilot" while fighting one of the sorcerer's clones, and nothing I did with the joystick had any effect (none of the keys on the keyboard worked either, so I just had to reboot).

One esthetic problem I noticed was that the High Score table was in such a dark green color against the black background that it was awfully hard to read. Lastly, the line of bombs across the screen didn't do much to improve the game when it happened.

If you like nice graphics, but you're not particularly into playing games, then maybe the $39.95 for Knight Force wouldn't be too bad, but if you're looking for a good, playable game...keep looking.

I'm afraid the beautiful Princess Tanya is just going to have to fend for herself!

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Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

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C0R	No Drive, RLL controller	$299.

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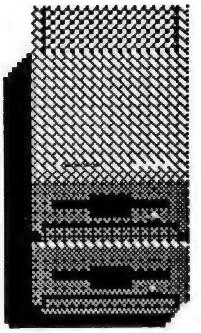
IN YOUR DRIVE # 28



Good Ol' Chet (ACC.D)

It's a smorgasbord for 800/XL/XE users this time. ST owners can skip the column, if they wish, but speaking as an XL/XE user—*it's about time!* STella is a little bit jealous, but Mnemosyne has been hungry for fresh food for a while now and is ready to dig in.

Frogs and Tanks

Ultrabasic, Inc. enters the uncrowded Atari pool with five decent packages. The first, SuperFrogs, betrays its BASIC origins with "sticky" movement of the player (a frog) and the merely-adequate graphics.

Play action is nothing to brag about either. It consists of running your frog through mazes, tracks, races, or what-have-you while avoiding mines, "nasty trees" (nasty trees?), "nasty grass" and opposing frogs run by the computer. Your frog may or may not have superpowers, such as an energy beam of sorts, to destroy or inhibit the obstacles or competing frogs. And your superfrog is invulnerable to everything except nasty trees. Still, it gets slowed down when opposing frogs shoot it, and when it gets slowed down often enough, it acts as if it died.

The documentation is a bit sketchy and falls into the trap of being "cutesy" with calling the program's main operating routines "the Creator." (Or perhaps they were referring to the programmer?) And the claim of "over 10,000 variations" is true enough, if you really consider changing minor features as creating whole new games. Different playfields, 1 or 2 player options, these I can see, but calling Day and Night versions, handicapping options or options for "nasty" or normal trees seems like minor variations rather than "7 different exciting games" (package blurb) to me. They are *nice* options (especially the handicaps!), but I'd call it one game with lots of options—not several games with options.

SuperFrogs is the sort of game you'd expect to find on an Antic disk or cost no more than $20. Since it's priced at $10, I'll rate it an A—just short of an A+. It's really nice to see a product's price based on its value, rather than any requirement of the distribution system.

Track Stack, a name which tells you nothing about the program, is Ultrabasic's second offering. Without using fancy DOSes such as SpartaDOS or TopDOS, it allows you to put "up to 15 machine language programs" on one disk. The actual number you fit depends on the size of the programs, and whether you used DOS 2.0 or 2.5, single or "enhanced" density.

Then, when next you boot that disk, you have a nice menu, and you just hit a key to run the program you wish. Well, fine and dandy, but we've had menu programs in the Atari community for a long time. This one, however, shrinks the size of the program on the disk without losing any of it.

Strangely enough, you have to duplicate the original disk, then shrink all those machine language programs directly *to* the Track Stack disk.

The manual doesn't make this quite clear, and I wasted some time trying to put them on a regular DOS 2.0 disk. It's a nice little utility.

SpartaDOS or WarpDOS owners will prefer the automenus available through those programs, but Track Stack is a mere $10. For the casual Atarian, this is a superior buy.

With SuperFrogs Funspeller, those @#*&! frogs return—but wait! There is a difference. Rather than just jumping (jerkily—we're still in BASIC) around and shooting other frogs or going through mazes, we're grabbing letters and using them to spell words. Aha! Education! And how obvious, how juvenile! This will be a boring drill game.

Three hours later, my nine-year old daughter and I were still playing. Yes, the movement is jerky. Yes, the play action is obvious. But just like a corny old Frank Capra movie, it succeeds in its intent.

Since it permits us to add more spelling words (it comes with 800), I input all of Crystal's homework spelling words. She finds this type of study *much* more fun; she "studies" longer—and her spelling grades improved significantly.

It has similar variations as Superfrogs did, and it's the same low $10. If you have a child in your home, buy this right now.

Tank Math is similar to SuperFrogs Funspeller, but for math drills. Again, it's a corny premise: a math problem appears on the screen; if you type the correct answer, a tank blows the problem away, etc.

Again, it works—it keeps the kid "studying" and the kid does learn. Blocky graphics, jerky movement, dumb sound—none of it matters, because it works perfectly well as it is. It ain't broke, so don't fix it. Buy it at $10 because an Apple owner would gladly pay $30 for it.

Ultrabasic's only other (known) product is RC Track Organizer Timer and Log (TOTAL). I haven't seen it, nor could I properly review it without RC cars, tracks, or whatever. (I still have one of my old Hot Wheels, but I doubt that qualifies.) It advertises as a database for race data, membership (?) data, mailing labels, and a custom version includes auto lap detectors and slot car tracks. Way too complicated for me, but everything under the sun for folks with the RC or slot car hobby. This one is $50.

Ultrabase, Inc.
10 E 10th St
Bloomsburg, PA 17815
(717) 784-4545

Spinning Wheels Got to Go 'Round

Changing Patterns is one of those oddities that set your mind a-puzzling. Of what real use could an almost-random art program be? Why use numbers, telling your Atari the top size, side size, column and row size, shapes, perspectives, etc.? Perhaps it would be a nice diversion, but of what practical use..etc?

And again, I'm made to eat my words. Yes, it's brain bubblegum on the screen, good for only staring at (like the aquarium)—but the designs can be stopped and printed to printer easily. Added to stationery, ads, etc.—they're real eye-catchers. Stewart Software's press release is spotted with these designs, and the press releases force you to notice them. When I've left the pages lying about at the office, they've commanded the attention of every one who came into my office.

If watching fish relaxes you, Changing Patterns will put you in a coma. Conversely, when put on paper, the patterns become dynamic and more colorful (in black and white, yet!). Since it supports every printer I could think of (Epsonish, Star, Gemini—how few things support my old Gemini 10x!, NEC, CITOH...), this should go on your shelf right next to Print Shop.

A nice touch: this hypnotic spirograph is being sold at $29 as an introductory price, lower than its retail of $49. And Stewart Software has quickly updated it even as I typed this—so expectations are high for quality support.

Stewart Software
11323 Blythe St
Sun Valley, CA 91352
(213) 675-2012

Programming without the Programming

AVUE is not the sound I make when I sneeze; it is the Analog Visual Utility Environment, a series of programs hiding under one name. AVUE's Pather program—the actual language interpreter—concerns itself more with graphics and sound than with number crunching.

It includes a tracing (?) program called Tracy (which doesn't seem to work) and a listed program called UFORMS.MAK. Tracy we'll dismiss until it either works on my XL or gets fixed. UFORMS seems to create macros for frequently-typed commands, command lines, or "abbreviated PATHER formats."

The speed of graphics updates in Pather is incredible! The manual, a very nice and big three-ring binder with tabs by the way, claims 7000% faster than BASIC. I've not completely tested it, but it must be awfully close. One test changes the color of a byte onscreen every time the internal clock ticks by. Under Pather, the color never got to change.

An audio patch cord (joystick female port on one end, alligator clips on the other) is included, with some VERY sketchy directions on how to use it. The possibilities include having the graphics change via external sound, or just hooking up to nonregulation devices. How about that old idea of hooking your Atari to a stationary bicycle and playing Pole Position? Possible with AVUE.

It's true that you don't have to know how to program to work in AVUE. On the other hand, not knowing programming makes it difficult to choose a topic or goal, and then developing a way to get there. Just saying "I want to do a skiing game" won't help you determine all you need to do within the computer to make a ski game.

But on the *other* hand, AVUE certainly makes it easier than before. More on AVUE in the future—this is one program I can't leave alone!

AVUE has no price tag on my review copy. But you can write EXIT Software, and include $3 for their entire catalog.

EXIT
PO Box 25251
Washington DC 20007
(202) 726-9090

Which brings us to another close. Blizzards and extra work at the job (Yeah, we're having *another* inspection, why did I re-enlist?) have kept me tied up.

Despite that, we're putting together more game rooms for a local SF/TV/everything convention (StarFest) which includes the Atari Room. If you're in Denver on 23-25 March (in the past as you read this, so you'll need to time warp), we hope we saw you in the Empire or Midi Maze tourneys, or just playing around with the 8-bits or STs which were left free during the tourneys. Some Dungeon Master and Chaos Strikes Back on the STs and various cartridges and such on the 8-bits should keep everyone busy.

Immediately following StarFest and the inspection, I'm going to sleep for a month. Wake me up when it's time for another IYD. (Arf, arf, arf!) Jeep!

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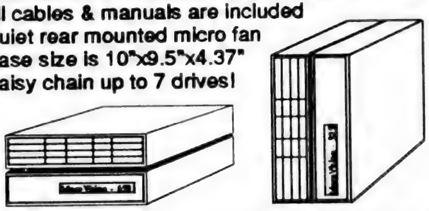

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H.P. Lovecraft on the ST

THE HOUND
OF
SHADOW

Steve Volker (TAG)

"My name is Dr. Savin Mcloulk. I am a novelist. I am presently living in London at a pleasant little flat on Greek street, near Soho. I am a chemist, a jack-of-all-trades, a dabbler in Archaeology, the Classics and the Occult. I served two years in the Great War; I am thirty-five years old, and...well...*I am deathly afraid for my life!!*

"So many things have happened of late I scarcely know where to start. There was the seance and the body on Dean Street, so horribly mangled and torn....

"At first I thought it was Matthew; he had the mark; he knew the lore, but then came the visits by that woman and the death threats on John's life...and just who could have possibly gotten upstairs to sketch the pentagram in the attic dust?

"Hours were spent pouring over archaic tomes of unspeakable and barely readable passages of daemonic rites and dire myths. I had thought the trip to Suffolks would bear some fruit, but the churches were rebuilt, names were changed...how could the ruined castle have come into the picture? Anyway, there was so much to consider: the writings of the Vicar of St. Pancras, the fiend Barguest, journals of Gascoigne, the puzzling bits of Steganography, Miranda, Von Junzts, and—oh gods!—the nameless cult!!

"Now I lay in wait, knowing I have no chance of evading my fate. Reviewing, remembering, crushing each miniscule piece of memory to eke out any relevant fact—known but ignored, unconsidered or misunderstood. Have I looked close enough at those closest to me? Have I asked the right questions of the myriad of players in this macabre play?

"And what of the unconnected thoughts that have plagued me over the last few nights? That the truth is staring me in the face, that I have missed some major clue, that I...WAIT!!

"That's it! The place by the side of the road, that cursory visit—those smiling faces. How could I have been so blind, I.... No. No! *Not now!* Not when I've gotten so close! *Not when I know the truth!!* The truth behind it all is...."

A Mystery Unsolved

That letter was found among the effects of Dr. Savin Mcloulk in his 2nd story flat, on September 15, 1921, after a frantic call from his neighbor Mrs. Bastable.

Also found with the note, was a software package entitled The Hound of Shadow, created by Eldritch Games, Ltd. and distributed in the U.S. by Electronic Arts (with no little inspiration from H.P. Lovecraft's Call of Cthulhu).

The game comes on three single-sided disks, requires a color monitor or TV and 512K of memory. It has no hard copy protection on the disks, using an almost amusing "enter the key word from the manual" protection technique and uses an enticing user interface tool called Timeline, which is the closest thing to true role-playing I have seen yet on *any* computer. It comes with a 23-page manual which is both adequate *and* essential *and* captivating.

You truly feel yourself drawn into the make-believe surroundings of this magnificently ensorcelled "on-line play." You are only vaguely aware that you are a player, not just a character, within the enfolding tale. You *never* feel in control! You will either win...*or die.*

Though we have found ample evidence of foul play in this man's room and confirmed the existence of most of the people spoken of in his final journal, we can find no trace of Dr. Mcloulk himself.

I await the return of my assistant Trelcker even now, hoping for new clues to unravel this mystery, but he is unusually late in his arrival. I will write more later.

Yours Dutifully,
Lieutenant Alain Cork
Inspector, Scotland Yard
September 21, 1921

A Dim Penchant, the game afoot/ the rhyme of precious reason shook/ the gleam of genius-fractured mirror/ when both the truth and crime appear. —Mcloulk

IS THERE A TACTICIAN IN YOU? PART 4

Tim Feenstra (GRASS)

The command car tops the hill, and you look out over the valley below. Six hundred yards out, you see a platoon of PZ-IIIJ medium tanks, but only two are still moving. The other three have taken hits and have been abandoned by their crews.

The infantry around the destroyed tanks is dug in and fighting just to survive. Through the smoke to the right, you see several more burning tanks and some infantry launching close range attacks on the Russian T34/76 tanks already moving between the smoking armor. To the left, four operational PZ-IIIL tanks have taken refuge in a woods, along with several infantry platoons waiting for the T34's to get within point blank range.

Your initial assault has failed and the Russians have begun a counterattack against your beleagured units. All along a front no more than a 1000 yards away, T34/76 and KV-1 tanks lumber in your direction, surrounded by at least 3 full companies of infantry. The only hope is the reserves coming up from the rear. Between the shell bursts, the sound of tanks approaching from the rear increase and you turn to see 10 big PZ-IVH tanks climbing the backside of the hill. Behind them follow five SG-IIIG tank destroyers and several platoons of infantry in halftracks. As the tanks top the hill and rumble by around you, their 75mm guns fire and several of the Russian tanks explode.

This is tactical combat on the Russian front in '42 or '43 with platoon size units of the Soviet Guard Army and the German Panzer Army.

Tactical combat requires a complete understanding of your weapon types and the most effective use of them to destroy the force opposing you. From the scenario above, you should already have figured out that the German PZ-IIIL and PZ-IIIJ tanks were not up to a confrontation with the Soviet T34/76 and KV-1 tanks, their only chance being to wait until the larger Russian tanks closed to point blank range where their smaller guns might then be able to penetrate the armor.

What this leads us to is a series of platoon level, tactical combat simulations from Strategic Simulations Inc. Two of the games are available for the Atari 8bit, and they are Kampfgruppe, the eastern front from 1941 to 1945, and Mech Brigade, modern armored warfare between NATO and Warsaw Pact forces.

Kampfgruppe

The German invason of Russia in 1941 was perhaps the downfall of the Third Reich, but that isn't the subject here. Kampfgruppe is a small unit construction set for battles fought between the Axis and Soviet armies from the invasion in 1941 to the German surrender in 1945.

The map hexs are 200 yards accross and the map is 60x60 or 60x30, depending on the type of battle selected. You can set up assaults, rear guard actions or meeting engagements. Either side may be played by the computer, and the construction features allow the creation of custom maps. Forces may be anything you want from one or two platoons to an entire brigade or battalion or even more. Of course, the game runs slower the more units that are involved, because movement and combat occur together during the action phase.

On the German side, you can choose from a dozen different tanks including the Tiger, King Tiger, and the Panther. There are also several tank destroyers, and some self-propelled artillery, armored cars, anti-tank guns, and trucks and halftracks to move your foot units. Russian arms include more than a dozen tanks, seven assault guns and tank destroyers, as well as the infantry weapons included automatically with foot units.

When starting a new game, the computer will ask a few questions about the year, size and type of battle. You then have a number of points with which to buy unit formations for the battle. When buying units, the computer will adjust the contents to that of the year you choose, leaving out vehicles that were introduced later.

You can alter the vehicle type during the deployment phase to get exactly what you want. If you prefer, the computer will generate a random map, with or without a river, and then choose the appropriate forces for each side, adding the uncertainty of what you will face that is just one part of the fog of war.

Mech Brigade

If you would prefer to command some NATO forces, perhaps to defend against a Soviet invasion of Germany in 1992, then this game will fill the bill. The set-up and unit sizes are exactly like Kampfgruppe, but the weapons represent modern armored units that would slug it out in the early stages of an invasion of Europe by the Soviets.

As the NATO commander, your forces could include British, West German or American units, including the new M1 Abrams and Leopard 2 tanks, anti-tank guided missiles, high tech anti-aircraft systems and, of course, helicopters—the Cobra, Apache and the German PAH-2.

Warsaw Pact weapons include the new T-80 tank, anti-tank missiles, SAM launchers and the Soviet Hind-D helicopter. There are sufficient older weapons to produce a realistic battle back to the mid-to-late 60's, and enough new equipment to create scenarios well into the 90's where the helos are the tankers worst enemy, and can ruin a crew's whole day.

Playing the Games

Your force will be divided into company-sized formations, each with its own headquarters, as well as the main headquarters unit. These HQ units are required to get the command chain to work without undue delay. They should only be risked in battle as a last resort, for if they are lost, all units in their formation may not respond to any future orders and may even leave the battlefield on their own. Command control is one of the prime features of this series, and will play a large part in your ability to win or even survive. If you lose your main HQ unit, you might as well turn the computer off, for it will quickly take advantage of your units' lack of leadership.

Each turn here covers two minutes of realtime action, where units will attempt to carry out the orders given to them in the orders phase. You issue movement objectives and can assign priority targets or let your units pick the best target for themselves. Facing and speed are also set, as well as loading and unloading infantry and non-mobile gun units. Line of sight to the enemy units will allow them to become visable to you when they fire or move into sight of one of your units.

One at a time, you pick up your units, check ammo supply, command control, objective and facing, issue new objectives (which will take time because of the time lag for the orders to get through their HQ to them), order bombardments, facing, set each unit's range—from one to the maximum of the weapon—and select targets, if you need their firepower elsewhere and they have a line of sight to the target area. All commands are selected from an order menu displayed below the map in the text area, and the cursor is used to select targets, movement objectives and to get information about sighted enemy units.

All orders will have some sort of delay except for the facing command, the information of sighted units and, depending on the level of command, the range to their HQ and the disruption suffered by the unit. A

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bombardment called in by a formation subunit may take as long as 3 to 5 times the number of turns that would pass if the order was given while an HQ unit was the current unit during the orders phase. Canceling orders also takes time. It is wise to move units around with short deliberate moves to avoid the extra delay of cancelling a long movement order that would send them into an enemy zone.

Effective War Game Strategy

Playing defense, it is best to place units in cover terrain and set all range limits to hit the enemy at the same time from more than one direction, if possible. Open terrain is deadly when the enemy has the range to clobber you as you cross, and even hilltops can be leveled by a few well-placed artillery rounds.

Offense is best conducted from cover as much as possible, even though you will have to traverse open terrain to get to the objective hex, which is usually set around the center of the map. Meeting engagements, where both sides are in a mobile state, can be the most fun. These are very challenging as they allow you the chance to flank the unprepared opposition if you sight his main force early enough to get some hidden units around behind him without running into a group he is trying to flank you with. It is always trouble to let your infantry come under heavy fire while they are still loaded in their carriers. And, once unloaded, they are too slow for flanking, which means you need to conserve some of your armor for any flanking as well as a reserve to fill in those holes caused by destroyed or retreating units.

An understanding of your units, their strengths and weaknesses, will help to know which units to use for which tactics, and when to sit and wait, or when to push ahead into the enemy's line. It will also help to know what you are up against, but that should be unknown until you find them, and sometimes that is too late!

These two games are perhaps the best tactical level simulations available for any computer, and are also the best known. Kampfgruppe was the first game entered into the Hall of Fame of a widely published strategy magazine, Computer Gaming World, which also published some historical scenarios for use with it.

For those who are not ready to play General yet, this is your chance to try Captain or Major first, as well as to learn the basics of small unit combat for the past 45 to 50 years, the age of blitzkrieg, the lighting wars. I highly recommend these two; they are among the few that get regular playing time by most of my fellow gamers and myself.

Good luck

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THE BASICS OF BASIC

Rick Burton (RACE)

Now that we have seen fine "graphic illustrations" of the great COLOR/SETCOLOR connection, it's time to move on further into the color dimension by use of the POKE command. First, a quick review of some of the territory covered.

SETCOLOR is followed by three numbers separated by commas. These control register number, color and brightness. COLOR can access these registers. Among other things, these registers control the main components of graphics: text, background and border.

Back to the present with some new info to digest. The POKE command will access, *and change the value in,* various memory locations in your trusty 8-bit!

"What does that mean to me?" you ask. Many things your Atari does can be changed automatically. Colors and brightnesses can be POKEd into SETCOLOR registers. Here is a brief equivalence chart:

SETCOLOR 1—COLOR 2—POKE 709 (controls text)
SETCOLOR 2—COLOR 3—POKE 710 (controls background)
SETCOLOR 4—COLOR 0—POKE 712 (controls border)

Now, for the tricky part. POKE is followed by two numbers, separated by commas. The first is the memory location (as seen in chart above) and the second is the value to be inserted at that location. Time for another equivalence chart relating color numbers to their POKE values:

0-gray—POKE 0
1-light orange—POKE 16
2-orange—POKE 32
3-red orange—POKE 48
4-pink—POKE 64
5-violet—POKE 80
6-blue violet—POKE 96
7-blue—POKE 112
8-blue—POKE 128
9-light blue—POKE 144
10-blue green—POKE 160
11-green blue—POKE 176
12-green—POKE 192
13-yellow green—POKE 208
14-orange green—POKE 224
15-light orange—POKE 240

Had enough technobabble yet? Hang in there, we're almost done!

This number in the previous chart will be the second number in the actual POKE command. Notice that color number multiplied by 16 is the POKE equivalent.

Each POKE number in the chart will produce the corresponding color in lowest brightness. Increase that number by twos to increase brightness. Brightness will increase until the value for the next color is reached. <WHEW!!>

And now for a "graphic illustration" of these colorful concepts. Let's type:

```
10 PRINT "}":POKE 755,0
20 FOR X=0 TO 254 STEP 2
30 POSITION 18,11
40 PRINT X
50 POKE 709,X
60 POKE 710,254-X
70 POKE 712,X
80 FOR DE=0 TO 200:NEXT
  DE
90 NEXT X
100 END
```

Line 10: Clears the screen and erases the cursor. The character in quotes is typed by pressing ESC and then pressing CLEAR while holding down CONTROL. Some 8-bit machines require 752 to follow POKE.

Line 20: Starts the "X" FOR-NEXT loop, counting by twos.

Line 30: Positions printing to the screen.

Line 40: Prints the variable value X to the screen.

Line 50: Manipulates text with value X.

Line 60: Manipulates background with a "reverse" value X. (254-X)

Line 70: Manipulates border with value X.

Line 80: A delay loop to slow your speedy 8-bit down.

Line 90: Closes the "X" FOR-NEXT loop.

Line 100: The end.

As you run this demo, you see a "graphic illustration" of text and border stepping through each color value while the background moves in reverse through the spectrum. The number on the screen is the value itself. Next month we'll continue to put punch in those pixels. 'Til then...

"NOW THAT IT CAN COMMUNICATE WITH OTHER COMPUTERS, IT SAYS IT DOESN'T WANT TO COMMUNICATE WITH US."

Dear Glenn
Or Get Out The Pepto

Glenn Dulin (COAC)

What we are about to bring to you in this revisiting of some old stuff from the past is, I would consider (although you might not), highly informative and educational. What we have here is some do's-n-don't's from the COAC newsletter archives featuring the Dear Glenn column. So, hold on to your stomach.

Dear Glenn: Have you noticed articles discussing some programs where the author will give the abbreviation "WYSIWYG," and then they proceed to explain that it means What-You-See-Is-What-You-Get?" Why do you writers do that? Where is the brevity? I've seen only one article that used the abbreviation more than once. Some of them will even tell you how to pronounce it. They say it's "Wa-See-Wig." Oh, gee! Give us a break!

Sincerely,
"BBAA" (Bothered-By-Ambiguous-Abbreviations)

Dear "double B double A": Yes "YAROB" but "GOOMFBILDITWIDI" (Sa-Goomph-build-a-twidy). Which means (You-Are-Right-On-Bro but, Get-Out-Of-My-Face-Because-I-Like-Doing-It-The-Way-I-Do-It). For, such is the way of computerese, BBAA.

Respectfully,
"IGBM" (I-Gotta-Be-Me)

Dear Glenn: I have a question. I'm a musician with my own studio and I went ahead and plugged my ST into a 220v socket, but all I get now when I boot my computer is a dialog box saying TOS error #35,000,000. What's wrong?

Dear Smoked: Just to let the readers know what's going on; now I haven't tried this myself, but there is a theory going around that if 110v gives 8mHz CPU speed then 220v should yield 16mHz.

I think your problem is quite obvious. You must have booted your system with a virus infected UWASADUMMI disk format. This is a format commonly used by travel agents on the east side of Istanbul and by neophyte computerized musicians of Central Oregon. Of course because of the viral damage there is no way now of telling how fast your CPU is running.

Dear Glenn: A few months ago I requested your advice regarding the use of my computer in the shower. Some of my best ideas occur while showering. So you suggested wrapping my system in Saran Wrap to keep out the soap.

During a recent shower, I was surprised and appalled when I saw blue and red sparks flashing like wild fireworks from my system. Although I suffered minor burns and lost my eyebrows from the flame, from which I have recovered, my main problem now is to remove the melted plastic wrap from my CPU. *What went wrong?!!*

Signed,
Plastic Problem

Dear Plastic Problem: Well, first of all, you obviously didn't follow my instructions properly; I said "Renolds Wrap."

Another reason for your problem may be that you booted a disk with the deadly Libyan musicians formatted disk dubbed the Standard Trace Utility Package Interface Device; or S.T.U.P.I.D for short.

This is the format that may have recently caused problems for Bill Rubertus, our resident musician, when he plugged in his 8 meg TOS 6.66 into a 220 volt outlet.

He too has recovered, by the way, and can now walk pretty normal. Did he happen to give you any of his disks? Are you still friends after your car accident?

It has also come to my attention that there is a very mean and nasty mutated virus that causes the very same symptoms as you described. This virus is now spreading through the computer systems of the Iranian defense department.

As for your plastic problem; I have been told by others who have had this very same problem, that if you immerse your CPU first in liquid nitrogen, then in diesel oil, the stuff will come right off.

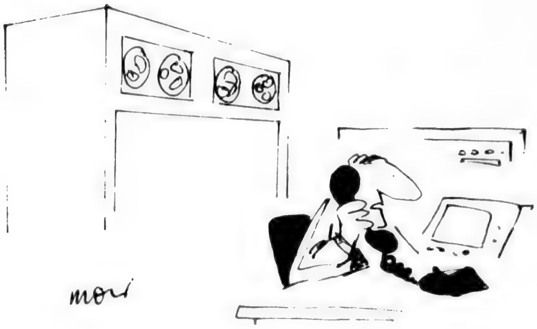
Dear Glenn: I have a 1050 drive that just keeps spinning and spinning with the busy light on and never boots up. Can you tell me what's wrong?

Dear Spinner: Is it plugged into your computer? Did you turn your computer on? It may be that the drive lost the belt.

Just in case, take the drive apart and look. If it is a bad belt, look at the name of the drive because there are two different mechanisms used for the 1050, the Tandon and the World Storage. Call Best Electronics and tell them which you need.

But, I think that it's very obvious. You must have gotten an infected disk from Bill Rubertus, who, since the car accident and his encounter with a 220v socket, has been acting strangely. As you may have heard, he was infected with the UWASADUMMI format and hasn't been the same since.

As a footnote: the car accident happened at lunch hour when Bill Rubertus and Mike Viegas, hurrying to take advantage of a special at Denny's, both tried to park at the same time in the same handicap space. At that time, of course, neither was handicapped. After the accident though, they became legally eligible to use the space. As for the theory of 220v doubling CPU speed; it wasn't me, despite the rumors, um...honest. Really!



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MY STORY

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START, July 1989

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The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

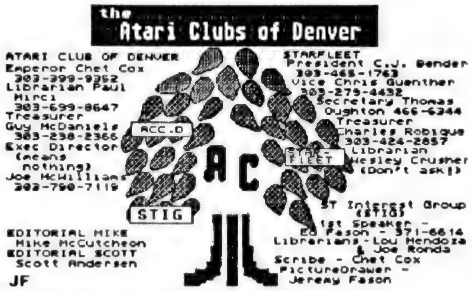
Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

ABLE maintains a hardcopy library for members of all public information released concerning their computers by Atari, as well as complete files of most Atari relevant magazines, such as Antic, ANALOG, Atari Connection, Creative Computing, COMPUTE!, ROM, Atari Explorer, ST Applications, STart, ST-Log, ST Informer, ST World, MAM/AIM, ST X-Press, Shareware Connection, Atari DTP, Current Notes, ACE, MACE and PHOENIX.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE maintains a telecommunication service for members.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



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Now We Know! by Chet (Brrrrr!) Cox

A few months ago, we asked "What if the Atari Computer Club of Denver had a meeting and nobody came?" All it took was the worst blizzard in four years for us to find out. We called everyone who had kept their phone numbers updated in our roster and cancelled the meeting. Good thing too, all the roads were closed.

If you didn't get called, UPDATE YOUR LOCATOR INFORMATION RIGHT NOW! Call Mike or Guy at the numbers listed above. (Paul's is wrong; I have to fix the DeGas picture Real Soon Now to correct that.) Or come to the meeting and tell them in person. That is...if it don't snow again.

PS -- Swap Meet in May. Pass it on!

STigs And STones for March, Predictions and Loathing in Them There Hills by Chet (Jean Dixon) Cox

Since deadline looms before the meeting, we'll just cover what we absolutely positively maybe know will be covered at the meeting. Ed, you could use these notes as your talking paper format! (If I print 'em and get 'em to you before the meeting, heh!)

PC Ditto II, a demonstration and talk about how Avant-Garde supposedly fixed the problems with PCDII. Yeah, we'll believe it when we see it. (Hey, guys! Ed test burns these type of things ALL THE TIME! Send him or me anything if you'd like to know BEFORE IT'S RELEASED whether it works on ALL STs or not.)

Joe Ronda will demo dozens of expensive games and make everyone envious.

Ed will solicit more STs for the StarFest Gaming Deck. Please. More STuff. If it don't snow, of course.

Starfleet Meeting Minutes March 9, 1990

Officers present: Guenther, Oughton

Well, Starfleet users group continues to have problems with our meeting place. Dennys ran a dinner special that coincided with our meeting night. Their business picked up and we couldn't meet there this month. They looked for our phone number, but said they had lost it. The first person we talked to said "No, you can't have your meeting here." Then, we talked to another manager, and she said "Just wait and after we clear a table for you you can go ahead." After we waited about an hour the first person returned and repeated his statement. We then decided to leave.

The meeting reconvened at my house. As some of the members had not eaten, they stopped to get something to eat on the way. While we waited for their arrival, C.J. informed us that he has to give up being librarian. Chris Guenther took over both the hard copy and software libraries. I demonstrated some programs I had writen in PILOT. This lead to a full blown demonstration of the PILOT language. It is in some cases very easy to learn, but to use the full power of the ATARI, very advanced and complex code needs to be written. Its greatest feature is the match command. This command will match a string anywhere in another string without using loops or other ways of incrementating through the string. This lead to the discussion of the Atari Demo packs I bought from Atari while still owned by Warner Brothers. These packs included the PILOT external specification, programming examples in LOGO and BASIC, and procedures to copy some programs from tape to disk. I only have the BASIC and PILOT demo packs though.

Mike then demonstrated BOBterm, but as my wife was on the phone, we couldn't really connect to a BBS. BOBTERM is a program much like Amodem 7.5 or 850 Express. The big difference between it and Amodem is Bobterm is written in assembly instead of BASIC. BOBTERM was written by Bob Puff, the same fellow who wrote MYDOS, and other Atari programs. It has many features including many types of transfer protocals. It also has a very large buffer for uploads and downloads. Since the meeting started late, that was all we had time to do. Some members copied BOBTERM, as we broke up.

Pam Frits
Terry Frits

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A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

ACCT will be conducting a series of lectures, open to the public, covering some of the history of the original 8-bits with hints to the more technical aspects that made it such a versatile general purpose computer. Some physical demonstrations will be used to highlight the more complex ideas discussed to illustrate the transformation of the what-was-then to what-is-now. The first lecture is to be May 14, circa 7:30 pm. This will be a lecture on the history of the Atari based on the general theory of computers.

The guest speaker for May studied electronics at Owens Technical College, electrical engineering at Clark State Community College and engineering physics at Wright State University, with hobbies that include building custom computers and cartoon watching.

ATARI FEDERATION

Secretary's Report by Brian Pendergrass

News discussed at the 5 March 1990 meeting: The World of Atari Show is scheduled for April 7 & 8 in Aneheim.// Spectre GCR has a new software upgrade and now works with Prodigy. Dave Small is working on a 68030/ST adapter, you should be able to see it at the World of Atari Show.// DC Desk, a NeoDesk look alike, should be released this month.// MiniScribe has filed for bankruptcy and may be moving out of the U.S.// Word-Up version 3 will soon be going to beta testing.// NeoDesk sent out newsletters to registered owners advertising version 2.05 which is smaller, faster and allows the use of special desk accessories.// Quick ST version 2.0 has been released, at a bargain for $19.95, which speeds up your ST much like Turbo ST (only cheaper).

The excitement for the evening was the auctioning of one of the two copies of PageStream the club received. The reserve price was $50, but that didn't really matter. It went to Jerry Sullivan for $90. The other copy was to be raffled off next month or when 50 $1 tickets had been sold. 51 tickets were sold so the drawing was held during this meeting. And the winner was...John Powell.

The ST demo was of the latest version of 'VKILLER', a public domain virus killer, and was given by Bob Ribortone.

Some members didn't receive their copy of the AIM newsletter. If you were one of them notify Herb Kanner, he will request replacement copies. Also, in February issue of A.I.M., my article was cut about to half of its original content and the president's article did not appear at all. We were told this was not intentional. So if you are reading this it wasn't cut out and you also received your copy of the April issue.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

The meeting on March 12 had a total of 21 members and guests present. We had some new faces as well as some old ones. A new member to the club was Dr. Tom Nielson. Welcome to the club!

Tom Moore demonstrated the Spectre GCR using his Atari MEGA 4 ST and Laser printer, showing the ability to also convert a Macintosh Word Processor file to an Atari Postscript file using Transverter for UltraScript and the SLM804. Thanks again Tom...

Dennis Evans was appointed Committee Chairman to head up the club's first annual Yard Sale. All members are requested to call Dennis or contact him through the club BBS to pledge your items. We will be needing a few users to help us set up the sale and help transporting the items. Contact "D" on the BBS if you can help us.

The clubs mid-year outing was brought up for consideration, with suggestions being offered about locations and possible types of food. We will be looking for a chairman at the next meeting so please try to attend!

The club is considering appointing an 8-bit Vice-President to head up the demonstrations and to assist the President in the normal clubs activities. All nominations for the position will be accepted at the next meeting and voted on.

Tom Moore has donated a very sizeable amount of new and used ST software to the club, and Douglas Childs has also donated some used 8-bit software. Some of the software will be auctioned off at a later date, with some very promising prices. Anyone wishing to donate items for the auction may contact Steve Yates (AKA Gizmo) at 854-0698 or 853-1933. All proceeds will be added to the clubs treasury. Our next meetings will be on April 9th and May 14th...make plans to attend! Support Your Local Atari Club!!

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

Minutes of the February & March BRAG ST Meeting

Our meeting in February had 3 great demoes: Carl Barron gave us the second in his series on the Cyber Software from Antic. This month it was Cyber Control. Carl gave his usual fine job explaining a very complicated program in a short time. Next up was Dick Kersting with a demonstration of Epyx's Sub Battle Simulator. Dick showed us the game's look and feel, and we actually saw a battleship sunk! During our break, we raffled off a copy of Marble Madness and $15 worth of free time on CompuServe. As luck would have it, our two newest members (signed them up that night) won the prizes! We then concluded the meeting with an excellent demo of Timework's DataManager ST database program presented by Joe Rogozinski.

Our March Meeting was our annual auction, and as usual, it was a great success. Over $1,000 worth of software and hardware was sold, with plenty of bargains to be had. One small note, however -- if anyone finds a copy of ST Star Raider's that doesn't belong to them, please bring it to the April meeting so we can get it to it's rightful owner. Thanks in advance.

Upcoming Events: Our April 19th meeting will feature Part 3 of Carl Barron's Cyber Series with Cyber Sculpt, a 3D modeling program. Then we'll have Populus, a "popular" game where you get a chance to create your own kind of world. After the demo, the game will be raffled off. Next will be a presentation of the games and utilities on the disk of the month. And of course, we'll be taking care of club business -- We need a volunteer for the Board of Directors and to vote on some Constitution and By Law Changes.

On Saturday, April 28th beginning at 1 PM, Bob Brodie, Atari Corporation's User Group Coordinator, will be making his first visit to the Western New York Area. He will be speaking at the Webb Auditorium at the Rochester Institute of Technology. Come and ask Bob about Atari, see the STACY, PORTFOLIO, LYNX and other great products.

Activity on the BACKSCATTER BBS is starting to pickup now that members are aware of the password for the message base. The password is necessary since we share the BBS with IBM'ers -- in this way, we have our own "personal" area to conduct club business. Because we don't want to exclude any ST'ers in our club or around the country from leaving messages, we're printing the password here for all to see (those IBM'ers won't be getting this anyway!). The password is BOAST (and the BBS number is 716-684-3978).

Remember, if you are having trouble with a particular program, bring it to the meeting -- there will be someone who can help you out. After all, that's one of the reasons you joined a user group, right?

CACE

Cascades Atari Computer Enthusiasts

Fishin' Around by Brent Fisher It is time once more to let everyone know about the doings of the Atari world here in Jackson, Michigan. More than likely this will be a bit on the short side, but here goes anyway. The most important news to tell is that the CACE BBS now has a new phone number. And the number is (drum roll please) 517-764-4047. I would like to extend my apologies to those of you who tried calling the old number and found it inactive, but we should not have any problems with the new number. Well none other than the occasional power failure. Other than those things should be running smoothly. So yes, passwords and everything else is still intact. Hey, why don't you all give us a call and see what you think of the board, at least those of you who have never seem it before.

In the other news department, our next meeting will take place Saturday, April 14th at 1 pm in the Boo's Center in Loomis Park in lovely Jackson City. I'd like to see you all at the meeting.

Central Connecticut Computer Club

Oops....it's April, huh? I missed a month there. Sorry, I hope it won't happen again. Guess that deadline just snuck by me (OW! Wife says snuck isn't a proper word, dang, that hurt!). Well, onward.

Some of our membership have said they don't like my "doom and gloom" attitude about Atari's business practices. OK...I agree. I'm getting tired of banging my head against the wall for nothing anyhow. So I'm gonna state here an' now, "No more tirades against Mother Atari." I'm going to comment only on the good things they do and say. (No matter how short this becomes). Just kidding guys...hey! OW! Awrite...dang, can't take a joke, eh?

Well guys, we got some decision making to do here...be at the meetings. We're deciding who's going to be receiving and doing reviews for the club and uploading completed articles to AIM. You will gain instant glory and fame or in my case, notoriety.

Also!! We want to discuss contacting STARR, FACE, and STATUS and inviting them to our Gribnif demo, tentatively set for the May meeting. Remember that!! Spread the word. We had originally intended to make this a "road trip," but after talking to Rich at Gribnif, it's better that they come here, has to do with space and all....i.e. not enough room at Gribnif.

Finally made it down to Computers Etc. in Fairfield, CT. After listening to others describe this place, along with recommendations from Darlah, it was time to do a road trip (I like those, heh). Of course, I got off at the wrong exit, but had no trouble backtracking up King's Highway, grand home of everything for the modern Yuppie. Wheeled on in at 425 and proceeded to eyeball the place. I was impressed with the size, appearance, and Atari-ness of their facility. (OW! That is too, a word! Lemme alone.) Atari banners and several Atari workstations were setup. I also noticed their cash register system is controlled by a 1040 and two ICD setups, one a FA-ST drive the other a tape drive (syquest style?). I brought my Mega 2 in for a drive checkup, had some bootup problems. They ran a diagnostic on the drive and then the entire machine all within an hour, and it went home with me. Try that anywhere else! Ah yes, I was impressed. I asked them when they are going to move to Bristol...I wish!

You like those British Atari mags? They have them as well as domestic mags, whoever is left, that is. No, Pattie, they don't have AIM. Lean on them, will ya? Their address is 425 King's Highway, Fairfield, CT. Phone number is (203)336-3100.

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

Messages from the Board: The Executive Board accepted a proposal made at the meeting of January 30, 1990 to make available a subscription to Atari Interface Magazine to each member from their annual dues. Part of the proposal requires a news budget of four double sided pages for the newsletter. A cut in asset funding is also necessitated and will be made up by raffles and other income.

The Executive Board accepted a proposal made at the meeting of January 30, 1990 to reduce the price of ST-based public domain disks to $2. The XE-based library continues to remain free to all members.

By motion to the general membership, the meeting dates for the club will be changed to the third Wednesday of each month for the XE group and the last Wednesday of each month for the ST group. This change will be effective with the April meetings. The meeting dates will be April 18 and April 25, respectively.

The ST Vice-President has submitted his resignation effective immediately to pursue his business and other interests. We wish to thank Steve Kendrick for his efforts as a member and officer. Accordingly, the Executive Board has acted under the by-laws of the club and selected a new ST Vice President who shall serve until the next elections in September. His name will be presented in the next club newsletter.

News from the Meetings: The ST group is conducting a raffle of a Pagestream 1.8 package donated by Soft-Logik to the club. Tickets are available from Steve Garee at the meetings for the price of $2 each. This continues an excellent support effort by manufacturers of the user group movement. Thank you, Practical Solutions, Regent Software, Soft-Logik, and the many others who make available special offers. This does not take away from our local sponsor, the Computer Cellar. They make available free meeting space, refreshments, advertising support, and giveaways.

Demonstrations at the last meeting were Magniwriter, an ST-Writer for those people visually impaired who need larger type: Public Painter, a German public domain offering for mono users that includes the basic paint functions and an interesting block bending function; and a mailing list program written in compiled dBMAN(TM) language especially for the club's labeling requirements, it allows different functions to each user from the same original database.

The XE group has been reviewing the best of the past. Fort Apocalypse was the reviewed game. It was agreed that the game still carries its age well. The action and arcade skills are the same or better than some of the current Nintendo(TM) games.

We also regret the passing of the Analog mags and the Computer Shopper coverage of the Atari XE, but understand it in the midst of the non-support of manufacturers. It has been suggested that the club could become a storehouse or archive of 8-bit material for the time when the machine support completely dries up. Single machine licenses remain the biggest stumbling blocks to the wide usage of unsupported or discontinued software.

Commentary: We, as a user group, disdain the piracy of copyrighted software, because it destroys the incentive of support and renewal of software. However, the copyright laws as currently enforced have become a two-edged sword in the software world. The analogy I usually use is of a person who owns a bright, shiny, well-used and functioning toaster when bread is no longer made.

Please, software authors, consider the lifetime of your properties and put your products out to the freeware or shareware pasture on a regular basis when the items no longer sell. You will rarely lose sales, because the cost-benefit ratio can be tipped to the side of a new hardware purchase at a very low point. If I had to pay $40 for a word processor for a $40.00 computer, I would seriously consider the benefits of a new computer.

COAC

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Well, did we have pizza or what? Another great time stuffing our faces. Good stuff.

We raffled off the Video Key. Although I bought ten tickets, Rich Haynes, who only bought one, managed to take away the prise. Congradulations. We hope to have the cordless mouse in our possession soon. Gretchen Hitson won the Antic Magazine and disk. Congradulations Gretchen. See you all next month.

DUST

DOVER USERS OF STS

Dover Users of STs (DUST), PO Box 545, Camden-Wyoming, DE 19934.

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

I was unable to schedule a meetining for March so far, but I think I will be able to do it towards the end of the month. Dave Bryant and myself took a look at an 810 disk drive for a friend of an ex-member... why do they still continue to expect service when they are no longer supporting our activities?? No problem for us anyway. It's always good for us to do a good deed.

The drive's symptoms were that it had no power indications although the power supply was putting out the proper voltage. After about 20 minutes... we found oxidized pins on pin 1 & 2 of J-106 creating a extremely high resistance, resulting in a very low voltage (like about 0.6). We cleaned the pins with contact cleaner and worked out the female connector end with a resistor lead (pushing it through the connector several times with contact cleaner on it), re-assembled and it worked like a champ.

Let me know if you want to join us. My number is(616) 657-6106. Until Next Time, Frank

GRASS GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mich. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 18 March 1990

Well we have finally found a system for the monthly meetings. Marek Kulikowiec has offered one of his computers and a drive at a very good price. This should save some of us the trouble of dismantling our own equipment at home and bringing them to the meetings.

In case you missed the March meeting, remember that dues are now due, payable at the meeting or they may be sent to George Nosky. If you don't get them paid you will not receive your monthly issues of AIM.

Happy computering, Tim

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next two meetings.

March 14, 1990 & April 11, 1990

Hard Disk Drive Lessons Learned

These last few months have really been a trial for me and my hard drive. I really have grown dependent on it, far more than I would have thought. The fact is that I have been having some phantom troubles that seemed to be intermittent. My disk would be very dependable for weeks on end. Then all of a sudden it would crash. All I had to do was to reformat the disk then it would work fine again. Very Strange indeed.

Well, this went on for a few months, but the length of time between failures seemed to be getting shorter. By mid January, I couldn't depend on it working even the next time I rebooted. I finally decided that I had to do something to fix this problem. I checked around and a couple of people told me that the ICDBOOT.SYS version 4.1.8 that I was using could very well have been the cause of all my problems.

Now you've got to understand that I love the stuff that ICD produces. In fact I bought their controller for my hard drive and liked it so much that I bought three more for some drives that I assembled. Plus, I convinced friends and everyone else talking about a hard drive to make sure that the controller was an ICD controller. So, I couldn't quite believe that the same software that I had been using for three months was slowly causing my hard disk problems to get worse. After all, everybody knows that software doesn't break; or does it?

Well anyway, I decided that since I had an older version of the ICDBOOT.SYS it wouldn't hurt to use it for a while and see. I did and it didn't. By that I mean, I used it but the problems still existed. By this time, my wife was ready to shoot me or get a divorce since I was spending so much time with my computer trying to get to the root of this problem.

I finally called it quits and disassembled my hard drive having resigned to the fact that I would have to send it in for repair. A call to NEC revealed that all their hard drives come with a full one year warranty. And wonder of wonders, my receipt showed that since I bought it in August 1989 I had lots of time left. I took it into a local computer store for the shipment back to repair.

Yesterday I got it back and installed. You see, I have been extremely limited in everything that I do on my computer since I'm so dependant on my hard disk. And spoiled, man, I found out that I am so spoiled that without my hard disk I didn't even want to turn on my computer.

Lessons Learned #1: I now know the value of a good set of backup disks. Mine were a hodge-podge of disks with scattered files in no certain order but at least TOS readable (fortunately).

Lessons Learned #2: I sure learned that you can't just put your head in the sand and expect the world to come knocking at your door to tell you that your version of software is out dated. My version of the boot program had been replaced about 2 weeks after I downloaded it since it was suspected of causing problems.

Lessons Learned #3: I also learned (and already knew) that a GOOD company will stand behind their products. Warranty and service work is hopefully never needed, but it sure is nice to have it when you do need it.

Irwin L. Brooks

P.S. I still recommend the ICD host adapter as the ONLY choice for the Atari ST computers. And, NEC makes some fine products that come with the finest service I think in the industry! And, by all means, backup your hard disk without delay!!

Next meetings are: April 11 and May 9, 1990

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Secretary	Lee Curtis	423-2758
Treasurer	Greg Dukowski	498-9461
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

At the February meeting we had demos of Risk by Leisure Genius, the Migraph hand scanner and Touch-Up, and were treated by a couple of selections from Phantom Of The Opera and Carousel on Lee Curtis' synthesizer.

Richard Hull Demoed Risk. Risk is a great board game conversion of the classic game. Both the American and United Kingdom versions of the game are supported. The program is flawed, however, with a couple of bugs. One, you can not save a game, and two, if you are playing with a neutral player in the two person version, occasionally, the opponent just converts the neutral player to his color and attacks you with the neutral player's armies. Fortunately the latter situation hardly ever happens and Leisure Genius when contacted say they will be fixing the bugs.

Dennis Carter demoed the Migraph hand scanner. This little device is great for desk top publishing. Just scan any image from newspapers or other sources and incorporate them into you own documents. I've ordered the Datel hand scanner and as soon as it arrives we will be comparing the two scanners at a future meeting.

Lee Curtis brought his synthesizer and played a couple of selections for us. I regret to inform our members that Lee has just sold his house and will be moving out of state in a couple of months. In my opinion, Lee has been the cornerstone of the club and will be missed by all. I just hope that we can find someone who is willing to take over his many duties. Lee, we all wish you well and much luck on your move to Oregon.

The club has finally established a BBS. There has been some controversy over the use of real names or handles on the BBS. When the BBS was established, the club officers voted to use real names only, as we felt that as club members we use real names and should use the same on the BBS. We also felt that using real names would emphasize the fact that the board is PD only and piracy would not be tolerated. One member has contested the use of real names, saying that he has been using his handle on BBSes since 1982 and he doesn't want to change. So at the next meeting we will have a vote of the general membership to finalize the policy.

Our next meeting is April 9. This is the same weekend as the World of Atari at Disneyland so we should have lots of things to discuss. See you all then.

Richard Hull

M.A.C.E. MICHIGAN-ATARI-COMPUTER-ENTHUSIASTS

MACE

Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 and ST disks are $4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted throught Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.

Febuary MACE Meeting Minutes

The Febuary meeting of MACE got under way at 7:50pm. Next up came what everybody had been waiting for...Bob Brodie, Atari's User Group Coordinator payed us a visit and brought lots of new products to show off. First, Mr. Brodie demonstrated the new Lynx color hand-held game machine and then ran a videotape copy of (GASP) a REAL commercial for this new game machine, which Mr. Brodie said was already running in New York and would soon be shown on some of the major networks (Watch for it!!). Following this, he gave a quick demo of Atari's new Portfolio Pocket Computer. A demo of the Megafile 44 removable hard disk drive was next, followed by the Stacy 4 machine (Which was using the Spectre GCR emulator).

Then came the biggie...members of MACE got their first look at the new Atari 4160STe computer. This machine boasts full stereo sound and more colors than the older model STs and possesed a few other interesting features. A River Raid-like game was then demoed on the new machine which looked and sounded fantastic, but then Mr. Brodie informed the members that Atari had for some reason decided not to release this program (RATS!!).

Bob then talked about several items of interest including the SIMM memory cards and answered questions about Atari's new products. The meeting ended at 9:30pm, but a handfull of members stayed and got some hands-on experience with the new machines.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group, Post Office Box 134, Ontario, OH 44862.

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. every month for no extra charge. Club dues are $7.50 per year for all members.

The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle Georgia M.G.A.U.G. Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

March Meeting: The March meeting started at a new time of 1PM at the Warner Robins Library. Some members were a little late arriving in that they didn't get the word on the change of time until late Sunday morning. It was decided at the meeting that from now on we will meet at 1PM. That way we will not encroach so much on any Sunday afternoon activities that you may have planned. Also I would like to add a special note of the new phone number for the Pres. (Yours truly), so be sure to make a note in your phone book.

In the continuing saga with member Jimmy Howe trying to get his computer the story goes on. Jimmy has now gotten him a lawyer and has sent a letter to the store that has his computer to demand restitution.

Two local dealers that had plans of maybe carrying the ST have now backed out until Atari can get its act together. One dealer stated that his ST software sales had dropped off significantly so he was holding off on purchasing any ST's. He was excited about the debut of the Stacy.

The other prospective dealer said that Atari's relationship with dealers wasn't very good right now but if things improve then he could still make the decision to market the ST. Personally I don't think that Atari will ever get it together, the whole thing just reminds me too much of the old 8-Bit days and how it wasn't marketed. In the mean time if you know of someone looking for an ST then J&R Music is selling the 520STFM for only $299, give me a call for details.

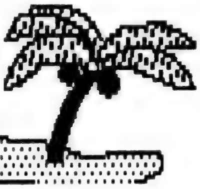
The highlight of the meeting was a new import from overseas called Fighter Bomber. I purchased this game on a Recent trip to Atlanta at Tevex for $41 and it was well worth the price. The game features 7 different aircraft that you can fly as well as 7 different aircraft for you to fly against. The graphics are great with a great amount of detail in the views of the aircraft and your targets. FB is kind of like a souped up version of F-15 Strike Eagle with more attention payed to the game than to being a simulator.

The game is very forgiving in that it is easy to make landings and even features a mid-air refueling phase for extra long missions. Add in the ability to make your own missions and save them to disk and you have a great game that you will enjoy for a long time. About the hardest part of the game is that you might run into enemy fighters while out on a bombing run.

They are very persistent and they will even try to ram you, so you really have to try to stay away from them. The enemy fighters appear to be very nimble and are hard to shoot down, save your sidewinders for a good shot -- you only have two and you better use them wisely on long missions. Don't worry if you get shot down though because it does not erase your pilot from the disk and you can replay the scenario with no penalty. Of all the simulators that I've see lately this is a definite MUST for you to purchase.

Don't forget that the next meeting will be on MAY 13 at the Library. I hope to see you there!

O-ACEs



General Meeting: Wed., April 11, 7:30 pm, La Vista Rec Center, FOCUS Meeting: Wed., April 25, 7:30 pm, La Vista Rec Center. Our next FOCUS topic has not yet been decided, so now is the time to speak up if you have a favorite area you want us to cover -- even if you want us to repeat a subject we already did.

By the time you read this, the Computer Expo should have already happened. I hope all of you got a chance to come out and see what we (and others) are doing. This show has been a hit for Omaha junior high schools for several years now.

I have included a sample announcement I have used on several of the local BBSes to announce. Please put a similar one up on any that you frequent (if you do not already see it there) -- ask to have it as a bulletin rather than just a message if the sysop allows it.

"Have you got an Atari computer? Would you like to meet others who do? Do you want to know more about how to use your Atari? Have you come up with a special way to use your machine (or want to know about such special uses? THEN YOU OUGHT TO BE WITH O-ACES!

O-ACEs is a non-profit group interested in helping each other get more out of their Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December). WHEN: 2nd and LAST Wednesday each month, Doors open by 7:30 pm. WHERE: La Vista Recreation Center, 8116 Parkview Blvd, (just off 84th Street, south of Food-4-Less and east of 84th at the light)

Call 592-5427, for more info on O-ACEs!

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

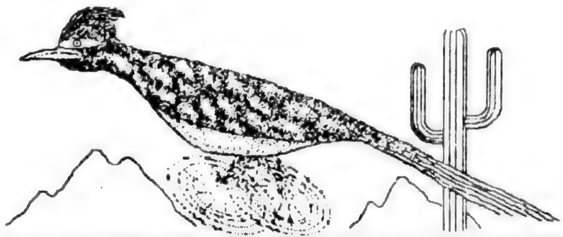
Spring has finally arrived in the Twin Ports! You still have time to put the finishing touches on your .IMG files, reconcile your databases and go through your tutorials. There's work to be done OUTSIDE this summer, so get your indoor chores completed soon.

The Ports Atari Computer Enthusiasts is now entering its 6th year as an Atari User Group. Congratulations to those who have been with the club since PACE's start, March 1985!

There's an awful lot going on in the Atari world this month. Maybe some of it will trickle into the Port Cities. We do have all of the major chain retailers in our area, but yet to see any of the new products locally.

A few of news bits I have run across this past month: The "old man" (Jack Tramiel; semi-retired) is back at the helm of Atari. It seems that the company has not been performing up to the Jack's expectations, and some internal disputes needed to be resolved. Welcome back Mr. Tramiel! *520 & 1040 ST's are out of production, being replaced by the STE. *There's a new ST magazine coming out called ST Journal. It will be sent to about 10,000 ST users. This one will be patterned more like PC magazines and not like the common tabloids. *A new ST Emulator for use on the AMIGA is floating around BBS's across the country! Yes, it's true but details are sketchy at the moment, but I'm sure we'll hear more about it. My advice to them: Just go out and buy an STE!!! *New color monitors for the STE made by SONY. Picture quality is reported to be first rate. There is a speaker on each side of the monitor. Since there is a three voice sound chip in the ST, two voices will come out one side, and one will come out the other. Stereo/PCM sound will be heard with the STE. The sound is reported to sound "spectacular!"

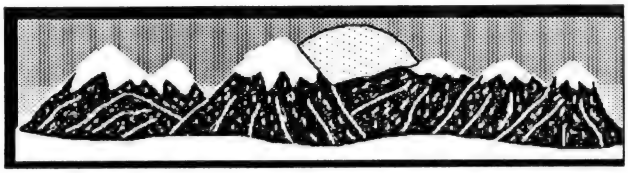
That's all for this month. Remember, NO PACE meeting in April due to the Easter holidays, and the May meeting will be held on Sunday, May 20th, at 6:30 in the Wisconsin DOT Bldg. Come to the meetings to pick up your AIM Disk of the Month! Hope to see everyone there. Long Live Atari!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Richard Covert	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

This is going to be a short column this month to make up for last month's long one. Rather then going through the Revolution! item in the column, we have put them onto Vector Space(719) 687-1838. We also have the ST disk in the library, for those of you that want to read it that way.

By the time you read this, Steven Leser will have his BBS up and running on an Atari 1040ST, with 20M hard disk, give it a try at (719)-591-4620. It will be limited to 1200 baud until Steve gets a faster modem. It will be running on StarNet software, which Steve tells us, has just been released to public domain. It will have many SIG areas for Atari 8bits, STs, and other brands of personal computers.

The Club has purchased subscriptions to both PSAN and Current Notes. We will bring these two high quality "User Group" magazines to the club meetings each month. Remember that we also will have the AIM Disk of the Month available as well.

For those of you that haven't read about it in the computer rags, Atari is getting bigger and bigger into the music world with MIDI. In fact, Mick Fleetwood and Donnie Osmond manned the Atari booth at the (not so recent by the time you read this) NAMM convention. If we could only get that kind of support for my 8-bit. [Note: Hybrid Arts MIDITRACK III provides a very good MIDI connection for the 130XE. With a $100 Casio keyboard and a little work anyone can make good music.]

At the February ST meeting, Dave had an interesting Flintstones game running and a not so interesting (I am told) discussion of new fantasy adventure games. Of course, the March 8-bit meeting was snowed out, except for yours truly.

The April ST meeting will Feature new desktop publishing demos, to include Pagestream and Word Flair. The May 8-bit will feature my new Diamond Graphic Operating System and Drawing program in all its glory. Special Note: The May 8-bit meeting will be at Dave Koster's house, 6145 Hayseed, in beautiful downtown Stetson Hills.

That's all for now. See you at the next meeting.

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

From the PREZ:

I for one was really glad to see someone respond to JAKE's article. Even though Lloyd Pulley re-read the article "several times", it seems that he actually did get Jake's point. The main difference between the two gents (IN MY OPINION) is that nowhere in in his article, did JAKE do any "ATARI bashing", on the contrary, he is on loyal 8 BITTER, true to his OLE 800.

I did like your further explanation of the terms LLOYD. I edited Jake's article in the first place, and it took me several screenings to figure out the gist as well. BUT HEY! If you re-read something in a quest to understand, hasn't the author done his job? Me thinks so!

I am really looking forward to the upcoming multi-user ATARI SWAPFEST. We will be actively supporting the first annual "Midwest Atari Swapfest", held this year at the Days INN in Gurnee, Illinois on April 22nd. Bob Brodie from Atari, and Dorothy Brumluve of noted programming fame will be there as well.

Bob is going up to the Milwaukee (MILATARI) meeting the day before, and then we are having an "OFFICERS PIZZA", with him that night in GURNEE. This little MINI-FEST, is just a first attempt to get all our local groups together in one event. We tried to have an ATARI-FEST, a couple of years ago, but it just never came off. We are a participating club, however, LCACE is really doing all the major work. My kudos Larry Grazus, Mike Brown, Steve Kostelnik, and Chairman - JOHN SCHULTZ!

We are completing our T shirt logo and will have them at the meeting. Price is still only $12.50.

G'data, Andy

8Bit Questions & Answers?

Is anyone interested in using their Atari 800 or XL in monitoring their home energy use in real-time? Or does anyone use their computer to read the signals going to the their cars computer for engine diagnosis? Or is anyone interested in doing so? Do we have any mechanics in ATARILAND? Would anyone like to know just how much electricity a clothes dryer uses? Or more precisely, not what Commonwealth Edison says it costs, but how much your unit uses, when you use it, how you use it, and in the real-time of your using it? Not 30 days after the event when all you can do is pay the bill. Contact our BBS or call the 8bit VP.

If Jerry Falkenhan of Atari APX fame for his programs on FAMILY CASH FLOW reads this, I want to talk to you. If anyone knows of his whereabouts, please let me know. Again call the CAMILLE BBS or the 8bit VP.

Thanks JAKE.

P.S.==> Our club recently had the opportunity to assist in the transfer of of 200 disks Double Density Data Perfect file (1) only, to an If Brand Machine. Thanks to Leo at LJK for his support. No, it doesn't work that way either. And special thanks to Carolyn Cushman at ANTIC for her sincere efforts, and Charles Cherry, for returning my call and trying to be helpful. Look for an article in Aim on how we got the job done.

Thank God for OMNIMON.

Where have all the good guys gone? David Young and Bill Wilkenson. Gone from Atari, everyone. Long time passing. Long time ago.

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars: I want to welcome another new member to the ranks of RACE. Viron is a serious MIDI user and purchased his ST for its built-in MIDI features. Let's promote RACE and invite new people to our meetings. Tell someone who is thinking about buying a computer about Atari. Show a user of another brand Atari's advantages. Spread the word so more will discover power without the price. April -- the meeting will be on Sat. 21st. May -- the meeting will be Sat. 19th.

The August meeting will at Mark W.'s house so a modem demo can be done. See all you race drivers at the meeting!

March RACE Minutes by Rick Burton & Gregg Anderson

As usual the meeting kicked off late, around 2:20 as usual. We began with Old Business. The MIDI Software list is pretty much finished and ready to turn in to Westmore Music for the proposed MIDI show at the Rushmore Mall. Rich Burton will contact F.A.C.E. and try to find out why we've not heard back from them on the Disk Exchange program.

Under New Business we have: Gregg Anderson has contacted Bob Brodie at Atari in hopes of getting a usable video tape/computer animation to use in a proposed TV advertisement for the club. Bob said he'd call Gregg back if he found something we could use. It was brought up that the club begin advertising again in the local newspaper (Rapid City Journal). This will be rather expensive but if it increases our membership, it may be worth it.

Every member of RACE has been encouraged to create an 8 X 11 flyer to advertise RACE in the local area. The flyer should be attention getting, simple and direct. Next month, the inputs will be reviewed by the membership and final selections for posters to use will be made.

It was suggested that a free membership be offered to prospective members during the MIDI show at Westmore Music. It was also suggested that we gather extra copies of AIM and have them ready to distribute during the show.

REMEMBER: The August meeting will be held at Mark Wolf's new house. It will be Modems and Telecommunications.

March Demos: 8-Bit: Ken Kayl brought his system and demoed a number of PD games as well as an impressive (legal) copy program. 16-Bit: Gregg Anderson brought in several of RACE's PD monochrome games and demoed them, as well as some European game demos from his various English magazines.

Planned April Demos: 8-Bit: Planned are additional demos and instructions in the use of the Atari 8-bit system for new users. 16-Bit: Planned are some introductory lessons in programming in the C language.

8-Bit Library Corner: by Ken Kayl Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8-bit library. What will we offer this month? Let's first review RACE's Disk #47.

KARMIC CAVERNS which is a one player game where you must travel through a cave avoiding the nasties and touch the base to score. BACK TRACK is a Pacman type game where you avoid the monsters and eat dots to score. STAR CRYSTALS has star particles dropping on you which you must avoid. To gain extra points you need to catch the $ (dollar sign). DREADED ADVENTURE you have fallen into your Atari computer and must escape. This is a text adventure. PIRATE COVE is a 2 player game where you attempt to get the skulls to fall into your pot at the bottom.

On 47B we have: RAINSTORM acid rain is falling and you must avoid the rain drops. PARALAX is a arcade type game in which you attempt to avoid being shot by four space craft, while you attempt to touch 16 dots on the screen. TRIAD is a Tic Tac Doe type game except to place your X's or O's you need to win at a arcade type shoot'em up. BUMPBALL is pinball type game. You control the ball on its journey attempting to get it to land in the high points positions. MOONBASE has you rocketing through space avoiding asteroids. BAJABUG is a Baja Buggy type game.

On disk 66A is THE WIZARD this is a text adventure creator or editor. With this you can create your own text adventure.

On 66B is the text adventure THE WORLD OF DUNE. In Dune you are Paul Atreides.

These and the entire 8-bit library will be at the April meeting. Cost is $2 for members and $3 for nonmembers.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President:	Tim Barr	(602)821-1200
Vice Pres:	Marc Dyer	(602)897-0314
Treasurer:	Lee Whiteside	(602)962-9415
Secretary:	Blaine Nelson	(602)969-1949
Disk Lib.	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

SEVAC Seconds -- Thanks to Marc for filling in during my absence. And thanks to the other officers for graciously allowing me the chore, um I mean honor, of preparing the minutes of the March meeting for AIM.

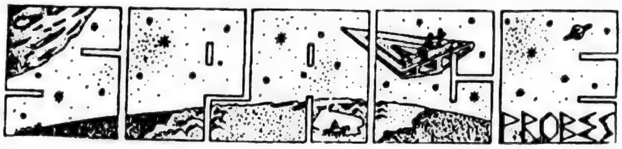
The club treasurer reports $1450 on hand. We have had several renewals due to the high quality of AIM magazine. Some of us received our March issue just the day before the meeting. AIM has informed us that a new printer should result in more timely mailing. The current AIM disk is available in the club library.

Our Pres demoed OPUS Ver. 2.2, a $15 shareware spreadsheet. OPUS allows up to 255 columns by 999 rows, fast calculation, and spline curve graphs. GDOS is required (not included) to support graphs. Commands are not Lotus compatible and macros are not supported, but registered users receive ver. 2.3 which allows loading and saving .WKS or .WK1 files.

FONTZ! by Neocept was demoed by John Rojewski. This program creates or edits GDOS bit mapped fonts. MacIntosh or Amiga fonts may also be loaded and converted to GDOS format. FONTZ! lists for $35 and looks to be a good value for owners of GDOS programs such as Easy Draw or Timeworks DTP.

The new Pagestream SIG met following the general meeting. The hot topic was how to best set up pages for an 8.5 x 5.5 manual printed in landscape mode on 8.5 x 11 paper. We are excited by this opportunity to pool our knowledge and learn how to wring the most from this complex program.

Come to our April 21st meeting for the annual SEVAC swap meet.



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

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Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Enthusiasts of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the STE-EP includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Local BBS's that support the ST Club ST El Paso BBS 751-7837 Data Retention Center 821-0006

From the Prez...

STE-EP is coming! The ST Club voted unanimously at the March 10 meeting to create the ST Enthusiasts of El Paso BBS, or STE-EP. If you do not have a modem yet, please make an effort to enter the world of telecommunications today! STE-EP will have the LATEST files online, our entire club library will be available to club members, and eventually, we will get hooked up with other ST users around the country. We are creating this BBS, not to slight Jenkins', who has been great to us, but to compliment STEP. There will even be a message base dedicated to what is new at Jenkins'. Frankly, I am as excited as a schoolboy about STE-EP. I think ALL of the ST Club members will be happy with it. And with 1200 baud modems going for less than $50 these days, there really is no excuse not to join in on the fun! Being a club member, you will have access to all the BBS, and up to 2 hours of time per day! (If you need more, no problem!) The number and the details will be coming in next month's AIM. For you members that live out of town, now you can easily keep in touch with the friends that you left here in El Paso.

The March meeting featured Spectre GCR by Gadgets by Small. Stanley Page gave an excellent demonstration of the GCR, and I think most members went away feeling sorry for the fools that spent thousands on a Macintosh. Thank you Stanley.

We also agreed again to participate in AmigoCon. For you new members, AmigoCon is a science fiction convention held yearly in El Paso. This year's AmigoCon will be held the last week of April, and we will be there showing those folks what a real computer is. If you would like to volunteer some of your time, please call me, and I will give you the details.

James Foote won the doorprize: Rocket Ranger. Congratulations.

The club needs to form a publicity committee, to tell the area about us. Bill Marquis and Suzy Santos are on this committee, and need your help. Please help if you can.

We finally have a member with a working PC Ditto II, so I believe that there will be a Ditto demo soon.

April meeting: Best of Public Domain.

TACE

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

President	Steve Volker	865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

First Up

I have a twelve year old daughter who is a real sweetheart, and this weekend we were working together on a project for her Space Exploration class. Her project involved making a model of the Gemini X spacecraft. Duplicating it's slick'n shiny, black 'n white silouette, and reading about the limited seating area and stunted capacities, reminded me of something truly amazing that we take for granted nearly everyday.

In nearly every conceivable way, the computer you have sitting before you on your desk, or gathering dust down the hall in 'johnnie's' bedroom, or entertaining your kids out in the living room, is Science Fiction! Compared to the old, slow, and memory-starved relic that was used some twenty-one years ago to navigate, direct and make possible man's first steps on the moon!!

The advancements that have been achieved in those last twenty years are absolutely astounding! There is hardly any part of life, from the lures dropped down in that cold, crystal clear stream running across your grandfather's 'little acres' up north, to the myriad of synthetic body parts and monitoring machines bent on keeping us alive and younger longer, that are not in some way affected by those little silicon wafers buried deep inside your sleek, humming, 'repetitive' machine. Hmmmmm...

If Gemini X, or Apollo XI astronauts, had had access to computers as powerful as those we 'play' with today.... I wonder if they would have stopped at the moon...

What You Missed... Well just as we promised, there were some in-depth and comprehensive considerations involving the latest versions of our 'favorite' DTP's Pagestream and Calumus. (Favorite to mean we have spent more time reviewing them, then any of the others), and even the demonstrators learned a thing or two about the products this time! Though Calumus is absolutely amazing, PageStream has a few things up its sleeves that only it could do. In fact the only clear winners were the ST users themselves, to have two such fine products written for our machine.

In spite of a fairly enthusiatic crowd last meeting, our Great Logo Contest for 1990 was a bust!! No entries at all were submitted. (Go figger it!) The officers had a few ideas already up their proverbial sleeves, so expect a change in name and design soon.

What You Shouldn't Miss... Next time, we will be venturing into the world of Sound Digitizing! Look for LeRoy at the demo desk again, dazzling us with still another wonderment beyond our imaginations. (Well, time is short...so, so are the club notes.)

On Another Note... Check out the local Atari BBS, Mr. Premium itself!, *Charlie!* This thing has more lines than Carter has liver...well you know. It can be reached at: (517) 793-9186, or 793-1319 or 793-1345 or 793-6136 or 793-6152 or 793-7576, or 793... (sheesh! Just pick one!)

Equipment Volunteers For Next Month... LeRoy and Bob will be bring it all for the ST. Ted has the 8-bit stuff.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The March general meeting of WAUG was held on 3/13 in the Michigan Union on the campus of UofM. The meeting was called to order several times starting first at 7:30pm and continuing through approximately 8pm as stragglers kept strolling in. President Craig Harvey managed to feed tidbits of news from the Atari world (including information on new DRAM availability, new products, and the like...) while the machines were being set up for the feature topics. Craig proudly announced he had been honored for his software programming efforts by receiving 3rd place recognition in the annual ShareWare Review, sponsored by ShareWare Connection, for his Diary desk accessory. Congrats Craig!

The Atari User's Convention, held near Toronto, will take place on Sunday April 1. Craig noted that he will be attending the show to distribute copies of his Diary program, sharing a booth with Bill and Pattie of AIM.

Newsletter Editor David B. announced he will be selling the copy of PageStream that he won in the raffle last month (since he does not own an ST...) and will have further info available upon the return of our Treasurer (Long Lost Dick Selke) as he felt Dick should have equal chance to bid on the package. ("Dick Who???" many people asked!) Apparently all is fair in Love and Software.

Craig announced the upcoming meeting topics: April 10th -- Scanners and Graphics; May 8th -- Derrick Mihocka will personally demonstrate his 8-bit emulator and his Quick ST series; June 12th -- Officer Election/Swap Night.

Member Ken Antkowiak demonstrated the power of ICD with his SpartaDOS X cartridge, installed in tandem with ICD's R-Time 8 clock cart. Ken noted the command line processing seemed difficult at first, but it's well worth using instead of relying on menu-driven systems. This cartridge is amazingly configurable and, when coupled with the ICD Multi I/O board, is a combination hard to beat ANYWHERE in the 8-bit computer world.

Guest Ben Cranston brought copies of P.D./Shareware releases of several systems that emulate UNIX on the ST, showing how he set up and used the system for his own personal computing needs. Ben described the MINIX package, a commercially licensed version of "the real thing," which he has ordered but not yet received. Ben further showed how the UNIX system, in conjunction with the MX2 desk accessory, allows for true multi-tasking on the ST. (And they said it couldn't be done!)

ST Librarian Russ Crum announced a new catalog disk with additional features reflecting the club's new library rental policies and pricing. Russ also announced 2 DOMs, one from AIM and the other containing all the UNIX files that Ben had demonstrated.

Before the meeting adjourned, Craig read an article about Bell Telephone's current push to turn some BBSystems into "business accounts," meaning those BBSs which charge a fee will be required to pay the going rates charged to businesses rather than the currently permitted residential rates. There is apparently a test case in the works against a 16-line system in Grosse Ile and the flurry of information about what is REALLY going on has been clouded with false information.

The next meeting will be held on April 10.

April 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	**ACCD** **P3ACE** **XI/XE** 3	**GRASS** 4	5	6	**TACE** 7
MGAUG **LBACE** 8	**ACCT** **Atari Fed** **UNYACE** **BACE** 9	**WAUG** 10	**ABLE** **LACE** **O-ACES** 11	**FACCS** 12	**Starfleet** 13	**COAC** **STE-EP** **PHAST** **CACE** **TAG** 14
PACE **BRACE** 15	**SPACE** **STANCE** 16	**MACE** **STIG** **JACS** **CDACE** 17	**CCCC** 18	**BRAG-ST** 19	20	**MAUG** **RACC** **RACE** **SEVAC** 21
22	23	24	**HACE** 25	**P3ACE** **ST sig** 26	27	28
ABLE 29	30					

May 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
		ACCD **P3ACE** **XL/XE** 1	**GRASS** 2	3	4	**TACE** 5
6	**ACCT** **Atari** **Fed** **UNYACE** **BACE** 7	**WAUG** 8	**LACE** **O-ACES** 9	**FACCS** 10	**Starfleet** 11	**COAC** **STE-EP** **PHAST** **CACE** **TAG** 12

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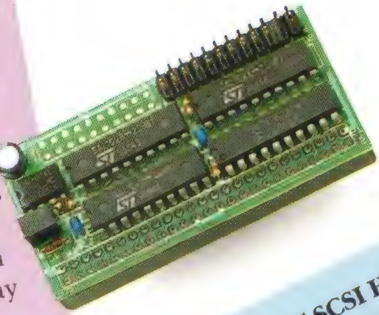

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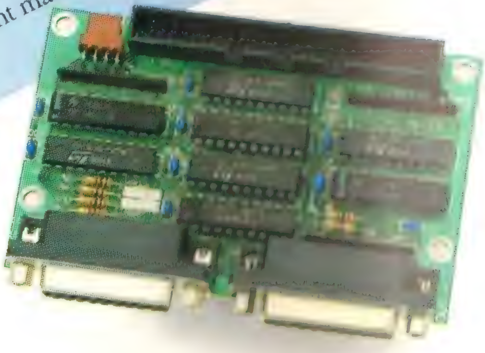

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ATARI INTERFACE MAGAZINE

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On the Cover

Production model of the new TT as seen at CeBIT. Courtesy Atari Germany..

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs: Gary Klugman
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream

From The Reader's Viewpoint

Dear Pattie & Bill,

As editors of an Atari oriented publication, I am sure that you also read many other related periodicals, on the subject. I try to read everything I can get my chubby li'l fingers on as well. I recently bought something I will very loosely call a "magazine" although it looked more like one of those pamphlets you find for free at all-night diners, with local real estate listings in them.

This so called "ST" periodical, has the audacity to infer by its title some kind of "GLOBAL" connection with its fingers on the pulse of the ST community. I am sad to say it was the first time I was truly dissapointed in something printed about, or for, Atari happenings. In reading several of the articles, (multi-pages worth), I found nothing contained in them related to Atari at all! I wasn't sure I was reading a computer magazine even. I had to recheck the cover. Yup, ST WORLD it said! Truly I was surprised they had the nerve to publish the thing!

My point is to give you guys a pat on the back. I look forward to reading your magazine every month, from cover to cover. You may have been one of the stronger influences on me to stay with Atari and move into the ST machine. I think you are doing a SUPER JOB, having more than just a little for every level of Atari user. I have made a notebook of the Atari Writer Plus tutorials you have been running for my 12 year old daughter. She really has taken to the wordprocessor, with their help.

Keep up the good work you guys! You put some other "MAGAZINES" to shame!!

Your Buddy!
Andy Learner, President RACC

Editor's Notes: Was the $25 enough for such glowing praise, Andy? Seriously, we're glad you, and other readers who have expressed similar sentiments, like what we're doing. After all, that's what really counts to us. If you, or any of our other readers, ever have any suggestions on how we might better serve you or improve the magazine, please let us know. We're always willing to listen, especially if it helps us make AIM even better.

As for ST-specific publications, don't give up! Check out ST Informer, 909 NW Starlite Place, Grants Pass, OR 97526. They're a tabloid format, monthly magazine with a cover price of $2.50 US and yearly subscription rate $18 (3rd Class or $27 (1st Class). Also, your local dealer might carry the European ST mags, like ST Format, ST User and ST World (not the same as the one you don't like, Andy!). If these aren't on his shelf, have him contact Pacific Software Supply at (805) 543-1583.

Dear Editor,

I was wondering if you could pass on the word that a possible write-in campaign might just possibly persuade Accolade to port over their excellent football game Fourth and Inches for the Atari 8bit.

Accoldare was the only software developer who even bothered to reply to my numerous letters. The tone of their letter lead me to believe that they would indeed make the effort to release Fourth and Inches if enough interest was shown for it.

One letter won't turn the tide, but if we Atarians get our word processors out and start churning out those letters, thousands might. Anyone interested can write Accolade at 20813 Stevens Creek, Cupertino, CA 95014

Thank you.

David Harris,
Fargo, ND

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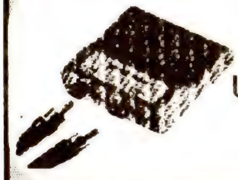

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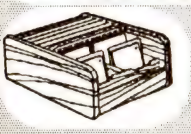
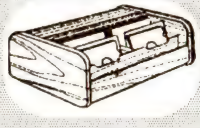

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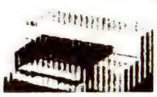

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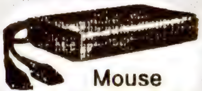

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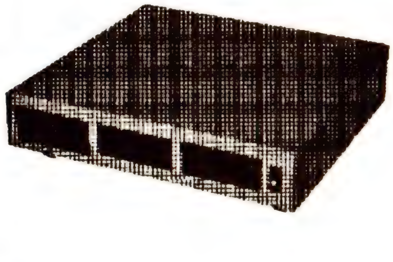

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

The STe has passed FCC with a Class B rating and is expected to be on US dealer shelves by the end of May. With a 4096 color palette, true 8-bit PCM stereo sound and 1Meg of SIMM memory (easily and cheaply upgradable using "Macintosh" SIMM modules), the STe has been selling well in Canada for around $750 US.

Developers have been shipped their Stacy 4s and a few have even shown up on some dealer's shelves. The Stacy release was held up due to a problem with the internal Conner hard drives. Early reports also indicated the Stacy 4 had a very low (15 minute!) battery life. Some developers have reported the Stacys they have received are not "battery ready." [See Developer News for more Stacy battery info!]

CD ROM Drives

The long-awaited CDAR450 CD ROM drives from Atari have also been shipping to developers. The drives were also shown at CeBIT in Germany, World of Atari in Anaheim and the Canadian Atari Users Convention in Toronto.

The CD ROM drives were even *for sale* at the Toronto show. A CD ROM packed with public domain software was being sold at the Toronto show for $50.

Atari Taiwan Under Fire

Atari's Taiwan division has recently come under fire from the Business Software Alliance of Washington, DC. According to BSA, several "unauthorized" copies of Ashton-Tate and Lotus software products were being used on IBM compatibles found at the Taiwan facility.

Atari President Sam Tramiel stated "Atari has a long-standing corporate policy against the copying of software and does not permit unauthorized duplicates of software to be used for corporate functions or any other purpose."

Atari Explorer

Atari Explorer was recently shut down "temporarily" by Atari after editors Betsy Staples and David Ahl printed strongly worded editorials aimed at specific individuals at Atari Corp. Distribution of the "Spring 1990" issue containing the articles was halted. A press release from Atari's Jim Fisher stated this issue will be distributed in the near future and Explorer will be produced inhouse at Atari.

Developer News

In the wake of seemingly all bad news for Atari publications, two new Atari magazines re reportedly on the horizon. ST Jornal, coming from California, will be an "application oriented" magazine for the serious ST user.

From Raleigh, NC, Atari Enthusiast will support Atari 8bit and ST computers. At this writing, neither magazine is yet available.

SuperCharger, the plug-and-go IBM emulator available in the US from Talon Technology, is getting rave reviews from recent owners. The 1Meg version is now available for $449.95 and comes with software allowing use of the internal 1Meg as a RAMdisk while in native ST mode!

It was even recently reported by Atari's John Townsend that SuperCharger works perfectly on the TT. Talon Technology, 243 N. Highway 101, Suite 11, Solano Beach, CA 92075, (619) 792-6511.

Double Click has released their new DC Desktop, an "enhancement" to your current ST desktop. Features include customizable icons, recoverable trashcan, placement of icons on the desktop, combining of related icons in a "cabinet," and much more for only $39.95. Double Click Software, PO Box 741206, Houston, TX 77274, (713) 645-3759.

MAX-10, New for the 8Bit

DataQue Software (maker of the Turbo-816) and MAX Systems have announced a "joining of forces" to produce MAX-10, a powerful system using the X-10 Powerhouse system to control electronic devices (such as lighting control and security systems). MAX-10 will allow for user-written control modules and "artificially intelligent" ability to make decisions based on various inputs.

MAX-10 is first planned to be released for the Atari 8bit—with later versions for the ST, IBM, Commodore 64/128 and Amiga systems.

Exact release dates and prices have not yet been determined. Contact Max Systems, 4005 Manzanita Ave, #6-216, Carmichael, CA 95608, BBS: (916) 331-4722 or DataQue Software, PO Box 134, Ontario, OH 44862, BBS: (419) 529-5197.

ISD has released "The Guide to Calamus Desktop Publishing." This book, which sells for $29.95 to *registered owners* of Calamus only, is a nearly indispensable reference for owners of ISD's popular DTP package. ISD Marketing, 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, (416) 479-1880.

Substantial upgrades have been released for Hotwire and MultiDesk from CodeHead Software. Hotwire is one of those "must have" programs, allowing you to add a menu-based environment and single-key execution of your favorite programs via hotkey combinations.

Hotwire 2.0 improvements include full GEM interface, up to eight settable alarms and ability to load specific desk accessories prior to running a program (via MultiDesk). MultiDesk, now also at version 2.0, allows for removal of one or more desk accessories on the fly! Current owners can upgrade for only $7.50 each. Hotwire retails for $39.95 and MultiDesk costs $29.95. CodeHead Software, PO Box 74090, Los Angeles, CA 90004, (213) 386-5735.

Battery Pack for the Stacy

With the Stacy portable just hitting the market, MultiByte has already announced availability of a "portable power case" that overcomes the Stacy's short battery life. The soft carrying case and battery pack all-in-one can, in the standard configuration, keep a Stacy 4 with 40 Meg hard drive running for up to four hours.

The case has room for an attached Spectre GCR and the top zips off for easy use of Stacy *while* still in the case. The case has pockets for books, extra floppies and cables and two battery pockets. Fresh batteries can be inserted with Stacy on, providing potentially unlimited battery power. As their slogan says, MultiByte brings Stacy owners "Power...Without the Plug." Retail $348. Additional four or eight hour battery packs available. MultiByte, 15 Wedgedale Dr., Sterling, VA 22170, (703) 406-9139.

Online News

CompuServe has recently opened the Portfolio Forum for users of Atari's palmtop IBM compatible. To check out the latest Portfolio news, *Go APortfolio.* Sysop John Knight and representatives from Atari Corp. are online in the Forum and ready to help you get the most from your Portfolio.

Finding specific files for downloading from CompuServe's Atari Forums just got easier with the Atari File Finder. Now, users can search simultaneously through the files in the 40+ download areas in *Atariarts, Ataripro, Atariven, Atari8* and *APortfolio.* On CompuServe, *Go Atariff.*

CompuServe also announced the opening of major European access nodes. Now, computer users in many countries have local access to CompuServe at much lower rates than previously available. Not to be outdone, GEnie has announced expanding European availability and opening more 2400 baud nodes.

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CeBIT '90

A Report from West Germany

Christian Strasheim and Michael Schütz

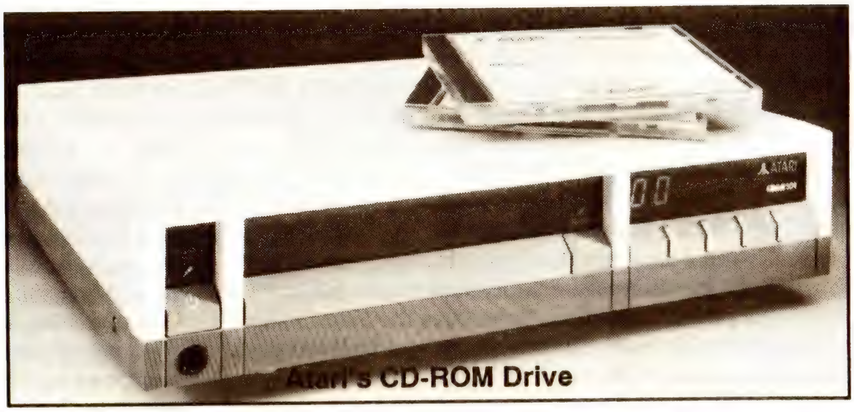
Every year in March, Hannover, West Germany, becomes the computer capital of the world. The leading software and hardware developers present their newest products in 23 exhibit halls at the world's biggest computer show. This year, it was CeBIT time from March 21 to March 28.

In the past years at CeBIT, the Atari booth featured world premier presentations of computers such as the Atari ST, the MEGA ST and, more recently, the TT and PC Portfolio. This year was a little different. Sure, there was one new PC—the ABC 386/40—but that was about the only model considered to be a totally new kid on the block.

About the TT

In the never ending story about the TT public release, Atari officials could be heard saying the TT will hit the stores in November. Where have I heard that before? The model presented at the fair was labeled TT 030-2 and was running ATX—the Atari Unix system—which is supposed to be completely in accordance with the Unix standard Berkeley 5.3.1, including the Berkeley expansions.

Another long-awaited hardware product from Atari is the famous CD-ROM. You could see it at computer fairs in 1988 and 1989; you could also see it at CeBIT '90. But, you still can't buy it.


Atari's CD-ROM Drive

Software for the CD-ROM

At least quality software is now available for this little, still unreachable gem. The Bertelsmann Company has transferred the Cobra retrieval software to the ST. This is a sophisticated piece of software used for PC-CD ROMs that are already available.

Displaying the Portfolio

The Portfolio section of Atari's booth was crowded as usual. Atari showed off the memory expansions that upgrade the little giant up to 640KB. Also demonstrated at the booth was file-transfer between a PC and the Portfolio, connected through the parallel interface.

Also available now is an external disk drive for the Portfolio RAM cards that can be easily connected to a normal PC, making it possible to directly read or write Portfolio RAM cards at the desk of a PC.

Another novelty was the OTP-ROM boards. These "One-Time-Programmable" ROM boards can only be written on once. The wide range of software packages for the Portfolio are supplied mostly on this storage medium.

Networking the ST

After a couple of ST network solutions from third party developers, Atari has now come forward and presented their own Atari-NET that links STs, TTs and PCs together on an ethernet basis.

At their booth, Atari had two networks installed. On one hand, a couple of Mega STs were connected with a UNIX system, and on the other hand "just" some Mega STs were linked together.

In the ST hardware department, the 1040 STe was displayed with running animation/sound demos. The STACY could be seen running MIDI software in the corner of the Atari booth where Music/MIDI software developers like Steinberg were showing off their new tools.

New Third-Party Products

The largest part of the Atari booth was, as usual, occupied by mostly German software and hardware developers demonstrating their new product releases for the ST series.

DMC demonstrated Calamus SL, the color version of their powerful DTP program. Calamus SL now allows color separation, which makes it possible to process color graphics and photos. Subsequently, the films may be sent directly to an exposure device.

The softwarehouse Scilab presented Scigraph SG, a new powerful program that can be used to generate business and presentation graphics. From bars to piecharts, there are many features available in Scigraph with which to graph numeric data. The program, as many of the new ST programs, supports 19" monitors.

CCD again demonstrated their graphical wordprocessor, Tempus Word. This remarkable wordprocessor is supposed to be available in the stores later this year. For the summer, CCD announced Megastar, another new painting/drawing program. What distinguishes Megastar from the mass of already available painting/drawing programs is its flexible user interface, automatic mask generation, possibility of animation and a couple of unusual special functions for creative designers.

3K ComputerBild showed off Retouche Professionel, the digital Reprostudio with numerous features. Scanned or digitized pictures with up to 256 gray shades or colors can be transformed into lithographic films with reprotechnically precise field widths. Virtual memory management enables the simultaneous presentation of up to 10 pictures, each with a maximum memory size of 16 MB. This allows processing even DIN A2 pictures—from the rough fieldsize of 28 up to the high quality fieldsize of 120. Output can be done via Laserprinter or any other postscript-compatible device. Naturally, the pictures can also be transported over to DTP packages for further reproduction. Retouche Profesionel will be available in May for approximately US$700.

Compo presented a new flexible and very fast database. The program is still under development right now and goes under the name IDA. IDA will be compatible with the database Adimens ST. It is five times faster than its predecessor. It allows switching between several data files—even multitasking within the databases. What makes IDA special is its easy expandability through the usage of addable Modula-procedures. The program will be available later this year.

Atari's New 386 IBM Compatible

Another database program being displayed in Hannover was Easybase, a new product from Omikron Software. Easybase runs as a program or as an accessory; it manages the data via dynamic memory management, which increases the speed of the program enormously. An Omikron official stated that 1MB of data will be searched through within a second. The program will be available in May for a little over US$100.

The Frankfurt-basedcompany Eickmann, wellknown in Germany for its low noise and fast ST harddisks, besides demoing some new hard disks also astonished the booth visitors with the Eickmann Noise Reduction Kit for the Atari SLM804 laser printer. Once installed, the annoying sound generated by this piece of Atari hardware is cut down to a minimum.

For the Atari fair in Düsseldorf later this year, TURBO 030 is being expected. This hardware accelerator is based on the Turbo 16 expansion board concept. It will feature a 32 MHz 68030 processor. Also for the fall of 1990, an *internal* 640KB memory expansion for the PC Portfolio was announced.

In the matter of MS-DOS emulators for the ST, Heim Verlag showed PC Speed V4.1. Earlier versions often had troubles accessing some of the low cost hard disks available for the ST. The newest version of this popular emulator now expands the compatibility horizon hard disk-wise. PC Speed could also been seen running in a 1040 STE. The STE version of PC Speed does not require any soldering anymore—it is just a plug-in board.

The first MS-DOS Emulator for the ST based on a 80286 processor was presented by Vortex. The board will be available this summer and the price will be around US$300.

New versions of SCSI host adapters, guaranteeing full support of all SCSI commands, were being displayed by ICD. The Advantage Micro ST is, with a size of 3.3 x 6.9 cm, the smallest SCSI host adaptor for the ST. Much bigger is the Advantage Plus ST, the highend host adaptor with an integrated clock. ICD also has a wide range of hard disks (up to 320 MB) and streamers (tape backup systems), as well as hard disk and streamer combinations to offer.

The Swiss-based company Marvin AG displayed their Paintbox Chili, a combination of a digitizer, a genlock interface and a video board for the ST. In realtime, pictures with up to 65,000 colors can be imported or digitized. Other video signals can be mixed digitally. This way, titles may be generated and text can be send flying over the screen on predefined lanes

An Interview with Alwin Stumpf
Director of Atari Germany

Christian Strasheim

During the CeBIT'90 Atari PD Journal *editor Christian Strasheim had the opportunity to do an interview with the leading man of Atari in Germany, Mr. Alwin Stumpf, director of Atari Computer GmbH. The following are excerpts from this interview: (Keep in mind that figures and availability of products mentioned in this interview relate to the European market—in specific, West Germany.)*

PD Journal: In the past years there were plans at Atari to cut down the huge production line. It was rumoured that, in specific, production of the Mega ST1 models would be stopped. Is this true?

A.Stumpf: That really was the original plan, but we revised it lately. The Mega ST1 right now sells pretty good and we would not be well advised to take it out of our product line at this moment.

PD: How about other products and their sales figures? How well is the Mega ST2 doing?

A.Stumpf: The Mega ST2 is doing as well. It looks as if many people upgrade their systems right now. Last year we sold 30,000 Mega ST2 and Megas ST4 models.

PD: A big matter at Atari is still the TT. Are there also other TT model configurations planned besides the announced 2MB RAM TT 030-2 with its 40 MB hard disk and the color monitor SM194?

A.Stumpf: We will soon present a 19" monochrome monitor, based on the concept of the SM194. The hard disk can be exchanged easily with another—due to the new concept of the TT.

PD: Will there also be TT packages without a harddisk?

A.Stumpf: I won't deny that now.

PD: Considering the history of the TT and the already long list of release dates—how definite is the release date of May 1990 that Atari gave at the CeBIT press conference?

A.Stumpf: We just started to supply software houses and developers. The TTs you see in Hannover are from the first production series.

PD: What are the differences between the TT from Düsseldorf '89 and the TT from Hannover '90?

A.Stumpf: The first TT was not TOS compatible and it was too slow. There were communication problems between the 11 custom chips the TT uses. But now, the computer looks and works as we expect it to do. The documentation is also up to date. So far only as a README Doc on disk, but we will have it shortly printed on paper.

PD: The discussion concerning the TT design has calmed down this year. But the question still stands whether this design will have enough room for expansion boards for the TT. Will there also be a TT in different casing?

A.Stumpf: Yes, at the Atari fair in Düsseldorf this year we will present a better equipped model in a bigger casing that will feature at least 4 VME-slots for normal Euro-size boards and a bigger memory. This will be the so called TTX version of the TT.

PD: When the TT was first announced two years ago it defintily was considered state of the art. Since then, other computer companies like Apple have also developed in that direction and this year at CeBIT we see the MAC IIfx based on a 40 MHz 68030 processor. Does Atari already have construction plans for a faster TT?

A.Stumpf: Sure, but development of a faster TT does not only depend on Atari alone but also on Motorola. When there is a reasonable price for the 68040 then we will have a deal. I think we are, in a way, committed to that line. There are not too many other alternatives. We could switch and go for something in the line of RISC-technology, but that is a totally different world.

PD: Another major topic at the CeBIT press conference was computer sales in the Eastern block countries. Have there already been talks about software distribution in these countries? Atari will place their computers on the DDR market—but what about the software?

A.Stumpf: There are official distribution ways, through Forum, and a lot of stuff has been and will be purchased privately in West Germany and then brought over the now open border. This is similar to the hardware sales. Officially, we sold so far between 2,000 and 3,000 computers in the DDR. But this figure does not say anything. [Ed. Note: DDR = East Germany, in case you didn't know.]

PD: Another interesting market seems to be Poland. The figure of 100,000 Atari Computers being sold there last year speaks for itself.

A.Stumpf: Yes, among these

were 40,000 STs and the other 60,000 were Atari 8-bit computers. We are very strong in Poland. For years, there existed in Poland a so-called unofficial shadow market functioning on the valuta-bases. I believe that we are the leading computer force on the normal, private market in Poland—not in the high-end market. There exist evaluations that we cover about 80 percent of that market.

PD: *How did Atari solve the problem of converting the foreign currencies that always exists when dealing with Eastern block countries?*

A.Stumpf: We only made either straight valuta-deals or so called border-deals. All you need, therefore, is a little time. That way, we sold computers to Bulgaria, to Jugoslavia and even to the USSR.

PD: *What role did the language barrier play? In the DDR that was no problem, but what about the German TOS in Poland? Does a Polish TOS exist?*

A.Stumpf: The main expressions have been translated. I am sure there exists a Polish TOS—it is not an official one and it's just a disk version.

PD: *Let's change the subject and go over to the portable computers Stacy and Portfolio. At the press conference, Sam Tramiel spoke about a portable ST with the size of the Portfolio. Is that more than just a dream?*

A.Stumpf: Plans that go in that direction already existed for a long time. We believe that the handheld market will play a big role in the future. And when we are able to develop such computers on an MS-DOS basis, then it is not such a big deal for us to built similar computers based on an ST or even a TT. But these portable solutions will be a little bigger than the Portfolio size. We are talking here more in DIN A4 size. Computers that will fit in your suitcase, not your pocket—so to speak. The Portfolio is definitely the limit concerning the size topic.

PD: *Mr. Stumpf, we thank you for the interview.*

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World of Atari Anaheim '90

Gary Klugman (SVACE)

I Want My Mega ST

Dave and Sandy Small of Gadgets by Small

The World of Atari is billed as the largest display of Atari products in the US. It was also the Lynx's first official appearance in Southern California.

April 7 was the first day of the two-day event and users were lined up for the 10 A.M. opening. After reading months of Atari bashing online and in print, it was heartening to see something positive.

The show was well organized, the booths were nicely laid out and conferences were offered throughout the show. Atari Corp. occupied the center of the show. Stacys were being used in many of the booths.

Although there was less than 40 exhibitors, I found plenty to see and do for two days, and I could have used more time to see and do more.

Atari was showing the Portfolio, Stacy 4s, the CD ROM drive and the MegaFile 44, their removable media drive.

There was a bank of Lynx hand held video games in constant use.

There were also two preproduction TTs that were carefully watched by Atari personnel. These models were definitely not ready for industrial use, but worked just fine during the show.

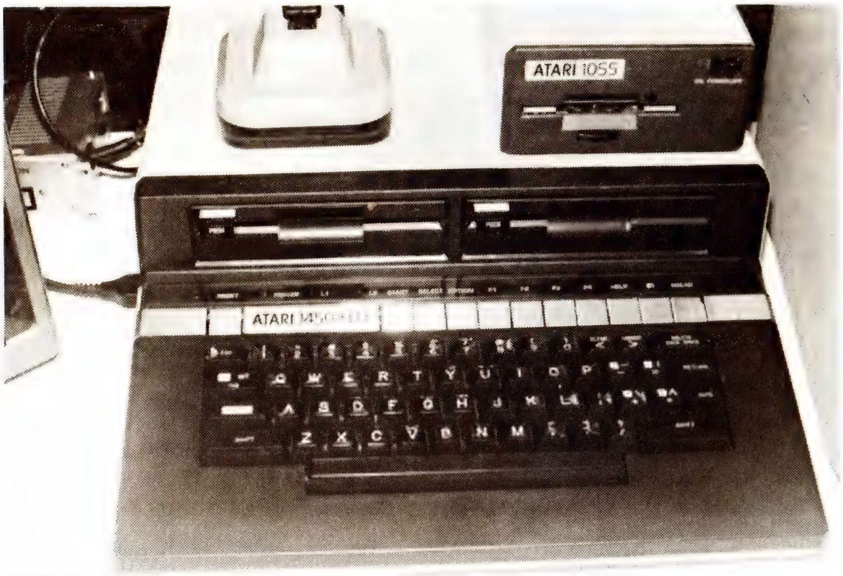
There was also a 4160 STe on display. This is a 4Meg STe and is not expected to be shipped in this country, only 1Meg STes.

None of the Tramiels were evident during the show. Bob Brodie was also unable to attend.

[Ed. Note: Bob Brodie's father-in-law passed away that same weekend.]

The Lynx really is as good as people claim. The display is amazing for a hand-held game. One dealer brought in 24 from a source back East. They were gone by Saturday afternoon.

The people from Atari were open and friendly. They were asked thousands of times when something would be shipped and about Atari's presence in the US. Each time they politely answered with whatever information they



The Atari 1450XLD, complete with 1055 3.5" disk drive

had, which wasn't really very much. To their credit, they made no false promises.

As cautious as they were, they did tell me that the STe would be shipped to this country as a 1040 STe. It will have a Blitter and will be easily upgradable to 4 megs via inexpensive SIMM memory modules. The TOS will be version 1.6, which is not the same as TOS 1.4/Rainbow TOS.

From Left to Right: Ken Badertsher, John Townsend and Cary Gee

The main differences are the ability to use SIMM memory, true stereo sound support and a 4096 color palette. No, you can't put TOS 1.6 in your older ST...it has to be an STe.

The 520 STfm will continue to be shipped to this country with no changes (i.e., it will have no Blitter). No promises as to the TOS version that will be shipped with it. They may use up the older versions they have in stock.

New Products

There was a lot of STuff at the show, so I will try to limit myself to the new things. ICD introduced three new host adaptors. The Advantage Plus ST replaces the older ICD host adapter. It supports full SCSI, generates parity, has 48 milliamp drivers and dual DMA ports. It retails for $135.95.

Elizabeth Shook, who is no longer at Atari, demonstrated and kept watch on one of the TTs being shown at the Anaheim show.

They also introduced the Advantage ST host adapter. It has everything the other adapter has except the clock. It is a lot smaller and retails for $119.95. They also introduced the Advantage Micro. At $109.95 it plugs directly into the SCSI port of any hard drive with an embedded SCSI. This little card is smaller than the back of a 3-1/2 inch hard drive and plugs directly into the back of the drive.

Dorothy Brumleve, sporting a short hairstyle with a Fuji on the back, was marketing her three children's educational programs—Kidpainter, Super Kidgrid and Kidpublisher Professional.

WuzTek, Inc. was showing their new Omnimon monitors that show all three ST resolutions in color or monochrome. They will retail for $349 or $599 depending on whether you want color or monochrome. They also showed a preproduction Infinity 20. With this drive, you can save 20Megs of information on a $20 removable disk. It will have a pass through DMA port and they expect it to retail for $700-$800. It should be available by the fourth quarter of this year.

When asked what GRIBNIF means, President Rick Flashman said it is a secret. Only three users in the last year have gotten it. The only hint he would give is that it has something to do with M*A*S*H*.

Rick was more articulate about what's new with NeoDesk. Since Christmas they have been shipping a recoverable trash can. At the show, Gribnif introduced NeoDesk CLI. CLI is a complete GEM-based command line interpreter accessory. Within a GEM window, you can use both MS-DOS and UNIX like commands. You can automate commands and run batch files. NeoDesk CLI retails for $29.95. Gribnif Software also had a NeoDesk utilities disk and an icon disk for people who want custom icons. These retail for a modest $10 per disk.

CodeHead Software Updates

The CodeHeads have been upgrading Hotwire, and a number of new features to the software were unveiled at the show. You can now automatically load accessories before running a program. Hotwire will track time spent in the programs of your choice. You can have an on-screen clock and up to eight alarms. You can build your own shell programs, display the date and free RAM. Hotwire now has controls for the blitter chip and zoom boxes. The upgrade for current owners is $7.50. If you aren't using their products, you should be. HotWire Plus (includes MaxiFile) retails for $59.95.

Dave Small was a hard person to talk to. It seemed like everyone at the show wanted to talk to him. Of course, the GCR was there and Gadgets by Small introduced their new 68030 upgrade.

Dave gave two seminars to packed rooms at the World of Atari. He talked about everything from his thinning hair to the development and current advancements of GCR and the 68030 board. As he took questions from the crowd, his unique combination of humor and techno-babble kept the audience spell bound. When the Stacy is available to the public, the GCR should be in great demand for it. The GCR will make the Stacy a relatively inexpensive portable Mac.

New 8bit Interest

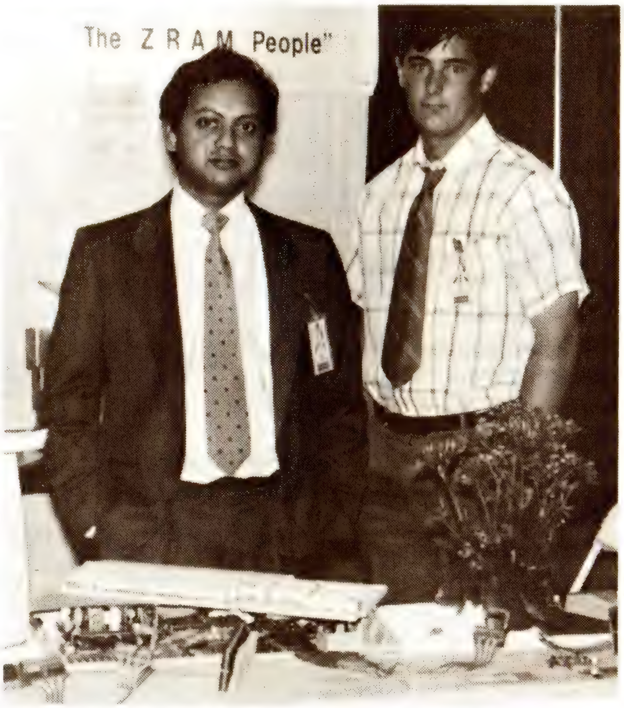
One surprising thing to see at the show was the amount of people walking out with boxes of 8-bit hardware. The people in the Antic/STart booth said they have seven brand new advertisers in the most current issue of Antic. Their 8-bit software market is growing, and they are experiencing growth in the subscriptions of both Antic and STart. Nice to hear, in light of the loss of other Atari magazines.

Developer Conferences

Roland gave MIDI demos throughout the show. Besides Dave Small's conference, there were conferences by Michtron, Gribnif Software, ICD, Atari, Sierra On-Line, ISD Marketing, Fast Technology and Sprokets Computer.

For being *the* national show for Atari computers in the US, World of Atari was not very big relative to comparable shows for other computer systems. But, I left the show feeling renewed enthusiasm for my Atari computers.

I have renewed hope that Atari Corp. will introduce products in the US the public will want. Some of the software developers were careful not to compete for price with the dealers but seemed to be doing well. All the exhibitors I spoke with said the show was at least as good as they expected and some thought it was even better.



Abu Zubair (ZRAM) and Ron Vessels (right)

CALAMUS OUTLINE® ART

OUTLINE ART is a vector- oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

OUTLINE ART supplements the CALAMUS DTP system with a great number of new functions and effects. A extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
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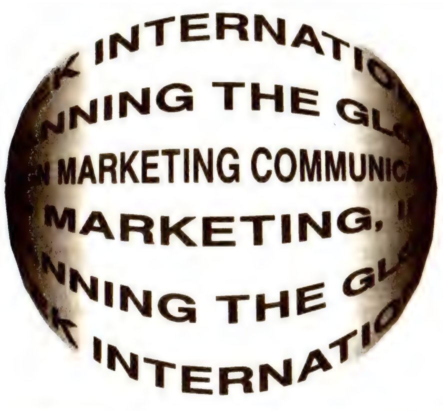
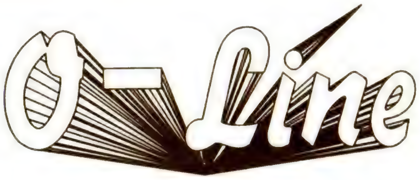
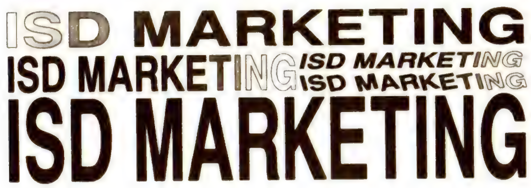
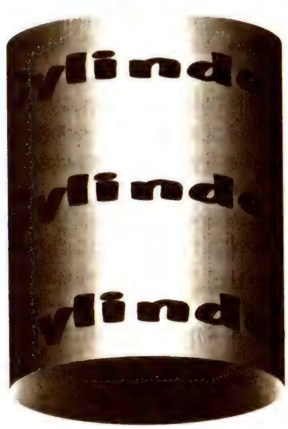
- Creation of rayed objects, ie; from a font to a central point.
- Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:
  - rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
  - circular text and text along a freely-defined vector path...
  - projection of raster areas and text on vector outlines...
  - conversion of text into vector objects...
  - kerning functions...
  - Functions can be freely combined and applied to all CALAMUS fonts.









- Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:
  - shift, rotate, mirror, enlarge/ shrink, project onto a sphere (globe, cylinder, cone), etc..
  - An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
  - loading and saving in .CVG format (CALAMUS Vector Graphic), making possible the integration into and optimal printing through CALAMUS on all supported output devices in all resolutions.

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Convert 2X,
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Note : DynaCADD, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG). Which can then be output through all output options supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

Calamus Outline Art has a suggested retail price of US $289.95.

For more information or to place your order, contact your local Atari Dealer or contact us directly at: ISD Marketing, Inc.,
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CompuFest '90—A Special Report

Stephen Moffit (TACE)

Though TACE did not help sponsor this fine event, I went to it and therefore I am going to report on it anyway. (Note: Some of this information was gleaned from the STiX club newsletter.)

This event was a multiple machine show (pretty much non-IBM type machines) involving the Oklahoma Amiga Computer Enthusiasts, Oklahoma Apple Users Group, and ST Information eXchange. The machines represented include the Macintosh, the Apple//, the Atari ST and the Amiga line of computers.

Many companies were there (not the computer manufacturers—this was to be a user oriented type of event. No "interference" from the various companies was wanted).

Exhibitors included, in alphabetical order: Adaptive Communication Systems (which develops communication devices for the non-speaking), AGI Software, Applied Engineering, Bit 'n' Byte Computer Center (an Apple supporter showing the Laser line of Apple compatible computers). Also present were Double Scorpio Software, Dowling's Computer Center, Eagle Marketing, Encyclopedia Brittanica (showing...well you can guess that one). There was Infol Computers (Atari line supporter), Lan-Tech, Letraset, Metropolitan Computer Services, OACE, OAUG, Oklahoma FidoNet SysOps, OKsoft, Soft-Logik, Software City (a brand new store in Midwest City willing to support the ST on *this* side of town) showing too. Finally, we have STiX, ST Informer, Technical Perspectives, Victory Software, Word Perfect (though I did not see them there when I went Saturday afternoon) and Zip Technology.

Whooo, that is a mouthful. As you can see, we had quite a turn out for a wholly club supported event. The flyers for the event even promised Bob Brodie would be at the STiX booth in the evening! Wowzers!

What was my impression of the show? I liked it—didn't even mind forking over the $2 (us Atari users aren't rich like some of the *other* computer users must be, so $2 is...).

Details on ST Exhibitors

The standard package of Atari promotional flyers was given out. Soft-Logik was demonstrating PageStream 1.8 for the ST and Amiga and was showing it on a Mega ST and Laser printer. Quite impressive.

StiX was driving a synthesizer with their Mega (along with badgering Software City, who was right next to them, into picking up the ST line, which they promised to do) and also running Spectre GCR. The lady doing so was only too happy to tell about the Apple dealer who did not believe the ST's ability to run Macintosh software.

The guy formatted some disks on his machine, took the disk over to the ST and ran the program off the disk...perfectly. I suppose that means the GCR works fine (except for some hardware specific PD software).

News Flash

Big news department! The STe should be available within 2 weeks of this writing (March 18)! This news came from ST Informer.

Infol was unable to quote prices for the STe because they did not know how much they would have to pay for it.

I intend to write further on this just as soon as I can buy the thingy. Infol was hoping to sell the basic unit for under $500 (the 520STe with no monitor).

Gaining Dealers?

Software City hopes to carry ST hardware as well. Can you imagine it? Two companies in Oklahoma City carrying ST hardware? Wowzers.

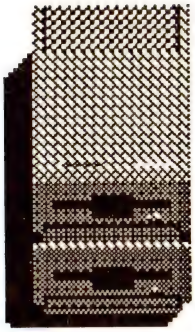
And now, the gleanings from the StiX newsletter. Codehead Software was to be at the StiX booth with a variety of their offerings. Double Click Software was to be offering their new Desktop Alternative—DC Desktop. MegaMax was to make their first journey into the wordprocessing front. ST Informer was there in force as well (already mentioned them, oh well).

Atari (as mentioned) sent Bob Brodie to answer questions (none of which I asked). Dennis Palumbo offered PageStream fonts (found in the Soft-Logik booth).

Finally SofTrek was to release Turbo ST 1.8, the latest release of their product, said to be a significant upgrade from earlier versions.

To Sum Up

Well, I suppose that is it, except to say I really enjoyed going to the show and look forward to next year's event with equal enthusiasm.



IN YOUR DRIVE # 29

Good ol' Chet (ACC.D)

Now that you mention it, 1990 has been a pretty good year for the 8bit Atarians, and not that bad for STarians either.

Yeah, yeah, yeah, we're still upset about the lack of any real publicity from Atari for their ATARI computers. (As opposed to a certain hand-held MS-DOS clone, which is getting lots of publicity, or their hand-held game player—similar story.)

But none of us can really say we're surprised, can we? C'mon, get real—we've never agreed with management at Atari since 1980. We've seen the top machines get the worst publicity, the most ineffective advertising, and have the most adversarial relationships with developers imaginable.

Yet we're still here. These computers are *that good,* the third party material and support is *so good* that we blissfully ignore the fact the manufacturer has *always* washed their hands of us within minutes after we buy the computer.

So the things which we dislike are not new. But the good stuff *is* new, and I wanna talk about that.

Give Me Your Answer, Do

We have sung the praises of Daisy Dot since it was originally a li'l ol' BASIC program. It has grown up to become Daisy Dot III, and what a mature young program it has become!

Roy Goldman's 800/XL/XE program makes it capable for just about *any* dot matrix printer to turn out letter quality (No, I did *not* mean "*near* letter quality.") print. Previous editions of DDot gave us near letter quality but was a bit complicated to use. Since you had to prepare the text in your favorite word processor, the biggest headache was actually formatting the page *exactly* how you wanted DDot to print it, then saving in ASCII format or PRINT-ing to disk.

As DDot used different font spacings, you might or might not get the spacing you'd guesstimated. DDot3 fixes this problem (pretty much) by permitting you to use the regular *saved* copy of your file. So, if you've set up some tabs, you stand a much better than usual chance of those tabs coming right where you wanted them.

DDot3 does not do pictures. Earlier versions did, and that actually proved to be limiting. Since this is *not* a WYSIWYG screen, every paper I printed with pictures got confused—DDot didn't know where the paper started after the picture and neither did I. And since a much better resolution for the fonts now exists, the screen dump was unceremoniously (heh!) dumped.

In a way, I miss it—but I'd only want it back if it worked better than before.

Roy may or may not come up with an easy utility, but he's indicated that pictures can be split into sections, call each section a font character, then piece them together. His graphic logo on the manual is done this way, and he hints that there may be a future utility for converting Print Shop icons into such fonts.

Now *that* would be something to wait for! But don't wait! Get Daisy Dot III now, and add any PD or shareware utilities in the future. *This* is the best print your Atari ever saw.

DAISY DOT III ($25.00)—Roy Goldman, 2440 S Jasmine St., Denver, CO 80222

Atari 8bit only (Hey Roy! Make an ST version!)

More on PageStream

Still haven't had enough time to really get into PageStream 1.8, but I'm convinced I could take a lifetime and *still* not take advantage of *all* its features.

Forget Postscript or any other computer for desktop publishing. PageStream is the real standard for comparison now, and the Macs and IBMs of the world haven't our good fortune. If you own an ST, take advantage of that fact by owning PageStream. I've used other machines and other programs; *This* one is the Cadillac of desktop publishers. (For the record, it speaks Postscript if you really want to.)

On a related note, I do enjoy browsing through the manual, even when I'm not in front of our ST. Been awhile since I found documentation which is easy readin'. Kudos to Mike Loader, a manual writer who knows the value of clear language.

PageStream version 1.8 (varies) Soft-Logik Publishing Corp, PO Box 290071, St Louis, MO 63219

Tempest in a Teacup?

Typhoon Thompson, Brøderbund's first nod to the ST that I know of, has finally dropped to a price I can afford, but I can now see it would have been worth its original price.

It's another "get this treasure

and that treasure, then do something with 'em" type of adventure, but nicely integrated into an animated cartoon of an arcade game.

There you are, three different entertainments in one game: adventure, cartoon, arcade. You'll probably keep losing, due to the number of times you'll be surprised into laughing out loud.

It's a very funny game. The premise isn't funny at all. A child has been kidnapped by some ungodly critters out in the sea. They seem to be ransoming the kid for various trinkets, which you steal from other critters and give to "spirits." Thompson (you) is a reluctant hero. He is, at various opening screens, either slapped into service, kicked, or knocked off a ramp he desperately clings to. To no avail, for you (he/she) find yourself in a powered raft (?) which keeps getting new weapons from those funky spirits.

Oh, don't try to make sense of it! Just laugh aloud at the funny antics you'll get into. Marvel at the clean animation and drawing, which looks better than 80% of the Saturday morning TV cartoon crowd. Kidnap sprites with your bag (Don't get caught in a bubble!) and watch the chief throw a tantrum!

Last year, I had a choice of paying $40 to see the movie [Parents reading this will know that, yes, it costs that much to see a movie whether you A) pay for sitter, or B) pay for the kids' tickets.] or buying Typhoon Thompson. This game is *a lot* funnier than that movie was.

Print Shop for Everybody

Speaking of Brøderbund, who still publishes Print Shop for the Atari 8bit computers but doesn't offer us the specials it offers the IBM or Commodore world nor have they translated it to the ST (but I digress), you might remember there are a few printers which its innovative Print Shop never worked with. Those days are gone. Innovative Concepts (a perfect name if ever I heard one!) offers Print Shop printer drivers for the Epson LQ-500 or 800, the Okimate 10 and the Atari 1020 plotter (Remember it?).

Don't go expecting miracles. Since Print Shop itself is a one-color utility, only one color per printout can be used with the 1020 and only black with the Okimate 10. And since Print Shop only has blocky icons, even the 24-pin LQ printers will have blocky icons. On the other hand, even a different color from black looks really nice at times. It *does* take *all night* to print out a five foot banner on the 1020, it *does* use up that color pen, and it *is* only 3 or 4 inches wide—but it looks really nice. And other 24-pin printers should work with the LQ driver. This adds a new lease on life to the old PS program, since many people are trading up their printers.

Printer Drivers for Print Shop ($14.95 each)—Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730

The More, the Scarier

Midi Maze has been around almost as long as the Atari ST. I may be the final convert to it, but I *still* say it's no real fun with only *one* computer.

If you're not aware of Midi Maze, you're a brand new Atarian. The game pits you, a happy face, against up to 15 other happy faces in a given maze. You shoot them, they shoot you, and there is no plot. Sounds like an incredible waste of a disk, doesn't it?

Here's the gimmick: up to 16 STs can be connected with MIDI cables and up to *16 people* can play head-to-head. No plot needed, no depth required—the interaction between the players has more realism and cut-throat depth than any computer could aspire to. The involvement I observed was more intense than a simple game could explain. So I sat down and tried it...

And I had to be pried away from the joystick. I still can't explain the complete control the game takes of your mind, but I can verify that it does.

PS—an 8bit version is coming out. This would be cheaper and easier to set up, if it doesn't require the addition of a MIDI box. Have patience.

After June 20th, I get to take a rest. I have been working non-stop with StarFest, the inspection at the base, and now I find I'm being sent to Leadership School until June 15th. Which is my explanation of why these things seem so hurried, and why I'm running further behind on my assignments. Matter of fact, I don't even have time to finish this by saying Jee--.

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CAPTAIN FIZZ MEETS THE BLASTER-TRONS

Gordon Totty (MACE)

Teamwork, that's the ticket!

Everywhere you turn your attention lately, you probably notice another plea for more teamwork. Your employer wants it. That's what Japanese success was built on, you know.

Your family wants it. If yours is like mine, it can't use another slug or a dictator. Your coach wants it. Otherwise, you will either be off the team or you are very good at what you do. Yes, "Teamwork" is the magic chant for the 90s.

Importance of Cooperation

Captain Fizz Meets the Blaster-Trons from Psyclapse/Psygnosis Ltd. takes you a few years into the future for a training course in teamwork. The instruction you get is simple and pointed: "co-operate or die!" Under conditions like these, the word "teamwork" takes on new meaning, eh?

Captain Fizz is marketed for two players. One person can play it, but the box contains a warning, "this game is impossible to beat on your own." The instruction manual contains a challenge on page 5: "Yes, you can play this game on your own. No, you can't win on your own. Prove us wrong..."

Well, I came. I saw. I couldn't! I pass the challenge to you. Don't let us down.

In Captain Fizz, the British national health service is still active. (Yet another example of a British institution built for the ages.) You have put yourself in an NHS hospital for a routine operation.

You awake on another planet. (Yet another example of bureaucratic incompetence? No, this time it was double-dealing.)

Welcome, my friend, to the Queen's Cloned Highlanders! United we stand!! Our regimental colors, make that "colours," feature blood red, and lots of it.

I must tell you, old chap, that you haven't lived until you've met the Blaster-Trons. Too bad you won't live long after you do meet them. I say, old boy, do be sure to practice a bit of teamwork, like in our preppie days, say what? That's the ticket! Then, you can perish more slowly, but perish indeed you will.

Perish? Perish the thought! What have we here? A bit of a nasty situation. One that makes Dunkirk look like a tea party. It seems that the Starship Icarus (more on Icarus below) is out of control and heading towards the sun. If it gets there, the ship and the entire galaxy will explode. You simply must teleport aboard Icarus and destroy the main computer, which is causing all the trouble. I propose to wait here.

What? Yes, yes, you do need a partner! But I've a game knee, an old war wound, you know. So, on with you! Good luck, and please hurry. I want to live long enough to fully enjoy my declining years, declining real income and certain, slow death.

Peril Awaits!

What awaits you on the starship? Only about a zillion pesky aliens that you have to destroy. Only 22 levels that you have to fight and figure your way through. Only savage and relentless action. Only tons of objects that you have to find and pick up, or you won't progress. And if this isn't enough to challenge you, there's a clock that you are racing against.

That's all. So, please handle this quickly. The destruction of the galaxy would put a shadow over my tea time, and I do so look forward to my tea!

You can do it, can't you? Alas, not alone, I fear. You must have a partner to help you play and make serious progress in this game. The partner is needed for more than additional firepower.

There are strategic dimensions, including distribution of keys and deciding when to fight together and when to fight alone. For the malicious minded among you, be advised that you can kill your own partner with your weapon, so be careful where you aim the bloody thing. It is loaded and dangerous.

If you like to play computer games with a partner, and have two joysticks, this might be the game for you. There may not be another game around that requires two players for success, but this one sure does.

Choosing a Language

The opening screen reveals that Captain Fizz can communicate with you in one of three languages, Francais, Deutsch, and English. I tried all three, and recommend that if you are American you try the English version. It comes the closest to American.

The other two are just gibberish and gobbledygook. Of course, this game is so tough that you might just want to try another language to add to the challenge. It didn't make any significant difference in my results.

Next comes the title screen, with some very lively machine gun music to put you in the proper mood. Actually, the music is nice, but it does feature a snare drum kind of sound very prominently. Sounds like bursts from a Sten gun. You can listen to this as long as you like, perhaps all night. After a while, hit the space bar to get on with things. This is not documented in the instructions, and I hope you can forgive me for giving the secret away. I didn't want anyone to think he/she had just bought a music disk.

After credits, brief instructions, and tommy-rot of that sort, you are thrown into the thick of the mess on level one. Do the job right here, and you will find the emergency lift to level two. Mess up, and you'll never get into or even recognize the lift—even if all the aliens on level one are vaporized. They seem to auto-cremate on being shot, a thoughtful gesture that keeps the rooms and corridors clean. And so it goes, I assume until level 22. My fellow clone and I, Gordie the Gruesome Annihilator, have yet to see level three, owing to a particularly vexing situation that severely taxes our health on level two. I fear that these vexations probably increase rapidly as the levels increase. Pack some aspirin.

What You See

The playing screen is divided into five parts. On the left are two boxes displaying the status of each of the two players. In the center are two boxes, one for each player, in which a scrolling map appears. Your view is top down, or plan view, of a maze of rooms, corridors, and doors. The program tracks both players separately, and you do not need to be in the same area at the same time. When you are, both players appear on both screens, but you control only your own character icon. On the right is a picture of some sort of machinery.

The status boxes report on score, health, armor, damage, charge, credit and cards (but not charge cards or credit cards). There is also a multi-colored bar that changes size. You figure out what all this means, as the directions do not tell you.

The art work is nice, and the objects displayed in the game windows are finely detailed. You may appreciate them even if you can't figure out what they represent.

The machinery display includes three words: exit, switches and mine. It also shows an oscilloscope, or perhaps a neon snake. I couldn't tell which. As far as my partner and I have gone, we could not get into this area. It may turn out to be a view of the computer that is to be destroyed.

If you play the game alone, the status box and the playing area for player two remain inactive. You are distracted somewhat, however, by a constantly flashing message requesting player two to press F2. (Did you notice that two to twain?) Perhaps it is just as well that you continuously get reminded of the folly of going it alone, you macho person.

A Classics Lesson in Classic American

Before we get to the end of this, and I can see the last period approaching, I want to tell you about Icarus. Our English cousins selected that name deliberately, and we colonists would be neglecting our classical roots to ignore it. So, in classic American, here's the story.

Icarus was a Greek dude. His Daddy was Daedalus. The chicks used to look at him and squeal, "Oh, Icky!" This was cruel, because he had a lot of angry, red, bulbous, oozing pimples. But they didn't care. Those babes were bitchin' bitches! "Icky" stuck to him, as a nickname, but not a nice name.

One day he said, "Dad-alus, I've got to blow this pop stand. Can you blow me away?" Dad worked on Crete as one of the original low-bidder contractors. Sometimes he worked for free, just to say he had a job. "Sure, Ick. Lemme see what I can do for ya. I gotta some left over stuff here from da last wax and fedder job at da palace," Daeddy replied. He spoke with an accent because he was a foreigner.

Daed made wings of feathers and attached them to poor, miserable Icky with wax. "See ya, pops! Tell the chicks to watch for my moon in the sky tonight. It will be a special treat just for them." Ick was off.

Too bad he flew too close to the sun, which must have been closer to the earth then, just as it relatively is in the time of Captain Fizz. I hear that he got the first hot wax job. After the wax got molten, he molted. His goose was cooked. He was a dead duck. A poor pigeon. Like a rock he dropped into the Aegean Sea, where he probably became Poseidon, a great pal of Neptune's. Well, you've been sufficiently educated. It's time to summarize.

Your friendly reviewer liked the action and pace, the music, the graphics (good, but not great), the requirement to play with a buddy, the very brief instructions (a rest from reading), and the challenge.

Your nasty reviewer did not like what seems to be a formula game: mazes, puzzles, shoot 'em up, and a clock timing the onset of a disaster. Have you seen many games like that? I'm staring at another even as I write this, but it would be unfair to mention the title before I complete my review of it. There is a trite formula, and it takes extra imagination to create something really different.

Addictiveness is undermined by the need to have a partner available to play, or at least to play seriously. Also, I am not very skilled at these games and lose interest quickly if the challenge is too great for me, which it almost always is.

But gee whiz, Captain Fizz, you do deserve credit for trying to break up the greatest solitaire game in the history of mankind—the affair between a Nerd like me and his microcomputer. My kid liked that. Thanks from both of us. Give us another go at it someday, will you? Jolly good!

Now, where's that last period? Oops! Did I go past it?

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A-T-A-R-I

Answers Tips and Relevant Information

Paul Alhart (AFED)

This being my first "serious" column since The Atari Federation teamed up with AIM, here is a little background for all my new AIM readers.

A-T-A-R-I is almost three years old now. It pretty much covers whatever I want to talk about with a heavy slant toward the 8bit folk. Your questions and comments, however, are always welcome.

Back about 1984, I bought a 1200XL for my daughter. Having worked several years as an Electronics Technician in the Aerospace industry, I was already well acquainted with the hardware aspects of computers. I was also acquainted with the group down the hall that was known as *programmers*.

In my book, programmers were a strange sort. Sure, they talked funny and their hair was always a mess, but coming to work in T-shirts, faded jeans and shower clogs was too much for me to handle. I made up my mind to *never* become a programmer.

Needless to say, that lasted about a week. After typing in a couple short programs, I was hooked. I wanted to do more. Much more. But working with mainframes all day didn't give me much insight into my Atari. The IBM didn't have Player Missile Graphics. The DEC didn't use Display List Interrupts. What to do? I decided to hit the books.

There has been a lot written for and about the Atari computer, and I have a good percentage of it in my personal library. The writings that helped me the most with getting to know my Atari in those early days were gleaned from Byte magazine.

Byte magazine? Today Byte treats Atari as if it were a four letter word. Not so back in 1981.

Starting in September 1981, Byte ran a 10 part series called "The Atari Tutorial." Many of the tutorials were written by Chris Crawford while he was working at Atari and were based on the now famous Atari book "De Re Atari." The tutorials go much further than De Re Atari did. Besides being much easier to understand by the novice, each tutorial gives practical examples laced with simple type in programs in both Basic and Assembly.

For anyone new to Atari, or you seasoned Hacks wanting to know even more about what makes your Atari tick, these writings are a *must have.* Check out your local library to see if they have back issues of Byte. It will be worth the effort.

NOTE: For all my local readers. The Air Force-run Tech Library in building 7015 here on Vandenberg AFB has all these issues and more on microfilm. You can get a hard copy of these articles just for the asking.

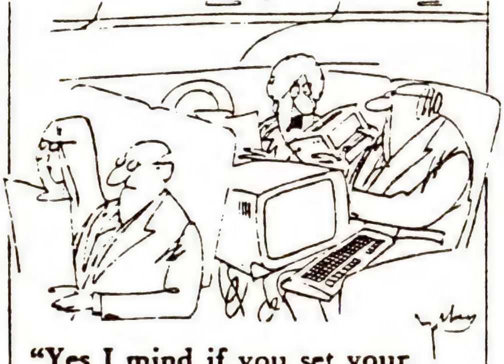
Following is a list of the tutorials and other articles of interest published in Byte magazine in the early 80s.

- September, 1981—Part 1: The Display List
- October, 1981—Part 2: Graphics Indirection
- November, 1981—Part 3: Player-Missile Graphics
- December, 1981—Part 4: Display-List Interrupts
- January, 1982—Part 5: Scrolling
- February, 1892—Part 6: Atari BASIC
- March, 1982—Part 7: Sound
- April, 1982—Part 8: Generating Sound with Software
- May, 1982—Part 9: Even More Color
- June, 1982—Part 10: Ergonomics

Also check out:

- January, 1980—Indirect Addressing for the 6502
- January, 1981—An Introduction to Atari Graphics
- November, 1982—Computer Animation with Color Registers

If you know of other obscure writings that you feel the rest of us Atarians should know about, let me know and I will pass the word in a future column of A-T-A-R-I. Paul Alhart, 524 N. Zee St., Lompoc, CA 93436



"Yes I mind if you set your printer on my lap! . . . "

IS YOUR COMPUTER OBSOLETE?

Robert C. Arp, Jr.

There's a new kid on the block. And from what I hear, he's surprised a few people—some unpleasantly. The Atari ST line has been expanded to include the letter 'e', as in STe. Then, there's all those TOSes to consider. What's a user to do?

There's talk of upgrades, trade-ins and add-ons; compatibility, user support and developer support; applications that no longer run, games that can't be played and upgrades that don't function. What's happening? Is the news good, or is it bad?

An interpretation of the significance of occurring events depends on your perspective. Let me tell you about mine. In the first place, were it not for Atari's ST line, I would not have a personal computer yet. When I decided to purchase, I looked at everything available (with a mini and mainframe computer background) and concluded that, not only was the ST the only computer powerful enough to be considered, but it was also the least expensive.

I marveled at this situation, because it so nearly paralleled one that had existed when I was a young engineer with a fresh BSEE in my hand (and little else).

At that time, most integrated circuits—and some transistors—were prohibitively expensive. The dilemma was this: I desperately needed the experience of using such products, but I could not afford to purchase them. With the experience, I could earn enough money for the products.

There came a day when someone told me about a new company in Santa Clara. Some of its products did not seem to be as reliable as those of the more established giants of the industry, and the documentation for some of its products seemed worse than none at all. But, the cost was such that a young engineer could obtain their power without the price. (Sorry about that.)

The name of that company, and the fact I soon went to work there, is not important. But the parallel of its position in the semiconductor industry and Atari's position in the computer industry is.

That company managed to drive the price of semiconductors and integrated circuits low enough so that cost was described in cents instead of tens of dollars; likewise, Atari has managed to put powerful computers in the hands of customers for hundreds of dollars instead of thousands.

If you think compatibility and new product introductions are an issue today, imagine when semiconductor products were being introduced daily. An equipment manufacturer would no sooner finish its printed circuit board design only to discover that most of the semiconductors for the board were already obsolete.

Looking back today, who suggests semiconductor manufacturers should not have feverishly designed and redesigned products with no consideration for those that were being obsoleted? When both Intel and Motorola decided to produce 16bit CPUs, Intel decided to make their new designs compatible with the older 8bit models, while Motorola chose to disregard such considerations. Which company do you think acted incorrectly?

As I interpret current events, I do so with this history of experience. I can sympathize with consumers who discover they have purchased a product which is not as suitable as another might be. I had my 1040ST a short time when I realized a MEGA ST2 was what I should have purchased. Just days later, I corrected the assumption by moving to a MEGA ST4.

But, had Atari chosen not to expand its line—if they had not taken chances and moved ahead—my options would have been fewer, and my search for the most appropriate PC would have been stymied. For that reason, I view the introduction of newer models as opportunities for others to satisfy their own quests.

As for me, I am satisfied for the time being; therefore, I need not rush out to buy the latest gizmo. My advice is to consider your satisfaction with what you have. If the machine you now have seems to be holding you back, then try to move ahead with the new product; take a chance, rather than brood.

The costs Atari users must bear are not significant enough to warrant unhappiness. If a choice seems wrong, it's easy enough to rectify. It's not as though we were investing the thousands of dollars required for an Apple or an IBM. We can afford to experiment.

And I wouldn't worry about support for existing STs. Many programmers, myself included, are just getting ready to release software. My MEGA is very current as far as I'm concerned. How about you? Is your computer obsolete?

SOME LIKE IT... HOT!

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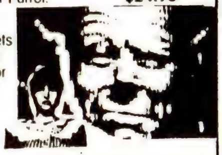

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The Right Brain

Paul D. Stampfli (STE-EP)

Well, hello again. I don't know if I'm going to get this up in time to make the April issue or not. If I don't, I'm sorry. I know for some of you that's like your boss apologizing for giving you a vacation! But, I hope at least a few of you enjoy these ramblings of mine. And, possibly a small percentage of you actually understand them.

The reason my article is late is because I've been learning to shoe. No, not working at a shoe shop, although the guy that's teaching me has a shop for shoeing...I'm learning to shoe my horses. I say just mine 'cause I figured out fast this is too hard to do for a living.

I find it a marvel of our times that I can one minute be learning a skill as old as man, nearly, and the next minute be writing about it on a space-age computing device. The computer is a lot smarter, but it can't thrill me like the old mare on a short run or a quick hop. But she can't help me with word processing. I get a charge out of both.

Now before somebody says "Just another rich %#$@&^* blowing his own horn," I need to say I'm *not* rich. I drive a '74 pickup and live in a mobile home way out in the hard desert. I support two kids, an ex-wife, ten dogs, two birds, two horses and assorted cats.

No, I'm not rich, but I put my income into what I enjoy; which brings up the subject of Bulletin Boards.

These guys, Sysops (for System Operators), aren't, usually, rich either. They have just made the decision to put their money into what they like. Most are fairly serious users who have a long history of long distance "modeming" and an even longer history of computer use. They enjoy it. And it's to these people I would like to express my deepest appreciation.

Some of you users out there have got this thing all wrong. You seem to think that sysops need you to upload software and leave messages and mail. Wrong-o, sport.

It's not the sysops who need us. They have all the PD stuff they could ever use, and I doubt many ever go to the trouble to un-ARC most of those files to even see if they run. Most, as far as I can tell, seldom read the messages on their boards and almost never read E-mail, other than what is specifically addressed to them. No, they don't need us...we need them.

I have seen so many boards go "off the air" because users thought the sysops needed them, and worse, thought the sysops would take unlimited abuse. For example, I know of people who have two, three and even four "alter identities" they use to get more time on the boards. Probably so they can monopolize them. Or so they can get all the files they want in a hurry without having to give the boards anything. Or so they can be as hurtful as they like in their messages and still have access if one "identity" is refused access.

There are others who think it is "sport" to try to break into a system and trash files or try to induce a hardware crash to permanently damage the system. Users trade IDs, trash files, upload virus-laden software, call the sysop names, make threats and other things.

No, I wouldn't be a sysop for all the tea in China.

I know it's a two-way street. There are boards out there whose sole purpose for existence is to spread pirated software.

So where is this conversation going? Not too far, really. I just wanted to say *"Thank You"* to all the Skip Fords (Data Retention Center), who operate a board for no other reason than to have a good time with friends and spread the word computers can be more than work and drudgery.

And to all the Mark Godfreys (Sky is the Limit), who have special "themes" to their boards. Mark is a quadriplegic—his board is specifically designed for easy use by the handicapped. Mark works hard to keep this board in tip-top condition and always succeeds.

And to all the Rick Reynolds (ST El Paso, STEP), who run boards for commercial concerns (Jenkins Computers) and who don't come off sounding like a commercial. For that matter, Jenkins doesn't give you a pitch at all.

My Grandaddy used to say education was *expensive,* no matter how or where you got it. So to all those sysops out there, I thank you from the bottom of my heart for the education. I've learned a lot, and I've had a wonderful time with you all.

So, when a board changes policy, or when a new one opens up, remember to read the rules and live by them. And always, always, always remember to say "Thank you."

It's their system, and without them that expensive modem of yours would just be another paperweight.

So Ya Wanna be a SysOp?

Observations by the Former Sysop of Gizmo's Atari BBS

Gizmo

Currently Residing at Happy Meadows Sanitarium

So ya wanna be a SysOp? Maybe you should know a few things first, though. Let me see, what were the most fun things I ever encountered? How much can you start a BBS on? What are the best BBS programs?

Getting Started

Let's start with the basics. First of all, you need to purchase that *super* system to run this BBS with. Let's assume you already have the computer, disk drive and monitor, but you need that monster hard drive all those files will live on and a modem to send them with.

After much soul searching, you decide to splurge and buy it...after a quick trip to the Loan Officer. He/she looks you in the eye and sez "Hey, You ain't gonna do anything *perverted* with this money are you...like *spend* it?"

You call the El Cheapo mail order house (which, by the way, is in Mexico), and order the system. Then you wait...wait...wait...as you nearly die from exposure to the elements waiting for UPS.

Suddenly, you get your system in the mail (Odd...you don't recall asking for 9th class mail). Oh well, all is well, as you have it in your possesion now, and *no one can stop you!*

Now you have a computer, monitor, disk drive, hard drive, modem and *no BBS program!*

There are many BBS programs available for the 8bit and a decent number for the ST, and selecting the right one is like taking a trip on the Starship Enterprise...exploring strange new worlds, etc.

Let's beam down to the land of the 8bit BBS! You have F.O.R.E.M., BBCS (lots of versions that, as I recall, were all crashable by sneezing while in the same galaxy with them), BBS Express (regular and Pro!), Carina BBS, AMIS, Supra BBS, B.O.S.S., BBS 1.0 and 2.0 (and possibly more), OASIS...and the list goes on...and on. So, using that analytical mind of yours, you compare price, features, the pretty colors on the package. Easy choice!

Aha! What? You find the BBS program you want isn't compatible with your current version of DOS? Time to get the best (remember, this is for the 8bit systems). You order SpartaDos and wait another week for the varmit to arrive. (Meanwhile, you have told your friends you are starting a BBS, and they are constantly calling and asking *"Is it up yet?"*).

Time to move on...SpartaDos arrives! Hokay. Now it's time to actually work on that BBS...customizing the menus, setting up mail areas, calling Tokyo to get the latest version of the ever popular online game "Godzilla Wars," creating your logon screens, etc., etc., etc.

Up and Running!?

A couple months after you've started, it's time to *beta* test the beast. You call some guys and say "Hey! I just want you to call and look around the BBS and see how it does. OK?"

They call...and it never fails... they spend 3 hours downloading your test DL files! (Get *off*, you crumb!) It's 4 AM and you want to get some sleep, so you (Ooooops!) test the hangup feature.

By now, you're being verbally threatened by your Mom/Dad/Fiancee/Girlfriend/Dog for being on that $#!% computer for two solid months and not doing anything else!

Attack of the BBS

"Things will change now," you say to yourself, "cause I'm done! It's all self-sufficient!" (Little do you realize you have created a monster that resembles a junkyard in your computer room but is, in reality, the Frankenstein monster!).

Waking up one night, you see someone has *crashed* the system. Arrrgghh. Wait! You see, through the haze in the room, an *outline* of a supernatural being! It's a ghost! He's the scum responsible for all these crashes! You can barely make out the figure, and you suddenly realize who it is. Odd..that guy was wasted years ago on TV. What was the guy's name? Gofer? Goner?

Shortly, you remember who he is and finally understand why *all* SysOps are a little crazy...because a little known fact about BBS programs is that *each and every one* has a ghost and his name is *Gomer!* He's responsible for the lost user IDs, deleted messages, missing UL credits (heh heh), scrambled files and just about *everything* else that can go wrong! See? It's not my fault, it was *him!*

Wait! Stop! I don't *want* to go to the padded room yet! Aaarrgh!

Next issue, read Gizmo's next article: Why SysOps Are...or, 1001 Ways to Perform a Self-Lobotomy with a Rubber Herring.

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Atari Writer+ VIII

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well gang, let's look at what we have covered to date.

We talked about the MAIN MENU and most of what it is about. The text screen was covered to a fair thee well.

Then, there are the error messages you can receive that are not in the book...such as STRING TOO LONG. This thing will drive you nuts... well, it drove me nuts. It sometimes occurs when you type a string of letters, numbers and/or spaces for a long length without a carriage return, but this doesn't happen very often. (Wouldn't you know I just tried it in order to give you some idea of how many bytes were required, and it would not work!)

Usually this happens when I am trying to put a graph together on AW+. I get STRING TOO LONG when I use [OPTION][P] to see what the graph looks like before I print it. Another way to keep this from happening to you is to make sure that you end your file with a [RETURN].

Of course you remember that, when you get stuck and all else fails, striking the good ole [ESC] key at least gets you back to the MAIN MENU.

Setting Paragraphs

Then there is the bit about setting up for paragraph indentation. You forgot? OK, here it is by the keystrokes: [ESC] = main menu, [G] = global format, [I] = paragraph indentation, type in the number for the amount of spaces you wish to have for your paragraph indentation. Next, [RETURN] and [ESC], which gets you back to the MAIN MENU. Then, you can strike [E] or [BREAK] to get back to your typing of the next great novel (since the first one didn't pan out).

Now, when you wish to indent for a paragraph, all you do is hold down the [CONTROL] key and strike the letter [P]. It will look like a funny P on the screen and will not print out, but it will leave the required number of spaces for the indentation.

Moving On

I think we have edited this thing from one end to the other. Remember, when you are deleting something that it is not lost. You can retrieve it by pressing [SHIFT] and [INSERT]. For you folks with two disk drives and for those of you who put write protect override switches on your drives—remember where the disk is at that you wish to format. *You could wipe out your program disk!!!*

Another little thing to remember whenever you save a file in ASCII ([CONTROL] [S])...leave out all of your printer control commands. Usually, the main reason for saving in ASCII is to send it to a different type of computer via modem. All those control characters mess up the file for the recipient of your hard work, and then they have to get rid of the gobbledygook you sent them.

On headers, footers and page numbering, all I can say is that some printers do it and some don't. I have no vague notion why. The same logic applies to subscripts and superscripts and the book's directions for using them. Some printers do 'em and some don't, and that is why they are in the type font section of your custom printer driver.

What about chaining files? I cannot remember if I covered that or not but here goes: Let's say you have several small files (chapters) you want to print as one long file (the great American novel).

At the end of each small file, type in the following (in capital letters): [CONTROL][V] D1:FILENAME [RETURN], where D1 equals the drive and FILENAME equals the name of the next file to be printed. This way, you control what sequence those short files will be printed in.

PAGE EJECT is another handy item. [CONTROL][E] [RETURN] will end a page and continue printing on the next page.

TAB SETTING is a nice function, especially for writing columns of things, like numbers. Pressing the [TAB] key moves the cursor from arrow to arrow (those little pointy things in the lower screen). Look at what happens when you depress and hold the [CONTROL] key and then tap the [TAB] key. All the little arrows went away, and a message (TABS CLEARED) was displayed until you stroked the next key.

Now you have no tabs set, and when you next happen to strike the [TAB] key, it blows away all your work. Naah, just kidding...it just repeats the "tabs cleared" message.

At this point, all the arrows are gone and you will want to set up your own tabs. Just place the cursor where you want a tab to be and hold down the [SELECT] key and strike the [TAB] key. You will notice an arrow has appeared in the bottom screen, and the message TAB SET is displayed. Continue doing this to set other tabs.

Suppose you goofed, and one arrow is not where you wished after placing several tab settings. Erase them all and start over? Phooey on that idea...try this instead: move the cursor over the offending tab arrow, hold down the [START] key and hit the [TAB] key. The offending arrow is erased, but the rest of the arrows remain. This operation will not affect your text if the cursor is placed on a letter.

Folks, I am going to let you down when it comes to the section on SECTION HEADINGS <pg 42>. I have never used it. I have tried it, but it makes no sense.

Printing a Letter Going to Different People

On to better things...FORM PRINTING <pg 43>. This is a handy thing for people that want to send a form letter for whatever reason. Let's say you want to send a letter to several publishers to get your novel published. Let's face it...to delete and type in a new name and address each time you want to send that letter would be a massive pain in certain lower regions of the anatomy.

So, wherever that address is to appear, type in [OPTION][INSERT]. At this point, a little box with a bent down pointing arrow in it will appear on the screen. When you start printing your letter to your several publishers, AW+ will stop at that command and wait for you to type in that line and hit [RETURN]. If you have several lines to type in, as most addresses have, enter the [OPTION][INSERT] command for each line and hit [RETURN] after typing each line.

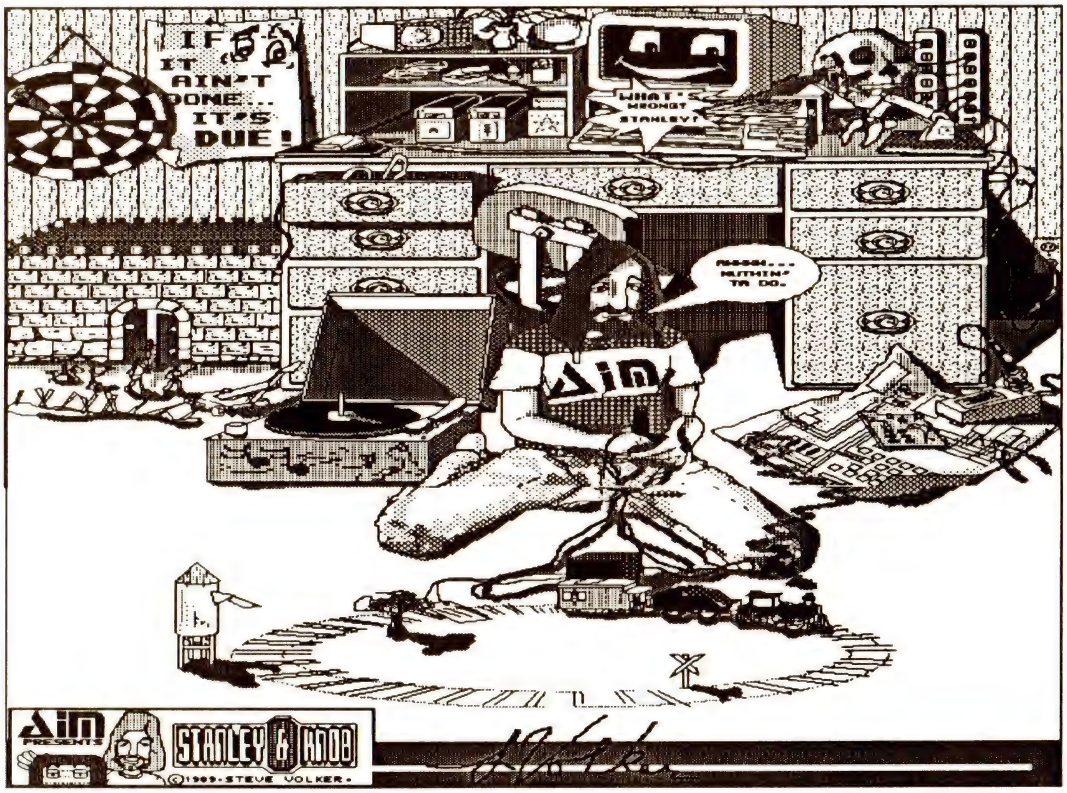
Once you type in all the necessary lines, printing will continue. When AW+ starts printing the second copy, you will go through the same process until you have several letters for several publishers.

Speaking of printing, you can do some special printing codes for jazzing up your hardcopy. (Take a look at your printer's manual if you wish to do something different.)

For example, let's say I want to space my lines only one seventy second of an inch apart. The hexidecimal code for my printer (yours may be different!) is 27,65, and a number to represent the space I want. It would be typed in the following manner: [CONTROL][O][2][7] [CONTROL][O][6][5] [CONTROL][O][1].

Now, that is a lot of keystrokes, but realizing you can do eye catching things will make your work more readable and will be better remembered by the reader.

Well folks, that pretty well takes care of writing, editing, spell checking and printing your bit of literary genius. That leaves us with Mail Merge, AW+'s database portion of the program, and that will be covered next time. Bye for now.



Atari, Where Are You??

Tim Holt (STE-EP)

On Wednesday, March 7, 1990, the column "Your Money's Worth" appeared in the El Paso Herald Post. This column is written by Sylvia Porter, an "expert" at personal finance. Ms. Porter is syndicated out of Los Angeles by the Los Angeles Times Syndicate. (The point is this is a national column.)

The title of this column was "Choosing the Right Computer to Fit Your Needs." I usually do not read Sylvia Porter, but the title peaked my interest. She started out with the usual asking of questions like: "How much should you spend on a home computer?" and "What features are you going to need?" After the formalities, the article got interesting. I quote:

"If you are going to use your home machine for anything more than glorified game playing, one key consideration is choosing between the IBM-PC or Apple Macintosh configuration."

That's it! No choices...just a Mac or IBM. No mention of Amiga or our beloved ST. Our machines were relegated to the role of "glorified game" machines.The article goes on to quote Eric Sternbach, of Microvideo Learning Systems.

"Serious software requires a serious machine...The best software was written for the MACs and PCs, so if you're looking to do some serious work, especially in a 'home office' situation, these are the machines of choice."

Serious software? Wordperfect and Calamus isn't "serious software?" Give me a break!

She goes on to say a basic IBM system will cost about $1000 and a MAC about $2000. (She slips up when she says a Macintosh has yet to be copied/cloned. I'll bet my Spectre GCR she's wrong!)

It really got me upset to see this in a nationally syndicated column. First of all, Ms. Porter, you don't know beans about computers. My 1040 is not a "glorified game machine." Next, you know very little about value, which is funny since you are a personal finance writer. Mac, IBM, the *only* choices? Hardly. My little old Atari ST can run MAC and IBM business software, *and* I'd still have money left over to buy some "serious" Mac games. (I forgot, the Mac isn't a game machine. Sorry.)

Sadly, we Atari users must put up with this prejudice all the time. Atari? No, Sylvia Porter, it is not a game machine. And no, Ms. Porter, you are not a very good financial adviser either.

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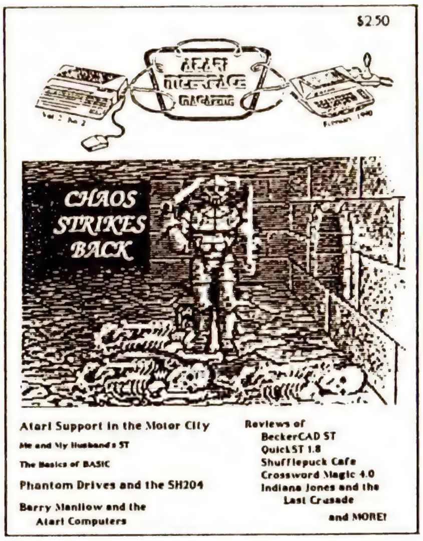

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DRAW

A Screen Drawing Program in GFA BASIC, Part I

Ed Smith (SPACE)

For those just learning GFA BASIC, Draw is a simple program making use of the mouse's movement and buttons. As the mouse is moved and the left mouse button is pressed, a thin line is drawn on the screen using the color value selected by clicking on the desired color box displayed at the top of the screen. In low resolution, up to 16 colors may be selected. To exit, press the right button.

Some techniques of programming included are:

A 1 dimensional array X%(16) is used to store X% (% means integer in GFA BASIC) locations on the TV screen of the 16 color boxes.

Constants W%, H% and D% define the width and height and the distance between boxes.

A FOR NEXT loop is used to plot the boxes. Within this loop, the X%() array is filled so that, for each color, the box xy location is known.

The DO LOOP is the main part of the program. This loop is constantly incrementing I% from 0 to 15 and back to 0, etc.For each value of I%, the color box coordinate Xa% is pulled from the X%() array.

Mouse data X%, Y% and K% (mouse pointer location and button press info) are obtained from GFA BASIC's MouseX, MouseY and MouseK instructions.

The first IF statement determines if the mouse pointer falls within any of the color boxes and if the left button was pressed. If so, a new color value C% is obtained from the GFA Point(x%,y%) instruction.

The second IF instruction states that if the left button is pressed and the pointer is located below the color boxes, then plot a color pixel using the GFA BASIC Plot X%,Y% in color C%.

Finally, the GFA EXIT instruction permits exiting to the desktop if K%=2, right button was pressed.

The listing of the program appear belows. The program will run in any, but is best used in low resolution. This short program does not permit saving screens to disk or varying brush size. In upcoming issues of AIM, we'll add these features to Draw.

After running DRAW.PRG (or whatever you decide to call it), you will notice only 15 color boxes appear onscreen. Don't be fooled. The 16th box is to the left of the leftmost block—in the same color as the background. This color can be used to erase, if you wish.

```
' Drawing program using mouse and mouse buttons
' by E.C. Smith June 23, 1989 for S.P.A.C.E ST SIG
'
Dim X%(16)    ! Array for color box coordinates
Print "DRAW.PRG - Left btn to draw, Rt btn to exit"
W%=10         ! width of color box
H%=10         ! height of color box
D%=8          ! distance between boxes
X1%=19        ! leftmost box position
Y1%=11        ! distance from top of screen
For I%=0 To 15          ! This FOR NEXT loop
  X%=X1%+(W%+D%)*I%     !   plots 16 color
  X%(I%)=X%             !   boxes across
  Color I%              !   the upper portion
  Deffill I%            !   of the screen.
  Pbox X%,Y1%,X%+W%,Y1%+H%
Next I%
Do           ! DO loop to look for left or right mouse button press
  Inc I%       ! increment to next color box
  If I%>15     ! Only 16 boxes possible (0 to 15)
    I%=0
  Endif
  Xa%=X%(I%)   ! Get X% location of color box
  Ya%=Y1%
  K%=Mousek    ! Look for press of mouse button
  X%=Mousex    ! Get location of
  Y%=Mousey    !   mouse on screen
  If X%>Xa% And X%<Xa%+W% And Y%<Ya%+H% And Y%>Ya% And K%=1
    C%=Point(X%,Y%) ! Color box was clicked on, get color value
  Endif
  If K%=1 And Y%>Y1%+H%  ! Left button pressed and pointer not in boxes
    Color C%             ! Set color held in C% and
    Plot X%,Y%           !   plot at location X%,Y%
  Endif
  Exit If K%=2  ! Exit by pressing right button
Loop
End
```

BRUTE FORCE BASIC #1

Mike Gillie (MACE)

Copyright 1990 by Mike Gillie. Permission granted to reprint as long as a copy of the publication is sent to the author at P.O. Box 23, Southfield MI 48037. Mr. Gillie is SysOp of Cosmic Stomper's BBS—(313) 569-7197.

The premise of Brute Force BASIC is that, with modern personal computers, we can take a "brute force" approach to writing programs.

The new machines are faster and have lots of memory. Most of the books on the BASIC programming language teach "efficiency" techniques. While the code may be "efficient" for the machine, it is not "efficient" for the person.

There are ways we can take advantage of the extra power our new computers have and make our programming tasks much simpler.

In this first installment of "Brute Force BASIC," I submit some code for a simple card shuffling routine. The routine is written in Hi-Soft BASIC from MichTron. It is similar to Microsoft Quick BASIC.

In BASIC, there is a concept called "strings." A string is a sequence of alphanumeric characters. In the BASIC code:

A$ = "HELLO"

A$ is a variable (a named area in computer memory) and the word "HELLO" is the string of characters stored there. Strings are a useful way to store information. However, if a program is very involved and uses a lot of strings, there is a process called "garbage collection" that reclaims memory lost to string variables that were deleted.

On the 8bit computers the garbage collection problem became a real nuisance. In the middle of a program, the computer would seem to freeze while doing a garbage collection. Consequently, programmers would avoid using a string as a solution. They would devise a strategy using numbers instead.

The new computers have so much memory it is unlikely you will use up the memory and force a garbage collection. The Hi-Soft BASIC manual says Hi-Soft can do a 350K garbage collection in two seconds.

The card shuffling routine I have included uses "strings." For a normal card deck, it starts with a 104 character string. A random number generator picks which card to deal. The string is split into pieces on each side of the card picked. The card it picked is removed and the two pieces are put back together to represent the "deck" of cards.

The program has been written in a structured fashion. It is meant to be used as a skeleton for your favorite card game. I hope the program will help you think of ways to make your programming easier.

```
rem ----------------------------------
rem     3 Mar 1990 Mike Gillie
rem     Card Shuffling Routine
rem   for Brute Force BASIC article
rem     As of 22 Mar 1990 8:20 pm
rem ----------------------------------
rem   Copyright 1990 by Mike Gillie
rem  Permission granted to be freely
rem  used in any program you write.
rem ----------------------------------
mainline:
  gosub initialize
  gosub shufflecards
  for i = 1 to j
    gosub dealcards
    print c$;" ";
  next i
end
rem ----------------------------------
initialize:
  randomize timer
return
rem ----------------------------------
shufflecards:
  rem ---
  rem variables used
  rem d$ = deck of cards
  rem j = number of cards in deck
  rem c = choice of deck type
  rem 1 = normal deck (52 cards)
  rem 2 = euchre deck (24 cards)
  rem ---
  rem set the variable c to which deck
  rem type you want.
  c=1
  rem ---
  if c=1 then
    j=52
    d$="2c2d2h2s3c3d3h3s4c4d4h4s"

d$=d$+"5c5d5h5s6c6d6h6s7c7d7h7s"

d$=d$+"8c8d8h8s9c9d9h9sTcTdThTs"

d$=d$+"JcJdJhJsQcQdQhQsKcKd
KhKs"
    d$=d$+"AcAdAhAs"
  end if
  if c=2 then
    j=24
    d$="9c9d9h9sTcTdThTsJcJdJhJs"

d$=d$+"QcQdQhQsKcKdKhKsAcAdAh
As"
  end if
return
rem ----------------------------------
dealcards:
  rem ---
  rem variables used
  rem r = random card picked
  rem c$ = card dealt
  rem d$ = deck of cards
  rem ---
  if len(d$)<2 then gosub shufflecards
  r=int(rnd(1)*(len(d$)/2))+1
  c$= mid$(d$,r*2-1,2)

d$=left$(d$,r*2-2)+right$(d$,len(d$)-(r*2
))
return
rem ----------------------------------
```

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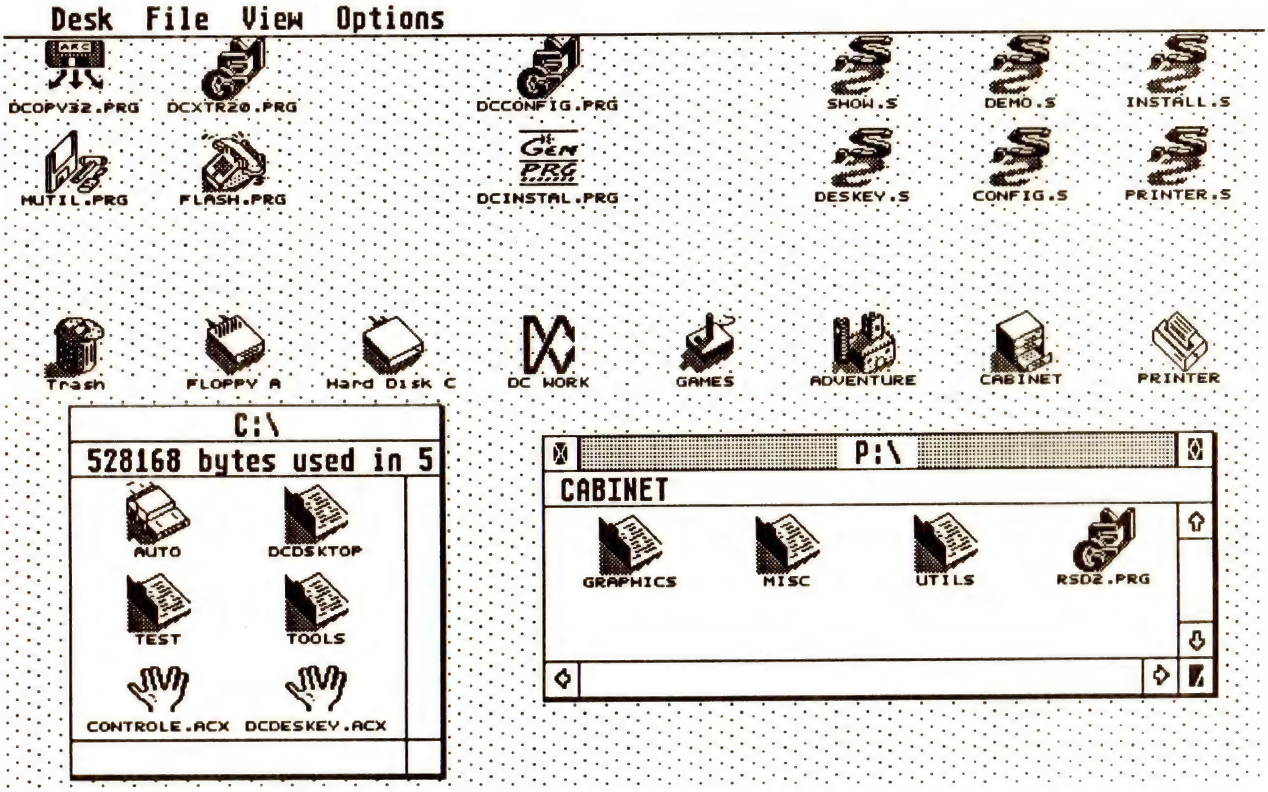
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Spell Checker for TextPro 4.5 Configured for SpartaDOS 3.2

Rick Reaser (P3ACE)

One of the most requested features for the fabulous 8bit word processor, TextPro, has been a spell checker. This article will explain how you can get an available "off-line" spell checker to work with SpartaDOS 3.2-configured TextPro and my experiences in fulfilling this quest.

My first word processor was Letter Perfect. Letter Perfect is one of the finest word processor available for the 8-bit line. One of the nicest features of Letter Perfect was its built-in spell checker, Spell Perfect. The dictionary could be huge (double density) and the dictionary is arranged by how the words sounded, not alphabetically. So, when you looked up a misspelled word, it gave options that sounded similar or with simple misspellings. Neat.

So what is wrong with Letter Perfect? It uses a non-standard DOS. In order to get a text file into standard Atari DOS format, you have to run a special utility. Of course the utility won't work without the Translator and it won't work with double density.

The second part of this problem is the fact that I bought a hard drive and, of necessity, went with SpartaDOS with its subdirectory feature to keep my 30 Megs under control. Letter Perfect will work on a hard drive, but the file directories rapidly get too long to be useful.

I have a 130XE, 256K MIO, 30 Meg FaST Hard Drive, R-Time 8, SpartaDOS 3.2 and Dual Double Density Percom Disk Drives.

In the Feb/Mar issue of Antic I spied "Spell Magic" (APO144) for $19.95 in the "Grab Bag." It "checks documents generated by other word processing programs." When I got the disk and read the documentation, there appeared to be a few roadblocks to my plan. It said, "1 or 2 disk drives running Atari DOS 2.0S or 2.5." It was time to do some experimentation.

First, I attempted to get the program to run with SpartaDOS. I copied INSTALL, AUTORUN.SYS, SPELL.OBJ and HLPFIL.SP from the Spell Magic disk to a SpartaDOS formatted disk. INSTALL is a BASIC program which simply records the default drives for the main dictionary and the personal dictionary. No problem here. After running INSTALL, much to my relief, I found that all drives are supported, not just Drives 1 and 2..

AUTORUN.SYS wouldn't work with the SpartaDOS formatted disk. I couldn't get a STARTUP. BAT to work either. However, SPELL.OBJ will binary load directly from the Command Line and works just fine. HLPFIL.SP, the Help Files, also are properly accessed by SPELL.OBJ.

Most importantly, the command line in Spell Magic supports directory paths and drives other than Drive 1. The Personal Dictionary can be located in a subdirectory as long at that subdirectory is the current working directory. The dictionaries also are accessed properly when the program runs with SpartaDOS.

I then moved all the files, except the main dictionary itself to the hard drive.

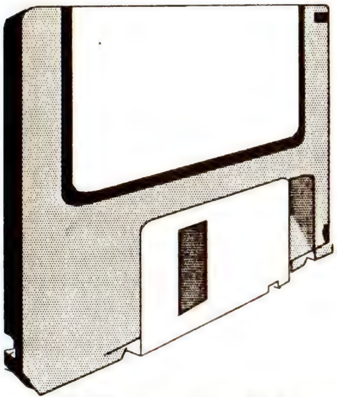
Running the main dictionary off a floppy disk turns out to be very slow. So, I decided to create a special "one disk" partition on the hard drive to store the dictionary.

I made two "one disk" 720 sector partitions for good measure. You have to use SCOPY to copy the main dictionary disk since a sector copy is required to get sector 0 copied.

I now have a resident spell checker that works on SpartaDOS 3.2 configured TextPro files. I simply exit TextPro and run a short batch file that changes the working directory so the Help Files and Personal Dictionary can be accessed properly and loads Spell Magic. I then check my spelling with Spell Magic. After a *system reset,* I reload TextPro. With a hard drive, TextPro only takes seconds to load.

1. Buy Spell Magic
2. Copy INSTALL, SPELL.OBJ and HLPFIL.SP to a SpartaDOS formatted disk or create a 720 sector partition on the hard drive and sector copy the Main Dictionary to the new partition
5. Run INSTALL to establish the drive set up for Main and Personal Dictionaries
6. Make sure Time/Date display is disabled
7. Make sure you have the proper working directory selected.
8. Run SPELL.OBJ from the SpartaDOS command line.

Spell Magic is not the best spell checker around. The dictionary could be better organized. The user interface could be better. The ultimate solution would be to adapt Spell Perfect or possibly Paper Clip's Spell Pack to SpartaDOS. If you have any questions please contact me on GEnie (ID: R.REASERJR1).



AIM Disk of the Month

All files on this disk are self-extracting LZH archives. Simply copy the files on this disk to floppies with plenty of free space (or a hard drive) and double-click to automatically extract.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending $6/disk DS or $7/disk SS to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the May 1990 disk when ordering.

ALMANAC.TOS—Almanac, based on articles in Weather Wise magazine. The program derives various parameters of the sun and moon including rise, set, etc on a day by day basis. It also gives dates of equinoxes, solstices and Easter. Medium rez, COLOR.

ARCLZH21.TOS—Version 2.1 of ARC2LZH automates the conversion of ARC to LZH files. This version adds the ability to convert from LZH to ARC, retain extracted file, get a verbose or short listing of ARC and LZH files, test ARCs and LZHs for integrity and much more. A major upgrade!

BODYSHOP.TOS—Body Shop is a program to help kids (of all ages) learn human anatomy. Allows for interactive learning of the skeletal system and organs, using common or technical terms. Low rez color ONLY.

BUBLEM.TOS—This game has three unique arcade games packed in one. First, you start in a bubble feeding a monster (lunar style screen), next you're in caverns fighting guards and lasers (much like bezerk) and finally you're in a cavern trying to avoid fally rocks and rising lava to get the energy crystals. Fast action and smooth graphics.

CHANGESZ.TOS—This program will change a disk's cluster size from two sectors to one, freeing up nearly 10K per disk. A great program if you're short on disk space!

CV2IMG12.TOS—Version 1.2 of Convert to IMG, a Shareware picture conversion program that converts "almost every ST paint program format" to IMG or DEGAS high rez pics. Images can be rotated, cropped and even edited.

GRAMSLAM.TOS—GramSlam examines documents for wordy phrases, grammatical errors and misused or confused words...and gives you suggestions on how to fix them. Can read files directly from most word processors and runs in medium or high rez. PD demo version.

HAGTRM33.TOS—HagTerm is a Shareware terminal program. Features include a script language more powerful than in Flash, a Record feature, multiple dialing and chain dialing, a nice editor, capture buffers, links to LZH and Dcopy, and a link to Shadow. Medium rez color.

HEROII.TOS—Hero II is a one or two player graphic dungeon adventure game similar to Gauntlet, but MUCH more complex. Features hundreds of items, spells, and creatures. This is a combined shareware/demo release; it is a fully playable game in itself, but will only load the dungeon included in this file. Color ONLY, low rez recommended. This is one AWESOME game!

LAZERBAL.TOS—Lazerball is a Breakout-style game that uses a 'laser beam' instead of a ball and bumpers like a pinball machine. Very clean user interface and fun to play, especially for those who can't get enough of the classics. Low rez COLOR.

MATCH3.TOS—A two-player, two round memory game, similar to Concentration. Designed for kids age 5 to 10. Low rez color ONLY.

MIDMAZED.TOS—The "official" MIDI Maze editor of Hybrid Arts Germany. Creating those Happy Face mazes has never been easier!

MODMFUN.TOS—Modem Fun gives you two games you can play via modem or use as online BBS games. Play a nice, friendly game of Black Jack...or fight it out to the death in Modem Knights. The game only needs to be run from one computer in the connection. Color or Mono.

MOPUZZLE.TOS—Moving Puzzle direct from Germany. You attempt to put the pieces of the picture back together...while the picture scrolls on your screen. MONO only. Press HELP while in this program for complete docs.

For 520ST, 1040ST, 520STfm and MEGA

MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
520B	1 MB, socketed	$179.
520C	2.5 MB, socketed	$297.
520D	4MB	$465.

Blitter Upgrade:

520STfm/1040, new motherboard, Installed	$ 99.
Combined with TOS 1.4, Installed	$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$317.
1040D	4 MB, 32 1 Mb DRAM installed	$485.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	$149.
1040B1	Completely socketed, no RAM	$189.
1040C1	2.5MB, no sockets	$297.
1040C1A	2MB installed, 2nd bank socketed	$317.
1040D1	4 MB installed	$495.

Upgrades for version "2" and "3" of the 1040/520 motherboard also available! Prices same as above.

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.
Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

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-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

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-can be placed under monitor or at side of your desk

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M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	*$395.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	*$369.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

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Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

- Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.
- A 150 W power supply with fan provides power for all possible combinations and keeps everything cool
- Reset button on keyboard
- A delay circuit allows fully automatic HD power-up.
- Monitor can be switched on/off with CPU, using an optional cable.
- Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.
- The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	*$295.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

tech-specialities Co.
909 Crosstimbers
Houston, TX 77022
(713)691-4527/8
FAX: (713)691-7009

We ship COD ($3) or prepaid (5% discount), sorry no credit cards! Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit $5, add. units	$2
Hard Drive kits/CPU cases without drive	$10/$20
with drive - special shock resistant packaging needed	$20/30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 1-19-90. Prices "*" are PREPAY SPECIALS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.

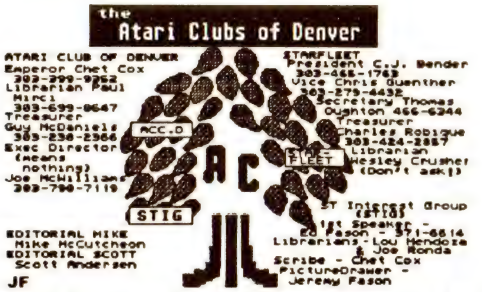
The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



(The Atari Computer Club of Denver meets in April and decides to build a new wing to the Aurora Library)

Since March's meeting had been blizzarded out, we had a LOT to discuss this time!

The Aurora Library, where we'd been meeting for free for over a decade, has been hurt by budget cuts on the federal, state and local levels. They have started charging groups to use their rooms. The charge, they said, could be preempted by a donation to their business wing. They had requested $100 for the rest of 1990. Our big-hearted group suggested we double that -- and the Library is now adding the Club's name to the wing's plaque. We have also been talking with the Library People about that new business wing. They need computers in it -- and we happen to know of computers *much cheaper* than those expensive MacIntoshes and IBMs they were saving for. Heh!

Ol' Chet promised to bring the Revolution Handbook for purusal next time, since there wasn't time this meeting; then he introduced three spectators -- two of which joined and the third of which said he'd ask his wife's permission. ("What?? You want to spend $15 a year for a *game machine* club?") And SuperFrog FunSpeller was demonstrated, with many a fanfare and burst of applause.

Paul said the club's eight-bit library was in better than ever shape since nothing had been added in months.

Guy keeps right on telling us that our treasury is healthier than ever, muchly due to the BINGO games on Sunday. We still need volunteers to work the BINGO games.

Mike McCutcheon demonstrated BobTerm, a new terminal program. BobTerm (Can you use it if your name's not Bob?) seems to combine the power of Amodem with the simplicity of Express, but you'd have to see the demo to make up your own mind.

Extra copies of A.I.M. were distributed to new members, and to one member who'd joined too late for last month's mailing. As usual, there were lots of expressions of "OOOO" and "AHHHHH" as we salivated over the great articles and the Darned Swell printing. But you're reading this in the zine, so you know what I'm talkin' about. (HEY! Stop drooling on this article!)

We'll be using the BIG ceiling projector for our demonstrations from now on, so get used to meetings with the lights off. Coffee was served and spilled, but the library took all their snacks out of the building when they saw us coming. (*sniff*)

Next Meeting: The Swap Meet (No foolin' this time!)

Starfleet Meeting Minutes -- April 13, 1990

Officers present: Guenther, Robique, Oughton

The newsletters were late in April because of problems with a mixup over the back cover ad from ICD.

Next month (May) we will be meeting in another place. Our current meeting place, Denny's, said we do not bring in enough business to keep meeting there. Our president will find another meeting place and he and Mike will contact our members. Several places were suggested: meeting in a bank, a library or a local recreation center.

The Atari Clubs of Denver have a BBS that sometimes works, but as time goes on it is getting more reliable. Its number is (303) 699-2673. We currently don't have much disk space for downloads, but it is very useful for EMAIL and ACoD news.

The Starfleet treasury currently has (as of April 2nd) $552.82. There was some talk of buying a joystick, again.

After these discussions, we set up the club's computer system and started to demonstrate programs. While the hardware was being set up one member passed around the documentation for Daisy Dot III. This impressive program, written by a local Denver resident, is the latest in the Daisy Dot line. It does both right and left justification, word wrap, it will change fonts in mid line, it allows variable sizes of fonts, and looks as good as some laser printer output. All this from a nine pin printer. The member had just gotten his copy, and didn't have time to produce any output for our review. The samples included with the documentation were very good though.

The first program we tried to demonstrate is Planetarium from Atari, but it appears the club system has a failure in either the drive or the system as this program wouldn't load. We then tried to use the Happy drive to copy the disk, but the copy also failed. We will try to demonstrate this again next month with different equipment.

Kennedy Approach had similar problems during its first two loads, with a HARDWARE FAILURE message printed on the screen. Another copy (without copy protection) did load and run. Kennedy Approach is a simulation of the operations an air traffic controller does to keep the airways safe for the traveling public. It has a nice digitized voice that says the commands to the aircraft and they respond with "ROGER." The airports are simplified to make for slightly easier play. Not to say that level five is easy. There are five levels. As you successfully complete a level, you advance to the next level, which is a little harder. Each level requires you to control traffic for about 10 minutes. I have never made it to level 5 starting at anything less than level 5.

The rest of the meeting was spent playing an Infocom game "The Leather Goddesses of Phobos." Some members did not appear to have ever played an Infocom text adventure and once started, few people wanted to quit and end the meeting.

The room we were in started to fill, so we disassembled our equipment and said fairwell to Denny's.

STIGS & STONES

Th' April STig Meetin' by good ol' Chet

The STig met on 17 April, two days in the future. Now, how do you expect me to report on an event which hasn't happened yet? Check this space next month to see if:

1) We were snowed out,
2) I demonstrated STOS Trek,
3) Joe Ronda had a BUNCH of new games to show, and/or
4) Atari imploded while we weren't paying attention.

Jeep!

A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

SECRETARY'S REPORT by Brian Pendergrass

The 2 April 1990 meeting was short and sweet, there doesn't seem to be too much going on this month. Topics which were discussed were: Atari has laid off 15% of its work force, they say its only temporary but others aren't so sure. Atari has stated they will support no more than one show a month so that they and vendors aren't over extended. Speaking of shows, Atari will show their new computer with the 68030 processor at the World of Atari show in Aneheim (which will be over when you read this) however, it is not in production yet. The Glendale show is still on (knock on wood) and scheduled for 15/16 September. A big show was held in Australia and several new products were shown including: Stacy, the TT, the transputor and the CD ROM. GEnie is now available in Europe, but it is a tad expensive. The phone company in Michigan is trying to close down a BBS because he refused to pay business rates for his 16 telephone lines.

After the break Space Ace and GFA Putmaker were demonstrated. A drawing was held for the 8-bit people with the winner getting an Antic magazine and disk. Two pizza certificates were raffled off courtesy of Dominoes Pizza and Gus Maio.

Thats it for this month, I hope everyone has (had) fun at Anaheim.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

May BRAG ST Club News

Our May meeting will begin with the usual club business and then move to "Beginner's Questions." This is the time to ask that question bothering you! Dick Kersting will continue our "Cyber Series" demonstrations by showing us what CyberPaint is all about. Our next demo will be DC DeskTop (if my copy arrives in time!). The raffle for May will be Migraph's Lablemaster program.

Upcoming meetings will include a MIDI demonstration by Don Missel and telecommunications topics. Your Board of Directors have been updating the BRAG ST PD/Shareware library. Look for a catalog of what's available at the meeting. Don't forget, the AIM disk of the month is also available at the meetings or by mail.

The Second Canadian Atari Users Convention in Toronto was a success. It was fun to meet Bill and Pattie Rayl (AIM), D.A. (Dot) Brumleve (Kidprgs) and Darek Mihocka (QuickST).

See you all in May!

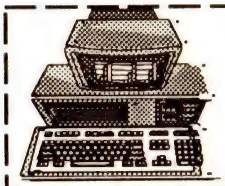
CACE

Cascades Atari Computer Enthusiasts

Fishin' Around by Brent Fisher

Well one and all, there just isn't much to report on this month. The BBS has been up and running smoothly under the new number for almost one month, at least as of this writing. Just in case some of you don't know by now, the number was changed to 517-764-4047. We also have some new games up online, so give the board a call and see what you think. In fact, we welcome anyone who wishes to call the board and give it a try.

About the only other thing I can add is that the May meeting will be held on Saturday, May 12th at 1:00 pm at the Boo's Center in Loomis Park. If you could use directions, give me a call and I'll see if I can get you headed in the right direction.



CDACC

CENTRAL DELAWARE
ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

CUSTUG

Champaign-Urbana
ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

Central Connecticut Computer Club

Hi y'all...Hope you all had a good Easter holiday, with more to come. Gee, I received a letter from Ralph the other day. You guys remember Ralph, dont'cha? Yep...our ex-Prez of many years. Seems Ralphie moved up in the world and got himself a new condo in Woodbury. You gonna start coming to meetings again? Also I might mention Ralph went and got engaged to his main squeeze Mary McKenna and is going to take the fall again in April of '91!!

Last month's meet was a severely disorganized type fiasco. Seems myself and only a few hardy souls ventured out that summery, calm, peaceful night back in March. Musta' been something really good on TV that I missed. C'mon guys, if there's something THAT good on, let me in on it. I could have saved some gas money that day and stayed home too! Seems Bill Guire is the one guy who will always make it to a meet. (Bill even comes on off weeks, just in case someone shows up to talk to!) Gee Bill, you sure I can't talk you into the Vee Pee slot????

The meet slid into a casual group conversation-type thingie, with no demos, but lotsa rumor-mongering about the imminent collapse of Atari, of course, followed by massive shipments of hardware to everywhere...except here, naturally. All the while, I stood quietly...sagely nodding my head occasionally. Remember, I promised to do no more Atari bashing, no matter how short these columns got.

I even got beaned on my stand with Hewlett-Packard. Remember, I griped about them (well, the owner, David Packard, anyhow) donating substantial sums of money to anti-gun groups. One of our group chirped up that he would now buy an HP printer just because of their stand!! Jeez, ya gotta figure the guy is a liberal, protests fur coats/jackets, probably donates money to animal and plant rights groups and is quite content to munch on rocks and dirt. Well, no matter. I'd still defend HIS right to say whatever he wants to say, and be able to back it up. Enough of this.

Next month (that's May for the record) we are going to be honored by a visit from Gribnif...mark that down on your calendars, dog-ear your novel and rip it outta the newspaper! Yep, the people that brought the world NeoDesk are arriving on our doorstep on May 16th at 7:30 pm, probably not sharp.

I will attempt the impossible and arrive on time without Big Mac breath and a beer chaser. If somebody has a hard drive to bring in, please do...it'll more than likely be worth your while to do so. Both of Gribnifs finest will be here that day to do an in-depth demo of their latest version of Neodesk and the latest accessories they are working on.

Again, enough...if this doesn't make the deadline this month, you guys are probably going to fire me. Heh...right. See you at the meeting.

Pam Frits
Terry Frits

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CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

COAC

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

I hope all you ST owners are getting the AIM disk, because they are quite good and easy to de-arc. The files on the AIM disk are also free to our club members. You are going to have to come to the meetings to get one though, or, have someone get one for you...or you could send a dollar for each disk (disk and postage) and we'll mail you one. These are double sided disks, so if you are running single sided drives you will need two disks. We do have blank disks for sale at the meetings.

Our president, Norman Moore, traveled with his family down to the World of Atari Show in southern California and also to Disneyland. He will give us a report when he gets back. All you 8-bitters listen up. Being the shop-till-you-drop kind of guy he is, Norman is going to try to pick up some 8-bit stuff we can raffle off at the meetings.

In June and July, many of our members will have their dues come due, so keep please keep your eyes on your expiration date.

Sometimes, it seems no matter how long our meetings are, there just isn't enough time to see things you want to see or, especially, visit the people you want to visit. Time just goes too fast. One of our members, Greg May, who normally brings his 8-bit in because he likes to program on it (he is writing an adventure game, looks good), brought in his Amiga to show us. He showed us Marble Madness and a music program. The graphics were quite good, but what you noticed most was the sound. The Amiga played through its monitor only but the tones were clear and rich. I was impressed. Too bad Atari didn't do the sound chip justice on the ST. The 8-bit has better sound generation. Which leads to our next topic.

We received the Tweety Board from Practical Solutions last month, so we made arrangements to install and demo it at the April meeting. Mr. Bob Kanski was kind enough to volunteer (?) to do the install and demo. Bob's computer is a 520fm with the Yamaha sound chip under the drive. This is where he will connect the Tweety Board, on top of the sound chip. The manual has 29 pages of how-to's, but because there are several ST types and configurations, most of those pages are used to cover each one. The manual comes with step by step instructions and pictures. Most all of your work is spent taking the case and sheilding off, since installation of the Tweety Board is just a matter of slipping a connector over the sound chip, placing the board somewhere and routing the RCA connector out beside one of the ports in the back. No soldering, no drilling.

The Tweety Board doesn't just take the sound out the back...it is actually an amplifier. The amplifier built into the ST has a poor frequency response, so it's not just the little speaker in your monitor that's the problem with sound quality. Also, the Yamaha chip is capable of three channel sound which the ST circuitry quickly turns into one, thus the quality of sound is more like hearing it at the other end of a pipe. The Tweety Board separates the channels, amplifies them with greater frequency response, then sends them out the back to three RCA jacks. One thing you might note is the Tweety Board does not handle digitized sound very well. There are a couple of reasons given in the manual: 1) Digitized sound software expects all the channels to be combined together. 2) The Tweety Board's frequency response can also distort some sounds. Bob brought his stereo amp in and hooked it up to the Tweety Board. The results were quite good. With a full sound and stereo output, the Tweety Board can enhance all your games and musical pastimes. It retails for $59.95, but can be found in the range of $35-$45.

We plan on raffling the Tweety Board in the coming months, so come to the meetings and purchase some tickets.Tickets are $1.00 each. By the way, whenever you make any transactions by check with the club, please make them out to COAC or Central Oregon Atari Club and not the treasurer or the person you are giving it to. See you next month. Glenn

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

Secretary's Report: Well, another month has gone by and some things haven't changed. We still haven't found a new meeting place, and we are still receiving our AIM magazines long after the monthly meeting, but there are good things happening, too!

We managed to raise around $150 for the club on the Skipper's coupon drive and are temporarily out of the hole. Activities planned for later in the year will, however, cost us some money, so we are looking at other fund raisers. Among future projects is a joint effort with STING, Spokane's "other" Atari group, to bring Atari's Bob Brodie to town in late August. Should be interesting!

Still more good news! The Atari Zone BBS is finally back up on the hard-drive, which means we once more have 20 megs on line to play with and plenty of file space to handle club library disks. If you haven't called lately, please do. We have a lot to offer.

Those of you who missed the April meeting missed the chance to see a demonstration of the Atari Lynx game machine! Thanks to

Glenn Bruner for bringing his Lynx. The April Disk-of-the-Month for the 8bit was a two disk set featuring TextPRO 4.54 for the XL and XE, complete with help files and documentation. Two disks were also offered for the ST monthly disk, one of games and one of utilities, in addition to the AIM disk. For more information contact the appropriate librarian or VP.

'Til next time, Nancy Prevost, Secretary

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We finally managed to get a meeting together the weekend of 07 April. We got a demo program on Tetris (Atari Version). It really is simple to play, but not easy to conquer.

We did manage to look at "G:Device." It comes from an Antic disk. I can't remember which one right now, but I will locate it later. It allows you to copy your programs to the printer with all the inverse letters and such, resides in memory and is available at any time once loaded. We were using it to print out my Lotto 47 program. My program works just fine, but doesn't have much error trapping and could be a little easier to use with some modification. We are printing out the file to make modifications. Looks to me as if we will have to start from scratch. Lots of different ideas available to improve this program.

The Lotto 47 program is available on the BBS. David Bryant set up part of it to handle Epson, Star NX-1000 and Generic printer operation.

Overtime is my life for the next month. I hope to get back to another meeting come the end of May.

We also had a chance to look at a Smith/Corona Personal Word Processor (PWP-270LT). It has 50K of Ram, is a laptop, can handle some spread sheet operations, labels and envelopes and address listings. Even sorts the listings. The manual is decent, but I ended up typing my own "Cheat Sheet" to refresh my memory on the command codes.

Let me know if you want to join us. My number is at the top.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mich. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 April 1990

With days lasting longer, and children trying to stay up later, and my family relocating a dozen miles south in the next week or so, I must admit I have not had much time to even catch up reading my regular allowance, let alone getting time to tinker with the old 8-bit. The move will put me just a mile or so from the meetings though, so I guess it will get better as soon as I get to unpack my stuff in the new house. Time will tell.

I have received a mailer from a former 8-bitter that advertizes the newest version of Daisy-Dot, Daisy-Dot III. It is available for $25.00 from the author, and supports more printers, has more nice features and will now work for those who use the Atari XMM-801 printer. I will have copies of this at the next couple of meetings, so if you are interested just see me there.

I suspect meetings will continue through the summer again, informally, and the current trend of getting back to the basics will continue. Greg Williams has covered for me at the April meeting, so I have to get up to date on what the next type of demo will be, but wordprocessors and databases are sure to come up in the not-to-distant future. I did hear the spreadsheet presentation worked out well...I am sorry I missed that one.

Remember, these back to the basics demos are for those of you who have just gotten started, or who have just joined the club, but we need to know what it is you would like to see. Don't be shy, when we ask what you want to see next, speak right up so you can get the information you need to get the most from your computer.

I have also received a mailer from the Atari Bit Byter User Club, an international collection of 8-bit users that I hope to get in touch with soon. It would be nice to get some of the information that we hear is available in Europe. More on this later.

See you at the meeting.

Tim

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.

May 9, June 13 & July 11, 1990

1.44Meg 3.5" and 1.2Meg 5.25" Drives for the Mega/STs

I would like to be first to report on the new PowerDrive from Dream Park Development. The company is a new startup venture for the Atari ST based locally in Salt Lake City, Utah. I recently contacted them to do or provide a demo of their soon-to-be-nationally-released 1.44 Meg 3.5" Atari ST disk drive. To my surprise, the night before the LACE meeting a confirmation call indicated the demo would be presented by the engineer/designer/co-owner, Neil Breeden. Mr. Breeden showed up early to set up and, to my surprise, came with not one but two drives. Both a 3.5" 1.44 Meg and a 5.25" 1.2 Meg drive was offered for the Atari ST.

Neil's presentation was regrettably short because of competing scheduled demos. However, I for one was impressed with the looks and performance of this high density addition to the ST's peripherals. I can see a real benefit for those desiring to keep abreast of the rapid changes in the IBM compatible arena.

This drive is not your standard Atari replacement disk drive. As such, it is not installed simply by daisy chaining it as Drive B, however nice that would be. The Atari ST simply was not designed to allow for these high density drives. Therefore, an internal modification must be performed to accommidate this new breed of peripherial. The folks at Dream Park Development will gladly install the internal modification or provide the parts and instructions for your local repair technician or skilled user.

For information on these Products contact Dream Park Development, 2469 E. Fort Union Blvd., Suite 100, Salt Lake City, Utah 84121, phone (801)943-4370.

Meeting Minutes, Apr. 16, 1990

The April meeting went extremely well with what turned out to be two surprise demonstrations. Our demos included:

Universal Item Selector III by Mike Cardon; Power Drives by Neil Breeden II (see above); Deluxe Arcade Construction Kit by Mike Russell; Lynx by Mike Cardon

Each one of these items could and should have had an evening to themselves in my eyes. However, when it rains it pours. It happened to be one of those meetings when more was going on than you could keep abreast of. Thank you, Mike Cardon, Neil Breehen and Mike Russell for you time and help in presenting these demos.

If you weren't there, you missed one of the BEST meeting I can recall. If you were there, you know what I mean!

Irwin Brooks

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Secretary	Lee Curtis	423-2758
Treasurer	Greg Dukowski	498-9461
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

The April meeting of LBACE was quite small since it was on the same day as WOA. We did, however, have some great demos. Michael Holmes demo'd the Frame Grabber. We were all impressed with how fast it grabbed frames from "Batman" on video cassette. I'm sure this will be one of my future purchases. We are all waiting for another demo of it as soon as Michael gets the color software for it.

Greg Dukowski demo'd Space Ace for us. It is amazing how they got all of that animation on four disks. I also have Space Ace, and my only complaint is its heavy copy protection. When the game runs, the disk drive sounds like it is chewing walnut shells. Lee Curtis also bought it and it won't even run on his computer, and I have heard of others that have machines on which it won't run. This is probably due to head alignment on their drives, but this much protection is ridiculous. When you put out a product this good, it will be bought. Just about everyone I know has bought a copy. Software makers -- give us and our drives a break!

Lee also demo'd a game he bought at the show, Dizzy's Treasure Island Adventure. This is a Super Mario Brothers type game. The graphics are great and the puzzles are fun but not too difficult.

My big purchase at the show was a Supercharger. This is an IBM emulator from Talon Technology Inc. in Solano Beach, CA. It comes with 1 meg of Ram, CGA and Hercules emulation and DOS 4.01. The nice thing about this unit is that it is complete, as opposed to other hardware emulators. You just plug in into your DMA port. Another nice feature is that it can be used as a 1 meg Ram disk for your ST. Although I showed it at the meeting, it wasn't demo'd. I wanted to learn more about it first. It will be demo'd at our May meeting running alongside Lee Curtis' IBM clone.

Now, for my overall opinion of the WOA show. Atari had a great display, demoing the Stacy, TT, Lynx and CD Rom. I wish I could afford all of it. There were quite a few software vendors and there were bargains galore. The biggest disappointment, as usual with WOA, was the lack of user support. The least WOA could do is set up a table on which user groups could set some brochures to advertise their groups. WOA seems to forget that without users and user groups they wouldn't have a show. 'Nuff said.

Happy Computing, Richard Hull

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

Don't forget to specify which library you wish a catalog for.

President	Ed Hanson	313-675-0044
Vice President	Ted Newkumet	313-537-5298
Recording Secy'	Brian Wilmoth	313-777-7873
Treasurer	Jim Nichols	313-791-2015
Editor/Membership	Bill Boles	313-421-8867
Correspon. Secy'	Mark Tappen	313-443-1989
8-Bit Librarian	Anton Malje	313-565-7419
ST Librarian	Bob Retelle	313-483-7358
SysOp	Sharie Middlebrook	313-582-0657

Please note that the Recording Secy' and the SysOp's phone numbers are BBS data-lines. Please observe *normal* human hours when calling.

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

The March Meeting of the Michigan Atari Computer Enthusiasts was held on Mach 20th. The March meeting was a Swap-Fest. Users grouped together to swap equipment and software. No formal opening or closing of the meeting was called, but those attending did not seem to mind.

The April Meeting of the Michigan Atari Computer Enthusiasts was held on April 17th and was a Dealer-Night. Local dealers of Atari computers and peripherals grouped together to sell their wares to the grouped masses. This meeting was very similar in content to the Swap-Fest held at the last meeting.

The May meeting will be the M.A.C.E. Birthday party! So come along and bring a friend! It's time to celebrate! MACE will be *nine (9) years old* on May 22nd!!!!

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group, Post Office Box 134, Ontario, OH 44862.

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. every month for no extra charge. Club dues are $7.50 per year for all members.

The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

April Meeting

The April meeting kicked off at 1PM. It seems some members did not get the message last meeting for the 1PM time and didn't show up til 2. We had one computer at the meeting -- Mike Wadsworth brought his 60Meg hard disk with his software collection.

We had a guest at the meeting: Jim Menegos. Jim is the President of ST RoundTable in Atlanta. Jim is trying to start up a new ST users group in Atlanta. He has a Mega 4 and an Atari Laser Printer and is using Pagestream for desktop publishing. Right now, the ST Roundtable has 30 members.

Several public domain files were donated, which I will cover next month. Among files for this month was a demo of a new sound and music program called Quartet. I have donated 7 music disks to the library with over 300 Music Studio songs. Also included is a disk with 3 TETRIS clone games and a disk with several Music Studio player programs. Another program is FORMS2, which is a program for filling out preprinted forms. Also, several of the latest issues of ZMAG/Z*NET and ST-REPORT are available to be copied.

The time is coming again for the collection of club dues. Dues will remain the same at $5.00 for the year. Please bring your dues in at the next meeting.

Computer Show—AUGUST 25 is a date to write down on your calendar for our annual computer show at the Houston Mall. I hope we will be able to have the great turnout again this year like we had last year. BSA Sales, the distributer and rep. for Atari in the SouthEast, has promised to send the club 200 brochures for use at the show. The main purpose of the show will be to increase local awareness that Atari is still alive and well and that there is an alternative to the IBM for home and business computing. Most people in the area are not aware Atari makes anything but the ole 2600 and have no idea the ST exists, let alone what it can do.

That's about it for this month. Put a note somewhere that the next meeting will be on June 10th at the Warner Robins Library at 1PM -- that is one PM -- O-N-E PM. OK?

O-ACEs

The PREZ Says

Once again, I have the opportunity to lay some heavy stuff on y'all, so, without further hesitation I'll get on with it.

First off, I just want to say I feel the Expo at McMillan High went over quite well. Believe me, with only myself, Pete and Damien to watch over all three tables with all of the equipment (my 130XE with d/d and modem, Pete's 800 with both a demo disk and the Koala Pad [this went over really big with everybody] and with Pete and Damien with their STs set up on the third table--not to include the TV and VCR we had set up for the 3D graphics demonstration), we were definitely kept busy explaining a variety of things to kids and adults alike.

Now, folks, what would you like to do or what would you like to seen done to attract attention to our club?What exactly do you feel we should do to get people interested enough to begin attending our meetings and joining our club? We need your fresh ideas and thoughts on how to run the club and what to do at the monthly meetings.

We have disks for sale in the club. Double-sided ST disks, $3 each and single-sided ST disks, $2 each. Also, we have DS 8-bit disks for $1.50 and SS 8-bit disks for $1. Also for non-members, all of these prices double. I'll be seeing you at the next meeting—every 2nd Wednesday at LaVista Rec. Center at 7:30 p.m.

If you have any input to help us attract Atari users, please feel free to drop us a line at the following address:O-ACES, PO Box 723, Papillion, NE 68128

In turn, if there's anything you want to talk about, how about addressing to each others' clubs?

PORTS ATARI PACE COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President... I received a catalog in the mail last month from J&R Music World in Maspeth, NY. What do you suppose was on the front cover along with their other high-tech toys? A 1040ST, along with a Portfolio on top of it! This may be the big break we've all been waiting for...to get STs BACK in the Mail Order Marketplace! Sorry 8-bit Atari owners. No mention of the XL/XE's at all. The number is 1-800-221-8180. Request their catalog. Now your friends and relatives can have their own ST instead of coming over to your house and "play" with yours!

There was no meeting planned for April because of the Easter holidays. Be sure to read your newsletter for meeting dates. Since the May meeting will be our last until September 16th, let's make it one to remember! There will be several systems available for demos and for copying of the April and May AIM Disk of the Month. Also, remember to bring your dried-out printer ribbons for *renewing*! They will be reinked for you at no charge and will be available in September.

The 8bits have been pretty quiet lately. We have lowered the yearly dues for our 800/XL/XE members to $20. Daisy Dot III is now out on the commercial BBSes. This PD version is slightly crippled over the registered one. If you choose to register for $25, you get a manual and fifty fonts on two disks.

Our ST Library has finally been refurbished. Don has a master listing of what's in the Library and you can browse through it during any meeting.

The next PACE meeting will be held on May 20th, 6:30 at the Wisconsin DOT Building. Plan to attend!

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. April 14, 1990 - by Jim Keho

The meeting was called to order at 10am and there were about 30 members and visitors in attendance. John Steiner reported we have $880 in the club's treasury. We had several new members join and we wish a big welcome to them!!

Old business: Making the club a non-profit organization was again brought up. It was decided to table this until such time as the club stabilizes. The purchase of a large screen TV/Monitor was discussed, but the matter was also tabled until a future date.

New business: It was confirmed that Bob Brodie from Atari will be at our May 12th meeting. It was decided to invite NWPAC, SEVAC and the Tucson club to the May 12th meeting. Let's get together and make this a great meeting!!

Richard Covert (President) lost his job at GTE (along with 300 others) and will be relocating to Hawaii. So he will not be able to continue to be President. Robert Dytmire volunteered and was voted into office by a unanimous vote.

It was voted and approved that the meetings will now start at 9am and run to noon. General business and demos will run from 9am to 10-10:30. Then, after a short break, the meetings will continue with special SIGs for the rest of the meeting.

Hopefully with the SIGs more people can learn about certain problems they're having with these amazing machines! If you have a problem with software/hardware on the ST maybe it can be answered at the next meeting!

We had a raffle for the game "Gridiron Football" donated by Computer Works.

The meeting ended with Dave Thorson doing a demo of the game Axe of Rage from Epyx and Robert Dytmire doing a demo of the game Death Bringer. Thanks guys!! Well, that's it 'til the May 12th meeting!! Hope to see you there!!

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

So how does everyone like AIM so far? All we've gotten to date are good reports. One thing for sure is it forces us officers to think ahead and meet deadlines. If you did not receive the March issue of AIM and you think you should have please let Ed Fletcher know (596-1130). Several members have had articles published already, to include Jim Cox and Dave Koster. An important note is that, in order for you to receive AIM, your dues need to be paid up. The date your dues are due will be on the first line of the mailing label. Please check this. If this is in error, contact Jerry Sundee.

For those of you who are wondering, we have started a subscription to the AIM Disk of the Month. It is now in the ST Librarian's hot little hands. We also bought *The Revolution!* disk from Artisan. It is a pretty neat looking presentation. We uploaded the text onto Vector Space for everyone to read. The ST disk is in the Library.

Our meeting room has moved across the hall, for those of you who didn't know. The new room has a bathroom and heat! If you haven't been to meeting lately (shame!), now you have another reason to come.

8bitters are off to a shaky start with only a few attending the first meetings of the year. We were even snowed out in March. January's meeting was basically a group discussion. At the February meeting we demo-ed Tax Advantage.You can order it by calling 1-800-443-0100 ext. 315M. At the April meeting, we looked at several menu programs, as well as some of the demos of the German Club's disk. The June 8bit meeting will cover graphics. TextPro v. 4.54, SpartaDos Wedge v. 2.0 and several versions of Tetris are up on Vector Space as well.

At the March ST/Mega meeting we covered disk utilities. Jerry Sundee demonstrated some of the outstanding Double Click products and our new ST VP, Steve Leser, showed a plethora of public domain utilities. As advertised last month, Steve's Laser BBS is up and running. Give it a try at 591-4620. At the May meeting, we plan to discuss word processing programs.

RACC

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Rushmore Atari Computer Enthusiasts (RACE)

3512 Lawrence Dr. Rapid City, SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

8bit Library Corner: by Ken Kayl

Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8-bit library. Let's first review RACE's Disk #52A.

Monopoly: this is almost like playing the board game. The computer keeps track of property ownership, rents, houses, hotels, and amount of money a player has. *Simon* is like the game machine Simon. *Spyplane:* you maneuver a plane through a maze and avoid the rockets and lasers. *Escape From Epsilon*: you go through a maze to pick up a key to escape to the next maze. *Chess* draws a chess board and allows you to select your color. *How Many Days:* this computes the number of days from your inputs.

On 52B we have three adventures: *Dalton, James Brand,* and *Alaskan Adventure.* In *Dalton,* if you choose to accept the mission, you become the sheriff and must capture the Dalton gang after they rob the bank in your town. In *James Brand* you are to protect the president's life as the superspy. In *Alaskan Adventure* you are to find a number of treasures and survive the cold, harsh weather.

On 56A we have: *Microids,* using a joystick you maneuver a Microid to the center after touching matching microids. *Hexapawn* is you against the computer. You must move one of your three men across the board or capture all three of the computers three men. In *Smokey,* you buy a car and outfit it to race from San Francisco to New York. *Volleyball* is a two player game of volleyball. *Adventure:* you decide on direction to travel and distance and whether to fight, run, bribe, or cast a spell to defeat monsters and gain points and treasures. *Jacks* is like the game of jacks. *Time Trials:* you move a car on a track attempting to qualify for the next round.

On 56B we have: *Darts. Hopper* is similar to Frogger. In *Creepy Caverns,* you pick up money bags and jewels while avoiding monsters and other nasties. *Knight And Chalices* is a one or two player game. You move your knight over the field trying to find the chalice and key. In *Biffdrop* you control Slyvester as he attempts to capture the eggs of the birds. *ABC Sports:* you hire crews, buy equipment, and spend money on research and development, all the while you are trying to get contracts to broadcast sports on TV.

On 59A we have *Goldhunt II* and *Level Editor. Goldhunt II* is an adventure type game. *Level Editor* is an adventure editor (Goldhunt II was created using the Level Editor.)

59B has: *Atlantis* where you try to find the lost city and get away with the treasures. *Dominion* is a Reversi type two player game. *Ezreader* allows you to read documentation and text files. *Typing Evaluator* makes up nonsense words and you type them in. *Micromail* is an electronic address book. *Zodiac* shows you the 12 sign of the Zodiac and tells you the brightest star in each. *European Countries And Capitals* is like States And Capitals with European countries.

The entire 8bit library, will be at the May meeting. Cost is $2 for members and $3 for nonmembers.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

SPACE

PROBES

Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

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ST CLUB EL PASO

The ST Enthusiasts of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the STE-EP includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Local BBS's that support the ST Club ST El Paso BBS 751-7837 Data Retention Center 821-0006

TACE

TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report -- March

Where was everyone? I knew where our esteemed president was, but where was evryone else? Come on folks, let's get with it. So I suppose you will want to know what went on at the meeting? Well, not much really. With only about a half dozen of us there, there was not much chance of much going on. We did play with a member's new 520STfm...played D&D.

Greg (our President) showed up in time to ask if we would like to participate in an Educational program at the meeting in May...he was going to set it up with the Library (who agreed to help promote it). We agreed and he proceeded to take care of that end of it. So, if you are interested, it will be on May 6th (the first Saturday) starting at 10:00 A.M. (yes, in the morning) and last 'til 4:00 P.M. If you can bring your various and sundry *Atari* systems plus something to show off, it would be appreciated. Some suggestions would be Desktop Publishing, Word Processing and whatever else you can think of that would be ameanable to the public eye.

You never know, maybe we can get some more members out of this event. Remember folks, dues are coming due in just 3 (I think, however far July is away from when you see this) short months, and I do not think I will put out warning cards, though I will remind you all through this column. Also, elections (appointments) are also coming at that same time. It would be kind of nice to see someone else, besides those who already are taking care of the offices, get nominated.

Secretary/Treasurer Report -- April

Wasn't there, so I don't know how much I can say (HAD to go to Eufala, you understand). But, I heard the members were preparing for next month's meeting (the public Education one) and were comparing strategies.

Well, that is about it. Hopefully I will be been able to bring my STe, we will see.

Stephen C Moffit

TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

President	Steve Volker	865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

First Up... I think I'm going to do it! I...well I...I know about the cost and well it's a bit complicated and all, and I guess I can't come up with a number of ironclad reasons why...but still...yes, I am ready to take the plunge, I'm going to get a HARD DRIVE!! Oh I know everyone has one, and nowadays the hottest items are CD Roms and hardware emulation, STE's and TT's, MIDI magic programs and 9600 baud modems...But these are new and futuristic toys to me, like mammoth Moniterms and 4meg Megas. Sure! I want them all, and I couldn't go to sleep at night unless I promised to get them some time in the future...but none are REAL necessities for me. I've grown convinced that a hard drive is.

If you're thinking this is just *my* opinion...*you're right!* But I'm right also when I say I need a hard drive. I need it for a number of reasons such as storage, access time, downloads, and memory organization...all the normal reasons one might come up with when asked this question. But I 'need' it for a much more important reason also...I need it to *grow!!* Let me try to explain...

I have a nice system--it suits me...I'm comfortable with all the different peripherals, the drawing program I do all my sketching with, the same terminal program, games, utilities, etc...So how does the hard drive come into all this! Well...because it scares me a little! I have never worked with one and I'm afraid of failing, of not being able to understand it, of not *feeling comfortable with it!!* I need the hard drive because I need a new scare in my computing. Why? Because if I alway go to the most familiar piece of hardware, or the most familiar software program or utility, maybe I'll find that I'm doing the same with people and ideas too!

What You Missed... There were a lot of new faces, (and the absence of some old ones), at the meeting this month. A number of them were interested in what Atari had to offer in MIDI, and that worked out just fine as LeRoy demoed Digi-Sound to the amazement or enjoyment of everyone. Digi-Sound Professional, by Alpha Systems, is quite an impressive program. After the intro music, we were treated to a sample of Mr. Valley's cheerful voice in 3D! (with echos). Sounds were sent through both the monitor and the exterior speakers, giving us examples of a clear, crisp Bugs Bunny, the slamming of a door, and LeRoy's voice that had been converted nearly past recognition. All in all it was one of the more enjoyable demos for me. The program comes in a less expensive version, without the fancy logarithms which clarified the sounds and voices to such a degree, or the opportunity to hook up exterior, powered speakers. Nice! (Oh and it has it's own little oscilliscope built in...wild!)

In the regular meeting, we received the treasurer's report from Marty Schmidt, learned we had a few bucks, and voted to have a couple of raffles in the near future, one for the 8bit'rs and one for the ST users. We got a strong urging from Ted and the gang to acquire the new Diamond Operating System for the first raffle, and a somewhat uncommitted vote for DC Desktop (GEM replacement), for the ST side. We have introduced a new stipulation for the winners of all future raffles...*if you win it, you have to demo it!* Oh, and it was suggested that Wayne Fenior be excluded from furthur prize winning activities, on account of HE *wins them all!* If you have other suggestions for future raffles, *please tell us!!*

A motion was brought to the floor by Steve Volker that we begin getting the AIM disk for the club, because of the quality of previous disks. The proposal was seconded by LeRoy Valley, and the motion passed. One new member, a Mr. Rick Allen of Midland, says he has a music store in Midland called Mid-Michigan Music Shop, and invites us to take advantage of the dealer discounts he can get on Atari hardware. This gives us the opportunity to get him and Doc Brown competing with each other, to get the best price on what we need. Telephone is 517-832-9525.

On the 8Bit side, Ted Beauchamp was showing off Speed-Calc, a PD spreadsheet not unlike VisiCalc, and it's complementary WP Speedscript. The programs require at least 48K, abound with neat little keyboard shortcuts, and have what Ted called a Logical User Interface.

What You Shouldn't Miss... Next time...Bryant LaFreniere will be demonstration the 'dynomite' utilities from CodeHead, and there may be a surprise appearance from a mystery reviewer, who will have Michtron's utility package along to demo too.

Also, a look at a nice game from England called Hound Of Shadow, a RPG type mystery with some real historical meat and a wild, new user interface system.

Remember Your Local Dealers:

*MIDI-TO-GO I and II, 916 N Euclid Ave. in Bay City & in Saginaw next to Builder's Square on Bay Rd. at 799-4800

*Mid-Michigan Music Shop, 128 E Main in Midland

*Simply Software, 208 N Euclid Ave. in Bay City

Equipment Volunteers For Next Month...
Bryant LaFreniere will bring it all for the ST.
Ted has the 8-bit stuff.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The April meeting of WAUG, featuring discussions and demos of "Scanners, Graphics & Printers," was held on 4/10 in the Wolverine Room of the Michigan Union. President Craig Harvey called the meeting to order at *exactly* 7:30pm and immediately announced he had seen Elvis at the Toronto Atari show.

Naturally everyone attributed this to the fact the show was held on April 1, but he was serious! Of course, there were some immediate offerings to have him committed to a hospital in Ypsilanti...but it turned out he was referring to a picture that was included in the documentation for the IMG Scan device he picked up at the show, which he showed us. (The picture *and* the scanner.)

Surviving that, Craig went on to announce topics of future meetings: May's topic was scheduled to be Darek Mihocka's Quick ST series of utilities, but there is now some question as to whether a new topic will be considered. June will feature the traditional Swap Night, which will be preceded immediately by annual Officer Election Festivities.

Craig distributed a flyer which describes how to access and make use of The Treasure Chest BBS which supports AIM. Seems there is some confusion about how to access the various areas on the system, so Bill and Pattie have attempted to clear things up a little.

Craig's demonstration of the IMG Scan (Seymour Radix) proved as interesting as we had expected. Besides finding a secure way to mount the fiber optic strands to the print head, the only other complaint seemed to center on the fact this system forces your printer to print characters on the source object and, although one has presumably removed the ribbon from the printer, such activity could cause damage to the object being scanned. Craig suggested a photocopy of the original object be used instead and, in fact, found this to be a better way to deal with color than using the supplied software.

8-bit Librarian Mike Millage demonstrated the counterpart system on the club XL, Easy Scan (Innovative Concepts/Jim Steinbrecher) which comes with a variety of utilities for converting from the default MicroIllustrator format to other systems.

Co-Editor David Brzezinski showed Picture Plus, an Antic presentation, which supports most of the 8-bit picture formats. Dave noted this would make a great supporting package for the Easy Scan device. Co-Editor Paul Walkowski then played a video-tape in which he demonstrated the use of his hand scanner on his PC compatible creating clipart for use in the Boy Scout newsletters he produces. Member Ralph Salmeron showed us how he creates pic/clipart files using Computer Eyes (Digital Vision) on the XL.

Member Roger Tanner stood in for Librarian Russ Crum and described the monthly AIM disk and sold copies of it. The AIM disk is very well received among the members!

Fellow WAUG members,

It has come to my attention there is to be a swap meet (also known as a flea market) at the upcoming June 12 meeting of WAUG. Combined with this wonderful event is to be the even more wonderful event known as *elections*. And while I will admit it would be hard to improve upon the current selection of club officers, it is also considered a good idea to get some new blood into the process (I'm sure you've heard what happens with too much 'inbreeding'...). If you are afraid your knowledge or skill with computers or with officership is not up to that necessary to be an outstanding WAUG officer, rest assured you are probably right. However, I offer myself up as an example to prove that that doesn't matter. And if you don't buy that argument, then how about this one: there are bound to be some of us experienced/knowledgeable old-timers who end up getting re-elected (to the same or other positions), and we would therefore be able to share our expertise with you and bring you up to a corresponding superior level of excellence. What? You don't buy that one either??!!

Well then, here's my last resort: Please bring any hardware, software, and money that you can spare to the June 12 swap meet at the Michigan Union, (subliminal message: and raise your hand when told to), and have a great time making others happy with your valuable 'junk' and vice versa.

Craig Harvey

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

The Pokey arrived in the mail today. I must say it looked outstanding. The only way to put out a Pokey is to have articles to put in it. Let's keep Bruce busy!

I missed the March first meeting; I had a little car problem. I do plan on making the April meeting. I also planned to make the March meeting.

I have a few things to bring up. Death of the Pokey? Let's just say the Pokey is in a coma and when we get enough articles, it will come out. AIM looks like a real nice newsletter. I hope you enjoy it. Mike

Nobody Asked Me, but....

In order to assess the changes, we would like some feedback from you members on the new (at no cost to you) AIM, the new meeting facilites and meeting format, and anything else that's important to you! Post Email on the Wizard's Attic, write or call, or better yet, come to the meeting.

It looks like John Tally is a one-man army of recruiters. He seems to show up at each meeting with at least one or two new people. As those of you who were at the April meeting may have noticed, I seem to be afflicted with premature senility, but if I heard right, two of the new faces have already volunteered....one to clean up the library and one to revive the Pokely (if he gets enough to write about—it's really up to all of us to support him.).

If you think John is good at attracting new members—you should have been at the April meeting for the extraordinary demonstrations he put on...sort of a one-man show, with just about everything an Atarian could hope for in the way of equipment. (His Board is no slouch either!) Keep up the great work, John and Thanks!

With Kevin Packard, Don Koepf and now John Tally, and hopefully some of the new members, we are at last getting the kind of "quality time" I have missed since we lost the likes of Bill Beerbower, Dave Arlington, John Bautz, Stan Buczko and so many others.

Look at the label on this issue. If it's 04/30/90, you are holding your last issue unless you renew by the May meeting. Marty

May 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
		ACCD P3ACE XI/XE 1	GRASS 2	WNYAUG 3	4	TACE 5
6	7	WAUG 8	LACE O-ACES 9	FACCS CDACC 10	Starfleet 11	CACE COAC PHAST STE-EP TAG 12
MGAUG LBACE 13	ACCT Atari Fed BACE UNYACE 14	CDACE XE JACS MACE STIG 15	CCCC 16	BRAG- ST 17	18	MAUG RACC RACE SEVAC 19
BRACE PACE 20	SPACE STANCE 21	CDACE ST 22	HACE 23	P3ACE ST sig 24	25	26
ABLE 27	28	29	30	31		

June 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
					1	TACE 2
3	4	ACCD P3ACE 5	GRASS 6	WNYAUG 7	Starfleet 8	CACE COAC PHAST STE-EP 9

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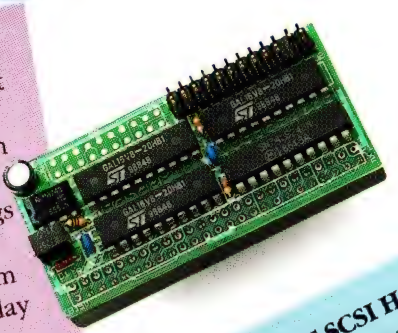

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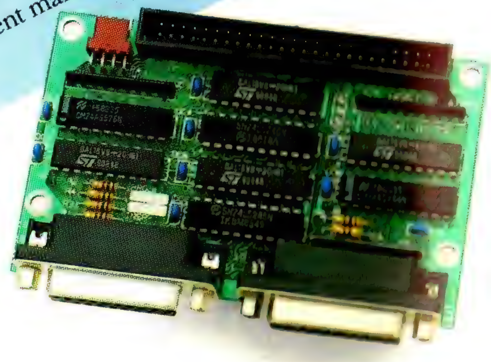

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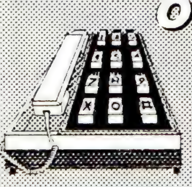

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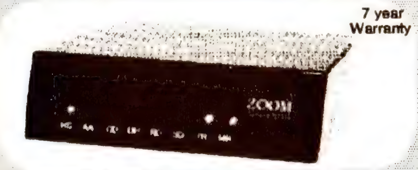

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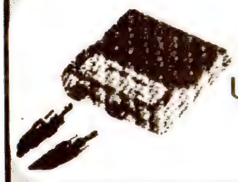

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Use your VCR to
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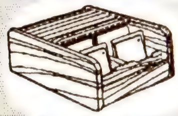

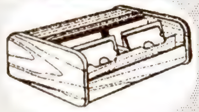

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W/ Touchup- $419

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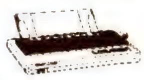

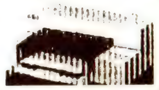

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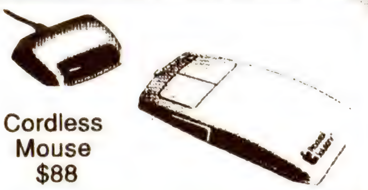

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HD & SQ555 Removable 44
50meg 40msec & SQ555 - $1199
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Monster Hard Drives
150megs 28msec (tri 50megs) - $1250
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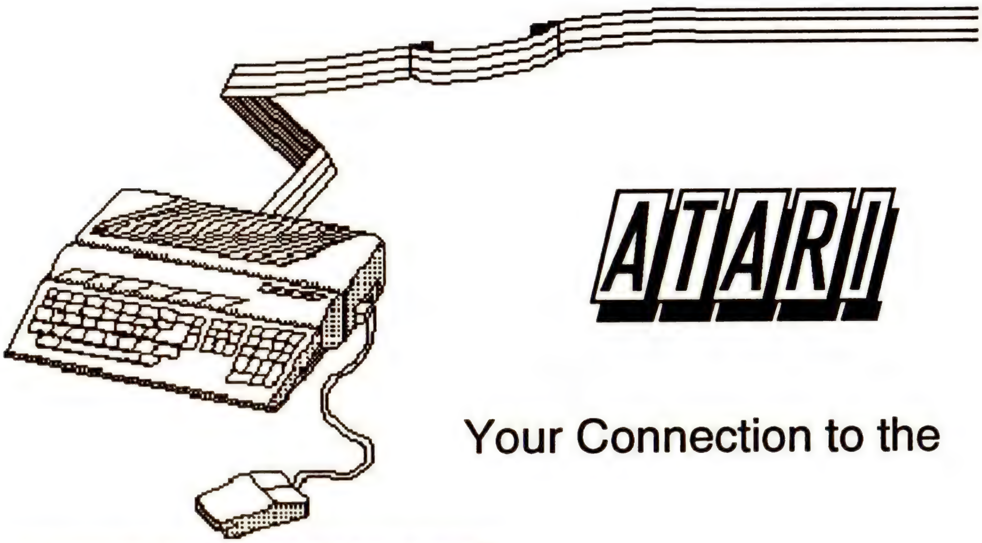
50 MEG 28MS- $584
65 MEG 28MS- $655
85 MEG 28MS- $694
SYQUEST 44MEG Removable System - $835
SQ555 Drive & 1 cart $625 carts $85

HD enclosures sold separately!
Dual monitor hold dual 5.25" or 3.5"
Tri monitor holds 3 - 3.5"
all cases $119.95



ATARI

Your Connection to the

Volume 2

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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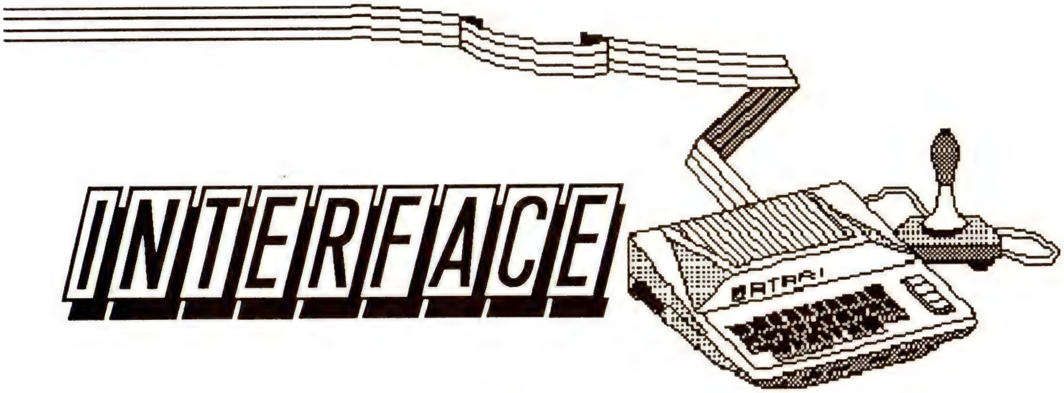
INTERFACE



Atari Users Community

Number 6

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ACCT	Toledo, OH
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CCCC	Bristol, CT
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CDACE	Albany, NY
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MAUG	Ontario, OH
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O-ACES	Omaha, NE
PACE	Duluth, MN
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P3ACE	Colorado Springs, CO
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SEVAC	Chandler, AZ
SPACE	Harrisburgh, PA
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STANCE	Lyndhurst, OH
StarFleet	Denver, CO
STig	Denver, CO
SVACE	Salinas, CA
SWAG	Vancouver, WA
TACE	Midwest City, OK
UNYACE	Vestal, NY
WACO	North Huntingdon, PA
WAUG	Ann Arbor, MI
WNYAUG	Buffalo, NY

On the Cover

The new Stacy laptop from Atari, now shipping in the US and Canada.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Bob Retelle
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari Corp. News

Atari's 68030-based TT is currently at FCC. Although no firm release dates are expected until after the machine passes FCC, Atari President Sam Tramiel stated at the recent Stockholders Meeting that the TT would ship by the fall of this year. Recent reports have also indicated Atari Canada may hold a press conference in June to announce shipment of the TT in July.

The Stacy laptop has been shipping in the US and Canada for a number of weeks, with most of the US shipments going to MIDI professionals and dealers.

A number of the 4 Meg/40 MB hard drive models have appeared on the shelves of "normal" Atari dealers, with a price tag of around $2500 US.

In Canada, dealers have Stacy 1—1 Meg/ 20 MB hard drive units—in stock, selling for around $2500 Canadian. These models are expected to sell in the US for around $1800 when they become available.

Atari Financial Report

In mid-May, Atari released its first quarter financials, reporting a net income of $1.5 million or $.03 per share on sales of $85.5 million. These figures, according to Atari, reflect continued demand for the ST line, including the new STe, and strong sales of the Portfolio and Lynx.

The Spring issue of Atari Explorer, which was pulled from distribution when Atari fired the old Explorer staff, has been shipped to subscribers. The "infamous" editorial written by ex-editor Betsy Staples was replaced by one written by John Jainshigg, the magazine's new editor. Jainshigg was formerly a technical editor for Atari Explorer.

Developer News

Innovative Concepts has announced the commercial release of ARCIT and ARCIT Shell for the ST. These programs, which give user-friendly interfaces to the standard file compression programs, originated in the Shareware market.

Now a commercial product, the software has been upgraded to support new compression programs like ZIP and ZOO, as well as the ability to save your configuration. The package retails for only $14.95 (plus S/H) and comes with a disk containing all the various compression programs and their docs.

For more information on the ArcIt programs, there a review appearing this month. Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730.

For Mega ST owners looking to add a longer cable to their keyboard, Data Base Computer Systems is selling "high quality spring coiled" replacement cables that aren't as prone to tangling and kinking as other "flat" cables. Cables with a 12-foot stretch length retail for $15, while 25-foot versions sell for $20.

Data Base also offers a 5-inch flat cable "extension" for cartridge users for only $5, allowing the keyboard cable to be more easily routed around the cartridge. Add $2 S/H. CODs are available for an extra $5. Data Base Computer Systems, Box 20, Manti, UT 84642, (801) 835-8441.

Diamond Back II

Data Innovations has released a significant upgrade to their popular ST hard drive backup program, Diamond Back II. Diamond Back now supports backup of Spectre hard drive partitions, expanded wildcard masks, ability to append incremental backups to the last disk in a previous saveset, estimate of how many disks your backup will take and lots more.

Diamond Back II is also packaged with Diamond Cache, a user-configurable disk cache program. Current owners of Diamond Back can upgrade by sending in their original disks and $10 ($15 if new manual wanted). Retail price for the package is $59.95. Data Innovations, 127 N. Front Street, Rising Sun, IN 47040, (812) 438-3733.

New BobTerm

BobTerm, the Shareware 8-bit terminal program from Bob Puff, has been upgraded to version 1.21. BobTerm has full XEP-80 and DOS support and a "fast CIS Xmodem" protocol for speedy downloading on CompuServe. This program is available for download from the online services or for purchase from local user groups. Support Shareware!

Micro Solutions has introduced Transkey. Transkey allows you to add an IBM style detachable keyboard to your XL/XE computer. This small board fits under the shielding on the Atari 8bit and attaches to the IBM type keyboard with a 5-pin DIN jack and a small ribbon cable to the Trankey board. You are still able to use the regular, built-in, Atari keyboard. Transkey sells for $48 for the solder-in version for all 8bits, and $58 non-solder version for 400/800/XLs only. Micro Solutions, Box 750396, Petaluma, CA 94975 ph: (707) 763-9103.

Help Wanted

LEXICOR Software, a new company started by a group of former Antic developers, is looking for programmers. LEXICOR was "set up to support authors and programmers on a royalty basis so that there would be at least one software publisher for the ATARI that cared more about the author than corporate profits."

The company is interested in any projects and is also specifically looking for authors interested in programming for the new ParSec graphics board, ISAC board and learning P.I.X.R.'s Renderman. For more information, contact LEXICOR Software, 58 Redwood Road, Fairfax, CA 94930.

Online News

The ST Roundtable on GEnie has recently added a Trivia Quiz selection to the roundtable's main menu. Users who take the quiz can win free online time—the more you "play," the better your chances of winning.

From May 15th to July 15th, 1990, the Atari Portfolio Forum on CompuServe is sponsoring a programming contest for the palmtop IBM compatible. For more information on the contest and prizes to be awarded, stop in by typing GO APORTFO.

AIM Category On GEnie

GEnie has been doing a little housecleaning in the ST Rountable bulletin board, removing old Categories and adding some new ones. Atari Interface now has its own category on GEnie...stop by in Category 22 and chat with us!

Other recent categories have been set up for Double-Click Software (DC Desktop, DC Utilities, etc.) and Talon Technology (makers of the popular Super-Charger IBM emulator).

SOME LIKE IT... HOT!

The CodeHeads announce:

HOT WIRE + MAXI FILE

- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the **fastest, easiest way to run programs** on the Atari ST...from a floppy disk **or** from a hard drive!
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- New **on-screen clock**, appears in the programs that you choose.
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop.
- A **seamless interface** offers direct access to MultiDesk and MaxiFile.

- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/hide** any combination of files and/or folders.
- Runs as a desk accessory **or** as a program in any resolution.
- Incorporates **every** file/disk feature of the GEM desktop plus much more.
- Intelligent **disk copying** routines.
- **Rename folders** - Print directory listings
- Store **comments** about any file/folder
- Unique and intuitive user interface designed for easy, speedy operation.
- **Customizable** for your style of use
- **Keyboard equivalents** for all operations
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- Even runs programs and loads documents.

Here's what our users are saying about HotWire and MaxiFile:

"The HotWire/MaxiFile combo has **changed the way I use my ST**."
"I haven't used the standard GEM desktop in weeks."
"Without HotWire and MaxiFile I'd be totally lost on the ST."
"...a tribute to **assembly excellence**." - "MaxiFile is **a wonder**!"
"HotWire and MaxiFile really 'beat up on the competition'!!"
"...you'll need to package it in asbestos because it is too **hot**."
"**AWESOME!**" - "Super!" - "a veritable software gem!"

HotWire Plus (includes MaxiFile)	$49.95
MaxiFile	$24.95
HotWire	$39.95
G+Plus - a replacement for Atari GDOS	$34.95
MultiDesk - load unlimited desk accessories	$29.95
CodeHead Utilities - a collection of useful programs	$29.95
MIDIMax - a powerful MIDI tool for performers	$49.95

Phone: (213) 386-5735. Visa, Mastercard, AmEx accepted. Shipping charge: US $2, Canada $3, Europe $5. CA residents add 6.5% sales tax.

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Annual Atari Stockholders Meeting

by John Pilge

The Annual Atari stockholders meeting is where shareholders vote for the board of directors and approve any changes in the company charter.

Action by the Stockholders

This year the change was to appoint Deloitte & Touche as independent auditors for the company. The motion to appoint Deloitte & Touche was approved 47,512,391 to 4,365.

Jack Tramail was elected Chairman of the Board by 47,510,376 shares. Of that number 25,300,156 are Jack Tramiel's own shares (43.8 percent of all stock).

The voting is a formality. The directors hold 51 percent of the stock and Warner Communications owns another 24 percent. There are about 57,138,000 shares of stock. Not everyone sends in the voting statement, so not all the shares are represented.

After the quick voting, the board answered questions and showed the latest line of Atari goods.

Questions for the Board

The questions got the official Atari statements. Atari Explorer magazine has been moved to the West Coast so it can be better supported and the new editor is chosen to maintain closer contact with Atari. [Ed. Note: John Jainshigg has been online for Atari Explorer as the new editor. But, when Sam Tramiel was asked, Sam said Jim Fischer is the new editor. Perhaps Sam meant publisher?]

News on the TT

The TT030 will not be released to any magazines or reviewers until it is ready for distribution. It is expected to be available in the fall. The TT is planned to be released in two configurations, with Unix available in the high end machines.

Atari did not buy Epyx, Atari bought the Lynx from Epyx. Atari will be advertising more in the United States in 1990 as the year progresses. Most of the ads will be for the Lynx and the Portfolio.

Some Atari Figures

Usually, Atari is quiet about numbers but some information did surface.

There were only 30,000 Lynx machines available last Christmas with 15,000 available in the New York area. This year there will be 400,000 Lynx machines available.

The production is limited to the number of Lynx Video screens they can get. Atari hopes to have 30 titles for the Lynx by the end of the year. One game, Slime World, will allow up to eight players/machines to connect.

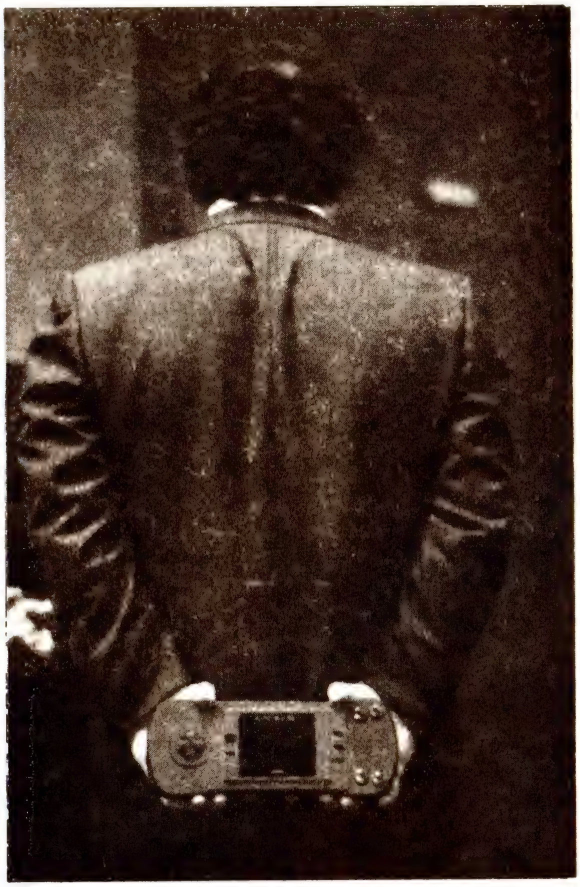
Worldwide Figures

There are about 1,500,000 ST computers in use. This number includes the Stacy which has been available since January. Last year, 250,000 XE computers were sold. In Poland, the XE sold 70,000 units, making it the most popular computer in Poland. Europe accounts for 60 percent of Atari sales.

The rest of the meeting focused on the abilities of the Portfolio, new software (there is one game planned for the Portfolio, but no one will say what) and showing some demonstrations on the STe and the TT030.

None of the 8-bit products were displayed and neither was the Stacy. From talking with members of the board, Atari still has one Federated store left.

Refreshments were cookies and soft drinks.



Atari's Sam Tramiel

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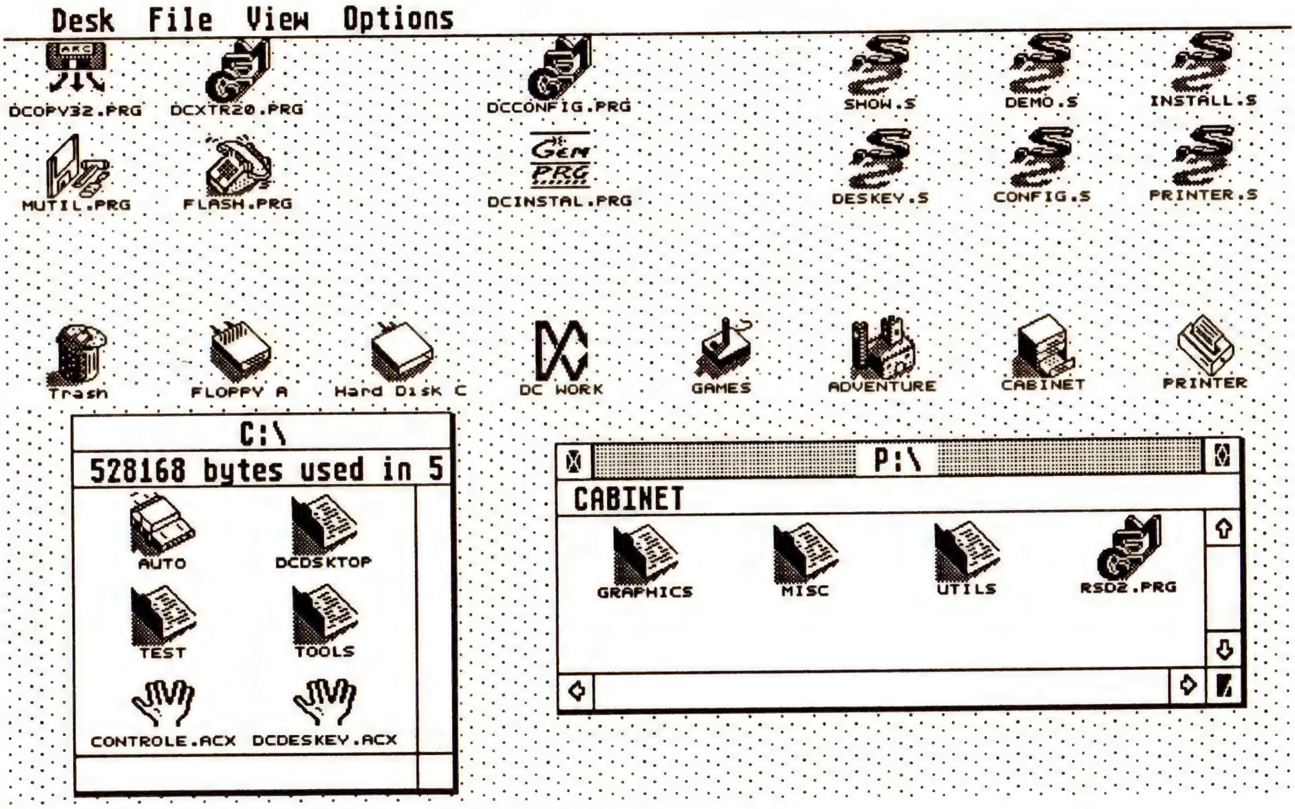
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Midwest Atari SwapFest

D.A. Brumleve (CUSTUG)

A few years back, there was a major effort by a coalition of Chicago-area users groups to present a large-scale Atari show. That effort failed, members lost money, the show did not take place and participants were very discouraged.

How it Started

It took a while to build up the courage to try it again. One group has taken the lead by putting on a multi-group "swap meet," a small-scale show which might serve as a test-case to indicate whether or not they might be capable of putting on a larger World-of-Atari-type event in 1991.

The plan was to host a small show to generate enthusiasm and develop intergroup spirit, and to provide some visibility to the many Chicago-area Atari dealers and lots and lots of bargains to the show-goers.

From 10am to 4pm on Sunday, April 22, the efforts of the Lake County Atari Computer Enthusiasts (LCACE), and especially of club officers Larry Grauzas, Mike Brown, John Schultz and JJ Johnson, paid off in the form of the Midwest Atari SwapFest.

Where Was the Show?

The SwapFest was held in the banquet room of the Diplomat, a restaurant associated with a Days Inn hotel in Gurnee, northwest of Chicago. A room at the Days Inn was made available for seminars.

Exhibition tables were arranged in a pattern of concentric squares in the banquet room. ST and 8-bit user groups brought their used software and group library disks to sell.

Among the groups participating were LCACE, MilAtari Ltd. (Milwaukee), SCAT (Southern Chicago and suburbs), RACC (Rockford) and GCACE (Chicago). Members of CRAG (Calumet IN Region Atari Group) distributed copies of their newsletter. The Rockford group passed out pocket protectors emblazened with their logo.

Who Was There

Other exhibition booths included my own (D.A. Brumleve), Kolputer Systems, Computer Cellar, CSA, Apple Annie, No Frills Software, Paper Express and Mars Merchandising.

Not all of Chicago's Atari dealers were represented; I was surprised at the absence of Digital World, Coz Computers and Software Plus.

Some of the booths focused on one or another aspect of computing; particularly noticable was the MIDI area, which entertained show-goers with music and other noises throughout the day.

All Atari products were represented in the booths. Most of the groups supported both the ST and 8-bit user, and dealers also had products related to the Portfolio, Lynx and game machines.

Atari had a booth manned by Bob Brodie, Jeff Williams, who is a sysop on GEnie, and Mike Groh, Atari's Chicago-area dealer representative. Bob brought along the Lynx, Portfolio, STe and Stacy for the enjoyment of attendees.

The STe's sound capabilities were demonstrated through the use of stereo speakers and a special demo program designed for the STe. Bob presented two seminars to packed audiences.

Did I say "packed?" The seminar room was not the only area that was packed. Organizers had anticipated only a few hundred attendees, but wound up selling over 1000 tickets!

The concern was expressed that the Fire Marshall might close the place down, it was so well-attended. The aisles were crowded with enthusiastic bargain-hunters throughout most of the day.

Around 3pm, the crowd began to dwindle, but this was fortuitous and appropriate in a way, as several vendors had sold out of their wares and were packing up to go home!

Where People Came From

Attendees came from as far away as Downstate Illinois, Indiana, Iowa and Michigan. CUSTUG was represented among the show-goers too: Menno Rapson, Harlow Bower and Sid Smart caravaned to Gurnee to catch the opening of the show.

As a vendor, I found my demonstration computer was in almost constant use. Many children attended the show with their parents. Several children came back to use one program or another again and again.

My hopping disks, as usual, "sold" like hotcakes, with some greedy little ones taking several apiece. (Maybe they knew they'd be losing at least some of them in short order.)

I made few sales, but those who did buy in every case took advantage of the "show special" ($65 for Kidpainter, Kidpublisher Professional, and Super Kidgrid), so for once I actually made a profit (!) at an Atari show.

Next to my display sat a box of flyers from M-S Designs. This is a company that Henry Murphy and Carl Stanford of CUSTUG have established for the marketing of their Calamus fonts. Mike Groh, who had participated in CUSTUG's own "Evening with Atari" at Leal School last February, was demonstrating Calamus in the Atari booth, so he disseminated many of these flyers from the Atari booth also.

Door prizes were presented to winners of a ticket drawing at intervals throughout the day. At the end of the day, Bob Brodie of Atari offered a MegaFile 44 as a gala door prize.

Vendors and users agreed that this show was a terrific success. In spite of its limited intentions, attendance was substantial and enthusiastic. I hope the organizers have sufficient momentum to pursue a major Chicago-area Atari show in the very near future!

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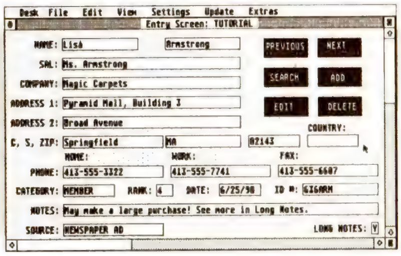

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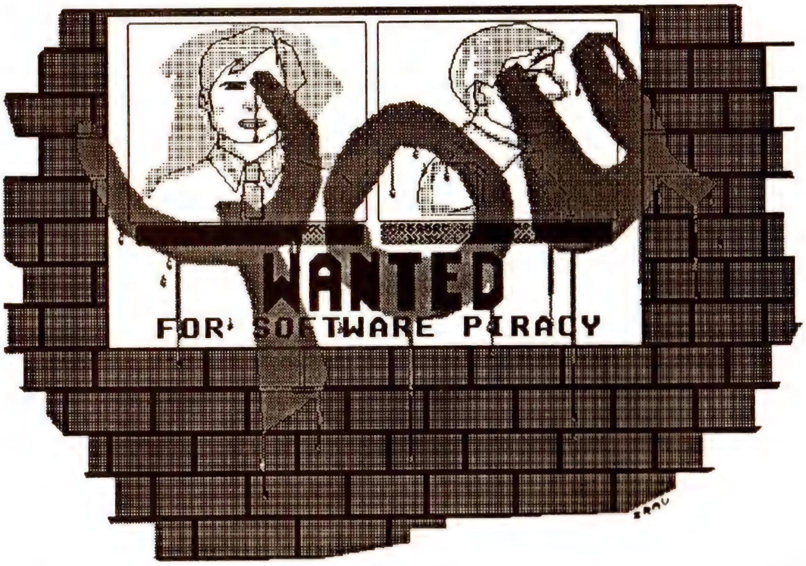
Troubles in Pittsburgh

Fallout from the PACE Show



Patricia Snyder-Rayl

[Ed. Note: We'd like to thank both STReport and Z*Net online publications for contributing to this article.]

"I kind of sensed trouble when we entered the school to get in line for tickets," wrote Robert Ford for Z*Net. "There weren't more than 40-50 people there. Total attendance for Saturday was only about 350 and Sunday was even worse with about half that."

Exhibitors were disappointed with the low turnout, but more upset about the open and free discussion of piracy practices. Developers heard show-goers say uncounted times, "I'll get a copy of that from a friend." Many people who attended the Pittsburgh show on April 28 and 29 summed the show up later by saying, "Pittsburgh was the pits."

Examples

Unicorn Publications (Bill and I) exhibited at the PACE show. We were demonstrating and selling AIM disks of the month as well as copies of Atari Interface magazine. We were asked many times "Is this commerical or public domain?"

When we explained all the programs on the AIM disks were either PD or Shareware, we were shocked to hear "Good. I don't buy commercial software."

Double Click Software had a booth opposite ours, and they were exhibiting DC Desktop. But people weren't interested in buying their new, and hot, package. I helped them out by watching their booth for a short time, and was trying very hard to get a fellow interested in DC Utilities to buy it for the show price of $20. He was convinced it was a good package, but he wouldn't buy it...he'd "Get a copy from the club."

This unabashed display of software theft reached a crescendo when George Miller of Michtron was asked to refund a show-goer's money on Canvas because "a friend" told the show-goer he could get the program for free. Canvas, a paint program, debuted at the PACE show.

Meeting of Minds

The low attendance and attitude at the show caused exhibitors to call a meeting Sunday with PACE officers. During that meeting, the mention of a club called Atari Elite with a commercial software lending library sparked even more anger from the unhappy exhibitors. Nathan Potechin of ISD indicated he would look into what action, if any, could be taken against lending libraries sponsored by Atari clubs.

Atari Users Association's Derek Signorini was at the meeting and was a member of the Atari Elite. He was strongly encouraged by the exhibitors to drop his affiliation with Atari Elite, which he subsequently did.

This action seems to have gained the AUA greater respect from developers, if I'm judging the online responses accurately. However, according to STReport's Ralph Mariano, representatives of the Atari Elite did not greet the news with calm, but became abusive and threatening.

Atari User Group Manager Bob Brodie was at the show on Sunday. "When I got off the plane and was greeted by Rick Flashman (Gribnif) with the stories he had to tell, I started getting upset. By the time I got to the show and talked to other developers, I was very upset."

Some Reaction

Bob was definately not his usual cheerful, open self. He had just flown in from Rochester, NY where he had a meeting Saturday with the New York clubs. "It may have been a mistake to go and do all that much that weekend. Being tired made it bad; being upset made it worse. One thing I've learned is to cut back on my schedule."

When Bob heard tales of open, and apparently accepted, discussion of piracy in front of the developers, he decided to not donate the door prizes to the show. These included sets of TOS 1.4, A MegaFile 60, Gauntlet for the Lynx and several software packages for the 8bit.

"It is a shame, as perhaps some legitimate user might have won a nice door price, but from what I saw, we just would have helped the wrong people out. Maybe I was rough on them, but was it unwarranted is the question?" asked Bob Brodie.

Bob went on to say he's talked to the president of the Atari Elite club, and the president denies all piracy allegations, and says their lending library is mostly full of games—there are few applications in it. Lending libraries are in a "grey" area of copyright laws, but most developers are very positive in their viewpoint that the only purpose of such libraries is to illegally spread commercial software.

Developers like ISD, Michtron, Double Click and Branch Always Software have produced demos of their commercial programs so potential buyers have a chance to check out the software before they spend their money. Many feel this defeats the argument for "try before you buy" lending libraries either in clubs or stores.

Atari recently developed their SoftSource program available on GEnie, which will allows users and dealers access to all sorts of Atari commercial software demos. Atari has plans to put all the demos they receive on CD ROM so stores will have the demos right at their fingertips.

To my knowledge, no one has leveled any serious accusations of piracy at the Pittsburgh clubs, but the greater Pittsburgh area, and possibly Pennsylvania, is now under a heavy cloud of suspicion. A couple members of PACE admitted to us they pirate software. They told us they stole software because they had tried for years to fight the Atari Elite to no avail.

We feel sure there are upstanding members in each club. They will be hurt by this software theft, but not nearly as much as the developers. The software theives are effectively stealing money directly from the developers' pockets.

Developers such as CodeHead and Gribnif can't afford an Atari market that won't even pay their expenses to travel to Atari shows. And the Atari market can't afford to be without such excellent companies.

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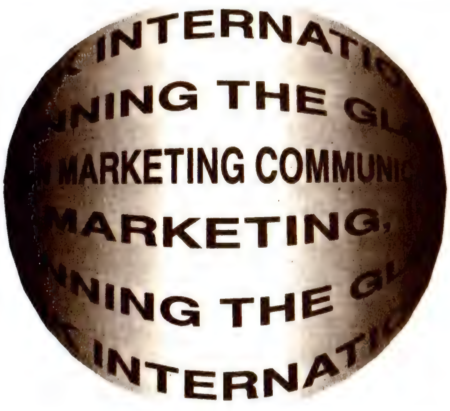

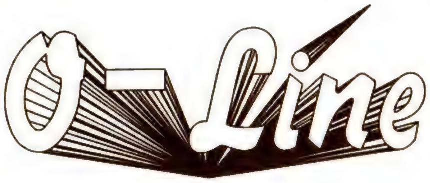

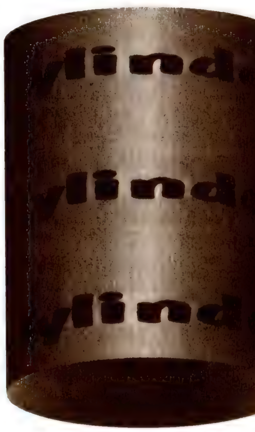

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PageStream

The DTPer's Dream!

Mike Harbison (RACE)

Who needs another article about PageStream? Why is someone writing an article about a program that's been around a while? I decided I'd not seen an article that did it justice.

For those of you new to the Atari ST or desktop publishing scene, Pagestream (PGS) by Soft-Logik is the answer to the high price of desktop publishing. It is as powerful as any of its competition (on any computer) and it's a snap to learn. You must have at least an Atari ST with 1Meg of memory and a double sided drive.

Prior to upgrading to PGS, I'd used Soft-Logik's Publishing Partner (PP) since May 1987. It was the first true desktop publishing program for the ST and it was a standard.

Soon, new programs began to surpass PP's capabilities and Soft-Logik itself decided to introduce a new professional version. Unfortunately, they advertised and took orders for the program about 12 months before it was delivered.

Originally intended to be an upgrade of PP, it was built from the ground up in assembly language because they felt that simply adding features to PP wouldn't work the way they wanted it to.

After many letters, they released version 1.0 (Nov 88) with a list of "known" bugs (it crashed a lot). It probably harmed their reputation more than no release at all.

I didn't worry much; I'd been using PP for a long time with excellent results. Three months later, I received version 1.5 (free). I promptly screwed it up by copying over the *new* disk (rats). I called Soft-Logik, explained my problem, and they said to mail back the 1.5 disk. About two weeks later, I received my new disk labeled v. 1.51. They'd updated PGS since I got the first upgrade!

Two months later, a friend of mine bought PGS v. 1.53! Soft-Logik said I could wait for the next major upgrade or copy v. 1.53 from my friend. You know what I did. Well the major upgrade (v. 1.8) hit the streets in late 1989. It wasn't free but well worth $25 for new manual and program. I don't see how they could afford to give free upgrades in the first place!?!?!

Now, what can PGS do? If you want something on a page, PGS can do it! The only limit is your own imagination. I've seen some better promoted programs (Calamus, Pagemaker, etc.) but none that can do any more than PGS. Sure there are a few features that it doesn't have, but it has a few that the others don't have as well.

Now let's talk about PGS version 1.8. The manual (downfall of most programs) is fantastic. It's very professional-looking, very well organized, and of course, it was created entirely with PageStream. The table of contents is extremely detailed and will help you find any topic you desire.

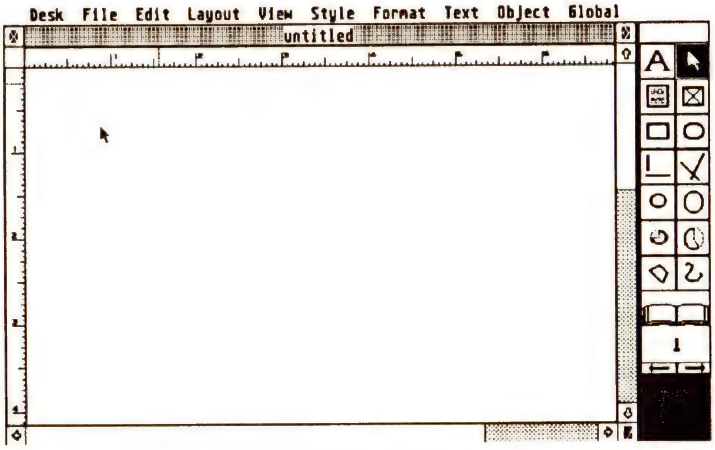
PageStream Quickstart

Chapter 1 is for people (like me) who don't like to read a lot before getting at it. You'll start running through the program in just a few minutes. The remaining chapters, thirteen in all, cover each function in detail.

One of the most interesting features is the "Spotlight." This is where they give you tips on visual effects, leading you through the process step by step. They've got these little "Spotlights" spread throughout the manual. My favorite is "Spotlight - Zooming."

And now...the program. Getting started was pretty easy. Click on the PGSTREAM.PRG icon and you'll start the loading process...it does take a long time to load. The more fonts, the longer it takes to load. I'd recommend a hard disk because of the shear size of the program and its support files.

Once it's loaded, you'll see the PageStream desktop. It displays the traditional GEM menu bar and the TOOLBOX.



Creating a Document

Now you'll need to go to the FILE menu to open a new document. It'll ask you about page size and orientation (landscape or portrait). I almost always use the same type of document, so I've set up a macro (F1) to do it. When you first open or create a document, it doesn't fill the width of the screen. This is so it won't cover the TOOLBOX. You can size the document to take the full screen width if you'd like. In this case, the TOOLBOX is hidden by the document; display it by clicking on the upper right button.

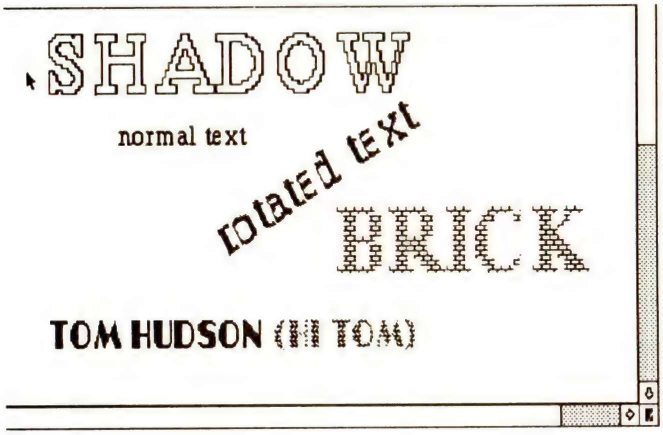
Now you've got a document right? Well, what do you do next? Text is important, let's start there. You can place text on the page as an object or within a text column. There are advantages to each depending on your purpose. A text column usually contains a fairly long string of text and can support some text functions that a text object can't. If you resize the column, the text remains the same size.

A text object is typed directly onto the page without support of a column. Just select the text mode on the TOOLBOX (large letter A) and click on the page. Avoid clicking near columns if you want a text object; clicking near a column will automatically put you in the column. If you're not in a column, you'll see a vertical line representing the start of text. Just type away. You can treat them just like any other graphic object. They work great for making charts, graphs, and titles.

Getting Text into Your Document

There are two ways to enter text into your PGS document; typing it in directly or importing text from another text editor. I've done both but most of the time I've typed it in directly. As far as I know (by the manual), you can import ASCII, Word Perfect 4.0, 1ST Word (WordWriter ST and 1ST Word Plus), and REDIGER files. PGS will import these files with the original formatting. All other text must be imported as ASCII. New import modules may have been added since I wrote this, so be on the lookout if your word processor isn't supported.

Font selection and management is now much easier. Ten fonts (type styles) are included with PGS. Now you can separate your fonts and load them as needed. This is handy since I've got 33 fonts but only load my favorite nine fonts on startup. Font selection and sizing is a snap. Although there are several preset sizes, you can choose almost any size you want by just typing in the height and width or for text objects just grab the sizing squares and drag. You can assign colors and patterns to any font just like any other object. In addition, text can have several style attributes, such as: normal, backslant, bold, italics, shadow, etc. Although the fonts appear blocky on the screen, never fear, they print out great—even on a 9-pin dot matrix printer!



Some of the Other Features

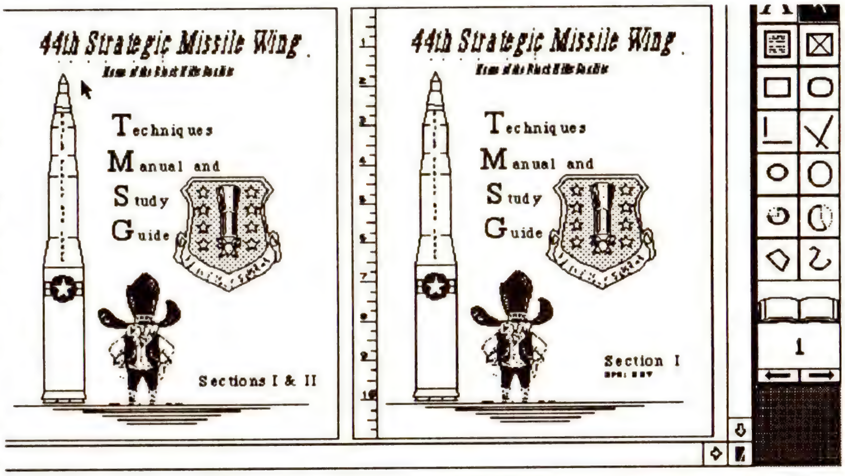
The Toolbox is one of the most used features. It's shown here in the figure on the previous page on the right side of the screen. You'll use it most often to select text or object mode. The large letter "A" represents text mode. When in this mode you can enter text in the document—either column or text object. The arrow is object mode. Once you're in object mode you can select objects to move, resize, group, rotate, etc.

The next two boxes on the Toolbox represent text columns and reshape. The icon that looks like a box with text inside is used to "draw" text columns on the page. It works like drawing a box but it disappears once you've finished unless you're displaying column outlines (more on display options later). What you're left with is a text column.

What's so special about this? Well, there are times when you need a column but don't want to use the standard create columns option. You can put any size column anywhere you want! Even overlaying another text column for a special effect. The icon on the right (envelope shape) starts the reshape mode. This is only used to reshape polygons drawn within PGS. I've used it a great deal, because I do a lot of artwork with PGS.

When selected and you click on a polygon (the multi-sided objects I create I wouldn't call polygons...) you get sizing squares at the end of each side instead of the standard sizing squares at four corners and sides. By selecting and dragging a sizing square you'll change the shape of the polygon (a very handy feature).

The remainder of the Toolbox options are mostly drawing tools: Box, Round Corner Box, Vertical/Horizontal Lines, All Other Lines, Circle, Oval, Circular Arc, Oval Arc, Polygon, and Freehand Drawing. At the bottom of the Toolbox is the book icon, number, and arrows. Click on the left or right page and you'll move to the left or right master page. Here you can set up any object(s) or text that you want to appear on every page or alternate pages throughout the document. The number displayed on the Toolbox is the current page. Click on the right arrow to advance to the next page; left for the previous page.



One of the most useful features is the view options menu. With this feature you can display: facing pages, full page, 50%, actual size, 200%, full width, user set scale and variable zoom.

Facing pages: When you select facing pages you'll see two pages side by side. The pages don't have to be adjacent pages either. The page displayed on the left is the only one that can be edited in this mode. The one on the right is for comparison only.

Full page: Same size page as facing pages but only one page.

User set scale, 50% and 200%: Your possible magnifications (two common presets and one user defined).

Full width and actual size: Both show the page's actual height but the full width option compresses the width to fit the viewing window.

Variable zoom: One of my favorite features. I can't look at the page and say what percentage of zoom I need. This feature lets me box around an area and the features within the box are expanded to fit the viewing window.

View magnifications are only part of the options. You can display rulers, guides, a grid, tabs, text routing and column outline. In addition, once you place a bit-mapped picture where you want it, you can turn off the picture display to speed up screen redraws. You'll see a frame representing the picture's location.

The last part of the view menu has page layout tools: show rulers, guides, grids, tabs, text routing, column outline and pictures. Each of the features is helpful in aligning and designing the page.

This is disgusting. I can't cover all the features in one article. There's just too much.

PageStream Update

Oh well, some exciting news. A few days ago there was a conference on GEnie with Deron Kazmaier, president of Soft-Logik Publishing Corporation. Being new to GEnie and modems, I could only figure out how to observe the conference. I wish I could've asked a question or two...but anyway here are some excerpts.

Soft-Logik is pleased to announce PageStream 2.0! PageStream 2.0 is fully integrated with Agfa Compugraphic's hinted outline fonts, as well as Adobe Type 1 IBM format (without hints). PageStream displays these outline fonts on the screen plus prints them to dot matrix, laser, and PostScript printers with exquisite quality. PageStream draws polygons with Bezier cubic curves as well as the usual straight lines.

PageStream 2.0 will load and save tags separate from a document. In addition, 2.0 will save a document as a template for future works of similar design. Version 2.0 allows for specifications of beginning and ending angles of arcs in 1/100 degree increments and allows for rotation in 1/100 degree increments. 2.0 allows the specification of font sizes in 1/100th point increments, and positions and sizes an object to the same 1/100th of a point. PageStream 2.0 allows larger maximum page dimensions (billboard size & beyond) plus the ability to easily "bleed" objects off the page.

The most important thing about the CG fonts is that it brings PostScript quality text to those who don't own a PS printer! The good news about the Adobe Type 1 is that for those who want to reach into the large Adobe font collection, you just need to drop them into your fonts directory, and viola, you can see the outlines on screen and proof them to non-PS printers!

Separate from the CG and Adobe Type 1, all fonts can be used for both screen and printer. This means that large type will look as good as possible, but if you still use a lot of 10pt type and have a bitmap for it, you can get the speed and quality of a bitmap. Rotated type looks great!

The only thing that will change with today's fonts is that they will be used more. Outlines (.DMF) will now show on screen, and get auto-converted into downloadable PostScript if the true font is not available, and bitmaps (.12h, 14h, 14i, etc) can be used for onscreen as before, but also dot matrix and PostScript!

The upgrade fee will be $75, and PGS 2.0 will retail for $299.95. If you buy/own an Adobe IBM font, all you need to do is copy the .PFB and .AFM files to a directory via Dos-2-Dos on the amiga, or just normal on an ST, and add the directory via the font manager. It's there ready to show the unhinted outline to screen and dot matrix, and print with the downloadable Adobe via PostScript. The AFM file will give the correct kerning and spacing!

Some Final Thoughts

Soft-Logik stuck with the Atari ST user and provided a very fine program. You know I'm going to get version 2.0 (probably need another memory upgrade too...ha, ha). Soft-Logik has donated PGS version 1.8 to many of the user groups for newsletter editors and raffles. I don't think they could support us any more than they have already.

MegaClick

Supercharge Your Mega Keyboard!!

Timothy Barr (SEVAC)

Have you lost confidence in your touch-typing ability when you use your Atari Mega ST? Do your fingers get confused when you switch from that IBM at work to your Atari at home? Or are you just getting tired of the incessant THOCK, THOCK, THOCK you get every time you hit a key?

If so, have I got good news for you!! Best Electronics has come to the rescue, with their MegaClick Atari Mega keyboard upgrades. And at a price comparable to a high quality IBM style keyboard.

Why the Need?

From Day 1, most Atari users have complained about how difficult the ST keyboards are for touch-typing. The original ST keyboard was made using the cheapest technology available at the time, and they felt cheap. Little pieces of rubber were used as "springs" for these keyboards. Atari partially solved this problem when they released the Mega 2 and 4.

The keys used in the Mega computers were real keyswitches, usually ones made by Cherry Electric. This was a major improvement over the original ST keyboard, and brought the Mega keyboard to the same level as most IBM clones.

Best Electronics has taken this one step further by offering the raw materials that will bring your Mega keyboard to the level of usability it should have been at from the beginning.

Raw materials, you say? That is one of the drawbacks to this upgrade.

Installing the Upgrade

MegaClick is basically a package of replacement keyswitches for a Mega keyboard. The MegaClick packages are available in quantities of either 10 or 30 keyswitches.

You must unsolder and remove the old keyswitches, then pop in and resolder the new switches. Best Electronics recommends that the installation be done by an experienced service technician or computer service center. Actually, if you are reasonably competent with a soldering iron, and have the right tools, this upgrade is really quite easy.

Radio Shack sells a very good desoldering iron for $8.49 that worked quite well for my upgrade. This is well worth the price, and is much easier to use than solder wick or a separate desoldering tool. A 60-key upgrade took me only a couple of hours, from removal of the case to testing the finished product.

Observe Caution!

The most difficult part of the upgrade is removing the keytops without damaging them. The easiest way I have found is to start at the top right side, at the Backspace key. This key is larger than a standard key, which makes it easier to grasp.

Also, you should be *very* careful when you remove the following keys: the left Shift key, Return key, Space Bar, the Zero key on the keypad and the Enter key on the keypad. These keytops all have special linkages that evenly distribute the key pressure. This linkage is also easy to break. In fact, I had to epoxy one of links on my space bar when I broke the locking tab.

Also, there is an easier way to remove the old switches, once they have been desoldered, than the one in the instructions. If you use two small screwdrivers to defeat both locking tabs, the keyswitches will practically fall out, if they have been desoldered correctly.

Mapping the Keyboard

It is also a good idea to map out the key layout on a piece of paper before you start. This makes it easier to remember where each keytop goes back to when you are done and want to put the keyboard back together.

One other item that bears mentioning. It seems Atari must wave solder the keyboard when they put it together, because I found a couple of (big!!) loose clumps of solder between the keyswitches and the circuit board, when I took my unit apart. So, gently tap the edges of your keyboard on a table, before you put the new keyswitches back in, to make sure that there are no loose "solder balls" floating around.

As for the operation of the new keys, I am *very* happy with my keyboard now!! The keyboard is more comfortable to type on now. And though I am not a "touch typist," I have noticed a reduction in the number of errors while typing. Being able to turn off the keyclick at the control panel is, in itself, reason enough to buy this upgrade.

The price for an upgrade is really not that bad, once you consider that a Northgate keyboard for an IBM computer is $120. A package of 30 keyswitches sells for $64.95 and a 10 key add-on package is $21.95. There are 58 keys in the main part of the keyboard, which requires two 30 switch packages, for a total of $129.90.

You should also check your keyboard to make sure you can use the upgrade. Look closely at the top of one of the keyswitches, after you have removed the keytop. If it says Cherry, you are home free. If not, this does not mean that you cannot upgrade, but you should call Best Electronics first, before you order any upgrade kits.

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The Basics of BASIC

Rick Burton (RACE)

You may have noticed that I was AWOL from Basics for a month. Well, I'm back for more and trusting you are too.

As I had been doing Basics for nearly a year in our local newsletter before AIM, I thought we would backtrack and cover some territory that has not been seen in AIM. Let's begin with loops this month—and let's begin with something that's just plain fun to experiment with to boot.

Sound!

The SOUND command must be followed by four numbers in the format: SOUND x,x,x,x with each number performing a different function in the making of electronic sound.

First number: (0-3) will select one of four "voices" or "channels." Four sounds can be made at the same time.

Second number: (0-255) determines pitch, with 256 pitches to choose from.

Third number: (0-14) is a distortion value. Only even numbers can be used with 10 making the "cleanest" sound.

Fourth number: (0-15) is the volume knob. Off is 0 and loudest is 15.

Now we are ready to compose Atari style.

Example: SOUND 0,100,10,10 uses voice 0, has a pitch of 100, has a distortion value of 10, and is "turned up" to 10. Type the example then press RETURN. Beautiful electronic sound! Type SOUND 0,0,0,0 then press RETURN to turn the sound off (voice 0 set to 0) or just press RESET. No, I didn't forget loops!

Looping

We will begin with the tried and true FOR-NEXT loop. The FOR- NEXT loop can be used to count. For example:

```
10 FOR X=1 TO 3
20 PRINT "THIS IS A TEST"
30 NEXT X
40 END
```

RUN this program and you will have *THIS IS A TEST* printed on the screen three times.

Now hold the Control key down while using the "arrow" keys to position the cursor over the 3 in line 10, type 9, and press Return. Move the cursor down and away from the program lines. Use the RUN command again and *THIS IS A TEST* is now printed nine times on the screen. Let's combine the SOUND command and the FOR-NEXT loop by typing:

```
10 FOR X=0 TO 255
20 SOUND 0,X,10,10
```

Lines 10 & 20 will automatically replace the old lines in memory. The X in line 20 will be substituted by FOR-NEXT value X (0-255) when the program is running.

Now use the RUN command again and the fun begins! Variable pitch! Next we count backwards by adding a STEP command.

```
40 FOR X=255 TO 0STEP -1
50 SOUND 0,X,10,10
60 NEXT X
70 END
```

Line 40 allows us to count from 255 to 0 (backwards) by ones when using -1 as the STEP value. RUN the program to hear falling and rising pitch. One more addition:

```
70 GOTO 10
80 END
```

Replacement line 70 creates a continuous loop back to line 10. Why the END statement in the examples? Tidy programming! This statement is also needed in certain applications. Run this program & press RESET when you tire of the "sine wave effect."

Our journey of exploration into FOR-NEXT, GOTO, loops and branches has begun...

Join me again as we take a look at more loops and with strings attached.

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"Daddy, I can DO IT!"

A Review of KidPublish Professional

Steve Volker (STAG)

[For this article, Steve enlisted the aid of his eight-year-old daughter, Teresa.]

This month we are going to take a look at a surprising bit of fun called KidPublish Professional by D.A. Brumleve.

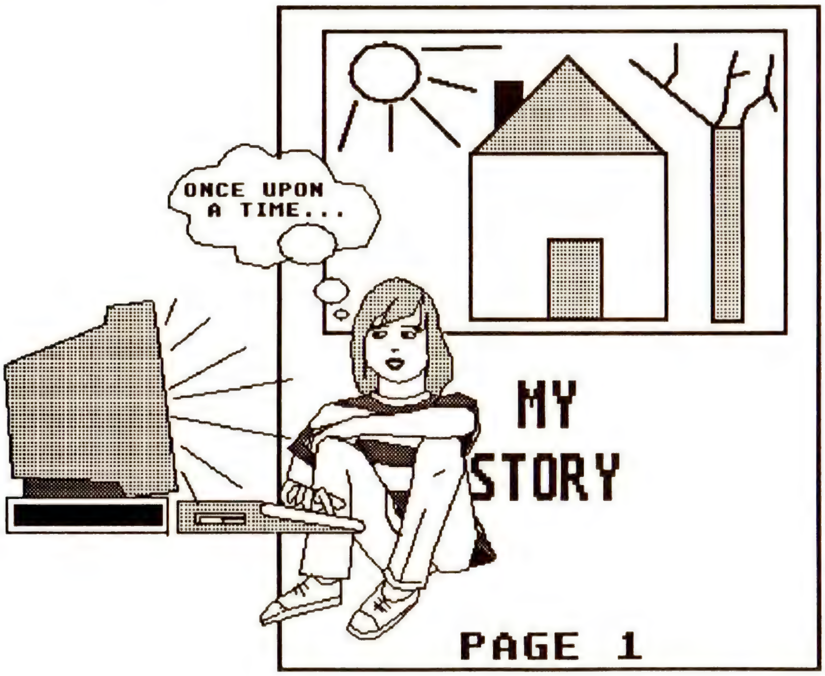
Dorothy Brumleve is the author of a number of pd programs written for kids, (i.e. KidMixup, KidGraph, KidPublish, etc.), and has worked with children and computers in a number of ways. She is also the mother of five little computer hobbyists herself.

Dorothy calls her word processor/publisher "A Desktop Publishing Program for Young Writers," so I invited my daughter Teresa to give us her impressions of what she liked or disliked about the program, after using it to produce her class project: Today I Was a Paleontologist.

A Kid's Veiw of KidPubish

Author: Teresa, let's talk about the KidPublish program you used for your report.

Teresa: OK.
Author: What did you like most about it?
Teresa: I liked the patterns things.
Author: What do you mean by patterns?
Teresa: The boxes you "click" on.
Author: Why?
Teresa: It was easy.
Author: How was it easy?
Teresa: It was easy to um... write and make dinosaurs!
Author: Why?
Teresa: Because you can use the "patterns" to draw things easy!
Author: You mean the icons... the "picture boxes?"
Teresa: Yep.
Author: What about the typing? Was that easy too?
Teresa: uh huh.
Author: Why?
Teresa: ....
Author: Do you remember Dad's word processor? When you used it to write letters to Jamie?
Teresa: Yes..?
Author: Was it easier than that?
Teresa: Oh yea!!
Author: OK. Teresa, one more question. What didn't you like about it?
Teresa: There was nothing I didn't like about it!
Author: Thanks Trese'...you can go play now.
Teresa: Dad? (hmmm...) Are you going to write this?
Author: Yep.
Teresa: OK.



On to the Program!

KidPublish Professional has a number of additions that make it easier to use for both kids and parents. It comes with a nice, little, 24-page Parent manual, that has just about everything in it you need, and a single sheet Kids manual, that has simple explanations and illustrations for easy reference.

There is a chapter called Getting the Most Out of KidPublish Professional which is full of ideas parents can pretend were their own, and a lively intro screen after the program loads that is sure to give young writers their first spark of imagination.

There are four fonts available to the child, (i.e. Sans serif, D'Nealian, Outline and Small), though only one can be used at a time, and a means of creating your own fonts with a Degas-compatible paint program and YOUR_FNT.PI1 provided on the single-sided master disk.

There are also chapters on Printing, Damage Control and information on Support options, which I found to be of unlimited usefulness. (See below)

Using KidPublish

The screens—drawing, title, and typing—are all colorful, easy to use and understand and very functional. I found the freehand drawing cursor to be very smooth and free, though I admit to missing a paintbrush that comes in different sizes, and I would have liked more configurable fills. I guess there is something to be said for the simplicity of the drawing controls.

The typing speed bugged me a bit, though I soon got used to it, and the deletes are slow, but I guess my only trouble with the text is the limit of one font per application. KidPublish Professional is written completely in GFA 3.0, runs in low rez only, is not copy-protected and uses every bit of RAM on a 520ST.

The Importance of Support

Though KidPublish Professional works great with most 9-pin, Epson compatible printers, I had a bit of trouble with my new, 24-pin NX-2400. This is where the support information really proved useful.

My daughter's project was coming due very quickly but the printouts I was getting from my test applications were spread out in a landscape format, over a page and a half, and much too light. I called Dorothy using the phone number provided and explained my problems. She was sympathetic and immediately began looking for a solution to my problem. Over the next few days, Dorothy sent me a number of different printer drivers which she had found on-line or elsewhere, and another version of the program altered to work with a 24-pin printer,..no luck.

After a lot of searching and looking for help from her different connections, Dorothy sent me the PD driver package NX_2400.ARC, written by Tom Hudson (of course), and containing an install accessory, an Epson LQ driver and an NX2400 hex dump. It was *All better!!* My daughter's project was finished in time. I am very appreciative of the way, and of the speed, in which Dorothy solved my dilemma. That's what I call support.

So, as a desktop publisher for my children, or as a quick and very easy way of producing simple documents for everyday uses, I think KidPublish Professional fits the bill just right!

Update to KidPublish

Dorothy left me some e-mail as I was finishing this review, saying that an upgrade for Kidpublish Professional will be out by the time you read this, containing several new additions. Such as:

A way for parents to configure each child's disk to allow for the number of pages available (up to 10 on a 1040), or to allow or disallow the LOAD option.
To allow or disallow the TITLE function.
To allow or not allow exiting to desktop.
Is user-friendlier and more icon-oriented, and includes backward scrolling now.

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The Impossible Just Takes a Little Longer

Jake Olbrich (RACC)

Andy (RACC President) called to say a fellow had requested some help converting Data Perfect files to an IBM database. Being 8bit VP, could I give him a hand?

Getting Started

I started thinking about a file called Context in an old Analog magazine. And I knew Antic had a program to convert about anything to Atari DOS 2.0 called Transfusion. I wasn't the least concerned about cabling or transferring once I got it into Atari format. I had already gone through all that just recently getting one Atari to "talk" to another. Sure enough, the fellow called.

Well, this just wasn't one file, and it wasn't just one disk. It was one file on 400 disks, double density.

The Depth of the Problem

For those unfamiliar with Data Perfect, let me explain that DP was and is a very good database. It is, however, incompatible with Atari files. It isn't really all that compatible with Letter Perfect, which is the corresponding word processor. Files from DP can be printed out into LP but not exactly loaded in and processed. So, a program to convert LP files to Atari will not convert DP files to Atari. At least not without a lot of modification.

I read my documentation on DP, and it said they had a conversion utility. I called. A very, nice helpful fellow named "Leo" (Is this the 'L' of LJK?) explained no, they never did get it to work. I made a few changes, as he suggested, but I simply did not get anywhere.

Both Context and Transfusion are for single density. This means they may transfer 128 byte sectors of data but never 256. I tried a few other programs. They all used the famous "page 6." This is location 1536. Anytime Atari imports over 128 bytes of data, it uses page 6 for the overflow. In Bill Wilkinson's famous words "Blooey."

I called Leo again and he made up a short program for me to try. He wrote in Assembly, assembled it and gave it to me over the phone in hex. Now all I had to do was transfer it to decimal and I=1573 to whatever, Poke I characters I—you've seen the routine a few times I'm sure. Well, that didn't work either.

Grasping at Straws

I tried calling Antic. I wanted to talk to Charles Jackson about his utility Transfusion. Could it be changed to work on double density files? Well, Mr. Jackson is no longer at Antic, but there is a Mr. Wolfe. Mr. Wolfe is out to lunch.

I wait and call back. Mr. Wolfe can't help and sends me back to Carolyn. No. There is this policy about giving out personal phone numbers. She cannot help me get in touch with Mr. Jackson. OK?

No, I explain that I do not want anyone to violate any policy. If there is indeed this policy then someone has the authority to override this policy. Can she put me in touch with him please? Yes, but now he is out to lunch. Anyone else? Out to lunch. I think. "How come she is there? She would be eating lunch, but the phone rang." I try to be polite. She does also, although by now our frustration is beginning to show. Carolyn is a professional. She explains she has some phone numbers for Atari that she can give me in an emergency. I take them.

More Straws

I try Omnimon. This, for the uninitiated, is a very neat hardware chip that allows sector by sector read and write and a whole lot more. I try it. Yes, it reads a 256 byte sector of DP. Yes, I display it in memory. Yes, I write it to a different disk.

No, DOS doesn't know it is there. (Actually at this point I was very, very close to having what I needed, but I didn't know it.) I knew what was needed—some way to construct a VTOC and file directory to let DOS know what was on the disk. I have the customer call ICD. They suggest that he contact some "hacker."

I vent some frustration. If I have to, I can construct a Dos VTOC and file directory. But I never have, and I don't want to. ICD has, and all I need is a couple of numbers to get started.

Thanks for nothing fellows. You could have looked real good in this column. I tried to let you be a hero. I really tried. I got more support from a company that hasn't been in business in years, hasn't sold anything in years and doesn't expect to. And, their incompatible programs are not as incompatible as SpartaDOS. The latest version of DP runs on my 800. SpartaDOS doesn't.

After more coffee I go through every magazine, ROM, Atari Interface, Compute, Antic, Analog, Byte, Computer Shopper and Creative Computing—to December 1981. This takes me until 4:30 am.

I decide to reread the documentation on Omnimon. Red eyes see the phrase "use the K function of DOS to make a Binary file." (Now, I really haven't used DOS since January of 1985 issue of Antic magazine published the first version of Diskio. When I've had to I used MyDOS to set up my RAMdisks, and a few such things, but I never did use function K.) "This will construct a VTOC and File Directory." And that is all I need. I do it. It works. the commands:

```
<SELECT RESET>  go to Omnimon
R 14 4000 10
```

This means read sector 14 HEX (20 decimal) starting at location 4000 hex memory and continue reading for 10 hex (16 decimal) sectors. At 256 bytes to the sector this means I now have in memory at location 4000 hex to 4FFF hex, the 10 hex, 16 decimal, sectors of the file on DP.

```
T                 get in text mode so that I can
                  read it.
D 4000 5000       I want to see what this file loks
                  like on disk
                  Toggle the CONTROL and 1
                  key to to see what I have.
<System Reset>    I want to go to DOS because
                  I like what I see.
K                 I want to save this memory.
                  DOS asks me for a filename,
                  starting and ending memory
TEST,4000,4FFF  <return>
C                 I want to see what this DOS DP
                  file "TEST" looks like
TEST,S:           so I copy it to the screen.
```

It looks neat, just what I want. I call my customer. He's asleep; I wake him up. It's 6:30 in the morning. I'm not sure he is happy to hear the good news.

Getting Close

I sleep or try to (I haven't for 52 hours) until Charles Cherry calls me back from Atari. I explain the situation has been tentatively resolved. He suggests a couple of alternatives. I've already tried them. He continues to try to be helpful. We talk for some time on Atari's 25 cents. Who says Atari is not supportive? He asks who gave me his number. I tell him think about it. Everybody but Carolyn Cushman was out to lunch when I called Antic. He agrees. He says Atari should have put the Omnimon in every computer. We agree. We talk some more. He asks for this article. Here it is Charles.

The story continues: The customer does not realize that this is the way to do it. (If you have done this a better way let me know. I don't say it is the best way. It is the best way I can figure out. If you have an idea first do it. Then tell me about it.) Other people try to get in on the act. Somebody is going to build a box to do it. What are the rs232 signals coming from the Atari? That is a good question. Unless the rs232 was booted with DP, how do you get it out? A few tried.

Problems with the Database Fields

Then, somebody said the customer was going to have to use a modem. He called me, all upset about it. Try to explain what a null modem is and what a modem is and the difference on no sleep and only gallons of coffee. I needed more coffee.

Then somebody was going to try to intercept the signals coming out the printer interface and send them to the IBM. Then the customer came back. Everybody had a better idea, but nobody's idea got the job done. Besides there was this other problem.

Other problem: The DP database was 6 fields. The new IBM database was six fields. They were different fields. The DP had a key field and a name field. The IBM had a first name and last name field. Even if any of the "better" ideas could be made to work; the key field would be the first name and the last name would be the whole name. Now what?

I wrote a program to separate out the last name. Then came a name with Jr. I allowed for Jr. and Sr. with and without trailing periods. Then came a name without any first name. Another Wilkinson "BLOOEY." I corrected for that. We determined that Omnimon could reliably transfer 60 hex (90 decimal) sectors—double density using an old 3.012 version of MyDOS—at a shot. To get a complete disk and avoid the VTOC and file directory of DP we did it in 8 shots:

```
Command R 14 4000 60 : K A1,4000,9000
R 75 4000 60 : K a2,4000,9000
R 4000 2D : K A3,4000,6DFF ;  we have to stop at
   Sector FF
R 11c 4000 60 : K A4,4000,9000  ; to miss the File
   directory
R 4000 60 : K A5,4000,9000; like this to the end
   which is
R 4000 60 : K A6,4000,9000
R 4000 60 : K A7,4000,9000
R 4000 36 : K A8,4000,76FF ;  here
```

Now all that remained was to strip the six header bytes from each file and put it all back together again. So my program could swap fields, rearrange the name field and write it all back again.

There was another problem that we used to our advantage. DP pads each field that is not the total length with the Control B character, and it pads it after the delimiter. Now when my program reads in this key field, fine, strip it. Then the next field, may or may not have a number of Control B characters at the beginning, which is actually the left over from the DP database padded out characters. This will make a program all properly DIMmed go absolutely nuts. More coffee, less sleep. I said we used it to our advantage.

As long as I was going to have to strip out all the Control B characters anyway, why not change these six (useless to us) header bytes into Control B characters? How to do it? I tried a word processor first. The only one that could take in a file that long was Omniview.

Then the PRINT To Disk command, in order to keep from getting more header bytes added back in, really slowed things down. And it was messy. I simply did:

```
Open #3,12,0,"D:A1"
?#3;"six control b's";
Close #3
```

Then I scrolled up on the screen and changed the A1 to A2. Three returns and I scrolled up and changed the A2 to A3 and three returns and so forth through A8. Sweet, neat, petite, and quick as the brown fox over the lazy dog's back.

Now MyDOS and the ICD 1Meg MIO really got put to use. I append all eight files with:

```
C
A*.*,TEMPA/A
```

Now I run the program I wrote and write a 682 sector double density file, TEMPA to TEMPA.JKE. This becomes a 395 sector double density file. With DOS, Dup, BobTerm and my program, it leaves 50 sectors in RAMdisk 8. The first version to work took 24 minutes and 30 seconds. I tried rewriting a few of the algorithyms to speed things up. That trimmed it to 17 minutes and change. I turned off the screen with a POKE 559,0 and back on with Poke 559,34 (for the 800 use 22). Down to 14 minutes.

Casualties

During all of this, we smoked one computer, one disk drive and a bunch of disks. One of the disks had a file called TURBOBAS.SYS. I tried copying it to another disk. Luck be a lady, it was the only file I could copy.

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Extra Cartridges $99!

I figured if it only took a major rewrite of my program to save time, with 400+ disks to go, I had better do it. I tried it first with the screen turned on, no rewrite—nine minutes and change. This baby wants to fly. It not only works without a rewrite, it saves time. I feel the need for speed. I turn the screen back off. I rewind the stopwatch. I type run and press the Return key and the stopwatch. After only six minutes and 27 seconds my printer springs to life. 2003 records have been transferred.

I load in BobTerm and set up my Tandy laptop to do the null modem transfer—Three minutes and change at 9600 baud. 19200 baud is just a little faster but my Tandy Disk drive can't keep up. I don't find any errors in the completed transfer, but the program lists 25. I think I will stick to 9600 baud. Over 70,000 bytes removed from a 177,000 byte file (six plus minutes) and no errors is perfectly fine and so is three minutes for the null modem transfer.

The Project is Completed!

Although this is a long story, I have purposely been brief with what went wrong. Maybe we learn from our mistakes or others. But, if we do learn that way, what do we learn? Just another way of doing something wrong. Better we discuss what goes right. And what is right is that the customer is saving over $125 per disk transfer; and he is happy, and, also important, thinks Atari people are great. "Fabulous," his wife said.

If you want to know about a lot of similar problems that we had in programming, read the April issue of Computer Shopper. Page 664 discusses the carriage return, line feed phenomena. Or you can read Steve Scott's article on porting to an IBM from Macintosh in the March/April issue of Midnight Engineering. And if I have time, I might talk about it sometime. Hopefully somebody has an easier, better way to handle big files, DP double density, and they will tell me how they did it and how I did everything wrong. Then they'll probably ask who is LJK.

And I hope somebody tells ICD about the K function of DOS 2.0. I didn't know, but they did and they for some reason chose not to tell a customer. But their MIO surely did work great with MyDOS. And thank God for David Young and Omnimon. A special thanks to Wes Newell of Newell Industries for all of his support. I'm sure I interrupted his important business too many times. A very great appreciation to Charles Cherry at Atari for calling back and being helpful. And to my wife and others that simply overlooked this old man talking all night and day to his computer and himself in language unpleasant, unkind, yet cajoling, pleading, demanding and then asking Why?

Yes, six minutes and change. Impossible, but I had help and I thank you for it. And Turbobase; I love it.

What is Shareware Anyway???

Craig Harvey (WAUG)

As a note of background, I am not a lawyer and have taken no courses in the legal issues connected with software distribution. I am merely a computer user (Atari 8-bit, ST, IBM and Mac) and an ST enthusiast who happens to have been bitten by the programming bug (those things always show up together!).

If any of the following comes across as a sales pitch for my software, I apologize since that is not the intent of the article (merely an acceptable side-effect).

At the Toronto Atari Convention on April 1, 1990, I was enjoying manning my first booth showing off my desk accessory called Diary and selling it for $10 to those who wanted it. In general, the response was very good from those who actually had any use for a good text editor as a desk accessory.

Then there was one person who already had the shareware version who actually came up and told me what a good program he thought it was and that he used it all the time. So I said he ought to register it. And he replied that maybe when I added some more features he'd consider registering. After he walked away, I think I just stood there a while with my mouth hanging open trying to understand what I had just heard.

Here was a shareware user who had found a program that he liked and used regularly, but he thought nothing of continuing to use it without registering. And I figured from the fact that he happily told me all this that he didn't think there was anything inconsistent in his actions. It was right about that time that I started wondering what people thought shareware really was. And thus we have this article.

Fair Exchange

As more food for thought on all this, here is a message I left on a local BBS followed by a reply to it:

MOlin's Den
| Msg 1/01959
|Post: Sat 14-Apr-90
11:34:25am
From: CRAIG HARVEY
To: FRED LEACH
Subj: Fair Exchange

It appears to me we're running into a spectrum of the 'Free lunch' concept. At one far end of it, you have things like QUIKCASH chain letters and simple piracy—in which you get something of value but give nothing in return for it.

At the other end would be some sort of ultimate philanthropist, who gladly gives away all his/her money and valuables.

Either of these ends is irrational, since it contributes to its own demise (you can't keep giving everything away, because eventually you run out and starve, and you can't keep getting everything for free, because those you get it from starve).

In the middle of this spectrum is the most rational/long-lasting concept: one exchanges something of equal value for things one obtains. Note that "value" does not *have* to mean dollars. Other things can be just as valuable—such as a nice letter of thanks or writing and getting published a review of a piece of software. Fair exchange, Balance, Harmony, etc. To the degree one upsets this balance, one is asking for trouble in life. (These are the views of a shareware author who also sends in the $ for all the shareware he uses.)

MOlin's Den
| Msg 1/01973
| Post: Sun 15-Apr-90
11:44:46am
From: CITY SLICKER
To: CRAIG HARVEY
Subj: Fair Exchange

If your statement is true Craig, I applaud you. I believe that there is, to some degree, a bit of a larcenist in all of us. The "risk-factor" vs. "reward" is probably what keeps that latent tendency from manifesting itself.

Yet, there seems to be such an extremely small "risk-factor" when one receives a decent piece of shareware. It is during these personal, private moral judgement times, in a person's life, that they will "take-the-program-and-run" and perhaps soothe their own self image with a weak promise to "someday" send in their shareware fee and register. Is the figure of return on shareware a fraction of 1 percent? A highly risky venture, indeed!

Freeware vs. Shareware

I have to admit that shareware authors like me have probably helped to muddle the concept of shareware in the eyes of the users.

I have labeled some things as "shareware" and then provided instructions like: "Hey, if this ends up being useful to you, how about sending me a few bucks?" which, in a strict sense is not what shareware means. The actual definition of shareware is something more like: "This is a commercial copyrighted piece of software. I am making it available to you and anyone you care to give it to so you can try it out for 30 days to see if you consider it worth the $30 selling price. If after 30 days, you decide you want to keep it, send your check to ..., otherwise you must destroy your copy."

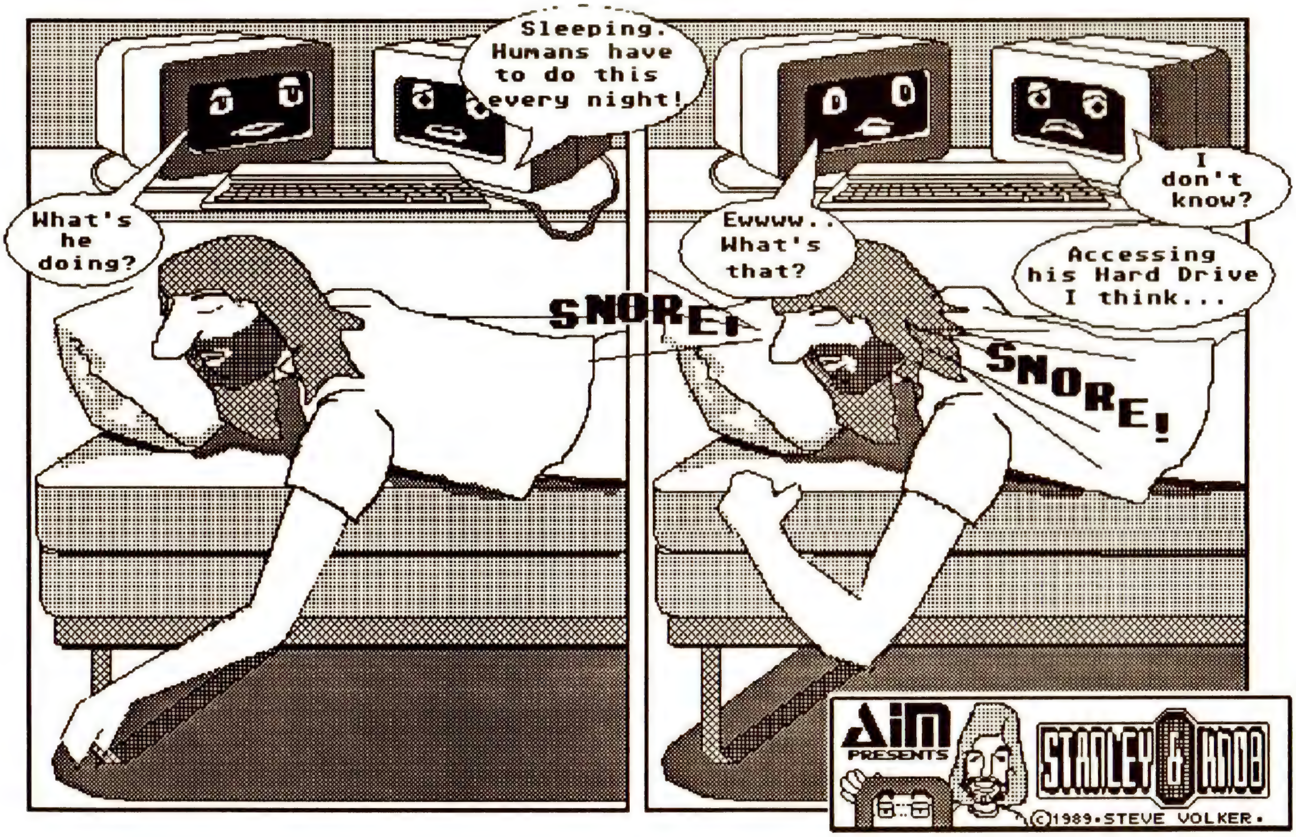
I believe that statement is basically what the first successful Mac shareware piece (Red Ryder) had. So, when a software author puts out a piece of software with a statement like the first one (suggesting a donation if the user feels like it), then I propose that it should *not* be labeled as shareware.

There is also a term being used these days of "Freeware." I am not sure if this is exactly the same thing as "Public Domain" or if there is some difference in who retains ownership (as I said, I'm not a lawyer). But from the user's viewpoint, the bottom line is the same for both—the user is not expected to send any payment.

So, there appears to be a wide range in how "public" a piece of software is. At one end would be something that is utterly free, including the source code, for anyone to do with whatever they please, including calling it their own and selling it as theirs. At the other end is an expensive commercial product with its glitzy packaging and voluminous documentation that is only (legally) available by purchasing it before using it. Shareware exists as a way to provide users and software developers with a compromise that CAN be better for both of them. Following is how I explain this all in my current documentation:

"This program is shareware, not freeware. This means that you get to try it out for free. If you find that you want to keep using it, then you are supposed to pay for it so you can legally own it. I have been considering distributing this commercially, but that would require much fancier (more expensive) packaging and printed documentation, as well as giving the distributor 60% of the retail price. The end result would be to force the price up to at least $15 or $20 just for me to keep from losing money. Personally, I much prefer the idea of making software available to as many people as possible for as little money as possible, and letting everyone get to really try it out before having to buy it. *That* is what shareware is all about. Therefore, you are welcome to use Diary & EdHak for a month as much as you like. If you decide it's not for you, that's fine. But if you decide it's a piece of software you'd like to own, then just send me the $10 registration and you will be rewarded with a more full-featured version."

In summary, support Shareware! But I may be a little biased and I'd be interested in other people's opinions on all this.


Sleeping. Humans have to do this every night!
What's he doing?
SNORE!
Ewwww.. What's that?
I don't know?
Accessing his Hard Drive I think...
SNORE!
AIM PRESENTS
STANLEY & KNOB
©1989•STEVE VOLKER•

DBMAN TIPS FOR THE ST-ER

Peter R. Killian (O-ACES)

One of the programs I find most useful on my ST is the dBASE III look and work alike, dBMAN from VersaSoft. I have used the program since version 2.0 and now have version 5.2, which includes a pseudo-compiler (it still needs either the interpreter or a run-time package, which is NOT included).

I find dBMAN useful for two reasons—it is programmable and it is compatible with what I use at work. But, since I don't want to just review dBMAN itself, let's get on with some tips on using dBMAN.

I brought up the advantages because they are what I want to talk about this time. Programming is both the biggest advantage of the package and the hardest thing about it at the same time—it provides the power that allows dBMAN to do so much more than most other data managers.

Compatibility with dBASE II, III, and III+ gives you a ready base of learning tools, since bookstores often stock several books on using and programming dBASE and, if your office uses dBASE, you can also get help there.

Before I get to specific tips, I want to make a couple points about the compatibility issue, since there is a lot of room for confusion here. First, compatibility does *not* mean you can run dBMAN on an IBM compatible, nor that you can run dBASE on your ST (unless you also use PC-Ditto, PC-Speed, Supercharger or another IBM emulator).

What it does mean is that you can read and write stuff created with with either package (provided you have the same type disk drive on both machines—or another way to move the files from one to the other, such as a modem).

Knowing the Differences

There are some limitations to this compatibility, however. Each system has commands the other does not and some things can do work differently. For instance, none of the dBASE family has mouse commands, while dBMAN (since version 3.0) does.

Although both programs create and use reports, they do *not* work the same and you cannot use one with the other. Just to take another example, dBASE requires you to use an ampersand (&) when you search using the FIND command, since it does *not* require quotation marks around the expression you want to find.

If you use the ampersand with dBMAN, however, it will think you want to substitute another variable for the first one and the same command will *not* work. On the other hand, data files, format files, program files, indexes, memo files, etc. *do* work with either system, providing you watch out for places where the two are different.

One other place where they differ in programming (this is an article about programming, remember?) comes when you have to deal with starting a new data file that doesn't already exist.

When I first started working with dBASE (I started with dBASE II, back in the dark ages before either IBM or ST computers), I always made sure the file already existed before running my dBASE program. This wasn't too difficult since I was normally the only one who had to use what I did.

If the program stopped because the data file it expected did not exist, it was no big problem. I simply created the file at that time or temporarily figured out a way to get the information I wanted by some other means.

Later on, I had to show others how to use my work and I could not always be there to explain or fix things when they did not work. Letting others use the programs also meant they might want to start from scratch and one of the easiest ways to do that often involved erasing old file(s) and starting over. It also meant there was a greater chance for accidentally erasing or damaging an old file.

As I learned more and more about using dBASE (and later dBMAN), I first started by copying from an existing file. This was not very satisfactory, however, since it still meant having one good file for each type, since I only knew how to copy files with the same data fields and then delete all the records to start from scratch.

Later (actually not much later), I learned how to copy just the structure, which gave me the blank file I wanted without having to remove old data from the copy. Finally, I learned how to create any new file from an existing one, even if the file was entirely different!

This method involved a variation of the COPY command, usable with both dBASE and dBMAN. The variation can be found under Copy Structure Extended and creates a new data file with four fields and a record for each field in the file it was copied FROM. Once you have such a field, you can delete records and substitute ones with the fields you want. After that you can create a new data file using the modified field data.

The four fields, appropriately named, are FIELD_NAME, FIELD_TYPE, FIELD_LEN, and FIELD_DEC. FIELD_NAME in each record, of course, contains the name of the field while FIELD_TYPE contains a single letter for the type of data that field would be able to use (N for numbers, C for characters, D for dates, and L for logical). FIELD_LEN stands for field LENgth, or how many characters can be stored in it. For number fields, the length includes any sign, the maximum number of digits in the number, and the decimal point, if any. The final field, FIELD_DEC, only has meaning for number fields—it is for the maximum number of digits the field could use to the right of the decimal point. Here is one method you could use with this technique (you can, of course, use your own names, types, lengths, etc.):

```
IF .NOT. FILE("2UU_STAT.DBF")
  CREATE STRUCTURE TO Temp
  USE TEMP
  APPEND BLANK
  REPLACE Field_Name with "FIX_BUNDLS"
  REPLACE Field_Type with "L"
  CLOSE
  CREATE 2UU_STAT FROM TEMP
  USE 2UU_STAT ALIAS Flag_data
  APPEND BLANK
  REPLACE FIX_BUNDLS with .F.
ELSE
  USE 2UU_STAT ALIAS Flag_data
ENDIF
RETURN
```

This example creates a file with only one field, FIX_BUNDLS, which can have only one of two different values—true or false (sometimes represented by either yes/no, .T./.F., or .Y./.N.). The simplicity of the resulting file made this method very usable. NOTE that this example is *not* compatible with dBASE, though, since only dBMAN has the CREATE STRUCTURE command used in the second line. To create the same file using dBASE, you would have to change that second line to something like the following:

```
USE Old_data
COPY STRUCTURE EXTENDED TO Temp
DELETE ALL
PACK
```

The rest of the program steps would be compatible, though dBASE would still have a problem if the data file called Old_data did not exist when the program ran. Also, the steps needed could get quite lengthy if you needed a lot of fields in the file you want to end up with. Just to give you an example, the following makes a new file with only four fields (it also still uses the CREATE STRUCTURE not available with dBASE):

```
? "CREATING Bulk mailing index . . .
CREATE STRUCTURE to TEMP
USE TEMP
APPEND BLANK && Bulk Mailing Category (description)
Field_Name = "Category"
Field_Type = "C"
Field_Len  = 20
APPEND BLANK && Bulk Key (reference for other dbfs)
Field_Name = "B_Key"
Field_Type = "C"
Field_Len  = 4
APPEND BLANK && # of items in the current bundle
Field_Name = "Bndl_count"
Field_Type = "N"
Field_Len  = 4
Field_Dec  = 0
APPEND BLANK && STICKER for bulk-mailing bundle
Field_Name = "Sticker"
Field_Type = "C"
Field_Len  = 20
CLOSE
CREATE UU_Bulk from Temp
RETURN
```

Now here is what I use today. It is compatible with both dBASE and dBMAN, uses several other concepts, and the basic method can be used to create any data file. The method uses two PROCEDURES, one of which takes information (PARAMETERS) from the other. Instead of using separate APPEND and REPLACE commands for each field, this method creates an intermediary file to add all the data at once.

The first PROCEDURE looks to see if the desired file already exists and, if it doesn't, it creates the intermediate file and then calls the general purpose PROCEDURE to create the desired file from that intermediate file. The resulting file has ten fields and would take far more programming using the older method above (assuming, of course, the other niceties, like looking for other source files and telling you if it could *not* find a suitable file to start with).

[Ed. Note: You can find the source code for these two procedures on the AIM Disk of the Month, or simply send a self-addressed, stamped envelope to AIM, 3487 Braeburn Circle, Ann Arbor, MI 48108.]

That should be more than enough for this, my first venture into writing about dBMAN for AIM. If you like what you see here or want to see more, please write to me care of O-ACES or AIM—or you can leave E-Mail on GEnie (my address is P.Killian). Send questions also, because you may not have the same experiences I have and may need to solve different problems with dBMAN (or dBASE—for those who have IBM emulators).

Operation: Cleanstreets

(Maybe this will make your day!)

Gordon Totty (MACE)

Dum da dum dum! Introducing Operation: Cleanstreets from Broderbund requires some heavy mood music. Dum da dum dum! (Hoo-boy, I hope you have a good imagination.)

It is night. The city is crawling with the fringe vermin, the parasites who suck the blood out of a vital community. You are Harry, a cop. Dum da dum dum dum!

You work nights. Drug thirsty, crazed sub-humans come out after dark. You have to go out after dark, too. You are underpaid to do it. You have to go where the bad people hang out. Your Mommy won't come with you. It's a dirty job, and somebody has got to do it, but do you ever wonder why you choose to do it? Dumb da dumb dumb!!! Good luck.

OK, OK, put your pens down. I have enormous respect for the police of our communities. Sincerely, I mean it. This game does not depict the policemen I know. This game is fantasy. Fantasy can be fun. Let's see what fun we can get out of Cleanstreets.

Cleaning the Streets

You will play the part of Inspector Harry. No, you cannot be Dirty Harry, but Brøderbund did dub you "Cleanup Harry." This doesn't sound as exciting, but your exploits will make the real, fictional Dirty Harry look like a Sunday school cherub. He had a big gun. What a pussycat!

You will have four weapons: two fists and two feet. You are given four weapons to even up the odds somewhat. Your opponents will only have whips, chains, baseball bats, power chainsaws, knives, swords, motorcycles, bricks, brass knuckles, Chinese stars, steel wrenches, other assorted objects that my weak eyes could not distinguish clearly enough to identify, and something that I think is called numb-chucks (two short sticks joined by a chain, an Oriental weapon).

Your opponents are hampered by not being allowed to have a gun, either. To make up for it, they are often allowed to gang up on you, two or three at a time.

A Word of Caution

By now, you can see that this game is not about a tea party. It is about violence. It lacks blood and gore, but it is not for the gentle in nature. Hark, tender spirits! If the sight of somebody being repeatedly smashed in the groin (i.e. the sensitive organs of the nether region) by a thug swinging a chain would offend you, look not here!

Actually, I laughed at the animation when I noticed what was going on with the chain, but did squirm a bit in my seat when my Harry-guy groaned in pain. Better him than me!

Your mission, as Harry, is to take drugs away from street pushers. When you burn the drugs, your life line increases. When you get all of the drugs from a level of play, you move to the next level.

There are five levels in all, each given a mission name. First is cleaning up the caffeine ring. Other levels include missions against other addictive substances. By level five, you will feel pretty smug—then you are sent on a mission against people like you! I'll not spoil that little joke by telling you the fifth mission name.

Harry operates in various scenes: ordinary streets, underground rooms, playgrounds, the waterfront, Chinatown, a Chinatown interior, etc. These repeat in every level, with mostly the same characters. The added difficulty comes from a larger drug quantity, a greater number of opponents, and gang attacks on the higher levels.

Eliminating the Problems

Unfortunately, there is no challenge in finding the pushers. Harry's best modus operandi is to simply pound the pith out of anybody he meets. Hit first, search later. Hit them before they hit you. Pound them until they fall down; when they get up, punch and kick away until they fall again. Keep this up until they cannot stand up anymore. Show no mercy. These people are pushers, so push 'em. That is the Golden Rule of this little scenario.

What do pushers look like? Can we learn from Cleanstreets? In Cleanstreets the pushers are male and female, white, black and Oriental. Hmm. No clues there.

Harry is a white male. Bet you expected that, didn't you? I normally wouldn't focus on this, but the racial and sexual distinctions are very plain in this game. I don't think I saw anything offensive in it. Harry's boss is black. Harry fights with a woman. Sometimes, she wins.

The game might have been improved for some people if you could select whether Harry was black or white, and whether "he" would be Harry or Harriet. I think Broderbund was just trying to inject more realism with these characters, but having called attention to race and sex I suppose somebody will find something in it to not like. Then again, maybe not, even though they left out three sexes and several races. Most folks are more mature than I am.

The Villians of the Piece

Harry's opponents include a jock, punks, "ordinary" citizens (who throw stuff out of windows at him), Santa Claus (the creep!), a fascist looking chap (insignia on his jacket sleeve, striped pants tucked into heavy boots, military style cap), and a lovely woman. The lovely is clad in high leather hose and short briefs. She has bare thighs and blonde hair. Lest any of you get all mushy over her, be advised that she has a look on her face that would stop a Mack truck on a dime.

La Lovely has a whip, and she knows how to use it. She intends to use it on you, Harry. The first time, I stopped her quickly because I didn't know if it would be for free and whether or not Harry had any spare change with him. It was free. Harry didn't like it.

This game could appeal to all sorts. Are you a sadist? Stay in level one and pound them to pulp. Masochist? Let them beat your Harry senseless while you watch (masochistic voyeur?). The really fun part is that you can do it over and over in one evening without messy trips to the hospital. Coward? See how long Harry can run around and not get in a fight. Please forgive these comments; I'm an unreconstructed Freudian. I go beyond the good doctor. To me, a cigar is never just a cigar!

Maybe you like to look at well-executed software. Cleanstreets has a lot going for it, technically. This includes excellent graphics for one thing, though not enough of them. After you have seen all of the scenes twice, noted all the details, and read all of the graffiti you will begin to notice that more variety might help your continued enjoyment.

The sound effects and music are exceptionally well done. The grunts and groans of pain, the sound of a chainsaw ripping garments and flesh, ... a garden of auditory delights! Sarcastic as this may seem to you, I am serious. The sound effects are first class. You'll feel bad every time you let poor Harry get hurt.

The background music is matched thematically to the screens, and is sometimes humorous, if you can take your mind off the action long enough to listen to what piece is being played. This brings up another point: unlike some games, the music in this one does not overwhelm you to the point that you feel the need for a "sound off" option, or reach for the volume control on your monitor.

There is more to commend this product. Instructions are clear and simple, and are also available on the disk should you lose your pamphlet. (For me, filing and finding those things is harder than filing and finding my disks.) Further, the game has a generous demo mode, which I always appreciate. I like to see what it is all about before I play. Coming attractions almost always make me want to see the whole movie.

Another strong point is that you can select your level of play from a menu—a big advantage in any arcade-like game for me. There are many games that have never revealed their highest level to me. Either I can't make it, or I get bored going through level one over and over and over and over and ... you get the picture. Either in disgust or boredom, I put the game aside.

If you want to start Cleanstreets at the highest level, you can do it. Prefer to start in the middle with level three? You can do that, too.

So, what do you think? Is this one for you? You might like it; it has ZERO socially redeeming content! It does have a certain amount of black humor. I did manage to grin at many of the "wrong" places. It is technically very well done. Simple to learn and it won't tax your tired brain cells. Escapist, in that it is not realistic. Kind of like a comic book story.

You might not like it, either. It has zero socially redeeming content. It makes fun, in some ways, of horrible violence. Some of the sounds and sights might make a tender person want to upchuck, er ... disgorge dinner. It has a very "thin" plot. No puzzles to solve, no mystery about who the bad guys are, no challenge to your brain. Too simplistic. Too much of a comic book, but definitely not one for children.

Violent Reactions

I admire what I will call the presentation and packaging, but I did not like the story. I decided to not let my 11-year-old son, my assistant reviewer Gordie, play Cleanstreets anymore. (He's the one who told me those things were called numb-chucks, but he couldn't spell it.) He laughed his head off at it, and recent news reports say that some educators are worried that our various media present violence to children in a way that makes them think it is acceptable. It's not supposed to be funny, is it? Do kids really care? Does it really affect them? Don't ask me. I'm not an educator; I'm just a dumb parent.

Perhaps the reason I focused on this aspect, this question of violence, is that the characters are presented as people you might see on the street, with the exception of La Lovely unless you walk the wrong streets. Zapping aliens or things is one thing. Listening to a person get ripped by a chain saw is another ... a thing too close to home, too "real". At least, Karateka didn't use knives, whips, chainsaws, etc.

So, I think I'm going to sell my chainsaw. But, I guess I'll keep Cleanstreets. I might decide that I like it.

IS THERE A TACTICIAN IN YOU? PART 4

Tim Feenstra (GRASS)

The Air War In Europe

Have you ever watched the old TV series 12 O'clock High, and wondered why and how the targets were choosen. The show was about a B-17 bomber group stationed in England during WWII. This show sometimes gave the impression that knocking off one special target could win the war, but in reality it was a continued effort that lasted many years and sometimes cost the Allies far more than the damage done to the target.

Maybe you saw some movie where the air raid siren brought dozens of fighter pilots to their planes to intercept a bomber raid that was attempting to reach some target deep in Nazi Germany. The fighters would find the bombers and then the skies would be filled with falling planes as the Luftwaffe would take a heavy toll on the Allied aviators.

U.S.A.A.F.

A somewhat realistic account of the US 8th Air Forces daylight bombing offensive against the Third Reich, and the Axis defense through the use of fighter gruppe can be found in the SSI simulation U.S.A.A.F. (United States Army Air Force). There is much more to this than just bombing targets or intercepting raids, for the Allied player must develop some idea of what he wishes to accomplish.

Occupied Europe gave the Germans a vast area for the production of the materials needed for the continuation of the war, and this allowed them to scatter factories. The allies had to pick certain types of targets and keep at them to reduce their production and hinder the Nazis.

As the Allied player, you must formulate some sort of plan as to which types of industry you feel will have the most effect and then assign these types of targets to raids and try to protect them as much as possible. Targets deep in Germany itself, far beyond fighter range, could spell the end for many of your valuble B-17 and B-24 bomber groups.

As the Axis player, you must assign your fighter groups to airfields, allocate replacements, and control the types and amounts of industry at many of the major cities in Europe. Anti-aircraft batteries must be placed around your most valuble areas of production to help the Luftwaffe deal with the incoming bombers.

Playing the Game

U.S.A.A.F. can be played from either side or by two players against each other. Included are weather and weather zones to simulate the different conditions accross Europe, unit morale, serviceable aircraft, rockets, flight altitude, and active Axis airfields, group experience, proportional loss of production due to damage and flack that can be moved around to different targets. Turns are a day in length and the clock runs in 10 minute intervals during the action phase.

There are three scenarios included that start from early 1943 to late 1944, and they all end when the war ends.

Each turn sequence begins with a Luftwaffe morning briefing where the Axis player can review the previous day's operations, check the weather forecast, inspect the fighter groups, check the status of industry and the production of aircraft, and check the numbers of aircraft in the replacement pool.

Next, the Allied morning briefing gives this player a review of the previous day, the weather forecast, inspection of the bomber and fighter groups at his bases, and the status of the German war industries.

Following the briefing, the Allied player assigns his raids using the bomber and fighter groups. Raids can be checked after forming with the option of canceling them; the weather can be checked as well as the map to help with target selection. This concluded, the Allied player is finished for the day except to watch the results as the action phase runs.

Before the action phase the Axis player first deploys his fighter groups and flak as he feels will help with that day's raids. Fighter tactics are assigned for the different types of fighters or for individual groups and unactive airfields can be activated, up to 48, or active fields can be moved to an inactive field.

Though this is a long game, it is one worth playing as it shows just how the daylight raids almost failed until long range fighters were developed. Control of German production levels can create new twists to the war, and it is possible to win as the Axis player.

For any Air Force buff this one is a must, not that hard to learn, but mastering this one will test the best tactician's mettle.

Good luck and good hunting.

ArcIt

A Program for File Compression

Earl Hill (SAGE)

Author's Note: Some of the material in this article is based on documentation Copyright 1989 by G.A. Szekely. ArcIt and ArcIt Shell are available from Innovative Concepts.

Part I

There is chaos in the Atari ST/Mega world! Not the kind in the latest game from FTL of that title, but chaos in the world of compression and uncompression of files.

Also known more familiarly as ARCing and UNARCing, which is the method used to reduce a disk; or files, folders, sub-folders, etc. to one file. This of course helps speed file transmission using a modem, economizes on disk space, helps to organize your files, allows a number of files to be consolidated into one file and other good uses.

For quite a while, all went smoothly. We had ARC.TTP and ARCX.TTP, and that was essentially it, except for some variations on the shell programs which some of us used to simplify command entry.

Most of us became familiar with the finer aspects of the Arc programs, but all at once a new force appeared in the land! Like so many new innovations, it began rather slowly and with very little portent of things to come.

Probably the first thing that happened was we began to notice that some of the ARCed programs we tried to uncompress wouldn't. Further investigation revealed that an updated ARC program, version 5.21, ported to the ST world by Howard Chu (WAUG), was being used by some to compress their files. After all, we ST users didn't want to be lagging behind the IBM ARC world!

It was not terribly long after that we started seeing not only ARC521 but a raft of programs having the weird names of ZOO, ZIP, LZH (LHARC) and Turbo ARC.

As I love to quote from Laurel and Hardy, Stan says: "It's a fine mess you've gotten us into, Ollie!" What we've all needed is a saviour to help us make some order out of this chaos, which is where we come to the "New Kid on the Block."

A new program has been introduced called ArcIt and ArcIt Shell, and it's written by Gerald Szekely. These two programs are like the light at the end of the tunnel, and point the way to efficient handling of these new versions of ARC, ZOO, LZH, or whatever, for both compression or uncompression of "ARC" files.

An ArcIt Overview

The ArcIt disk comes with the special program ARCIT.TTP, and the shell program for it, ARCITSHL.PRG. There are also a number of compression programs such as Zoo and doc files in compressed mode, which can be used to gain experience in using ArcIt.

The actual work of compressing or decompressing files is done by ArcIt and/or another program such as LHArc. ArcIt Shell, among other things, adds a GEM interface to the whole setup to avoid the labors of typing.

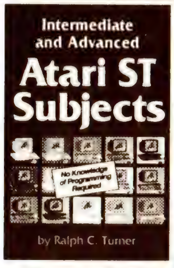
The ArcIt program does not do any kind of compression itself. ArcIt's main feature is keeping track of folder contents, so that you can easily compress an entire disk, even folders and their contents, into a single Arc file.

Like all Arc files, ArcIt by itself is somewhat cryptic to use, so ArcIt Shell was written to interface with ArcIt. ArcIt Shell then calls ArcIt, which repeatedly calls a compression program (e.g., Arc) until everything in the path that you specified is Arced.

Instead of calling ArcIt, ArcIt Shell can directly call any of the supported compression programs (Arc, DCopy, LHarc, Zip, Zoo, etc.). All you have to do is select "all programs below box," then select the program you want to call. This means that ArcIt Shell can then simply act as an Arc shell or LHarc shell.

[Ed. Note: Earl will continue discussion of ArcIt next month.]

New Book by Ralph Turner! Covers hard drive management & optimization, IBM emulators, connecting a 5 ¼-inch floppy drive, assembling a hard drive system from inexpensive components, disk structure and file recovery, SCSI ID numbers and LUN IDs, sector and file editing, binary, hexadecimal and decimal codes, ASCII file problems, escape codes, miscellaneous tips, and much more. No programming knowledge required. (Also available: *The Atari ST Book*) $16.95 + $2.00 shipping (Canada: $2.50). Check, Money Order, VISA or MasterCard. Index Legalis, Post Office Box 1822-62, Fairfield, IA 52556. Phone: (515) 472-2293


Intermediate and Advanced
Atari ST Subjects
No Knowledge of Programming Required
by Ralph C. Turner

AtariWriter+ IX

For Those Who Don't Want to Read The Book

Jimmy Boyce (CACE)

Well folks, I hope this makes it by deadline as I forgot to write this article until the last minute. Not procrastination, just plain forgot.

With all those great American novels we have written, edited and spell checked, we now need to send them to someone. What's more, we don't need all of those publisher's addresses lying about on scraps of paper that might get lost. Then, we would miss sending our manuscripts to the one publishing house that would have published our literary work of art.

So, let's think computer and not let our hours of seaching for those addresses go to waste. Let's save them in a nice neat file that can be retrieved at any time. That is a database (that is "computerese" for a list) and using it to print labels is known as MAIL MERGE.

A database is just an organized list of anything—friend and relative addresses for holiday card sending, your favorite records, tapes, CDs or whatever. I have my library in a database. During this section of the AW+ tutorial, we will eventually cover all of AW+'s database features and you will discover that it is easy and fun. The part I like is creating the format for my database and the rest becomes ho hum tedium...all of that typing.

So, where is the logical place to start <pg 61>? Load AW+ and wait for the menu. The last item on the left hand side is MAIL MERGE, so push the letter 'M'. Now, as your good old drive churns, grinds and makes other obscene noises, another menu comes up onscreen.

Across the top it reads "22292 BYTES FREE" or some such number. That is how big you can make a file. Next to this number is "255 RECORDS FREE." That is how many, as in my case, books I can list in a single file.

Now for the rest of the menu, rather than delve into a list with short explanation as is done on page 62 of the manual, I elect to take each section and go over it. What comes next is not going to make you happy but, because I screwed up and I am late with this, I am stopping here and we will take up in detail how to creat a database file next month.

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Up to four stocks can be plotted simultaneously, each in its own window. Time scales can be matched between windows (scrolling one window will cause all others to scroll synchronously).

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Cyclic analysis tools include moving averages, residuals analysis, derivatives, RSI curves, and Fourier analysis. Identified cyclic components can be saved for future reference and use.

Buy and sell indicators include Trend Line, Trailing Loss Level, and Moving Average breakthroughs.

Tools may be applied to historical data creating hypothetical "what if" transactions or may be used to identify real buy and sell signals.

All analysis features are generated and examined from interaction with the graphic displays.

A-T-A-R-I

Answers-Tips-and-Relevant Information

Paul Alhart (AFED)

This month I will tell you how to get the most out of AtariWriter+. This is an update of a column I did some time ago titled "Secrets for Successful Printing with AtariWriter+."

After using AtariWriter+ (48K version) to write papers for work, school and personal use nearly every day for four years, I have run into a few strange problems. For no apparent reason, what you get on paper is not at all what you expected. Well, here are some secrets that you can use to ensure this doesn't ever happen to you again. Note: Although these tips apply to the 48K version, most can be applied to the 130XE version as well.

Missing Headers or Text

If your header previews correctly but doesn't always print on each page, set the Top Margin to 10 or 14 instead of the default of 12. Also see Printer Drivers: Up 1/2 Line.

Have you ever found lines of text missing from your print out? When you chain files together, the values of the first file's Global Menu are carried over to all the chained files and their Global Menu values are disregarded. No problem, if they are there. But if you used the Save ASCII option to save the chained files, those Global Values won't be there, and two or three lines of text will be whacked off instead.

If you have a file (D:LONGFILE) that is too long to Preview, try this trick. Create a file (NEWFILE) that contains only the CHAIN command (^VD:LONGFILE). This will Chain LONGFILE to your NEWFILE. Now, use NEWFILE whenever you want to Preview or Print LONGFILE. Change the Global Menu Defaults of NEWFILE to reformat LONGFILE to your taste.

If LONGFILE had been Saved ASCII, the first few lines of text will be missing, as mentioned above. To correct this problem, create a BLANKFILE that contains only a <RETURN> character. SAVE BLANKFILE to disk. From DOS use the COPY with APPEND option to append LONGFILE to BLANKFILE (Copy LONGFILE/A,BLANKFILE). BLANKFILE will now contain LONGFILE with the Global Menu Values required for proper Chaining.

Right Justified Text

When several lines of text, such as a name and address, are to be right justified, you may have trouble getting the first character of each line to line up correctly. Follow the longest line with at least one blank space and then pad the shorter lines with spaces to make all lines equal in length. Use Print Preview to check the results.

Printer Drivers

For some time I have noticed letters magazines requesting various printer drivers for AtariWriter+. Could it be that the requesters have never read the manual? Page 38 describes the program on the AtariWriter+ disk that allows you to create your own custom printer drivers.

More likely they have tried building their own drivers and run into problems. For the most part, the manual is a good guide, but it leaves out a few important facts. Here are some tips for creating your own printer drivers.

Line feed and carriage return: when asked for the code for line feed and carriage return, use the decimal code 155 no matter what your printer manual says.

Underline off & on: the codes you put here don't seem to matter much. If your printer can backspace, AtariWriter+ will default to the slow process of printing a character, backspacing one character, printing a "_" character, then going to the next character and repeating the process. Spaces won't be underlined and the underline will not always be smooth. To get spaces underlined you can substitute the character "_" for each space in the text to be underlined. If your printer can underline by itself, place the underline codes directly into your text or in the Type Font 1-9 code area for a fast, smooth, continuous underline.

Up 1/2 line: this is normally used for superscript printing but placing a code here can lead to a couple problems. If your printer can *not* reverse line feed, you must leave up 1/2 line blank or you will not be able to do double column printing. Also if up 1/2 line contains a code, you will run into the missing header problem.

To change printer drivers without re-booting, go to Proofreader and then back to AtariWriter +.There is also a blank printer driver built into AtariWriter+. To access it, just hit <RETURN> when asked to enter the name of your disk-based printer driver prior to printing.This driver will not recognize any of the One Key instructions such as underline, bold or type fonts 1-9, but it will let you do single- or double-column printing on almost any printer. You can still enter special printer codes directly into your text with this driver. Also, you can use this blank driver to remove all Print Format and Printer Control Codes from text when printing to disk.

When you create a printer driver using the program found on the AtariWriter+ disk, you will find that two files are written to disk. The one with the extension of ".PDF" is used only by the driver creator program when a printer driver is loaded for editing. The other file is the one used by AtariWriter+. It is in exactly the same format as the Menu selected printer drivers contained *within* the AtariWriter+ program. The brave hacker with a sector editor can put his own custom driver into the AtariWriter+ program and then be able to call it right off the printer menu. To do this, you will have to overwrite one of the existing drivers.

If your new driver is longer than the existing one, it will overwrite part of the next existing driver as well. That's OK. Just delete that driver choice from the printer menu (Sectors 181-183 ($B5-$B7)). First write and de-bug a custom driver with the driver creator program on the AtariWriter+ disk. Then pick an existing printer driver you want to replace with your custom driver. With a sector editor, replace the data in that printer's driver with the data from your custom driver's file. I have had good luck putting my custom drivers in place of the existing 1027 driver or the BLANK driver mentioned above.

Following is a list showing the Start (sector & byte in HEX) of each of the built in drivers. Note that the sectors are *not* contiguous.

Sector Byte	Selection
1EA:	825114
54B:	1025114
78C:	10271E1
1AE:	FX-801E2
09I:	IDS-4801E2
58J:	JUNKI1E
0D<RETURN>	Blank1E3
2BD:	10201E3
47E:	10291E3
68F:	XMM-8011EF
4CG:	XDM-121

If you study the format of the driver data, you will see that each command begins with a HEX number indicating how many bytes make up that command. The printer driver creator program limits each command to a maximum of 9 bytes. With your sector editor and a little courage, this limit is now gone. I have used as many as 11 ($0B) bytes in some commands with no problems.

General Tips

Margins—AtariWriter+ counts spaces from the leftmost printable position of your printer to set margins. Zero will be the first column (0 spaces from the first printable position). Thus, to get proper results from a printer that is capable of printing a maximum of 80 columns the right margin should never be set to a value greater than 79.

Directories—Would you like your AtariWriter+ disk to be able to display its own directory? Using a sector editor, find the ASCII text "AP.OBJ" in sector 190 ($BE). Replace it with XX.XXX or any other unlikely but valid file name. How about reading the directories of drives 3-8? This tip came from a past issue of the South Bay ACE Gazette. Again with a sector editor, go to sector 178 ($B2). Starting with byte 33 ($21), find the byte string: 31 D0 03 [4C][B8][52] C9 [32][D0] 03 4C [BD] 52 C9 4C D0. Change only the six [bracketed] bytes so you have 31 D0 03 [EA][EA][EA] C9 [39][10] 03 4C [BF] 52 C9 4C D0. The menu screen will not be changed, but you will be able to get the directory of any drive (1-8) by typing its number.

Special Characters—If your printer has an extended character set (Characters with ASCII codes above decimal 122), these character can be easily used in your printed text. Just type Control-O followed by the decimal ASCII code of the character you want printed.

Defaults—Did you know there are two sets of Global Defaults built into AtariWriter+? One is loaded upon boot-up. The other is loaded when you press the Tab key from the Global Menu. These can also be modified with a sector editor, so your chosen defaults will load automatically. The second set could be set up for that special format required for school or work. The Global Defaults are located in sector 167 ($A7).

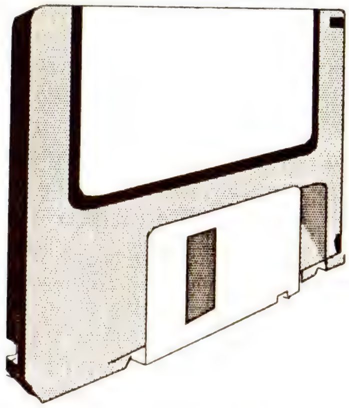
Because the defaults are stored on the disk in HEX, identifying and changing them can be a bit confusing. To make this mod as painless as possible, I wrote a utility called DefaultWriter+. You can find this program in the Antic Tech Tips, July '88 (for both 48K & 130XE versions).

I also wrote DefaultWriter+ Companions 1&2, Antic Tech Tips, May '89 (48K version only). Companion #1 allows you set the BUZZER default to OFF or change its duration. Companion #2 does the same for the PROOFreader program and also allows you to do away with that annoying ARE YOU SURE (Y/N) prompt that follows typing in a spelling correction.

For AIM readers, I have put together an AtariWriter+ Utility Disk that includes DefaultWriter+ and DefaultWriter+ Companions 1 & 2. Also included on the flip side is StarStuffer.

This is a set of utilities that allow owners of Star Micronics SG10/15 or NX10/15 printers to download custom fonts to their printers. Several fonts are included on the disk. The fonts can be used from any language (BASIC, ASSEMBLY, etc.) and from most word processors including AtariWriter+. Documentation for all these programs is on the disk as AtariWriter+ text files.

To get your copy, send $6 to cover my costs, to: Paul V. Alhart, 524 North Zee St., Lompoc, CA 93436.



AIM Disk of the Month June/July

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unARC themselves into the actual runnable programs.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending $6/disk DS or $7/disk SS to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the June/July disk when ordering.

BIGCOLOR.TOS—Color monitor emulator for people with mono-only systems. Shareware fromthe UK. Coding is for European hardware, the screen offsets slightly, and CPU speed is definitely reduced. The default setting (press return at SPEED= prompt) is recommended; it uses 200k (screen cache?) and if it refuses to boot first time, just cold-boot to reset it. Wonderful!

DARTS.TOS—Shareware Darts game with speech synthesis from Budgie UK. Runs in low rez color only.

DIRSORT.TOS—This small program will sort any file directory. Very useful for changing the order of files in your AUTO folder or the order of your desk accessories.

FCOPY30.TOS—Latest version of a feature-packed copy program from Germany. Copy single sectors, change format while copying, virus check disks, make multiple copies, and more. Has a unique 'soft-format' option. Generates Spectre and MS-DOS format. Runs as a program or desk accessory.

FONEVOIC.TOS—Atari Phone Voice allows the user to make speech synthesized messages for phone answering machines. Uses synthesized voice, musical tones and sound effects. Low rez color. From Baggetta Shareware.

FREVENGE.TOS—Face's Revenge, a BoulderDash-like arcade game from Germany. Try to pick up the gems and avoid the boulders before the clock runs out! Mono only.

MINIGOLF.TOS—Mono only golf game from Germany. Try your hand (mouse!) at the Putt Putt golf course, bouncing the golf ball around various obstacles.

PATIENCE.TOS—Two solitaire card games—Canfield and Klondike—you'll end up playing for hours! Similar in play to Michtron's Cards. Color only.

PEANUT.TOS—Who Stole the Peanut Butter? a Shareware game for kids of all ages. You use your detection and questioning skills to apprehend the culprit. Low rez color. From Baggetta Shareware.

PGSFE08.TOS—Soft-Logik's completely new PageStream Font Editor! This file contains the font editor program and a 20 page PageStream .DOC file. Allows creation and editing of screen, FM and DMF files for PageStream! Shareware. Monochrome only!

PRINT_SC.TOS—This utility resides in your AUTO folder and allows you to press ALT-Help and get a Text screen dump rather than a Graphics screen dump. Works with all TOS versions. Mono only. Source code included.

PRTORSAV.TOS—Included here are three graphic screen dump programs, one for the DeskJet, one for the LaserJet and one for Epson or Atari 9-pin printers. Dump directly to printer or to disk file depending on keys pressed.

QUEBOID.TOS—A rather interesting arcade game from the UK. Fly your ship and pick up the keys and objects to get to the next level...but beware of the enemy ships. Color only.

RAMPLS11.TOS—Version 1.1 of the RamPlus utilities. Includes a fast, memory efficient RAMdisk with built-in print spooler that does not require a separate buffer, mouse doubler, screen saver, 11 sector format utility, and a GEMDOS fix that allows an extra 2K to be stored on every disk.

SCRAM.TOS—Scrambled Eggspressions is a two-player game for kids of all ages. Players take turns trying to rebuild the mixed-up cartoon faces. Also includes a bare bones editor so you can make your own cartoon faces.

SMRTPLAY.TOS—Smart Play is a sound editor/player for ST-RePlay sound samples. Allows you to load, edit and save sound samples. Smart Play has a unique 'AUTOPLAY' feature allowing you to play all the sound files in a folder just like a picture slideshow program.

SPRITE15.TOS—Sprite Studio is a low-res painting program written in GFA Basic useful in creating sprites for animations and games. Sprite Studio also has the ability to load any file as graphics (not just DEGAS or Neochrome pictures). Shareware.

TUI_DEMO.TOS—Working demo of a windowed MS-DOS style command line interpreter desk accessory. Supports wildcard operations, batch files w/parameters, execute TOS and TTP programs, I/O redirection and pipes, and more.

VSQUARED.TOS—Sequel to the Tetris clone Valgus. The seven familiar pieces now assault you from four directions, sometimes two at a time! Color only.

ABLE

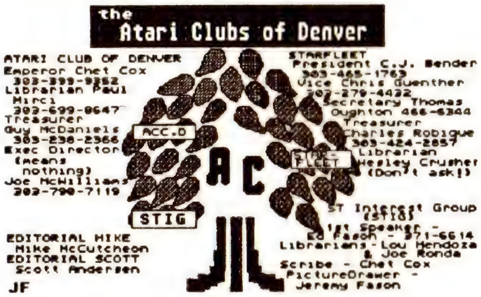
The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



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A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
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ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

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President's Notes by Phil Rominger

It has been quite some time since, I have let any of you in on what's going on in the club. We have had some good meetings in the past, but the next two meetings should get you up and to the meetings on time.

With some luck and a little arm twisting, I hope to get Herb to bring in his PC Speed machine for the June meeting. This will give us a chance to see an IBM emulator boot up a piece of software before we fall asleep waiting.

And finally, in July we will be demonstrating Spectre GCR (if the UPS man can find my house). This is the newest Mac emulator by Dave Small, and it has a lot of people excited.

Please, don't miss these meetings! We will be discussing a lot of new information, viewing demonstrations of new software, and you may even miss out on an upcoming club party. *So be there!!*

Secretary's Minutes by Phil Rominger

Phil opened the May meeting by discussing several topics of interest, not the least of which was the poor showing at some of the more recent Atari Shows. It was reported that the PACE show, if not a dismal failure, was close to it. Well the World of Atari Show in Los Angeles wasn't much better. I arrived at opening time, and there was perhaps 200 people there. During the three hours that I was there, I never saw attendance go much above 300 (if they were lucky). I know that there are more Atari owners out there than that, but we (the active Atari community) and especially Atari Corp is not getting the word out to them. I must say that our club had several of its members in attendance, which goes a long way in proving our support of Atari. This is especially true considering that we had to make a 400 mile round trip, and face L.A.'s notorious traffic. I don't know what the answer is, but you can bet that these shows will disappear if attendance doesn't improve.

On a lighter note Herb Kanner gave us a very informative, and humorous, description on how to install PC Speed. After several mishaps, Herb with the help of Bob Ribortone got it in and working.

After the break, we raffled off a free Dominos Pizza (courtesy of Gus Maio), and Matt Matias demonstrated several of the programs on the disk of the month. He also notified the membership that next month's DOM would be out of the Atari Interface DOM, and I have had the opportunity to see some of this software and it's great.

Finally, Paul Alhart (our own die hard 8-bit expert) gave a demonstration of his new and improved Star printer font stuffer. I was very impressed with the program and the addition of the font editor makes it a top quality program.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

In the meeting on May 15, a total of 12 members and guests were present. Discussions continued about the B.A.C.E. garage sale. There was a demonstration of the OMNISWITCH, the Mitsubishi Diamond Scan 1381 multi-sync monitor, and a comparison of DITTO and the new SuperCharger.

The new 50 meg drive for the BBS did not work due to compatibility problems, and is being replaced with an 80 meg drive, bringing on-line storage up to 100+ megs. The upgrade should be complete by the time you read this.

The next meetings will be on June 11 and July 9 at 7:00 at the Vestavia Hills Library, downstairs.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

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BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box [illegible], Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

The meeting was called to order at 7:35 PM on the 19th of April by Mark Pierro. In attendance were a total of thirteen club members with one potential new member present.

The proposal to increase the dues from a regular membership rate of fifteen dollars to twenty dollars was discussed. The family rate of twenty five dollars would be eliminated. The proposal was voted on and passed by ten members in favor for the increase and three members abstaining. The increase will take effect in July of 1990.

Ken Malark then discussed the status on the Bob Brodie meeting. We then discussed the vacant Board of Director's position. Mark explained that our current constitution states that we should have eight board of directors for the club. He asked if anyone would be interested in becoming a board member. With no response from the floor, the position remained open.

Mark then describe the subscription offer the club received from Current Notes. Club members have the opportunity subscribe to this eighty plus page Atari publication at a reduced subscription rate. In order to take advantage of this offer, we must get five or more people to sign up for it.

We then showed off the Mouse Master, which we received from Practical Solutions as part of their ACE support club promotion. This product is a switchbox that allows you to use either a joystick or a mouse in port 0! What was really nice is once the Mouse Master is plugged into the ST, both port 0 and 1 are readily available - no more fumbling around under your keyboard! It was used during the night's software demonstrations and was very convenient to have.

An announcement was then made that we have both March and April AIM public domain disks available in our library.

Then on to the demonstrations: Carl Barron gave us an interesting demonstration of Cyber Sculpt, a three dimensional modelling program. Gerry Genson then gave us a demo of a different kind of game called Populous. After Gerry finished the demo of the program, the club paused for intermission and raffled off Populus. As luck would have it, the winner of the game was Gerry Genson!

The club resumed from intermission with an open forum where all the members had a chance to participate in any topic they chose. One thing Mark brought up for discussion was what the club members wanted to see for upcoming software raffles. Members responded by asking for DC Desktop, Universal Item Selector III and Chaos Strikes Back. The meeting ended at 9:40 PM.

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Central Connecticut Computer Club

Hoo boy......This has got to be a quick article. As you who showed up know, The Gribnif demo was scrubbed last minute due to wet feet. That's right, Gary called all members....past and present and not one of you could make it. Really now, that makes Atari stand out like a Gleaming knight in the cesspools of life.

The people from Gribnif have been *rescheduled* for *June 20th.* Luckily....Rick agreed to reschedule. So we get another chance. If this doesn't work out this time, I'm not gonna keep pulling my hair out for nothing. July might bring a *big* surprise guest...and again, it might not...it's up to you. I'm not going to be embarrassed again. If you come to the meeting in June you will find out about the "possible" BIG guest for July. All I'm going to say for now is we might need a larger meeting area for July, and it might *not* be held the 3rd Wednesday of July.

Other than that, We were pleasantly surprised at the large turnout of NON-CCCC members that showed up for the demo, and sorry to say there was *no way* we could have notified them of the cancellation. For this I personally apologise and sincerly thank all those from STARR, STATUS, and FACE who did show up. Gary suggested we again, utilise the BBS's to relay the info to all interested parties, but now we are going to ask for a quick E-mail style note to confirm that a user is coming.

Another sad note....the SX-212 modem we lent to a member has come back to us with a fried power pack....and no mention of making good for it, either. Hummph! We agreed to replace the power pack and offer it for sale. It also appears that the CCCC 8-bit monitor is for sale again. This stuff has got to go to make room for newer ST equipment.

Also be aware that I (Rich Scheidel) have cancelled my Compuserve account. GEnie is where you can get me. Send mail, spare change, unused cars etc. to the mailbox of BANDYT. It's a short story behind the change ... but this is not the place for it. I'm outta here....its late and I'm tired. 'Till next month......Rich

CDACC
CENTRAL DELAWARE ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Our fearless president, Norman Moore, ventured to southern California to the World of Atari Show. Unfortunately, he only had four hours on Saturday to see the show before it closed for the evening. He purchased a few things for our raffles and give-aways. He also ran into Andy Gray who's going to college down there. Andy should be back for the summer soon.

We have more T-shirts and the games to give away, so come to the meetings. The Tweety Board will be raffled off by the time you read this. For those who normally can't make the meetings, you could mail in some money for the raffle tickets so you'll have a chance to win. The tickets for the Practical Solutions items are $1 ach. If you want the AIM disk get in touch with someone so you can get a copy of this fine PD and shareware software.

We are in the process of adding some new by-laws to cover some situations. We would like to hear your opinions and ideas if you have anything that you are concerned about. Please bring them up at the meeting or send your suggestions in writing.

CUSTUG
Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President's Monthly:18 May 1990

There were a couple of 800XL memory modifications done at the last meeting, and to the best of my knowledge, they work, or else I just haven't heard that they don't. It was kind of scary to watch the disassembly of a working machine, even though I must confess to have done a couple of memory mods myself.

That brings me to the subject of an upcoming demo, and a future article for AIM, the use of a ramdisk to speed up those programs that require constant disk access. It is really not as hard as you might think to modify a software package to run from the ramdisk, but it does take a little work, understanding, and the disk in question must meet a few requirements. More on this later, watch for the upcoming article.

Summer still seems a long way off, but it is almost here, and the monthly meetings will take on their summer appearance soon as the majority of our members have outdoor activities that keep them from attending. I think I will make them all, although it is too early to tell.

One last item to note, I have a new address, listed at the top of the column, and of course a new phone number, so make a note of it in case you need to contact me. I moved to within a couple miles of the meeting room, so it should be a lot easier for me to get to the meetings from now on, even though I have only missed 2 or 3 in the past 3 years or so.

Come to the meetings if you can, and tell all your Atari friends

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We only managed to get together once this month. This time at Dave Bryants home. The BBS system finally ran out of funds to support it so it is no longer in operation. Another reason why "support" is so important to the operation of a club..

We got a copy of TextPro 4.54 and there is some 80 pages of documentation. I am sure it will take a while for me to sift through all the information. I am still checking on "G:Device". This month has been very busy for me with all the overtime I have worked and my wife wanting the yard all mowed and cleaned.... I hope the next month brings more computer time. Let me know if you want to join us. My number is at the top. There aren't so many of us now, but we still have a lot of fun. Planning on another summer computer picnic. Will let you know when if I can get everyone to agree on a date.

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.

June 13 & July 11, 1990

May 9th Club Meeting Report

The last meeting went very well with a couple of issues being brought up. 1) We have decided to help spread the word of Atari's computer existence by contributing current issues of AIM to our three local libraries, Layton, Clearfield and Ogden Main. We feel that this will not only help Atari but will also help our club with publicity from this column.

2) We had a suggestion to hold a 8bit and a Mega/ST PD party. Names were taken at the meeting for those interested in participating in either or both parties. By the time you read this they will be history, but if enough interest is expressed I'm sure that we can arrange to do it again.

Irwin Brooks

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Secretary	Lee Curtis	423-2758
Treasurer	Greg Dukowski	498-9461
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

Don't forget to specify which library you wish a catalog for.

President	Ed Hanson	313-675-0044
Vice President	Ted Newkumet	313-537-5298
Recording Secy'	Brian Wilmoth	313-777-7873
Treasurer	Jim Nichols	313-791-2015
Editor/Membership	Bill Boles	313-421-8867
Correspon. Secy'	Mark Tappen	313-443-1989
8-Bit Librarian	Anton Malje	313-565-7419
ST Librarian	Bob Retelle	313-483-7358
SysOp	Sharie Middlebrook	313-582-0657

Please note that the Recording Secy' and the SysOp's phone numbers are BBS data-lines. Please observe *normal* human hours when calling.

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

MACE Meeting Minutes -- April 1990

The April meeting of the Michigan Atari Computer Enthusiasts got underway at 7:30 PM. This was dealer night, where Atari computer dealers were invited to sell their wares at the meeting and meet some of the members. However, only two dealers showed up (Thanks to Innovative Concepts and Team Computers for the participation).

Finally, to close out the meeting, Chuck Masek gave a speech on the importance of uploading public domain programs to local BBSes rather than just downloading.

The meeting ended around 9:50 PM. The May meeting will be our annual birthday party. This meeting is open to members only. See you there.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

May Meeting The May meeting took place at 1 PM on the 13th at the Warner Robins Library. Turnout was a little low with it being Mothers Day.

The top of the meeting discussion was the Computer Show that will take place on the 25th of August. We will also be having two IBM users groups from the area to make it a gala event. The IBM coordinator for the show said that they plan to have about 35 machines for the show. If you recall two years ago when we had a show with the IBM group we were able to steal the show away from them. *We are a little short of volunteers for now so be sure to step forward and let me know if you will support us at the show.*

Lee Bengamin Demoed two interesting public domain programs at the meeting. NEWBELL is a program to put in your AUTO folder that changes the bell in your computer to a digitized voice. The other program was IconDesk. IconDesk allows you to give programs and folders their own unique icons. Also added were some new additions with the games data base - VIRTUE, FIGHTER, and BUBBLE, were added to the Library. Be sure to bring your favorite selection to the meeting for all to share.

For those of you that may have been following the episode of Jimmy and his computer for the last few months here is the last update. Well it seems that Jim finally got a computer. Did he get a new 1040 like the company promised?- NO - he got a very early model 520ST. Be sure to check with club members to find out the best places for hardware and software upgrades and repairs.

Well that's about it for this month. The July meeting will be on the 8th at 1PM. I look forward to seeing you there.

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Vice-President	Coleman Smith	
Treasurer	Michael Gardner	
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS	(615) 754-4351	
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

The PREZ says...

Here we are once again -- right off the bat I'd like to let you know about a relatively new bulletin board that has been activated in the local area. It's called "The Freedom Network". The phone number is (402) 597-2400 and it'll be operating at 1200/2400 baud and be open 24 hours. At this time he has at least four (4), count them four, games you're able to play once you get online with his BBS. The first is Space Empire Elite (v. 9.06). The second is Final Frontier, the next is Dark Lords (v. 2.1) and the last is Action Arcade.

Next, Jim Pierce has several programs of his that he's selling for a fraction of the price you'd pay over the counter. As some of you know, his prices are fair, so talk to him at the next meeting to find out what he's got left in his library of original ST programs.

On yet another note I asked around exactly what you all, as a group, thought would be a good way to attract more people to our little gathering so as to entice them to join us. You came up with such responses as:

1. Putting information out on other BBS's.
2. Developing and distributing some flyers on the club.
3. Taking out a newspaper ad.
4. Having some new club cards made and putting them in some stores such as HobbyTown.

So, if any of you has any other ideas as to how to get the (large) group of Atari users we know IS out there in the greater Omaha and surrounding area, feel free to give us your ideas. Call either Pete Killian (592-5427) or me, Bill Zimmerman (593-4027), and we'll consider giving your ideas a try.

I've determined we've got approximately $400 in the club's account. We have to remember that we'll have to reimburse Pete for any money spent on relaying our monthly articles to AIM. Also, we must reimburse George Ortiz for whatever monies he spent on getting the Atari 3D film sent to us for the Computer Expo '90 at McMillan Math and Computer Center by US West.

Also, we must determine if we're going to spend any money to put together an ST for the club.

We've every intention of ensuring every member receives his or her copy of AIM. Therefore, if you haven't received any copies since we began this system, inform me or Pete and one of us will get on the horn to determine why there's a problem.

We're still accepting ideas as to what should be discussed at the FOCUS meetings.

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

This is really getting old hat, but WHERE ARE THE STs? I'm getting tired of having to explain to people that Atari makes a fine home computer. (I should shut up and save my breath!) Everything in this area is IBM. IBM this, IBM that. Amiga here, Amiga there. Amiga enjoys popularity in our area, but where is Atari? The Amiga 3000 is on the front cover of BYTE magazine. Powered with a 68030 cpu and running at 16 mHz ($3500) or 25 mHz ($4000), it may very well be far more advanced than the "soon to be released" TT. I have yet to even SEE a Portfolio or Lynx. Why? Has Atari Corporation ever heard the words "successful management?" I hate beating a dead horse, but if things don't start falling in place soon, our computer will soon be "dead" and everyone will be using IBMs (ecch) or Amigas in their homes. Macs are about as rare as ST's! Ok, off the soap-box now.

Our May meeting was successful. Almost everyone was there and the main topic was, of course, Atari computers! We had two STs in operation mainly making copies of the ever popular AIM April and May Disk 'o the Month. The blend of software on these disks satisfy even the pickiest of software collectors! The 8bits were busy copying some of the excellent PD software that has come to us from our friends at UFFDA.

Our treasury is doing very well and should sustain us over the summer months. It would be nice to recruit more new members during this time, too. Several members are awaiting the arrival of Leisure Suit Larry III and Word Up 3.0 for the ST. Larry 3 has been available in IBM format for several months now. I hope Tom Meierotto allows us to use his facilities next season. The location is convenient for most, except for our member from Eveleth.

The modem transfers of this file and mailing list are going along just great. I can log on, upload the file and log off in under 2 minutes. At 1200 baud, that is quite good. And it is only costing us 25 cents per month. Not bad management, do you agree? Maybe I should take over running Atari Corporation for a month! I certainly couldn't make things any worse!!!

Our next meeting will be...Sunday, September 16th at 6:30pm at the Wisconsin DOT building, at the foot of the prestigious John Blatnik bridge! Good luck and long live Atari!

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. May 12,1990 -by Jim Keho

The meeting was called to order about 9:15am. There was a good turn out, approximately 90 members and visitors in attendance. There were eight new members that joined!!

The business was short this meeting due to our special guest, Bob Brodie! Robert spoke briefly until Bob's arrival, He brought up the idea of using $100 from the club's treasury for purchasing some magazine subscriptions for the club to help build up the club publications library and also for the purchasing of some new PD software for the club's PD disk library. It was approved. We'll also be working to get more guest speakers at the meetings, if you have any ideas please let us know! Also there is still a need for articles for PHAST Times, your newsletter! Also some people volunteered to run the SIGs that should be starting in June.

Bob arrived about 9:30am, he brought along a new Stacy, STe, Portfolio, Atari44 meg removable hard drive, and the new Lynx!! He also showed the Lynx TV commercial, haven't seen it Phoenix, not yet anyway! The Lynx is available at our local Atari dealer though. It was a really informative and entertaining meeting! And it was interesting to hear some of what's happening with the new and old stuff from Atari straight from someone at Atari.

Also there was 1 free ticket at the door for everyone at the meeting for the drawings that were held and additional tickets for $1. All the prizes were furnished by Atari!! *Thanks Bob!* It was the best meeting we've had! Also a big thanks to Lloyd, Marc, Robert, Lance, Rick and all that helped with making this meeting happen!! If you missed this meeting you missed a great one! Well... Next meeting is Sat. June 9th, see you there!!

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

We had our first officer's meeting in April. Among the items discussed was the possibility of a Computer Swap Meet this summer. The Club Treasury is also in good shape. We would like to have a picnic this summer like last year. This would be a good time to let our computer widows an widowers see who our friends are.

Vector Space will be down for an extended period of time. All you Telecommunicators need to hop over to LASER BBS which is run by our very own ST VP, Steve Leser (591-4620). While ST Librarian Rick Mount is off to school this summer, Steve Leser will be administering the ST Library.

The Club purchased a genuine Hayes 300 Baud Modem (for $10 bucks). This is our "loaner modem" for those of you who would like to give telecommunications a try. We are also putting together the cables, interfaces and software. At the April ST SIG meeting, Terminal Programs were the topic of discussion. Word Processing Programs will be the topic for the June ST SIG meeting.

At the May 8-bit SIG meeting, members got to see the Diamond Graphical Operating System in action. The July 8-bit SIG will be at my house again. There will be no particular agenda for the meeting.

I'm sure that everyone was happy to receive their Atari Connection Magazine after all the rumors of editor firings.

Be sure to ask at the next meeting, if you have any questions. Remember that the only dumb question is the one that doesn't get asked.

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Like the Prez Says! I truly enjoyed the swapfest. I met most of all the closest surrounding clubs' officers. There was a crowd, from around 9am till we started to pack up at 3:30.

Our table was set up right next to where Bob Brodie had the ATARI demos of a STe, a 4 meg Stacy, connected to a Megafile 44meg removable hard drive, which wound up as a door prize. Also showing were a Lynx and the popular Portfolio.

There was a lot of interest in the AIM magazine, and we were the only club affiliated at that time.I had a lady from Michigan buy an extra copy of AIM I had, as well as a DOM!

I was particularly glad to get to know Bob Brtodie a little. He is genuinely a nice fellow. He comes across as a real straight shooter and not as a salesman. If you ever have a chance to have him come to one of your areas, do it! I think our best sale of the day went to Bob. He had read in our newsletter, on his plane ride in to Chicago, about our "RED SATIN" Club Jackets. Any of you guys inviting Bob to your events, you'll know where that one came from!!!

June 16 is our annual picnic. I hope this next AIM comes out a little earlier for folks to read this notice! We will be having a MIDI SIG at Randee's Music new store, Sunday June 24. I hope we can start a MIDI sig as a regular event, since Randee has offered the space and time to have it in the store. July/August will have a combined newsletter. Our next scheduled regular meeting will be in September, unless folks decide differently, at the May 19 meeting.

That's All Folks! G'data, Andy

Rushmore Atari Computer Enthusiasts (RACE)

3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION

President	Rick Burton	(605) 642-5353
V. President	Gregg Anderson	(605) 348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605) 923-2841
XE Librarian	Ken Kayle	(605) 343-7269

President's Particulars

Well, here are those words of profound wisdom you all have been waiting for. The information age is upon us! Political news, financial news, scientific news, and etc. is being exchanged via air and wire at an incredible rate every minute around the globe. Look at eastern Europe, the Japanese stock market, and the Hubble telescope as examples. I for one have been involved in the global information flow through my 130XE, a modem, and a BBS. Several news services from various countries can easily be tapped. People from around the nation network routinely and the BBS I subscribe to is now moving into Europe! If this sounds a little like a plug for our August telecomputing demo, it is. But that's not all...

Who cares what the Tramiels do or don't do? Big deal. Not to minimize the problem of U.S. support, but as we Atari users know we have the power without the price. My Atari has written letters to senators. It's printed fliers and generated amortization tables. It's helped my kids with reports and math besides allowing me access to the information age. Contact with fellow hackers by way of our club has taught me a great deal about computing. Iron sharpens iron. No belly aching here! Let's continue to explore the world of Atari capability together. I'm looking forward to seeing all of you at the June meeting Sat. the 16th on Soo San as usual.

Rick Burton

P.S. Thanks to Mark W. for filling in for me while I was absent from the meeting.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

Minutes for May 19 Meeting

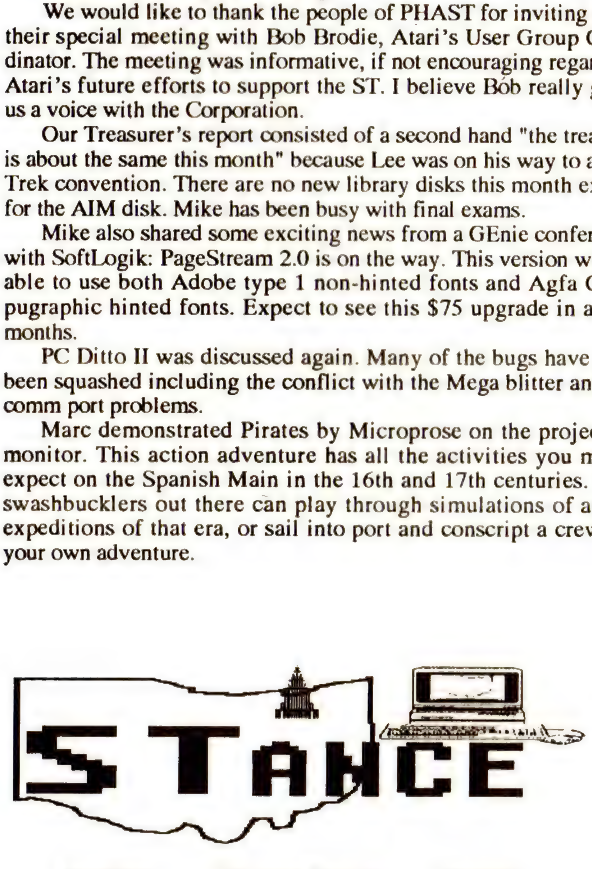
We would like to thank the people of PHAST for inviting us to their special meeting with Bob Brodie, Atari's User Group Coordinator. The meeting was informative, if not encouraging regarding Atari's future efforts to support the ST. I believe Bob really gives us a voice with the Corporation.

Our Treasurer's report consisted of a second hand "the treasury is about the same this month" because Lee was on his way to a Star Trek convention. There are no new library disks this month except for the AIM disk. Mike has been busy with final exams.

Mike also shared some exciting news from a GEnie conference with SoftLogik: PageStream 2.0 is on the way. This version will be able to use both Adobe type 1 non-hinted fonts and Agfa Compugraphic hinted fonts. Expect to see this $75 upgrade in a few months.

PC Ditto II was discussed again. Many of the bugs have now been squashed including the conflict with the Mega blitter and the comm port problems.

Marc demonstrated Pirates by Microprose on the projection monitor. This action adventure has all the activities you might expect on the Spanish Main in the 16th and 17th centuries. You swashbucklers out there can play through simulations of actual expeditions of that era, or sail into port and conscript a crew for your own adventure.

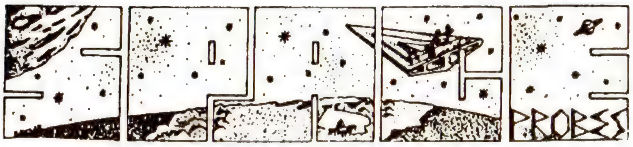


President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

SAGINAW/TRI-CITY
ATARI USER GROUP
STAG

The Saginaw/Tri-City Atari UG meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are June 16th, and July 14th, 1990. Officers:

President	Steve Volker	(517)865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

FIRST UP...

Toys-R-Us has the Lynx!! Yes! It's on display with all the other new generation game machines, (i.e. Sega, Nintendo, Genesis, etc.), and that's not all! HILLS department store, a block down the street, has IT TOO!! Do you know what this means! We were wrong! ATARI does just make game machines...No, that's not what it means, what it means is,..before we go on, does anyone out there have proof that IBM OWNS Nintendo? NO? Oh well, that might have made what I have to say, easier to swallow. Tom Hudson couldn't make a decent buck so he went to IBM, Atari can't keep ST's on the shelves of their Authorized dealers-but they can convince stores who dumped their products in the the past to carry their new, over priced game machine, Commodore 64's are selling for pocket change in the Toy department of most stores,..If you go to buy a computer anywhere in the Tri-Cities, you will see IBM & Clones, Macintosh & Game machines. That means you will see price-inflated 'yuppy' machines, stoic, conservative business machines with entertainment applications, and game machines. A toy for the older generation, a toy for the 'me' generation, and a toy for the younger generation. Where are all the computers? What does this ALL mean? Is it prophetic? Is the day of the 'hacker' over? Have we come full circle, breaking away from the standard way of things, only to fall victim to our own insatiable desire for entertainment? If you take too many steps away from the business-oriented machine, does it then metamorphize into a game machine? I don't know. I guess we have just have to wait and see...

WHAT YOU MISSED...

There has been alot of emphasis on utilities lately, with the midi utility last meeting, and reviews on alternate desktops coming up, this meeting Bryant Lafreniere examined the workings of the Codehead utility package, and there was alot to talk about. Because the Codehead Utilities disk seemed to hold so much more than could be adequately reviewed during the demo portion of our club meeting, I called John Eidsvoog of CodeHead software, who is also the author of most of what is on the disk, to see what he could add,..he added a lot! I spoke with John for nearly an hour, so most of what was said won't fit here, but I'll try to touch on the more important points. Look for a much more complete article later in the pages of AIM.

Our 8-bit users have been growing in both number and voices lately. There's been alot of activity on that side of the room, and this is great! A proposal was made by them that the president write a letter to AIM requesting that an 8-bit disk of the month be established for the 8-bit members of AIM. The motion was seconded and carried and the letter will be sent out this month.

WHAT YOU SHOULDN'T MISS...

Next time,..Marty Schmidt will return to the demo circle with Wayne Fenior, as they show us the mysteries and advantages of the new Neodesk 2.5 and Double-Click Desktop, both alternatives to the 'old' standby GEM desktop. Both will be RAFFLED OFF afterwards (if they survive), for the cost of a ticket. Ted Beachamp should have the Diamond Operating System for the 8-bit here for a review, (cross your fingers!), and since us ST members were threatened with loss of life or limb if we didn't let them order it, it must be quite an application!!

ON ANOTHER NOTE...

In the April issue of ST Informer is a story worthy of some note. On the cover page under the heading; Waldensoftware to carry ST products, we read about a group of ST hackers from the STAXE UG, and an enterprising gentleman by the name of Rod Moore, who seem to have persuaded the local district and store to handle ST software for a 2 month trial period. I think this is an impressive accomplishment, and that the local UG should be recognized for there ingenuity and tenacity.

Equipment Volunteers For Next Month...

Marty Schmidt is graciously bringing his hard drive & monitor and Larry Hendricks, (a newby), is bringing his M-E-G-A-!-! Ted has the 8-bit stuff.

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

SWAG

SOUTHWEST WASHINGTON ATARI GROUP

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

Salinas Valley Atari Computer Enthusiasts

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Tresurer	Charles White	449-8966

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

This is my first letter to the club as president. We now have Atari Interface Magazine as our newsletter, and as an excellent source of Atari information. We have many benefits to membership. I think it is a real bargain at $12 a year. So often we have a computer problem, many times these are easily solved by another member at the SVACE meeting. We have a monthly PD disk to copy. There is also a PD demo and a commerical product demo each meeting. There is also many tempting offers made by companies to user groups.

Unfortunately, we are in a period when there is probably more Atari computers being moth-balled than bought. This means there are less users, and less people to become members of SVACE. It makes it all the more important for all of us to encourage Atari users to become members of SVACE. Why? Because in the strength of numbers we have greater purchasing power, and a larger pool of knowledge to draw from.

FOR SALE

SPECTRE 128, complete with Translator, Documentation, and software. Sorry, no MAC ROMs.

$125 obo.

719-634-5486

TACE

TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report-May, 1990

We had a great time at the "public education" meeting at the Library. Wish you were there! Where were all the folks from the Oklahoma City club who said they were going to come? In any case, I hope to see you all at the next meeting 'cause it is getting time for officer elections. Which also means it is also getting time for dues. That is right. Pay up if you wish to still receive this wonderful magazine in your (grimy) little paws right now!

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

WACO

WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows from Washington to Toronto as well as having a booth at all Pittsburgh shows.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The May meeting of WAUG was held on May 8th. The meeting was called to order by President Craig Harvey at 7:30pm while a demo of Dragon's Lair was playing on an STe (courtesy of Bill and Pattie Rayl...) behind him. Craig immediately introduced guest Darek Mihocka, who made the trip to Ann Arbor to demonstrate his Quick II series of screen accelerators and assorted utilities.

Craig repeated last month's announcement that the June meeting will feature officer elections and a swap meet. Mike O. read descriptions of the various officers' duties from the club charter, and several of the other officers further defined the duties they have performed in the past years.

Craig discussed a meeting between some of the officers of Windsor WAUG and Ann Arbor WAUG regarding the possibility of jointly sponsoring a "Poly-WAUG" Atari show in the future (possibly in May next year) and asked how many members had an interest in pursuing the subject. The general consensus was for the officers to continue their investigation of how AA-WAUG might contribute anything (planning, labor, etc) in such a venture. Craig will stay in touch with the counterpart officers and continue reporting any progress.

Bill and Pattie brought a video tape of the highlights of the Pittsburgh Atari Show which was held the previous weekend. This show was not very well attended, unfortunately, and there are reports that many of the vendors lost money on this show which could have some serious effects on future shows of this type.

Darek's demonstration of his Quick ST software was the highlight of the evening. The room was very quiet when Darek showed how much faster the ST screen will update when running his Quick ST II software. Derek also showed his Quick Tools collection of utilities for improving ST operation.

Bill Rayl spent about 20 minutes describing the STe he has recently acquired. Bill fielded questions from members and told how easily he had done an upgrade from 1 to 4 megabytes of RAM, which he said took about 15 minutes to do.

The meeting was adjourned at 9:45pm, at which time Derek sold copies of Quick ST II at $15 each.

The next meeting will be held on June 12.

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

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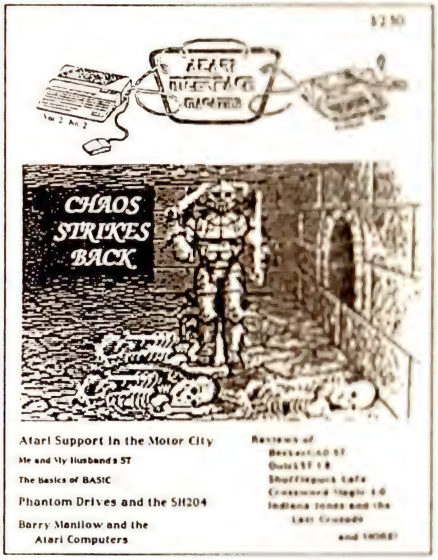
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NUMBER 8
AUGUST 1990

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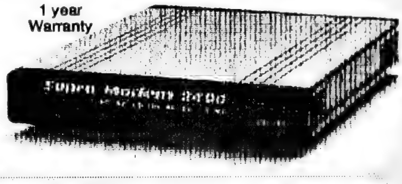

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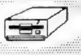

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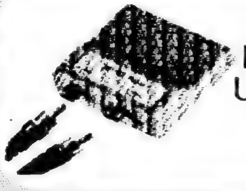

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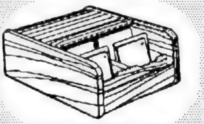

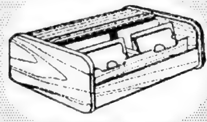

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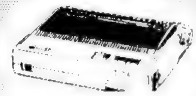

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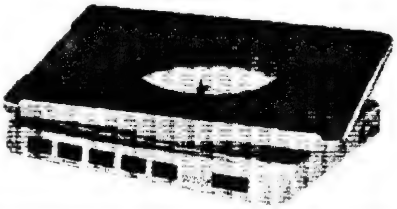

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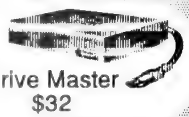

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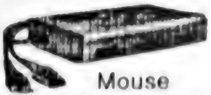

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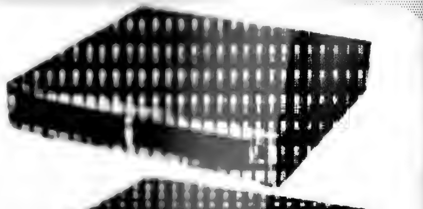

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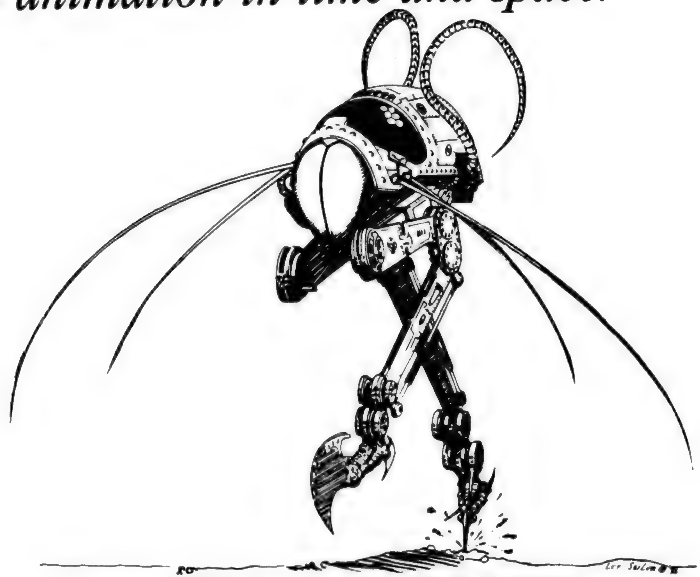

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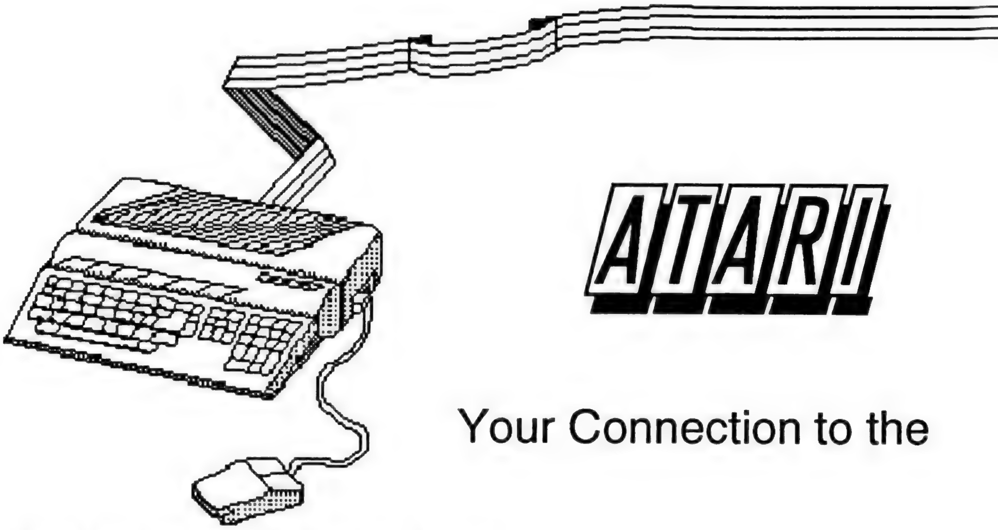

ATARI

Your Connection to the

Volume 2

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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INTERFACE

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Number 8

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On the Cover

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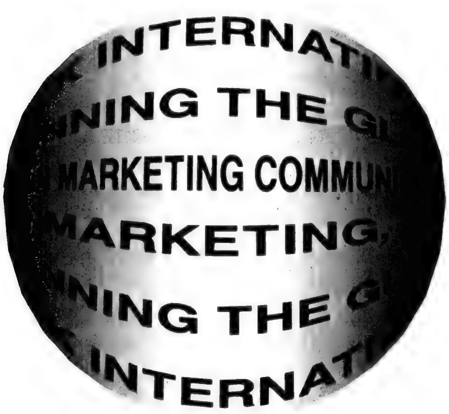

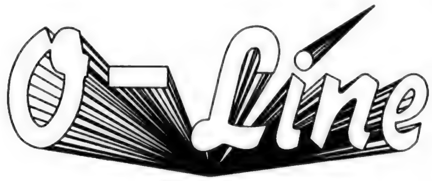

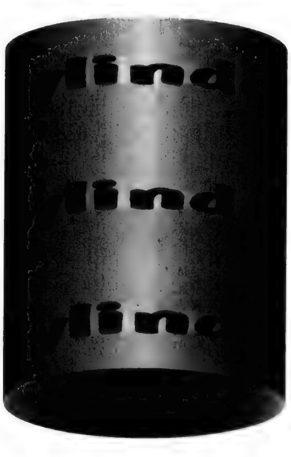

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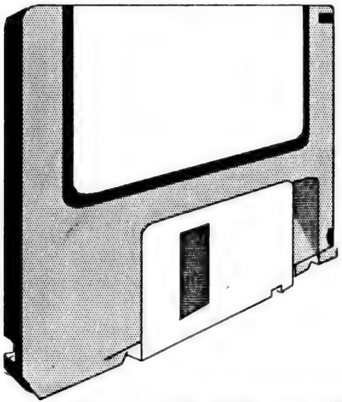


AIM Disk of the Month

August 1990

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unARC themselves into the actual runnable programs.

Here's a short description of the files found on the August '90 disk.

3DLETTER.TOS—Create title screens with 3D letters and more. You may view the screen in the program, include them in your GFA programs (it actually writes the code), or view them with the included special screen viewing program. Shareware. Low rez color only.

BEEP.TOS—Replace the system bell with a digitized sound of your choice. Unlike NEWBELL, this works *with* the interrupt system, allowing multiple entries of a BELL character to override each other instead of chaining one after the other.

BIGCOLR2.TOS—Color emulator (as seen on the June disk), modified to fix a problem when running on a Mega ST 4. Now you can run "color only" software on your mono monitor. Source code included. MONO only, of course.

CLICK.TOS—Replaces the dull "click" of a keypress with a digitized sound of your choice. Each key can be assigned a different sound or assign one sound to all keys.

DESKSW11.TOS—Lets you instantly switch to a completely different desktop setup! Desk Switch reads .INF files (created with the "Save Desktop" function), and uses the file to set colors, mouse double-click rate, positions of all desktop windows, etc. Shareware from Charles F. Johnson and Little Green Footballs Software.

DIGIVEC.TOS—Attaches a digitized sound to exception vectors, allowing you to change system bombs to hysterical laughs, a scream, an explosion or whatever. Even makes a sound during disk access. Any and all exception vectors can be configured to different digitized sounds.

GRAMPAS.TOS—Help Grampa Howard find and defeat the evil Dr. Malvert in this text adventure. Completely menu driven. Medium rez color only. Shareware.

KV_PARK_.TOS—Animated playground for children age 2-5 yrs. Children use the mouse to fly a butterfly around and find children playing, trees, hot air balloons, and more. Nice animations and graphics. Low rez color only.

KV_ME2ND.TOS—Twenty-four animations with music for children age 2-6 yrs. Includes simple addition and subtraction. Good graphics and sound, simple for children to use. Low rez color only.

LTRBOMBR.TOS—You are in charge of a sleeve of bombs that you use to fire at a wall hiding an assortment of letters. You attempt to match the letters behind the wall to the letter flashed at the bottom of the screen, firing the bombs to "match" letters. Fast action, graphics, sound effects, etc. Low rez color only. Shareware.

MMM171.TOS—MIDI Music Maker plays 11 different types of music files from four different computers. The program gives you software control over presets, tempo, volume, transposition, channeling, etc. and can create a standard MIDI file from any of the music it plays. Plays through synthesizer and the ST's internal speaker. Shareware.

NAARJEK.TOS—Can you "hack" your way through Uncle Carl's security system and gain access to some hidden programs? We'll see. Medium rez color only.

ORACLE.TOS—Simple program to "tell the future." You ask questions like "Will Atari ever be a major force in the US computer marketplace?" and Oracle will tell you!

PATIENC2.TOS—Solitaire card game from Germany, with several types of solitaire included and a self-playing demo mode. English docs included. Mono only.

PTCHPLAY.TOS—Single-note sequencer for owners of keyboard-less synthesizer modules like the MT32. Lets you easily listen to the sounds/patches in your module. Written by Michael Calvin (SWAG).

STICKLER.TOS—Have trouble remembering dates and upcoming events? Forget your wife's or mother's birthday this year? Stickler is a GEM program designed to help you remember those important dates.

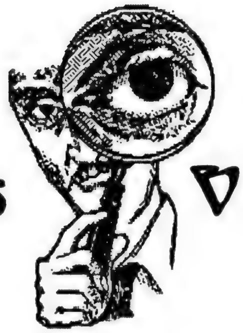
STUSPOOL.TOS—Play pool with 6, 7 or 8 balls. Auto or manual scoring, one or two players, auto aim and other features.Best when played on a blitter-equipped system. Low rez color only.

SYSEX.TOS—Allows you to dump information from your MIDI synthesizer to disk, and to send the info back to the synth at a later date. Use this program to save user configurations, voice data, and other things you would save for future reference. Written by Michael Calvin (SWAG).

VE_10.TOS—Vulcan Embassy BBS Version 1.0, including message bases and upload/download through shell programs. Easy to set up and run.

Readers of Atari Interface Magazine can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending $6/DS or $7/SS disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the August 1990 disk when ordering.

From the Reader's Viewpoint



What is Happening and Who is at Fault?

Dear Editors,

I subscribe to ten newsletters and several Atari magazines. At least I *did*.

First Compute dropped their ST-only magazine. "No biggy," I said. ST X-Press missed several issues. They sent a nice letter saying my subscription would be extended to cover the missed issues. That sounded fair. Well, I received four of twelve issues. That's about twenty dollars an issue. ST X-Press is *gone*. I'm starting to worry. I was about to subscribe to ST-Log. I've had a subscription to Analog since I bought my first 800XL. Lucky me. I was too late. ST-Log is *gone*.

So far STart has been hanging in there. Well maybe not having any competition helps.

Now for the newsletters. Current Notes, PSAN, AIM are getting better all the time. They are the greatest. MVACE is right in there too.

Some of the others will remain nameless but seem to be maintaining a few new articles and reviews and keep plugging along. A March issue had a total of two pages. A title page with the reverse side having an article by the editor and the second page was an advertisement with the reverse side showing a map to the meeting place.

Another of my once-looked-forward-to newsletters has gone from 10-12 pages of outstanding coverage to four double-sided pages. They did have one excellent article reviewing hardware, but they also had three old, overdone reviews and hardware tech tips. This was their best newsletter in some months. This was once a great newsletter. Now it is OK, maybe.

My local newsletter has been a real surprise. Going from monthly to bi-monthly was no surprise because very few of us were sending in articles, but the quality improved and it began to look very nice and had almost all original articles. There were three new reviews by local users. It included Atari news and information and also dates and meeting places of other groups (including the Commie and Meega groups.)

This really surprised me because of the name bashing that they (C & A) had been doing to the Atari Community. The Atarians have been the only group with any organization, now these other guys want to make a combination group to share meetings and the newsletter. I say "bunk." It seems they want to use the already fine chain of command and newsletter staff to help them out without the hard work of starting their own.

The remainder of the newsletter was a plea to old and new members to pay their dues and get involved with the newsletter and meetings. A *very nice* small town newsletter. Best Ever. Then the S-Bomb came in the mail. Our newsletter Editor/plus another club position had to resign. Too bad. He was doing a great job. We will miss him. Haven't seen a newsletter from the local group in some time. Sorry, but I don't expect to either.

I have been trying to write articles and have been sending them to several newsletters. Granted, I'm not much of a writer but bad reviews seem to me to be better than none. I don't care all that much about typos and misspelling as long as I can get some good information about hardware and software. Why aren't we supporting ourselves? Granted, some newsletters are doing a great job but are they suppose to replace our once-proud local groups and newsletters?

Well, I'm about burned out trying to get local Atari users to *help themselves* so I will probably not support them anymore. It has cost me a lot of money to do the things I have been doing for the local group and only two or three members have shown any appreciation.

I'm sorry but no one seems to be able to answer my question (What's Happening?). Too Bad. We once had the best computer on the market for the money.

Thank God we have the Dave Small type of people out there to keep things coming. I will not abandon my 800XL or ST, but I will not be able to enjoy them as much as I would like to because I'll always feel abandoned by the other users and by Atari Corp.

I guess that's enough said. I just wish more had been done.

Steve Filler (WAUG)
Columbia Falls, MT

Revolutionary Concepts

An open reply to Mr. Timothy Holt,

In the April, 1990 issue of Atari Interface Magazine, Mr. Timothy Holt thoughtfully provided some suggestions which may help advance the position of Atari computers in the US. He offers thought-provoking opinion and advice and additional ideas of how we might make a difference.

In essence, Mr. Holt suggested that writing to Roseanne Barr may not be productive and sending orders for Atari ST products that do not exist may effectively pinch pocketbooks. I do have a couple of reservations concerning Mr. Holt's suggestions and offer them here.

First of all, let's assume that every Atari enthusiast is an active battery. If we sit around long enough not being productive, we may ultimately explode or, minimally, leak valuable energy and corrode. The Revolution is designed to help keep those batteries active in a way that helps inform prospective computer buyers that there is another alternative they may not have thought of. Writing to personalities is more effective than writing to my mother in Chicago which is more effective than writing negative articles in magazines which are only seen by Atari enthusiasts who, thus, sell their machines and buy Macintoshs because the negative article said "What's the use?".

I might also caution you on the legality of your proposals. The points in the Revolution fulfill carefully considered objectives including nominal cost to participants *and* legal protection. If you are encouraging people to send money to software companies, you *could* be responsible for the company's losses dealing with the problem of responding to these people. You could be responsible for the consumer who does not receive a refund because many companies immediately deposit incoming checks and the order goes on to another department. You might also find some companies becoming aggravated with Atarians and deciding never to support us. They will know what is going on.

I think you also have to consider that these software companies are not the source of our problems. If the market was there, they would support us. It is as simple as that.

You may be interested to know a couple of other facts. First, *CBS This Morning* is planning a *"The Comeback of Atari"* segment this coming week. Secondly, ST Informer reported that Waldensoftware has decided to test market Atari ST software in some of their stores due to a letter writing campaign.The Revolution is not attempting to take credit for these, but neither one would have occurred by sending bogus orders to software companies.

Another fact: On April 28 and 29, PACE (Pittsburgh Atari Computer Enthusiasts) held an Atari show at the Chartiers Valley High School. Piracy was so openly rampant there that users were returning product to participating software companies telling them they found where they can get it for free. Mr. Bob Brodie, Atari's spokeperson and User Group Coordinator, was so disgusted that he withheld Atari's generous offering of door prizes which he painstakingly arranged. Although I was not present, I have spoken to several people about this unfortunate affair.

I sincerely believe that anything we do which represents ourselves as Atari users should be done as ethically and professionally as possible. I also believe any progress we see will be slow. I encourage users to enjoy their systems and tell other people about them. If they are so inclinded, help us tell a new market what we already know about the value in Atari computers.

Don Thomas,
Artisan Software
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- A. J. Wrotniak, Current Notes, 6/90

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Right On Target

David Plotkin

I love to write. I must, because I'm doing this piece for free, and it's the first time in a very long time I've written anything without getting paid for it.

What you have to understand, though, is that writing for the Atari audience is special, and worth doing, even just for the fun of it. Atari owners are a special breed—we are appreciative of any effort put out in our behalf.

Flattery Will Get You...

My name has become fairly well known, and people tell me they enjoy reading my stuff. Yes, flattery works wonders. So when Pattie (the esteemed managing editor) cornered me during the regular Wednesday night conference on GEnie and asked me to write for AIM, how could I refuse? Besides, she flirts even better than I do!

I've been into Atari computers for a really long time, and I have learned a few things in that time. The first is that Atari (the company) is going to do whatever they think necessary to turn a profit and remain in business, regardless of the rantings of XE/ST owners and the press. It's not that they don't care what we think, but that they have to play things the way they see it.

They have to maintain cash flow and bring new products to market with a very small engineering staff and limited manufacturing resources, and they do it the best they know how. They make what I consider to be mistakes along the way, but hey, I certainly don't have all the answers. I do have to say they have managed to stay in business when other, "better managed," companies have faded from the scene.

So when people complain that Atari won't ship the new machines till the old ones are used up, remember that lack of inventory control is what killed Kaypro (PC clone manufacturer), and hyping new machines is what killed Osborne (first of the "luggable" computer manufacturers). Say what you will about the Tramiels, they have *learned* from history—something many others have not.

Another thing I have learned is that the ST is one really nice machine. I sit here looking at mine, and I am real happy with it. Its not all "official" Atari at all. I've built it from parts that were best suited to me. There's ICD's FAST tape backup unit, with an 85 meg hard drive inside that my friend John Russell (JRI, the Genlock people) installed. My ST is a Mega2, upgraded to 4 megabytes, and sporting dual ROMs—the old 1.2 and the new 1.4, with a switch to go back and forth.

Switchable ROMs

This arrangement has been incredibly useful to me as a reviewer, because when a particular piece of software displays strange behavior, the first thing I try is switching back to the older ROMs to see if that corrects the problem. Surprisingly, it is extremely rare that this is the problem, but it is awfully nice to be able to make sure easily.

The Mega also has a JRI JATO speed-up board in it, as well as their 4096 color board. I would dearly love to get my hands on Jim Allen's (Fast Technology) Turbo16 board. Jim keeps promising me one, but I have to have one that can have the 16 Mhz 68000 processor turned down to 8 Mhz, like my JATO. Certain software doesn't work at 16 Mhz, and though Jim promised to modify one for me, I haven't gotten it yet. Jim, are you listening?

Impressions by the ST

Of course, plugged into the left side of my Mega is Spectre GCR, the results of the efforts of my friend Dave Small and company. This Mac emulator is simply amazing, and I wouldn't be without it. There is stuff that will never be available on the ST—and with GCR, it really doesn't matter.

Sitting out in front is Talon's Supercharger PC emulator. This little gem plugs into the DMA port and works like a charm. It is my emulator of choice because it is so easy to install. I have both PC Speed and pcditto II, and they both work very well, but I have no room in my Mega to leave them there, plus neither one works with the JATO board installed.

My main hard drive is an old Astra "Expander," a huge, rather ungainly device that sports a 3.5 inch floppy drive and 50 meg hard drive. Astra went out of business about a year ago, and I was saddened by their passing. Lou (president) was a friend of mine and we had worked together for many years. Recently, the hard drive gave up, and was replaced with another 85 meg monster. That should take care of my hard drive needs for awhile.

I have an I.B. 5.25 inch drive for reading PC disks, a 1200 baud Hayes Smartmodem, and, of course, both color and monochrome monitors. The cabling is a nightmare, but it is made more bearable by a wild assortment of switches—Astra's SW2 monitor switch, RS-232 switch (which includes a null modem connector), Practical Solution's Drive Master (switches between external drives) and Mouse Master, as well as their Cordless mouse. Also, I have one of their Video Keys to move output to videotape.

Printer Options

In the printer department, I have a printer spooler and switches to run output to my old Star SG10 dot matrix printer, as well as my beloved HP Deskjet+—the printer of choice in the Atari community. Almost unbelievably, this printer is available after rebate for about $450, and it is silent, does 300 dots per inch (same as a laser), accepts multiple font cartridges, and is well supported by Atari software. I would never part with mine.

The result of all this hardware is that I can really *use* my ST, just flipping a few switches to get the configuration I need. I would like to have a Moniterm large screen monitor, and could probably get one at a good price (the value of name recognition again), but have nowhere to put it. It's strictly monochrome, and I do need color on occasion (game reviews, you know?). Ideally, I would like to have a decent screen size (say 15 inch) that supports both monochrome and color, and I have heard rumblings of such things in the offing.

Collecting Software

Interestingly enough, however, I don't collect hardware for hardware's sake, but only to facilitate getting my work done. I do collect a certain amount of software, and this is made easier by the fact that I am a reviewer, so I get more software than I can possibly look at. The good stuff I keep, the bad or not-so-useful finds its way to the members of my user group. Since their needs are different from mine, they are usually glad to get it. Some stuff just gets reformatted and the disk added to my blank disk collection.

An appalling amount of stuff in this last category manages to get to market, though heaven knows why. I won't name names, but be sure to check software thoroughly before you buy—i.e., read reviews and try to go through a dealer (yes, I know they are scarce).

CAD and Word Processing

The software I am most interested in is CAD3D and drafting programs, desktop publishing/word processing and databases. I do enough modeling that the CAD stuff and packages like Migraph's Easy Draw are in constant use. I often do manuals, and page layout programs like Timework's Publisher ST are very useful.

Word processors have a particular fascination, since I use my ST about 90% of the time for writing. I have tried most of the word processors available, and like WordUp and Word Flair for fancy layout and including graphics.

For fast output and just general writing, I still use Timework's WordWriter 2. It works, though it's a shame Timeworks hasn't seen fit to upgrade the product (or any of their other ST products—oh well).

DTP

With the upcoming upgrades to GDOS and the availability of UltraScript (Postscript interpreter), desktop publishing packages are going to have to be updated, and if Timework's doesn't get on the ball, their products will become hopelessly outdated. I would hate to see that happen, since, for my needs, Publisher is more than adequate and I don't look forward to learning a new package!

DataBasing

My fascination with databases stems from the fact that I love to dabble in programming, and the databases I use, such as Superbase Professional, sport powerful programming languages for generating custom applications. I use dBase III+ and FoxPro on my PC, and there is nothing to match them in the ST world (despite dBMan's claims to the contrary). But FoxPro works just fine under PC emulation, so why worry? Use the real thing—the power of some of the professional PC software is simply incredible (but then, so is the price!).

Another good example is Microsoft's Word for Windows, which runs under Windows 286 on the Supercharger. This package does everything you can think of for a word processor, right down to generating indices. If you think of something it can't do, it has a macro language that will let you program just about anything you want, and then put a menu item up so that you can activate it with the mouse. This package weighs in at $450—but I think it's worth it for a serious writer.

Well, it looks like I am out of room for this month. I didn't get everything said, but there's always next month. So remember, if your AIM is good, you'll always be Right on Target.

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Summer CES 1990

Bob Retelle (MACE,WAUG)

The 1990 Summer Consumer Electronics Show was held in Chicago the weekend of June 2nd. While there were games and gadgets galore, there was really very little of interest to an Atari computer owner.

Atari Corp. was there, but even though their booth was identified with large signs reading "Atari Computer," the content of the booth was primarily games (featuring the Lynx) and the Portfolio. June 2 at CES was the U.S. introduction of the STe, but while there were STes there, they were pretty much ignored.

CompuServe Sysop Ron Luks reported that he had to ask five Atari representatives if the STe was there before he found one who even knew if they had them. Then when he asked the person in the Atari "uniform" at the STe a question about the machine, he was told "I don't know anything about these. I'm just playing a game."

Most of the STes I saw were playing games as well. In fact, I almost missed the fact that there were STes there at all, until I noticed that the XE Game System Light Guns were plugged into the *left* side of the STs. Unless you *already* knew that's where the new game controller ports are on the STe, you'd never know there was anything new or different about the machines. There were *no* signs or displays that said "NEW! STe!" or "Introducing the Hot New STe!" or "Atari makes *real* Computers," or anything at all.

One of the STs even had a Supercharger hardware IBM emulator hooked up to it, but most of the time I saw it, it was playing games too.

Again, there were no signs to indicate the Atari computer line could emulate MS-DOS machines or anything to catch the interest of passing show attendees. If attendees thought anything about it at all, they probably thought it was a modem. Most of the people passing by no doubt went home never knowing one of the great strengths of Atari machines is their ability to emulate other computers. All it would have taken was a simple sign.

Advantage Package

In fact, the only signs near the STes said "Advantage," which had nothing at all to do with the long-awaited introduction of a new model of Atari computer. The "Advantage Package" is a promotion which Atari has been talking about for some time now, similar to the way Commodore markets the Amiga 500 and the way the 520ST has been marketed in Europe.

The package will bundle an Atari ST computer with a wide selection of popular software packages. Atari had apparently hoped to show the Advantage package at this CES, but from reports of people talking with Atari representatives at the show, it may be some time before we actually see this promotion because Atari still hasn't made up their minds as to what software and hardware will actually be included.

STe Shipping

The suggested retail price for the STe is $699.95, and amazingly enough, there are reports it is already being shipped and is showing up at Atari dealers now!

No 8-bits Present

That's about it for Atari computers in the Atari booth. There were no 8-bit computers on display at all, not even an XE Game System among the video games. One ST was connected to a MIDI keyboard, but I never did hear it playing anything.

There was no literature about Atari computers in the booth, and even though they had a fishbowl full of buttons that said "Atari Advantage," there was no literature about the package. If I'd been a computer dealer looking for new products to sell, I'd have been underwhelmed by the presentation.

The Portfolio

The Portfolio was featured in the Atari booth, and the RAMcard drive made its first appearance. This device connects to an IBM system and allows the bigger computer to read the RAMcards written by the Portfolio. This allows easy transfer of data between the two systems. Also being shown was the new Portfolio transfer software for both IBM and Macintosh systems. Strangely enough, the first thing that caught my eye when I entered the Atari booth was the Macintosh computer running next to the Atari PC.

Atari announced three new ROMcards for the Portfolio—a File Manager, a set of DOS utilities and a Finance card. The File Manager will be shipped with new Portfolios, and will be available directly from Atari for only $20.

It provides a window/menu

system to bypass the DOS command line interface and includes a comprehensive tutorial.

The DOS utilities ROMcard supplies over 78K of versatile batch files and includes a Public Domain telecommunications program. The Finance software performs statistical and financial operations and can apparently be used along with some of the built-in programs in the Portfolio. Both of these new ROM-cards carry a suggested list price of $89.95.

The Lynx

The main focus of the Atari booth was games, in particular the Lynx. There were several stations with four Lynxes, some of which were "linked" to allow simultaneous multi-player games. Much of the crowding of the booth was due to showgoers bending over all these Lynxes. Atari announced several new games for the Lynx, two to be available this summer, and others later in the fall and winter. Also announced were several games for the 7800 and 2600 game machines.

One of the most prominent features of the Atari booth was a *huge* mockup of a Lynx, with a large screen TV as the display, running the Lynx TV ad.

Nintendo Dominates CES

Outside of the Atari booth, it was easily apparent that the rest of the show, at least as far as the computer and games areas, belonged to Nintendo. In fact, it became a game in itself to find an aisle that didn't contain something referring to Nintendo. Nearly every software company was converting their games for Nintendo, both the home system and the Gameboy. For example, Heroes of the Lance, Ultima IV, The Bard's Tale, Silent Service, Miner 2049er, Lode Runner, Shanghai...well, you get the idea. I even heard a rumor someone was converting M.U.L.E. to Nintendo, to use their new 4-player controllers, but I wasn't able to get anyone to confirm that. There were so many new games for the Nintendo systems that I literally lost count. It's obvious Nintendo has the full and enthusiastic support of the third-party segment of the game marketplace.

No STs at Third Party Booths

That leads to an interesting observation I made during the first day of the show, and confirmed during the second. Three years ago, nearly every booth was demonstrating their games on Amigas, IBMs, Commodore-64s, and Atari STs. Two years ago, some of the companies were still demonstrating on STs. This year, *none* of the booths had *any* Atari STs at all. There were still Commodore-64s, but the STs have disappeared. It provided a somewhat graphic picture of the kind of confidence the third-party market has in Atari Corp.

Some companies are still doing conversions for the ST, even if they didn't feel it worthwhile to demonstrate them to potential buyers. I talked with Peter Molyneaux, the designer of Populous, in the Electronic Arts booth. He was demonstrating his new game, PowerMonger, which is a lot like Populous, only taken several steps further. The version he was showing

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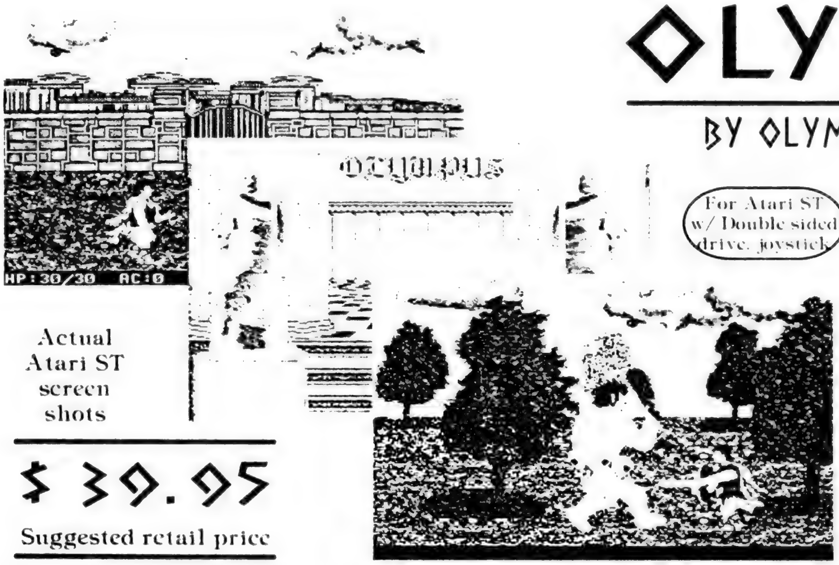

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was running on an IBM, but he said an ST version should be available by September.

Lord British

Richard Garriott, "Lord British" himself, from Origin Systems showed us the latest in the Ultima series (Ultima 30, I think it was), along with some very loud demonstrations of other games Origin is working on, including the first in the "Worlds of Ultima" series.

Worlds of Ultima is a game design system that will allow Origin to produce more games in a shorter period of time. The first in the new series is "The Savage Empire" which will use the same icon driven interface they developed for Ultima VI, and will involve the same kinds of characters, but in a completely different setting. This one takes place in a jungle world full of dinosaurs, high priests, jungle princesses and lost underground cities. Now available only for IBM systems, Garriott told me they're looking for people who can do conversions for other systems, including the ST.

[Ed Note: Virgin Mastertronic was also demonstrating a game called "Wonderland," based on Lewis Carroll's Alice in Wonderland. Designed by the same people who brought us The Pawn, Wonderland takes graphic/text adventures to a whole new level. A window-based, point and click environment with built in hints and auto-mapping, coupled with excellent animated graphics, makes Wonderland a standard by which future graphic/text adventures will be judged. Though demoed on an IBM, Wonderland is available for the Atari ST.]

A "famous person" who was attracting a lot of attention at the show was Bart Simpson. One of the hottest licensing properties now, there were Bart Simpson telephones, Simpsons Nintendo game cartridges, handheld Simpsons video games, watches and one trade magazine even mentioned Simpsons "action figures." I dropped one of my business cards in a fishbowl, but didn't win the Simpsons T-shirt that one company was offering, darn!

The New NEC Handheld Game System

On a more serious note, one of the most interesting things I saw at this CES, and something that is destined to spell trouble for Atari Corp. was the new handheld NEC video game system. Based on its "Turbo-Grafx 16" video game machine, the new handheld game system is sure to give the Lynx a run for its money.

The color LCD screen is smaller than the Lynx, but the picture is sharp and bright and has five times the resolution of the Lynx. Essentially, it's like seeing an Atari ST low-resolution color display on a 1-1/2 by 2 inch screen, except that the NEC can display up to 256 colors at once.

Probably the greatest strength of this new handheld game is that is uses the *same* game cartridges that the home NEC game unit does. This means you won't have to go out and buy a new version of the same games you have at home, like you do with the Lynx and Gameboy.

It also means—unlike the Lynx, which still has only *six* games available for it six months after its introduction—the NEC handheld will have the entire library of NEC games available immediately. Since different versions won't have to be developed for the handheld, new games should be easier to develop, and should appear more quickly, too.

As if it didn't already have enough going for it, the NEC handheld video game will also have an optional TV tuner that plugs in and allows you to use the game as a high quality handheld color television set. The picture was very bright, and even in the electronic jungle of CES the reception was extremely clear. In fact, it looked better than some of the dedicated handheld color portable TVs I saw at other booths.

The price on the NEC handheld video game system will be higher than the Lynx, but not by much. It's expected to retail for about $220, and will be available in the US by Thanksgiving. Atari Corp has about that long to get the Lynx established, and to get more games out for it. Unless they do, their own slogan, "Game's Over, GameBoy," may end up being turned around into "Game's Over, Lynx."

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Basically Speaking
8-bit Atari BASIC Made

Jeff Summers (ACORN)

This month we will tackle a common question, namely "How do I get this (data, information, text, you name it) on the printer instead of the screen (or on a disk file, sent to my Watusi device, or whatever)?" To answer this question, we must first understand how the computer transmits information to devices.

Devices

From BASIC, the computer treats virtually all devices the same. This is because BASIC uses the Central Input Output (CIO) portion of the operating system. CIO is probably the greatest invention since sliced bread, and it works like this: No matter what device you are sending your information to or getting your information from, you access CIO the same. There is no difference in the process of printing to the printer or the screen, reading from the keyboard or the cassette, putting bytes to the modem or the Watusi. All devices work the same.

This would seem like something that most systems would use—a sort of "universal interface" for input and output that is not device dependent, so you don't have to write different programming instructions if you want the information to possibly go to several different devices. Unfortunately, this is not the case.

Even the ST is brain damaged and requires some variations in coding. Don't mention Apple or Commodore, their systems are abysmal.

So, our 8-bits have an operating system with a stroke of genius. How do we access this? By using OPEN, PRINT #, CLOSE, GET and PUT, of course. Briefly, there are eight channels of input/output through CIO. Channel 0 is reserved for the screen editor, channel 6 for graphics, and channel 7 for saving and loading. Use at your own risk. Channels 1-5 are available for your programming pleasure and are used like this:

```
10 PRINT "Where do you want the
text?"
20 DIM A$(20):INPUT A$
30 OPEN #1,8,0,A$
40 PRINT #1;"In the Beginning there
was the Word..."
50 CLOSE #1
60 END
```

The first two lines ask where the output is to be directed and gets the answer in A$. Line 30 opens channel number 1 for output to whatever A$ might happen to be:

P: = Printer
E: = Screen Editor
S: = Screen
R: = RS232 port if device handler loaded
W: = Watusi device if device handler loaded, etc.

Line 40 dumps the characters to the device and line 50 closes the channel, freeing it up for you to use for a different device later.

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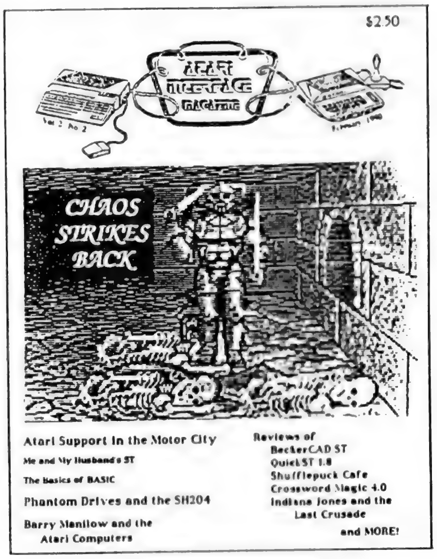
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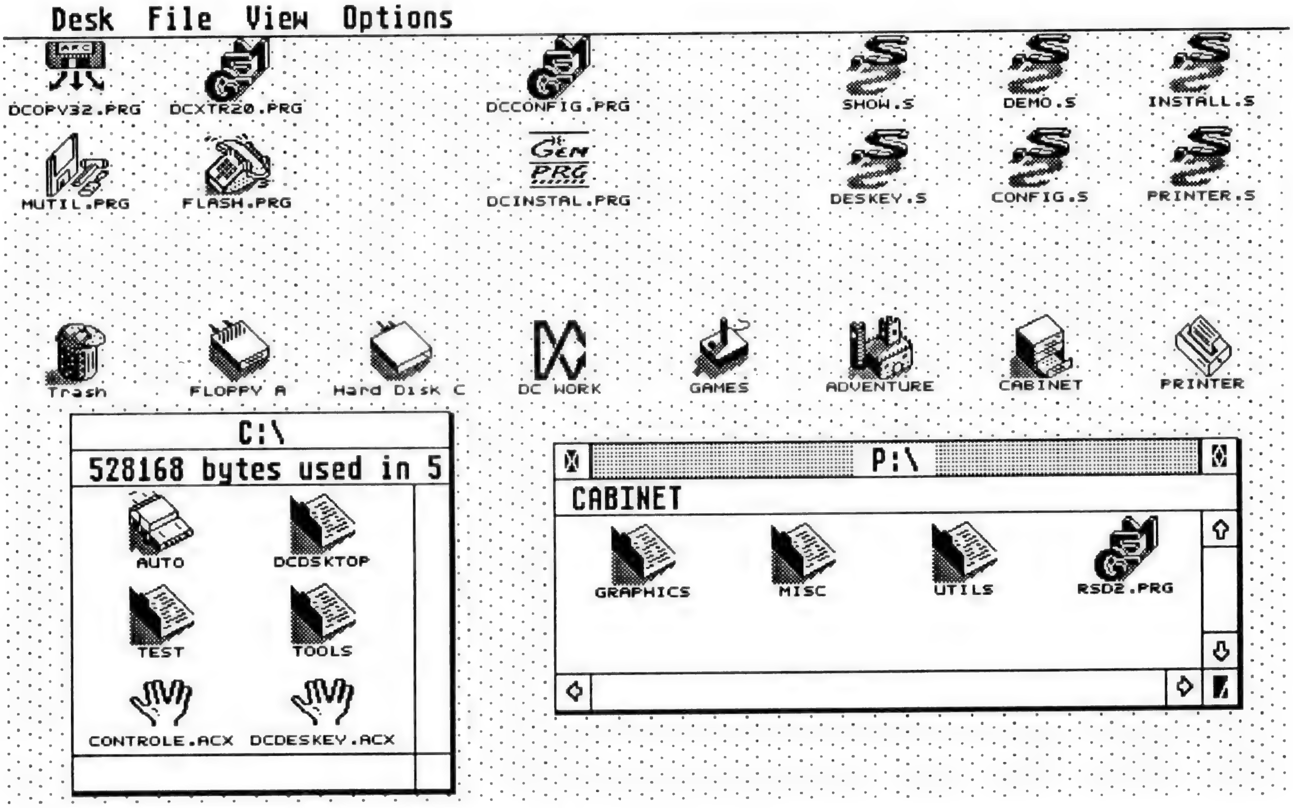
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The British Connection

Robert C. Arp, Jr.

Apparently, all but two American ST magazines are dead. One of them has not yet been buried, but I've not seen life within its pages for many months. British ST magazines, on the other hand, are now prevalent; I purchase three of the four available monthly.

I have recently begun to regularly purchase "Atari Interface Magazine" and "Current Notes" also. As for "ST Informer," which is sort of a newspaper, I've subscribed to it since its inception. I watched the other American magazines come and go. And there was one from Canada which took my money and ran.

In the beginning, many of the ST mags attempted technical article series, but none carried those attempts beyond a few introductory articles. Because I was a new 1040ST owner, I bought them all in order to become acquainted with the machine.

I did learn a few facts from some of those earlier technical articles, but most of them simply rehashed information available in the Atari developer documentation. I could not appreciate the programming language articles for their language specific value because I had learned to use every available ST language in classroom environments.

Nevertheless, I dutifully purchased each new issue and all available back issues of those magazines. I am not so confident about my own knowledge that I can afford to doubt the possibility of learning from someone else. A thought here, an idea there, a misunderstood concept clarified now and then—these made the purchases worth the money.

I've probably learned more about the ST by using the libraries and bulletin boards on GEnie than I learned by reading ST magazines, but I must say the quality of technical information presented in the British magazines is generally better than any other source.

In the main, however, I find American technical books to be of finer quality than those from foreign countries. Specifically, the Compute! AES, VDI, TOS, C and Assembly language books are the best available; the exception is the Bantam C book. As for the Compute! ST magazine, I'd say that it was the best of its kind, during the period it was being published.

The problem is that books take a long time to write and publish. In fact, I don't know of any publisher that would accept an American ST book—self-publishing is probably the only means available. Because of the time lag between the conception of an author's ideas and the availability of those ideas to readers, the information in books tends to be dated.

In every technical field, magazines and journals fill the information gap during the book writer to book reader time lag. And that's the British connection. At present, it is their magazines that have assumed the role—to some extent.

Too many British readers object to technical information in their "games" magazines. Of course, they don't realize the games they love to play are doomed to mediocrity if programmers have no information media. I wonder if American users yet realize that it has already happened here?

The dilemma is easily stated and easily resolved. Users need and want new programs. Programmers need and want new information so they can write those programs. New information is exchanged via technical articles in magazines.

Magazine publishers can afford to print technical articles only if enough people buy the magazines which contain those articles. There are few programmers compared to users. There are not enough programmers to support those magazines. Therefore, users must support them, if they are to be supported at all.

Programmers could afford to support a technical publication if their expenses could be recouped via software sales. But ST users want power without the price. Pirates want it free. In the end, users possess the most clout, so an end to the dilemma depends on user action.

A similar situation exists in universities. Professors must publish in order to maintain information media, but too few people purchase the publications. Therefore, academic writers (or their collegiate departments) must pay the publishers the cost of printing each article. In this case, the users are taxpayers who must pay for living in an advanced society.

Am I now hinting that ST users must pay for an ST programmer's information medium? No, I'm not hinting, I'm telling it like it is. If ST users want to enjoy an advanced computing environment, then, one way or another, they must pay for the privilege.

Ralph C. Turner's

Intermediate and Advanced Atari ST Subjects

John Slade (SPACE)

If you only use your ST for playing games, you don't own a second disk drive, you have never even considered getting a hard drive, and could care less how the computer gets its information to run those wonderful programs, then save your book money for another game.

Everyone else who owns an ST, or even an IBM user for that matter, who wants to know something about how files are stored on floppies and hard drives should go right out and buy this book.

Atari Subjects

Mr. Turner's book is truly the best compilation of general information on the workings of file storage and retrieval and disk drives themselves that I have ever read. And best of all, it is written on a level that anyone can understand.

Turner begins the book with the basics—explaining what binary code, ASCII, Hexadecimal and decimal mean, and how they relate to saving files to disk. From there, he goes into the formatting of disks, how the computer knows where the files are on the disks and the recovery of deleted files.

Another plus for this book is that the author not only lists commercial programs and utilities that would be of help, but he also lists public domain programs that do the same or similar tasks.

If you are at all considering purchasing a hard drive for your ST, this book is an absolute must. Turner goes into all the basics of hooking up a hard drive, why you need a host adapter for the ST and the need for partitioning the drive into more than one logical drive. He also details the setup procedure for the ST and the various ways you can boot your system with the hard drive.

Writing Style

What is really wonderful about this book is the clear manner in which the author explains such advanced topics as the affect on disk access time of interleave, why file fragmentation will seriously slow your once fast hard drive and disk caching—to list a few.

He even details his experience in setting up a hard drive system from scratch. Although Turner points out that this book is not a cookbook for all systems, it will give you a good idea what you are getting into if you want to set up your own hard drive.

Another topic many will find important is hooking up a 5-1/4 inch floppy drive and the use of this drive with an IBM emulator such as Pc-Ditto II. The last chapter of the book is devoted to a variety of common problems and useful utilities for all users.

Many ST users will buy this book as a primer on disk drives, but will end up putting it on their computer bookshelf as a handy reference guide.

About the Author: John Slade is an Air Quality Control Engineer with the Pennsylvania Department of Environmental Resources, and has been a member of SPACE for several years. He currently holds the position of Vice President in charge of Programming for the club.

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For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Ahh, the prez has nudged my elbow to remind me that I screwed up last month and wrote a poor excuse for an article. He is right, so I will get busy and meet my deadline with a proper bit of literary genius.

Mail Merging

Now where were we, oh yes, creating a file <pg 63> in Mail Merge with our scraps of paper that contain our publishers' addresses. Well, as a wise sage once said, "a file is a file." And so it is. What we will do is create a file in Mail Merge like we would create a file in AtariWriter+. Here we can be just as creative as before.

Please boot up and format a disk to which you will save your database files. With that done, select Mail Merge by gently depressing the [M] key. When all the noisemaking from the disk drive is done, a menu appears on the screen that we discussed last month in that terrible article I submitted.

Please lift that same finger you used before and depress the letter [C] for CREATE FILE. Wow! Check it out! Look at all that stuff! What you have on the screen is the Mail Merge format the good people at AW+ created for those of you that did not eat your powdered milk biscuits and are too shy to try something new.

The next step is to make this format permanent. That is accomplished by gently lifting the aforementioned finger and pushing with sufficient strength on the [RETURN] key to get it to move down the screen to the bottom of the screen. In other words, bash that sucker fifteen times.

After all that exercising of your finger, the bottom of the screen should read: DEFINITIONS COMPLETE, Y/N. I am aware that there is no question mark to signal that this statement is a question, but it is one and requires that you type a [Y] or an [N]. Be brave and type [Y].

Oops, where did it go and why am I back to the menu? Well friends, you have just told your Atari that you are doing business in this format because you want to. Isn't it great to have that kind of power! Of course, unless you do it this way your computer will thumb its CPU at you and that is embarrassing.

"So What?" you say, "my finger is sore from bashing the return button!" Try [E] for EDIT FILE <pg 64>. See, it didn't go too far away.

Entering Text

Now get carried away and type in your last name: [B][U][N][K][Y]. Bash the old [RETURN] key. You did it! Go ahead and type in your first name, do the [RETURN] bit and continue on until you are at the end of the record format.

What's that you say, Bunky? You don't have a title. Skip it by doing the [RETURN] Rumba. What do you mean you can't find it in the index? Never mind.

You can also move the cursor past an item by using the up and down arrow keys and through an item with the left and right arrow keys and the [TAB] key. The [DELETE BK/SP] can be used for editing a line when you goof.

Now that you are at the bottom, you must answer the non-question DEFINITIONS COMPLETE Y/N with a [Y], because if you don't you will have to do that last bit of typing all over again. *Please* remember that you *must* type in [Y] to save the current record to memory! Continue entering information about your publishers using the above directions.

Now, to Business!

Let's assume you have typed in all the information about your publishers, and you have faithfully typed in [Y] after each record when prompted. With all of these records stored in memory, now is the time to make them available for future use. Let's save them to that formatted disk.

This is done the same way you saved your files for AW+, hit [ESC] for the menu, then type [S] for SAVE FILE, type in your file name (such as PUBLIST) and [RETURN]. Ahh, the sweet whirr of the old 1050 saving the names of all those publishers waiting with baited breath to publish *your works of art.* Boggles the mind.

Well Bunky, what do ya say fella, shall we call it a day?

MAGICAL ANAGRAMS
A BENTLEY BEAR TUTORIAL

Steve Volker (STAG)

Confusion in the Honey Pot

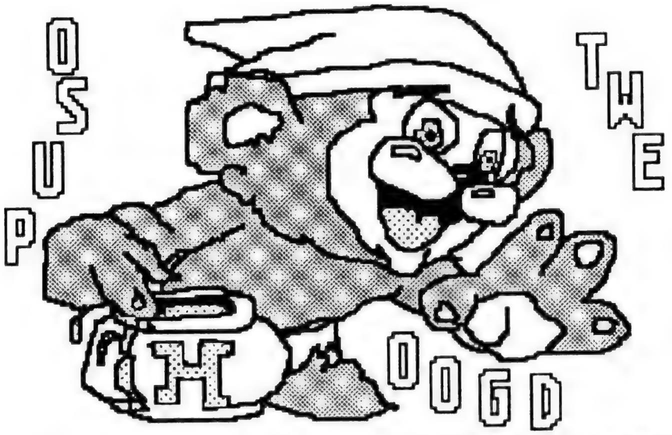
I can't tell you how hard it has been to write this article. I have to write a less than glowing review... for something *I really like!*

In almost every way, I found Magical Anagrams to be an excellent program for my eight-year-old child. It contains bright, pleasant and colorful graphics, it has a whimsical story base that gives the taste of adventure to the solving of difficult word puzzles, and it displays levels and score screens to give children rewards for their efforts and a reason to push themselves.

In fact, I have only one problem with it, but it's a big one! The interface between the child and the computer is imprecise, unresponsive, *very* difficult and takes away from the lesson! It goes like this...

You are visiting the mysterious Winter Palace. Inside, you find lots of exciting rooms to explore—each with its own treasure trove of gems, fruit and honey. The trick is to solve a two-word anagram, and collect your reward, before the sneaky, little white rat hauls off the entire cache. Simple in principle, though it requires a little thought. Perfect for a bright and 'bored' adolescent looking for a way to pass a few hours, right?

Well...to actually accomplish this, you must first use the mouse pointer to position Bentley Bear above the box where you want the next letter to go, then get the computer to recognize your choice with the left mouse button. Then, directing the white arrow found in the upper, middle part of the screen, the child must select the next letter in the anagram. All before the rat gets to your treasure, which even on the slowest setting is only about 25 seconds!



If the words contain four letters each, the child would have to do this eight times, in less than 30 seconds, to 'win' the round. It is therefore, not a test of your midget's mental abilities, but rather an unforgiving assessment of how alacritous they are with a mouse! (Remember how difficult is was for you to learn?)

My little bit of sunshine, Teresa, is both smart and competitive, and she had little or no difficulty with the anagrams themselves, but to manipulate the mouse at such speeds and with software that only noticed you 'half-the-time', she soon grew very frustrated!

Then came the words (with sympathy), "Dad...I love you but...*I don't want to play the computer anymore!*" (The cruelest 13 words in all of fatherdom. This is instant shelf-life for any application!)

Despite this 'little' problem, Magical Anagrams is one of the more imaginative programs in the Bentley Bear series.

The series itself has a lot going for it. I like the protective plastic covering, the bright packaging, the fact that either color or monochrome can be used, the handy and informative manuals and the way in which learning is initiated in the guise of fun. Oh, and I tried using a joystick instead of the mouse (much easier to move around quickly, sometimes), but... wouldn't happen.

Magical Anagrams comes on one single-sided disk, requires no special hardware, and boots out of an AUTO folder.

It has a separate program included to allow you to alter the words in the dictionary that will be shuffled around for the game. You can also edit a number of other parameters in the application, such as the number of items in each room, speed and repeat factors. (Maybe through user adjustments this game can become better.)

In short, put in a joystick driver or diminish the steps to enter your guesses, and my family will try it again.

Stik-Gripper

Get a Grip on Gameplaying

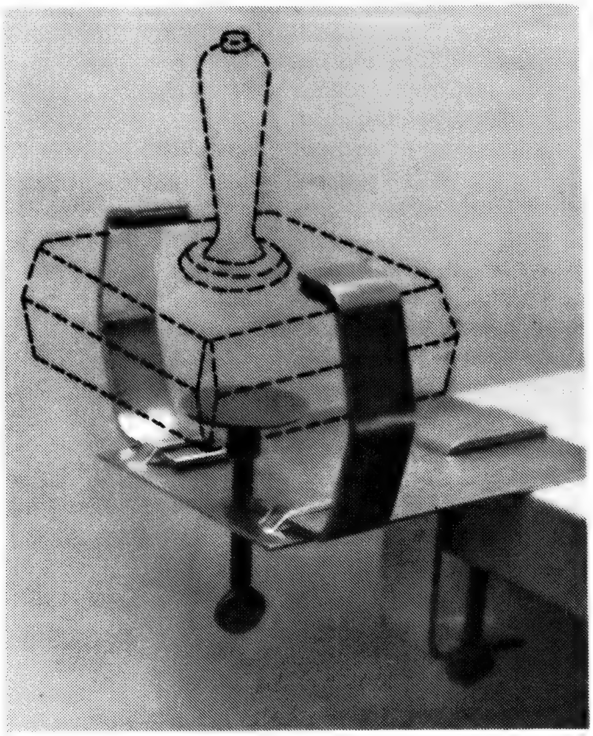
Bill Rayl (WAUG)

I've never been what you could call a gaming wiz. I enjoy playing a good, mindless arcade game now and again or wandering through the mazes in Dungeon Master and Bloodwych. But, I've never really been a "serious" gamer.

Of course, I can remember being drenched in sweat after a particularly long stretch of playing Karateka...and the time I leaned a little too far and fell right out of my chair while blasting aliens in Galactic Conqueror...and, of course, there's MIDI Maze!

More than one joystick has succumbed to the rigors of that game, and I can remember a few days of cramped hands and bruised thumbs from MIDI Maze tournaments. (When's the next get-together anyway, guys?)

Recently, Duggan Design has released a product that has helped me cut down on the cramped hands and bruised thumbs...and it has even helped me play some games *better!* The product is called Stik-Gripper and it retails for only $18.95.



What is Stik-Gripper?

Basically, Stik-Gripper is a clamp that holds most any joystick firmly to a ledge or desk/tabletop. The clamp is made of solid steel and is very sturdy. Nothing fancy like Rally racing stripes or peel-n-stick lightning bolts...no color coordination to match your computer or joystick. There is even "some assembly required," but it's not what you would call a hardware project by any stretch of the imagination.

Once you attach the Stik-Gripper to your computer desk (or whatever) and clamp down your joystick, you're ready to go!

Stik-Gripper Puts You in Control

I've found Stik-Gripper actually gives me better control of the joystick and gives much more of an arcade-type feel to my favorite arcade-type games. Because the joystick is held stationary, I can pull off those dreaded angle shots with ease (I've never been very good at those). Since Stik-Gripper frees up one hand, I've also begun using one hand on the stick and the index finger of the other on the fire button. Having one hand free is a *big* plus for those games that require you to use the joystick and keyboard at the same time.

That brings me to an even greater benefit I've gotten from Stik-Gripper than better control. Because I'm not tightly holding a joystick, I don't have to worry about "Gamer's Hand," the equivalent of Tennis Elbow. And *no more bruised thumbs!!*

Now I can play games as long as I want—once I figure out how to convince Pattie I'm really doing serious, business-type stuff! (grin) Hmm...maybe I can get away with "I'm just working on a review of this game and I have to test it thoroughly to make sure it doesn't do weird things after five hours of play."

Naw, she'll never buy that one!

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The GOOD Backup Utility

Rich Deen (SPACE)

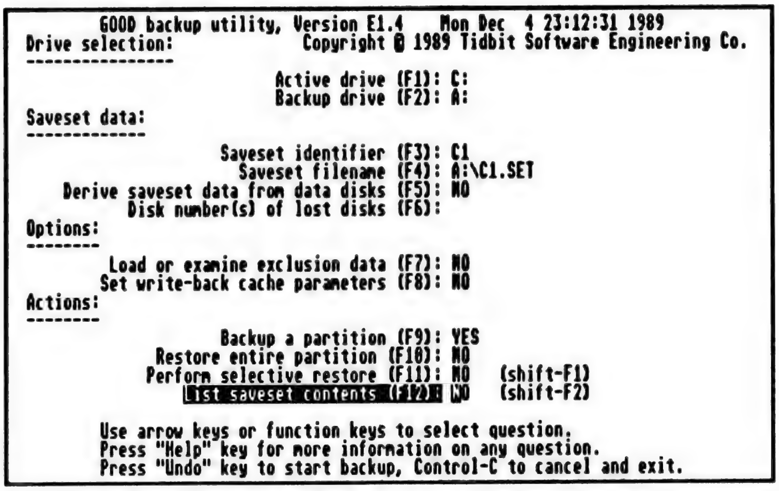
"Tidbit's GOOD Backup Utility is specially designed for keeping complete backups of your hard disk partitions. This program creates and maintains a set of backup disks that contain the same files as your hard disk, and uses a disk cache to make updates fast. Only new files and modified files are actually copied. Easy and fast enough to run every day, so you never have to risk your valuable data."

This is the opening paragraph on the outside packaging. And as stated, the program is true to the word. However, there are some things that I thought were a little misleading. I'll get to those after I discuss some of the better features of this program.

My review was of Version 1.4, dated December 4, 1989 of this program. This program is for backing up data and information from your hard drive or removable cartridge drive. It was tested on two 20meg Lapine hard drives and a 1040ST with color monitor.

The program comes on one, single-sided disk which contains three files and one folder. The files are GOOD.TOS, CHECKSUM.TOS and GOOD.NIC. GOOD.TOS is the backup program, CHECKSUM.TOS is a file checksum utility, and GOOD.NIC is an icon file for use with version 2.0 or higher of NeoDesk.

The folder contains spare copies of the above mentioned files. You should also receive a 30 page (5.5" x 8.5") user's manual, an update letter and a registration card.



```
        GOOD backup utility, Version E1.4    Mon Dec  4 23:12:31 1989
Drive selection:              Copyright © 1989 Tidbit Software Engineering Co.
----------------
                               Active drive (F1): C:
                               Backup drive (F2): A:
Saveset data:
-------------
                          Saveset identifier (F3): C1
                            Saveset filename (F4): A:\C1.SET
    Derive saveset data from data disks (F5): NO
           Disk number(s) of lost disks (F6):
Options:
--------
         Load or examine exclusion data (F7): NO
        Set write-back cache parameters (F8): NO
Actions:
--------
                          Backup a partition (F9): YES
              Restore entire partition (F10): NO
             Perform selective restore (F11): NO    (shift-F1)
                 List saveset contents (F12): NO    (shift-F2)

        Use arrow keys or function keys to select question.
        Press "Help" key for more information on any question.
        Press "Undo" key to start backup, Control-C to cancel and exit.
```

It is stated that the GOOD Backup Utility uses an algorithm in the backup process allowing the program to get around the 40 folder bug in the ST TOS. You should still use the folder fix program when not using this program. It helps to speed the backup along, I believe.

As you may have noted by the filename above, the GOOD Backup Utility is a TOS application program. Because of this, you don't have use of the GEM environment, the mouse or any desktop accessories. Of course, when you are backing up, you probably won't need any accessories, but I for one usually demand that all my programs use the mouse and the GEM environment. If you like the program DCOPY, this program will be your cup of tea. The author is supposedly going to come out with a GEM version of the program in the future.

Some of the program's listed features include:

- copies data from a selected active disk partition to a saveset of backup disks
- you can keep your backup saveset on single- or double-sided floppy disks, removable cartridges, or keep a shadow partition on another hard drive (I did not try this as my hard drives were too full!)
- large files can be split across as many disks as needed
- backups can be interrupted and finished at a later time
- updates to a backup will only copy the files that have actually changed since the last time (the program can tell which files have actually changed even if you don't have a clock chip in your computer)
- disks need not be pre-formatted
- checksums are used to verify that files on the active drive and on the backups are all intact. Errors can be detected and corrected before they become costly
- lost or damaged disks in the saveset can be replaced without replacing the entire backup saveset
- pressing the HELP key will provide additional information at any step in the backup process

Does the program work as stated? Yes it does. One of it's particularly strong points is the data verification. Because of this, you should not have to worry about the integrity of your backup data. The program manual also has some nice pieces of advice about backups.

Does the program have any flaws? Here again, I have to answer yes. Maybe I shouldn't call them flaws, but nuisances may be a better term. Can you live with them? Yes, depending upon your computer usage style and background.

I found the manual to be somewhat vague at points. In particular, I was not sure what a "saveset" disk was until I started to play around with things. And I expected the backup to go quicker the first time through. I think the terminology on the packaging which reads "Easy and fast enough to use everyday" gave me the idea it would just breeze through everything. Well, after you have backed everything up the first time, it is a breeze, because you are only copying the new and changed files since your last backup.

My recommendation? If you are only using Turtle, the program is worth considering. If you have another commercial program, stay with it (unless you don't like it, then try to get your dealer to show you a demo of this program). If you need a program that performs incremental backups, provides a high level of data integrity without the use of a mouse or GEM environment, this program will fit your needs nicely.

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Features of the GOOD Backup Utility:

- Copies data from a selected active disk partition to a pile of ordinary TOS readable backup disks.
- A backup can be interrupted before it is done, to be completed later.
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- No folder limit on backup or restore.
- Any file that cannot be fit on a single saveset disk will be split up across as many as needed.
- Updates to the backup will only copy the files that have actually changed. If you update your backup frequently, the update goes very quickly.
- The GOOD Backup Utility can format floppy disks for you as additional disks are needed.
- Lost or damaged disks in the backup saveset can be replaced without replacing the entire backup saveset.
- Checksums are used to verify that the files on the active disk drive and on the backup disks are all intact.
- Write back disk cache technology is used to make all the copying go fast.
- Backup can be by partition, or select specific files by including or excluding a set of wildcard file specifications.
- Files can be restored as an entire partition, or by wildcard selection. When restoring an entire partition, only files that are actually missing need to be restored.
- A reference list can be produced for locating individual files within the backup saveset.

Pressing the HELP key will provide additional information at every step.

If your dealer doesn't have the GOOD Backup Utility, you can order it from the Computer Bug, 113 Russel St., Hadley, MA, 01035 (413) 584-7722

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NOTES FROM THE COAT POCKET

David G. Grace (WACO)

I was driving west on Interstate 70, about to cross from Pennsylvania into West ByGod Virginia. It was a cool, clear morning and traffic was light.

I was making good time on my trip to Wheeling. I was dropping off my old partner and picking up my new one in the same trip. I hoped the new one would be as compatible as the last. We'd been together since 1976 in New Jersey, but we were to finally part upon his retirement.

Trading Partners

We'd been together nearly as long as my wife and I, maybe longer if you count hours rather than years. We'd been through a few scrapes together. I'd done some things I wouldn't normally do, knowing that if it went sour, my backup was there, ready and dependable. His replacement was black and brand new, but highly touted. There would be some additional training before and after he was assigned to me full time.

We were meeting at the Wheeling Police Department's riverside training building. As I reached for the directions inside my coat, I accidently bumped my old partner's butt. Smiling, I went into my best Mae West impersonation, "Is that a pistol in your pocket, or are you just happy to see me?" He was as quiet as usual, always letting his imposing look do his communicating. I hoped his replacement would be the same way.

My coat pocket was stuffed full of notes, including phone messages, Things To Do lists and a rather large group of computer notes. Not notes on how to use them, but on what to write about them. The size of the wad told me it was time to get serious about writing another article.

Lots of One Liners

I try to make a note of good ideas for an article and many people offer suggestions. They're most often one liners, not the kernel of a good article. Of course, a good article can be full of one liners, though the opposite isn't always true. But the coat pocket is getting so heavy, I'm beginning to list to one side.

Before I capsize, I need to throw some loose baggage overboard. I want to encourage people with ideas, so I better start using some. At the risk of sounding like a (hopefully good) stand up comedian, I'll now dump out the remainder of the pocket. As some of the ideas are my originals, I've decided not to share the byline. If you contributed something to this effort, you can have the satisfaction of knowing your idea made it into print.

My first note is a reminder to apologize for the reference in my last article to my appearance in the series pilot of ABC television's "Equal Justice." Oh, I was in it all right, but you needed an Evelyn Woods speed watching degree to catch me. After filming for over three days, I expected more. I'm a member of two user groups. The Pittsburgh Atari Computer Enthusiasts showed a video of the one scene of mine that survived the cutting room floor, thanks to President Bruce Markey.

I wasn't at the meeting, but I heard it was rather pathetic, with the backing up of the tape over and over so everyone was sure to see me. I understand an informal straw poll was held at the break: 40% never saw me, 30% thought I deserved an Emmy (but only if awarded posthumously) and 29% were still wretching in the rest rooms. Only 1% wanted my autograph (thanks Martha).

As a humanitarian gesture, the Westmoreland Atari Computer Organization refused to inflict a copy of the tape on its members, opting to bulk erase it instead.

If you were one of those who sat through the two hour flick to catch me, you can take some consolation in knowing you weren't alone. I had managed to notify virtually *every* person I have *ever* known! I'm now filming a new movie for theater release with a bigger part, but nothing more goes into print until I see the edited version.

I'm honored to have had an Atari community leader like Dave Small spend nearly two full, though rambling, pages in Current Notes supporting me. His advice was very interesting, something like "the best defense is a good offense."

Emulators

My only criticism was that Whatshername read it and now thinks he's funnier than I am. Before that, she had only thought he was more intelligent, prolific and rich. She may go to the next D.C. show just to meet him. I tried to meet him at the last one, but he was too busy making a fortune off his emulators for the Apple Macintosh. Apple, of course, is a rather extensive software format for which there is no adequate hardware.

I'm finally moving up to an ST, and I'd buy one of his emulators to make it run Mac software, if I could only figure out why I'd want it to. The rumor is the next Small emulator is to be called "Squint GCR," for those Apple Purists who *must* get absolute 100% emulation. It slows the ST down 20% and shrinks the screen by 30%.

Speaking of emulators, I hope they are able to work out the bugs in PC Ditto II, the IBM emulator. Some consider it a pretty serious design error when you make an add-on which may require cutting away parts of the computer to get it inside. I'm told PC Ditto III, now in the planning stages, is so large that the ST is mounted inside the emulator.

I hear there is now an Amiga emulator for use on the ST. It's a hardware attachment to the drive, slowing it down until load time to run time is a five to one ratio. A software ST emulator for use on the Amiga is said to have been released for Beta testing last week. There is no word yet as to whether it works, as the program is still loading. The development of a cartridge version of a Commodore emulator, for use on the Atari 8-bit, was dropped for lack of interest.

I see there is a revival of the "let's not do any Atari bashing" pleas hitting the Letters to the Editor section of many publications. I wonder if any of them were written by former employees of Atari Explorer, now that they have more time on their hands? I suppose I could be accused of Atari bashing in the past, but my complaint has been almost exclusively with the marketing, or lack of same, of the machines. I sold my Atari stock, fodder for an article in itself, in order to have the cash for the purchase of the STe. It's my way of saying where my faith lies in Atari hardware and Atari management.

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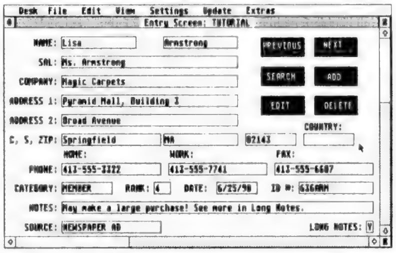

Entry Screen: TUTORIAL

NAME: Lisa Armstrong
SAL: Ms. Armstrong
COMPANY: Magic Carpets
ADDRESS 1: Pyramid Mall, Building 3
ADDRESS 2: Broad Avenue
C, S, ZIP: Springfield MA 02143
COUNTRY:
PHONE: HOME: 413-555-3322 WORK: 413-555-7741 FAX: 413-555-6687
CATEGORY: MEMBER RANK: 4 DATE: 6/25/90 ID #: 636ARM
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Step Ahead Software

I ordered Talon's IBM Supercharger hardware emulator at the recent Pittsburgh show sponsored by P.A.C.E., so I'll be able to do G-Work at home. In a solemn promise to Whatshername, who is not very "computer literate" by the way, I agreed to limit software purchases to those programs which were compatible with my work data files and other necessary, serious software. I considered telling her the Supercharger was just a door prize at the show, but I didn't have that much cash on me. I was happy to report to her later that my only purchases were the Falcon wordprocessor (with Mission Disk spell checker), the Red Storm Rising spreadsheet program, and the popular Space Ace Data Base.

PACE Show Comments

Elsewhere at the show, Bob Brodie ingratiated himself with the local user groups by repeating his tired chestnut about how computers, like cars, should be traded in every few years. "How old's your car?" he asked no one in particular. As I'd arrived in my thirteen-year-old Chevy, I had to sympathize with WACO 8bit Librarian Paul Plants who stated that his old car and 8bit computer both ran fine, but his car was still supported by the manufacturer.

Ralph Mariano of ST Report, who everyone knows is not affiliated with Atari (giggle), ran blocker for Brodie throughout the session. Keith Krause, President of WACO earned the Best Comeback of the Show Award, when Mariano scourged the assembly by saying the user groups weren't doing enough to encourage the next generation of Atari users. "There are no kids here at the show," he challenged, "Where are the kids?" "They're at home playing with their Nintendos," was Krause's retort.

Remember when the ST first came out, everyone wondered what the ST stood for. Various suggestions were SixTeen bit, Sam Tramiel...even Super Terrific. It's been suggested that, comparing potential to the efforts in marketing, the ST could stand for Simply Tragic.

In the April 16 issue of the USA Today newspaper, the Atari Portfolio was highly rated in an article on portable computers. The next day the Atari stock fell. Go figure. Also in the papers recently, Atari founder Nolan Bushnell has taken a job at Commodore. Wasn't he announced as being hired back at Atari to work in the games division a year or so ago? If so, I hope he didn't take too much with him. In Atari's report to the stockholders, Sam Tramiel confirmed my prediction of his quote to the effect that the 90's would be the decade of the Atari. That prediction was made in my last article, in the issue of Current Notes which carried a similar message on the cover.

Miscellaneous Notes

The computer hacker who got into a number of mainframes, including the NASA computer, was convicted in Federal Court of intentionally writing and spreading his virus program, resulting in untold damages. This was despite a defense which supposedly claimed it was all just an accident which happened while he was short on sleep. Wide awake, I can't put a delay loop in a basic program without getting an error message.

And how about that guy who sued the major broadcasting company because he owned a hundred shares of stock and felt he could prove the company was mismanaged? They settled out of court for millions! Now if I could only find a company that would fit that bill.

Atari Quiz

ST Informer recently carried an Atari IQ quiz. It was all right as far as it went, but I would have added some additional questions, like the following, which could *really* test the knowledge of a true Atarian.

1. In what way is the number 60 significant to Atari? A) The number of dealers in the Toronto area. B) The number of U.S. dealers. C) The percentage of workers on the job in Sunnyvale.

2. Atari's marketing strategy is primarily concentrated... A) in Europe. B) in Canada. C) in sanity.

3. Which represents the smallest unit of time? A) A nanosecond. B) The G-Man's appearance on TV. C) The battery life of an Atari laptop.

4. What goal is the most difficult to attain? A) Getting the Babel Fish. B) Recording an Atari commercial on your VCR. C) Collecting an executive pension in Sunnyvale.

5. Atari stock inspired what famous old saying? A) You get what you pay for. B) What goes up, must come down. C) You can't lose money on stock...unless you sell it.

Yes, those notes and more were found in the coat pocket that morning. When I stopped outside the destination—the Wheeling Police indoor firing range—my partner and I got out of the G-Car together for the last time. I walked over to the riverbank and watched the Ohio eddy by. I hoped my conversion from 8bit to ST wouldn't be as difficult and potentially traumatic as this switch was about to be. At least I knew I could count on my local user groups to get me through that switch. And I'd still have the trusty 8bit, because I don't trade in products as long as they work well.

I reached under my coat and pulled out the Smith & Wesson .357 revolver and dumped the six rounds into my open palm. I carried it, empty cylinder open, into the firing range. I placed it on the table in front of our range instructor, who'd arrived earlier from Pittsburgh. The badge stamped into the side of the gun was facing up, like a giant proofmark.

The instructor passed me a box containing the replacement. It was a black, 9 MM pistol with those new, glow-in-the-dark sights. "It's small, but carries nearly three times the ammo without reloading. You get three magazines and a box of ammo to go, after you qualify." He removed the grip adapter, something I wouldn't need with the new one's double stack magazine and wide grip. "Read me off the serial numbers while I make a note." I recited the number on the old gun without having to look. "With that number, it must have been out of the first batch of 66's they bought fifteen years ago. You won't miss it much, the replacement's better in every way."

He sounded like someone comparing his ST to my old 8bit, talking as if it was only a piece of plastic. I watched him look down the barrel, double check the empty cylinder and place the revolver into a box.

"No, I won't miss it," I lied sarcastically, "After all, it's only a piece of iron."

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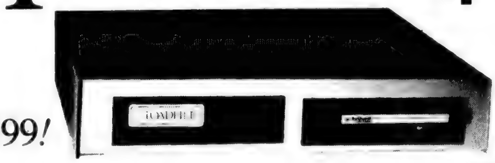

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The Truth about Pittsburgh

WACO

with a little help from our friends

From a consumer point of view, the controversial Pittsburgh Atarifest was terrific—plenty of hardware and software for sale (except for the disappointing absence of STes—dozens could have been sold).

Yet, from a vendor's viewpoint the show was a disaster, perhaps because dealers had set their expectations too high for a show which drew only about 800 people for two days. Now that the smoke has cleared from the suicidal post-show accusations, it is time to review a few facts and compile the observations from many show visitors and participants to present "the other side of the story" in hopes of restoring balance and reason. Aren't we all guilty of "forgetting to engage brain before putting mouth in motion" sometimes?

First of all, WACO sold far more PD disks (*both* 8bit and ST) than it did at any previous Atarifest in Pittsburgh or anywhere else. Traffic was so brisk that this observer had time for only one pitstop and no lunch during the seven hour Saturday show. Some customers admitted they were on limited budgets and could afford only a few PD disks, but others even turned up their noses at our $2 catalog disk.

The WACO booth was even praised on-line on GEnie in the Z*NET account of the show for having the best dressed individual and for stereo demos, making the handful of volunteers believe their sacrifices were worthwhile. The STe demo at the WACO booth was also rave-reviewed by the MVACE News (Dayton, OH) which concluded, "...the Atarifest in Pittsburgh was well done and a pleasant experience."

Attendance was off especially because Atari had ticked off so many of its users. (One of our usual booth volunteers was off at a hamfest in Dayton that weekend to spend his money on IBM clone flea market bargains instead of at the Atarifest so who's to say how many other Atarians went there instead?) Only the gung-ho Atarians attended the Pittsburgh show, and then they were ticked off by User Group Coordinator Bob Brodie's comments at a Sunday seminar and then the next day on-line.

Brodie, visibly weary and battle-worn from taking the flak from disgruntled Atari users, became so psyched up over dealers' complaints about lower than anticipated sales that he said things in anger which hurt and angered the legitimate user groups of western Pennsylvania.

"As for a future show in that area, good luck. I can't go to Atari and recommend that we go back to that area," he said. What irony! Atari had become the laughing stock of the show Sunday when a vacant table next to the WACO booth was inhabited only by a lonely Atari sign. Passers-by pointed to it repeatedly and sneered.

Even the weather did not cooperate because the temperature was exceptionally hot outside (so hot that a pop can exploded inside our van parked outside), and one of our own volunteers commented he would rather be in the outdoors enjoying the weekend. A vendor suggested the show should have been scheduled a month earlier, but attendance had even been off at the Atari show in Anaheim a month earlier, however, so why should Pittsburgh have been any different?

Furthermore, it was rumored that many of the 72 members of an "exclusive" club were individually boycotting the show. Having only a third of the membership of PACE, WACO and SAGE combined, it nevertheless became the scapegoat for the frustrations of dissasisfied show participants. (Have you ever heard of Ruckert's law: 'There is nothing so small that it can't be blown out of proportion'?)

The story about someone trying to return an unopened software package because he said his friend could give it to him free was repeated over and over. Another oft-told story that supposedly hinted piracy turned out to be overreaction to a dispute between a developer and a PACE member over the cost of an upgrade of an original program.

The end result was that the whole Pittsburgh area received a bad rap over piracy. The vendors claimed software sales were low because the exclusive group rented purchased commercial software to its members; in other words, this group is more influential than the PACE-WACO-SAGE coalition. Who is so naive?

Brodie said on-line: "The group in question did not have a booth. They did have members at the show, I AM TOLD. What was incredible was the blatant way they discussed their practices right in front of the developers. They had an obvious effect on the sales of software at the show." (If some of those 72 people boycotted the show, is something missing in the logic here?)

A quick poll of a few WACO members came up with over two grand being spent at the show. (One bought a Supercharger, but he doesn't have an STe yet, thanks to Atari USA.) More than $100 spent per member was the rule rather than the exception. One PACE leader said he and his friend had dropped $1300 at one booth alone. Meanwhile, the offended club reportedly asked all its members to collect their sales receipts from the show in order to total up just how much the group actually bought from show vendors—a verifiable response to Brodie's charge.

Fact—the people who attended were buying, but the problem was there weren't enough of them. One of the largest software vendors had a big gap (vacated by Saturday's sales) on its table Sunday morning which was restocked before the doors opened.

Don't forget that tables here cost dealers only $100, not the $250 of typical shows or the $500 demanded by the October Washington show. Darek Mihocka didn't sell as many of his programs here as he did at the Toronto show a few weeks earlier, but he noted that it cost only $10 in gas to drive down to Pittsburgh, and they didn't stay in a first class hotel.

We heard so many complaints about the lack of new software releases (especially from 8bitters) at the show, but Space Ace for the ST was reportedly selling out. Now if most ST users subscribed to ST Format, ST Action, and ST User from England, as we do, their appetites would be aroused to buy more software. One of the largest USA importers of these magazines sends out only 8,000 per month nationwide so the majority of American ST users still don't realize how many new European programs are released each month.

According to a WACO survey (coupons for a free drawing) fully half of the visitors to our booth still had 8bit equipment, and they obviously could not find much to spend their money on except PD disks (as well as being antagonized by the news that Atari had discontinued the 130XE computer, dooming prospects for future commercial software for it anyway). Adding that to the equation suggests that far less than 500 of the show attendees had any reason to buy ST software.

Yet, Brodie was so irate that he took all his marbles (the $1000 worth of raffle prizes) home to California rather than risk handing them out to "pirates," a real affront to most of those attending the show and a further irony to some sources who said that Pittsburgh, unlike other large metropolitan centers, doesn't even have any pirate bulletin boards. (Someone suggested that Brodie might be a hero in the eyes of his bosses for saving the company money.) This is like using an elephant gun to kill a mouse. Atari has often, by its own admission, been shooting itself in the foot. The problem is now it has the gun aimed much higher.

Ralph Mariano of ST Report (moderator at a seminar) later apologized for his Pittsburgh-bashing: "It becomes painfully apparent that I too was guilty of thinking that an entire city of STers were punishable for the dumb actions of a few jerks...I was wrong." (Along with this editorial we sent a personal note to Brodie indicating that user groups were waiting for an apology from him also.)

Pittsburgh Atari repairman Mark Spires of At Your Service blistered Brodie in an on-line message: "...I am telling you that you know very little about the Atari dealers, the Atari user groups, or the Atari people in the Pittsburgh area..." One of Brodie's resented comments referred to complaints about Pittsburgh not having an Atari dealer "and now we know why."

Admittedly, Bob Brodie did not hear our private plea to Sig Hartmann (Bob was off in a different place at the Washington show last October) to intervene to give Pittsburgh's major Atari dealer the support, service and parts the owner needed in order to remain an Atari dealer. (That dealer had shared his frustrations over Atari with us so we know the *real* reasons why Pittsburgh doesn't have an Atari business center anymore!) Sig wrote down the information in his pocket notebook and promised to contact the dealer. Unfortunately, we were probably the first to hear Sig's hint that he might retire, but we didn't take it seriously until he made it official just a few weeks later, without resolving that dealer situation.

What kind of business strategy is this for Atari to try to take the heat off its own mistakes by passing the blame on to its faithful users? Brodie used the same tactic during a seminar when he blamed Atarians for abusing the hardware exchange program (which allowed customers who had no area service centers to pay Atari directly for replacement equipment) and forcing the company to about double the prices for such service.

Bob cited the example of one customer who kept sending back the computer four times to keep upgrading it eventually to a double-sided drive. Some in the audience were probably scratching their heads in wonderment; by any math, sending back a computer four times would cost about the price of a brand new computer. Furthermore, if Atari jacked up the prices to discourage customers from returning the equipment, then why did it pass along similar increases to its own dealers (the few left) who would only send back what they couldn't fix?

PACE should be commended for staging a show that pleased the user groups and the users if not the vendors. Unfortunately, airing all this dirty laundry in public has undermined an already shaky Atari market, sending tremors all the way to Washington. Vendors are reportedly leary of spending five times as much as the PACE show charged for a booth; we hope they take a chance that the momentum of previous WAACE shows will coast this one to success, even if it is much more costly. If not, Atari has fired the shot (in Pittsburgh) heard round the Atari world!

STalker

Is this What I've Been Waiting for all this Time?

Paul Stampfli (El Paso)

Firstly, STalker is a twin program to STeno. They come together in a very understated shrink wrapped light blue manual. No box, not a lot of flash, looking fairly "home grown" next to all of the colorful boxes and flashy stuff on the shelves down at Jenkins'.

The claims on the back aren't all that flashy either. Three screen shots of the ST and some fine print. Couple this understated packaging to the name of the company (about 50 percent larger than the name of the product), Strata Software, and you have for a very meek product in the software arena of today. However, let's examine this puppy and see how it runs.

Now for those of you who have never read my column, don't expect a lot of benchmarks and "techie" stuff. I fly strictly by the seat of my pants.

STalker is the terminal emulator and STeno is the ASCII notepad/word processor. These twin programs run either as Desk Accessories, as an application (.PRG) or a TTP by simply renaming them with the proper extension. Why you would want to do so is beyond me, as they work quite well as accessories. As a matter of fact, the whole power of this package, in my opinion, is its ability to work in the background and leave most of the central processor available for other things. Almost, but not quite, multi-tasking.

So, I shall speak mostly to these programs running as accessories. Of course, note if you run them as programs, you won't have conflicts between programs when running two or three at a time. Like I said, almost, but not quite, multitasking.

Basically, in a "non-techie" type of way, what happens is that when the 68000 CPU uses the modem, it uses a very small amount of processor space, or ability, to operate that modem. What STalker does is to leave the rest of the processor open for applications to run in.

Actually, that's not altogether correct, either. What happens is STalker uses a part of the processor *if* the application running in the "foreground" is well behaved. (That means will let it be and not come wandering into the "reserved" space. Much like your teenager's room.)

Now, what is "well-behaved" can be a problem. Running as an .ACC depends entirely on the application that is running in the "foreground." For example, WordPerfect, when auto back-up is enabled, and STalker both want the hard drive at times. This can lead to incorrect file saving and corrupted files. This occurs during up and downloading.

Inadvertently I have started with the problem list, so I'll go ahead with that, but don't think this is going to be a "slam" review. Just take it with a grain of salt.

A program that doesn't use a command line will give you problems with background file transfers. Programs that I know have problems with background transfers:

Dslide
Wordperfect—if autoback-up is on.
Any wordprocessor—when using the Spell check or Dictionary. Lots of disk access occurring when the modem wants to save. (Using a RAMdisk, if you have the room, for either of these may solve the problem. I didn't have the time to try it out.)
GifSpc.prg

The Xmodem 1K protocol does not seem too reliable. Some stuff I downloaded from IBM boards was bad because when an error occurred, the 1K block was retransmitted but was *added* to the file along with the error block. This resulted in a bad file. This occurred with *no* program running in the "foreground" but utilizing STalker as an ACC nonetheless. This may be curable in a number of ways. However, in my experience, the 128 Xmodem blocks format works without problems. Background uploading and downloading has not failed.

The "L" (Log-on) settings are not good, only because the blocks are seven characters long. Prompts must be a complete word so, for instance, the prompt "Password:" is two characters too long. This doesn't seem a big problem, and will probably be fixed before you can say...well, pick your own saying.

We need Zmodem, but that's obvious and has been promised. This is where the folks at Strata will prove their worth. And whether or not they are deserving of printing their name so large on the package! (ha)

So what do you get for your bucks? A little willie-nillie terminal program that supports ASCII and Xmodem. Not much, huh? Well, that is a matter of evaluation and taste. Sure, I know this is not a

Super-dooper-hi-speed-multi-protocol-mind-bending-blazing-speed terminal. But then again, it's not supposed to be.

It's a *desk accessory,* for God's sake. It works well, in the background, tells you when something significant has happened, and the price is *right!* Only $29.95 *(retail!)* fresh from the factory. Strata Software (a company I'd never heard of) is prompt on the phone and seems genuinely dedicated to supporting this product.

Oh, and did I mention Remote Mode? And I seem to have forgotten all about the twin, STeno.

Remote BBS

Remote mode is like a mini-BBS in that your friend can call you on it and give or get files from your machine. A word of caution. If you utilize this mode, *know your friend,* and monitor what he does, anyway. STalker gives complete access of your hard disk to the caller—no security levels available. If he knows the password, he's in. It would be a sad thing for him to "mistakenly" type in something like "Erase *.*" or, well, use your imagination.

Steno

STeno is the twin to STalker, and they are as much alike as the fingers in a glove. STeno is *pure ASCII* and nothing else. It's a good text editor with a good number of options, and it makes simple note taking a breeze. I worked up this article on it! It is *not* a word-processor, but is always there.

It suffers the same limitations as STalker, and all other accessories, when running as an accessory. Specifically, it's at the mercy of the main application, and applications that don't use the menu bar will give it trouble. On the upside, it doesn't autosave (so save before switching applications), so it's not as sensitive to applications that do a lot of hard disk accessing. The saving mentioned above is purely for safety, as STeno's text will be right there, even the cursor will be where you left it, unless you have some sort of a crash. That *is* why we save things, isn't it?

You can also use STalker and STeno at the same time. You can type ahead, use STeno as STalker's capture buffer, read text you have captured from STalker to STeno, or work on something totally different. You can even have them on the same screen together, there is an option on the menu for them to automatically arrange themselves onscreen for you. I know I've overlooked a ton of features and possibilities in this review. But I hope the folks at Strata won't be upset.

Overall evaluation: I love it. I have waited a long time for multi-tasking that works like this. Ok, so I know it's not *really* multi-tasking. But it *does* work in the background and it *does* work. Couple that to the idea that the company is responsive and seems dedicated to the ST market, and you've got a real winner on your hands. The upgrades should be exciting!

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IS THERE A TACTICIAN IN YOU? PART 5

Tim Feenstra (GRASS)

Objective: Kursk

During July 1943, Germany tried to encircle and destroy the Russian armored forces based at Kursk. The Ninth Army attacked from the north, while the Fourth Panzer Army would drive up from the south. What followed became one of the largest armored battles ever.

Objective:Kursk is a grand-tactical game of the Fourth Panzer Army's drive north toward the Kursk salient. The Fourth Panzer Army consisted of seven Infantry divisions, four Panzer-Grenadier divisions and eight Panzer divisions divided into four Korps and Group Raus. They faced 30 Russian Rifle Divisions and eight Tank Armies.

This is a one- or two-player game, with the single player always in command of the German forces. Turns represent 12 hours of realtime, one daytime and the next night. During the day, if the weather permits, air missions may be conducted against the enemy. You have a number of bombers and fighters, and may select targets, assign bombers and escorts to it, and leave some fighters to intercept enemy air missions.

Each division is divided into regiment- and battalion-sized units consisting of various weapon types. For example, an infantry regiment might have about 100 infantry squads and some anti-tank and infantry guns as well as some mortars. A Panzer Battalion might have 30 to 50 tanks of different types, and artillery battalions would have a number of field guns—the type used for indirect bombardment. Combat groups can only contain units from one division, are limited to five units each, and there is a limit of 63 combat groups for the Germans and 64 for the Russians.

Besides the supply and air mission phases which occur only once each other turn, each turn has a group adjustment phase and a group movement phase. During the adjustment phase, groups in the same hex can exchange units and groups can be split into two groups. The map is a section of Russia, from Kursk in the north, south to Belgorod.

Movement is accomplished by giving a movement plot to each group, with armor and mech groups able to move four hexes per turn and infantry two hexes.

A plot of numbers only will move the group in the direction indicated, during the appropriate pulse in the action phase, where units attempting to enter a hex occupied by an enemy group will have combat with that enemy group. If more than one group attacks the same hex, their attack strength will be combined. Two units defending a hex will have their defense strength combined.

The strategy in this game is to break through the Russian lines and to protect the line of supply needed to keep advancing toward Kursk. The Russian, especially when computer controlled, will make every effort to break the supply line and cut off your forward groups. The German might then encircle and destroy the Russians as they break through, if he has enough strength at that point.

This is an armor battle, one that I have enjoyed many times. I recommend this for those who love the feel of sweeping the enemy before them, even if it is only for a little while.

Reforger '88

Every year NATO conducts exercises around the Fulda Gap, where Warsaw Pact forces would attack to capture Frankfurt and destroy Rhein-main Airforce Base.

Divisions are divided here just as in the previous game. There are a few new additions though—anti-tank guided missles, several types of armored personnel carriers and long and short range anti-aircraft.

Air superiority is important, as with control of the skies comes an easier job of attacking enemy groups without losses due to enemy fighter protection.

The NATO mission in this game is to hold up—or stop if possible—the Russian advance toward Frankfurt. Heavily outnumbered, the NATO commander will be hard pressed to slow the Russians, and find it almost impossible to stop them.

This game gives a good feel for how the opening week of World War III would feel to the forces guarding the Fulda Gap, even today, and how armored warfare has changed since WWII. A good game for any tactician of modern armored battles, this is the best simulation of WWIII I have seen.

Good luck, and good shooting.

BASIC Dialog Box

for GFA BASIC Version 3.0

Michael A. Calvin (SWAG)

GFA BASIC 3.0 has made the resource file a lot easier to use for the average programmer. Still, on a quick job, it is a pain to use the resource editor just to create a single-line dialog box.

DIABOX.LST was created for those times when you need an input routine that is familiar to the user. It uses all the keys you would expect a dialog box to use, and they react in the standard way. DIABOX.LST is liberally sprinkled with comments and irrelevancies. You can control the number of characters allowed in the input line by setting a single variable. Prompts and titles are equated strings and can be changed to suit. It is possible to set upper and lower limits for acceptable characters. How about a filled border or other fancy stuff? Changes are only limited by your imagination.

Two potential problems do exist: First, saving the screen area under the box takes a fair chunk of memory. Second, the literal screen locations are for a mono system and will require changes to make them work on a medium res system. (I assume some brave soul will make it work for low res as well!)

The listing is a GFA procedure, and the call is at the head of the listing as comments. DIABOX.LST was created for a program I was writing, and I realized it had potential for others.

Call the Action Annex BBS at (206) 892-8969 (300/1200) for more of these GFA goodies and 8-bit stuff.

```
    ' CALL:
    ' In$="Yourtext" (or whatever you desire)
    ' @Dialog
    ' out$ is returned with the users entry (or the same
if cancelled)
   PROCEDURE dialog
     GET 169,99,491,281,temp$ ! Save the screen area
under the box
     max_chars%=10 ! Set equal to maximum length you need
     out$=""
     'Don't forget to change these for Medium Res!
     DEFLINE 0,1,0,0
     DEFFILL 0
     PBOX 170,100,490,280
      'Deffill 0 and the pbox pair create a white
background to cover
     ' whatever is currently on-screen...
     BOX 169,99,491,281
     BOX 180,110,480,270
     BOX 179,109,481,271
     BOX 180,110,480,270
     BOX 210,188,450,212
     ' Here are the strings for user information
     PRINT AT(28,9);"Current name = ";in$
     PRINT AT(28,10);"Enter new name...."
     PRINT AT(28,11);"(";max_chars%;" Characters Max)"
     ' Change to suit.....
     PRINT AT(40,16);"Ok" ! Ok button
     BOX 300,232,340,264
     BOX 299,231,341,265
     PRINT AT(50,16);"Cancel" ! cancel button
     BOX 380,232,450,264
     esc_hit:
     PRINT AT(29,13);STRING$(max_chars%,"_")
     PRINT AT(28,13);
     ' Don't forget the buttons relocated as well....
   wait_key:
     REPEAT
       l$=INKEY$
     UNTIL l$<>"" OR MOUSEK
     ' check for cancel and return out$=in$ if it is
     IF MOUSEX>=380 AND MOUSEX<=450 AND MOUSEY>=232 AND
MOUSEY<=264
       out$=in$
       GOTO got_it
     ENDIF
     ' check for escape and clear line if it is
     IF ASC(l$)=27
       out$=""
       GOTO esc_hit
     ENDIF
     ' check for delete
     IF ASC(l$)=8
       b%=LEN(out$)
       IF b%>0
         DEC b%
         out$=LEFT$(out$,b%)
         PRINT AT(29+b%,13);"_"
       ENDIF
       GOTO wait_key
     ENDIF
     ' check for CR or OK button...
     IF ASC(l$)=13
       GOTO got_it
     ENDIF
      IF MOUSEK AND MOUSEX>=300 AND MOUSEX<=340 AND
MOUSEY>=232 AND MOUSEY<=264
     GOTO got_it
     ENDIF
     b%=ASC(l$)
     IF b%<32 OR B%>127 ! ASCII filter set here..
       GOTO wait_key
     ENDIF
     out$=out$+l$ ! add character to string
     b%=LEN(out$)
     IF b%<=max_chars% ! check for max length
       PRINT AT(28+b%,13);l$ ! show the keypress
       GOTO wait_key ! go get more...
     ELSE
       DEC b% ! Don't add character if over max_chars%
       out$=LEFT$(out$,b%)
       PRINT AT(2,2);CHR$(7) ! DING! (beep, whatever...)
       GOTO wait_key
     ENDIF
     got_it:

     IF LEN(out$)=0   ! cover for the poor soul who hits
return or ok
       GOTO wait_key  ! without typing anything in......
     ENDIF
     PUT 169,99,temp$ ! restore screen underneath box
     '
   RETURN
```

ArcIt

A Program for File Compression

Earl Hill (SAGE)

Note: Some of the material in this article is based on documentation Copyright 1989, on ArcIt and ArcIt Shell, by G. A. Szekely. ArcIt and ArcIt Shell are now commercial products available from Innovative Concepts and not in the public domain.

Last time we talked about problems inherent in compressing and uncompressing files using all the new "ARC" formats. There is another problem that presents itself when we decide to use a particular 'shell' program to make things easier. Shell programs sit on top of ARC programs and let us do mostly mouse clicks to enter information and choices, rather than typing in a lot of filenames, etc.

ArcIt Shell

The problem is this: With the plethora of different compression and uncompression programs, you really need a dedicated shell—not a shell which can copy files, mow the lawn, scrub the floor, wax the car, etc. Additionally, you need a shell which works with many programs, rather than separate programs which only unarc, etc. ArcIt Shell is such a dedicated shell.

ArcIt Shell is the GEM interface between the user and ArcIt. It makes ArcIt a whole lot easier to use, since it allows you to point and click to select the various options instead of typing a command line. (ST users hate to type!)

Essentially, you select the ARCing options you desire with ArcIt Shell. ArcIt Shell calls the ArcIt program, which in turn calls the ARC.TTP utility (or any other file compression program) to accomplish the desired ARC functions.

ArcIt and ArcIt Shell (now at version 1.20 in the commercial release) can work with any version of ARC.TTP, including the latest 6.02 version. As of version 1.16, ArcIt Shell and ArcIt can work with any version of any of the following programs: ARC, ARC 521, ARC 602, Turbo ARC, DCopy, LHARC, FastLZH, Zip, Unzip or Zoo. These programs are provided on a second disk in the package sold by Innovative Concepts.

Before you run the ArcIt Shell program, you must make sure the compression program(s) and ArcIt.TTP are placed together in the same directory or folder from which the ArcIt Shell program is run. If you are using a RAMdisk, you don't have to copy ArcIt-SHL.PRG to the RAMdisk (saves RAMdisk space), but you may if you so desire.

The ArcIt Shell menu is divided into five main regions. The regions are the Primary Option box, the Secondary Option box, the Encrypt Password box, the File Name box and the Do-It box.

Primary Options

The Primary Option box is located in the upper left region of the ArcIt Shell menu. These buttons represent the primary commands passed to ARC.TTP. Only one button can be selected at a time—if you click on a button to select it, the previously selected button will be turned "off."

Following is a brief summary of the primary ARC commands:

ADD = add files to archive
MOVE = move files to archive
UPDATE = update files in archive
FRESHEN = freshen files in archive
DELETE = delete files from archive
TO STD OUT = copy files from archive to screen or printer
EXTRACT = extract files from archive
EXT & DEL = extract files from archive then delete ARC file
LIST = list files in archive
VERBOSE = verbose listing of files in archive
TEST = test archive integrity
CONVERT = convert entry to new packing method

The majority of these options are described in detail in documentation that comes with the original ARC programs.

Secondary Options

To the right of the Primary Option box, is the Secondary Option box containing the ARC "flags." Unlike buttons in the Primary Option box, more than one secondary option can be selected at a time.

Following is a brief summary of the available ARC flags:

HOLD SCREEN = holds screen after each ARC function
KEEP BACKUP = retain backup copy of archive
NO COMPRESSION = suppress compression (store only)
NO WARNING MSG = suppress warning messages
NO COMMENTS = suppress notes and comments

Select a Compression Program

As of version 1.10, you can use ArcIt Shell to run ArcIt or directly run the compaction program you select. This option is selected in the box labeled "ArcIt Shell Calls:" which is located in the upper left corner of the main menu box. If ArcIt (default) is selected, all ARC functions will be applied to folders and their contents, and unARC functions will be applied to any internal ARC files found inside the main ARC file.

Since there will be cases where you would only wish to manipulate a few files, or do partial extractions, ArcIt Shell can be configured to directly call a specific compaction program instead of ArcIt.TTP, by selecting the "PRG BELOW" option. For example, if "PRG BELOW" and "ARC" are both selected, ArcIt Shell will behave just like an ARC Shell; if "PRG BELOW" and "LHARC" are both selected, ArcIt Shell will behave just like an LHARC Shell.

ArcIt can be configured to call any compaction program to do the actual file compression or file expansion. This is accomplished by selecting the desired program name from the panel titled: "Compression Program:". (Note: when you tell DCOPY to extract files from an ARC file, it extracts all the files. Therefore, it is not possible to extract only certain types of files from the ARC files using DCOPY.)

Redirect Standard Output to Printer

ARC can be instructed to redirect the standard output to either screen or printer. You can extract ASCII text files to the printer by selecting "TO STD OUT" as the primary option, and then selecting the appropriate printer from the panel on the left-hand side of the main menu box. Different versions of ARC either use PRT or PRN to redirect the standard output to the printer. The printer name used by the version of ARC you are using can be found in the docs that came with your version of ARC. To extract an ASCII text file to the screen, select "SCREEN" from the "Direct STD Output to:" panel.

Do It

Directly below the right side of the ENCRYPT PASSWORD box is a box that contains buttons allowing you to do the functions you've selected ("DO IT"), exit ArcIt Shell and return to the GEM desktop ("EXIT"), or get some more info about the ArcIt Shell program ("INFO").

Path Names

Finally, along the bottom of the main menu are three long text string buttons labeled "ARCS," "FILES," and "TEMPORARY." This is the area where files that ArcIt will operate on are specified. The button labeled "ARCS" is the name of the ARC files that will be manipulated. The button labeled "FILES" is the names of the files that will be extracted from, or added to, the ARC file. And the button labeled "TEMPS" contains the pathname where any temporary files can be placed. If the "ArcIt Shell Calls:" parameter has been set to ARC, then the "TEMPORARY" pathname parameter is used to locate ARC.TTP if it is not located in the same pathname as ArcItSHL.PRG.

To change any of these pathname parameters from their preselected values, click on the desired pathname and a standard GEM file selector box will be displayed. From here, you can select the desired drive, folder or filenames. Perhaps the easiest way to do this is to use a program such as Universal Item Selector where you need only point and click to select paths, sub-paths, etc.

It is not usually necessary to completely specify these pathnames all the way down to the file name. A folder name will generally suffice. This is what makes ArcIt.TTP unique from the plain old ARC.TTP. Further information on the pathnames used by the ArcIt.TTP program, may be found in the documentation file for ArcIt.

To be continued....

"This is a second opinion, Mr Carter."

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Why Sysops Are...

Or 1001 Ways to Perform a Self-Lobotomy with a Rubber Herring

Gizmo (BACE)

Gizmo is a former BACE SysOp, now residing at the Happy Homes Sanitarium.

I, being of sound body, but very wary of mind, do hereby...excuse me, wrong paper. Ok, where were we? One of the prerequisites of being a SysOp is you must have a veritable mountain of patience.

Can you imagine getting this question, "Hey dude, I'm 13 years old, and I wanna be yer Co-SysOp"? Sound familiar to all you old hats out there? Or, how about this one (pardon the spelling, but this is an actual reproduction of a conversation I had a few years back).

"Hey man, I'm a kool duud, and I wuz thinkin' I wanna be a Co-Sysop on yer board duud. I kan do anything ya want. Rad system ya got here 2." Hm.... Needless to say, I was impressed with the current translation of the English language (that *was* English, wasn't it?)

Everyone wants to be helpful, but you know that the work has to be done by *you* or disaster will result. So many hours are spent with your one-eyed monster that you affectionately name HAL.

Users sometimes wonder why SysOps are so odd looking. Can *you* sit under a fluorescent lighting system for months and still boast about that weird tan you have? Got hunchback problems? Is your daughter calling you "Hey mister?" Is the floor covered in a layer of floppy disks? Is your telephone bill something approaching the National Debt?

If you answered "yes" to any of these questions, *you are a sysop* already, and no longer need vocal cords, as you can communicate by keyboard only.

Back to the article, though, a SysOp is a special person. Not only can s/he bring back that user who hasn't called in 6 months (I used a magic three pound Sledgehammer, as opposed to a wand), s/he can, with a touch, restore a crashed hard drive. What? You say you *didn't* backup the beast? Work, work, work...Okay, now I have magically recreated the BBS (after 20 or 30 hours of hard work), and it is back online. Dilithium crystals coming to power...wait...a wisp of smoke coming from the back panel!

"Cap'n Kirk, the modem drive won't come on! The controls are completely fused! We canna go online!"

"Not to worry Scotty, we have SysOp-Man here! He can fix *anything!"*

Ughhhh..... Another little problem a SysOp will encounter is a message going something like this: "Hey, I just got a (fill in your favorite peripheral here), and I can't make it work!" Hmm... sounds like a job for a computer repairman... but you, as a dedicated SysOp, attempt to find the cure for what ails your user. It goes something like this:

The phone rings. This is the voice line, time of day is not essential. The SysOp answers. He is still groggy from restoring the last of 324 data files needed for Escape from Plasti-World, the newest Japanese on-line game that mysteriously crashed and wiped out all 100 users.

"Hello?"

Faint Voice: "I just got a Golgafrinchan Model LXVII Printer, and I can't get it to print graphics. Do you have a printer driver that will work?"

You look through a *mountain* of old backups (what are those moldy disks?), and come up with every conceivable driver ever made, but, oddness of oddness, you can't find GOLGAFR.DVR. After you find out the call was a prank, you become *very* excitable, and your friends take away your chainsaw (that you were using to reprogram the computer with), and you decide it was funny after all. Being the Commander of the Starship BBS, you retaliate by blasting Photon torpedoes at his user file. Zaaaaaapppppppp! Heh heh!

One of the age-old problems that have stymied SysOps is what to call their BBS. Here is a sample of some in our area: The Matrix, The Sanitarium (my old BBS), Doc's Atari BBS, and my favorite, The Crunchy Frog BBS (it should say: Real dead frog, encased in... etc., etc., etc.).

Although you may be a little of a puritan when it comes to naming your BBS, always keep in mind that the name will reflect a little part of you, so a name like "Stinky's BBS" may not be very active, although it may boast a *very* weird assortment of users.

In short, a SysOp must be able to walk on water, perform astounding feats of wisdom, amaze and pacify those fickle animals hereby referred to as "users" and have an inherent ability to "see" a system crash coming! Have Fun!

Next Month:

How a SysOp Retires, or 50 Ways to Change Your Lifestyle.

The Basics of BASIC

Rick Burton (RACE)

Before we continue with loops this month, I suggest we look at a few brief editing notes. You will find that, in last month's demo, an existing program line was replaced by typing a new line with the same line number and pressing the RETURN key.

A line can be as easily erased by typing its line number only and then pressing RETURN. (Remember: only upon pressing the RETURN key is a line or a corrected line inserted into memory!)

Why all these line numbers anyway? Chronological order. The program will execute lines in order of the number sequence. Why the numbering by tens? Convenience. You, the programmer, will sometimes want to insert new lines between existing lines. Simply number them accordingly.

A final note: Pressing the CONTROL key while pressing the "arrow" keys will position the cursor anywhere on the screen without disturbing text. You can then type right over the top of errors. Pressing CONTROL while pressing the INSERT key will "push" the text over to the right of the cursor to add extra spaces. Pressing CONTROL while pressing DELETE BACK SPACE will "gobble" text to the right of the cursor Pac-Man style.

Now, on to this month's demo. I strongly urge you to type as you go with each demo covered. It's more fun, it's much more educational than just reading about it, and you can then experiment on your own—which is how much real learning happens. The previous demo program should have looked like this...

```
10 FOR X=0 TO 255
20 SOUND 0,X,10,10
30 NEXT X
40 FOR X=255 TO 0 STEP -1
50 SOUND 0,X,10,10
60 NEXT X
70 GOTO 10
80 END
```

Now let's look further into the STEP command by changing lines 10 and 40 to look like this...

```
10 FOR X=0 TO 255 STEP 5
40 FOR X=255 TO 0 STEP-5
```

The loop now goes faster because it's counting by fives! Don't forget—the minus sign in line 40 allows counting backwards (255 to 0).A brief rundown on the SOUND command is in the last Basics of BASIC. Decimals can also be used in the STEP command. Change lines 10 and 40 again like so...

```
10 FOR X=0 TO 255 STEP 0.5
40 FOR X=255 TO 0 STEP -0.5
```

A beautiful, slow "sine wave." We are counting 0.5 at a time. Let us now further explore the realm of loops using electronic sound as a medium. FOR-NEXT loops can be "nested" or inserted inside one another. Clear the program using the NEW command. Type a new demo as follows...

```
10 FOR V=15 TO 3 STEP -4
20 FOR P=150 TO 200 STEP
  0.4
30 SOUND 0,P,10,V
40 NEXT P
50 NEXT V
60 END
```

The echo effect! Notice that the "P" loop is started in line 20 and closed in line 40 while the "V" loop is started in line 10 and closed on line 50. The SOUND command is sandwiched inside of both loops at line 30. One loop must be contained within the other so that NEXT V could not come before NEXT P. Any letter, by the way, can be used to designate a specific FOR-NEXT loop. Variables "P" and "V" in the SOUND command are being manipulated by the loops as the program runs. Now type:

```
45 FOR DE=1 TO 150:NEXT
  DE
```

This is a self-contained delay loop telling your Atari to count to 150 before going on. The colon acts as a sort of "glue" allowing both the FOR and NEXT portions of the loop to be on the same line although they are technically separate commands. LIST your program afresh and you will see:

```
10 FOR V=15 TO 3 STEP -4
20 FOR P=150 TO 200 STEP
  0.4
30 SOUND 0,P,10,V
40 NEXT P
45 FOR DE=1 TO 150:NEXT
  DE
50 NEXT V
60 END
```

RUN this one and hear the delayed echo electronic sound. So far we have actually heard what the loops are doing as the demos are run!

Come again next month and we will continue to pursue The Basics of BASIC.

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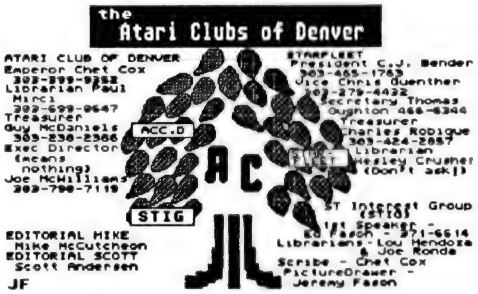
The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



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ST Interest Group (STIG)
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Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
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Good News For The Atari Computer Club of Denver! by good ol' Chet

First, the good news. With new duties keeping me even busier than ever, I'll be resigning as Emperor of the ACC.D (and writer of these minutes) and as Scribe of the STIG. With these pressures off, I should have time to continue IN YOUR DRIVE on a semi-regular basis.

Now the bad news: this column isn't over yet.

In May, we held our Once Every So Often Swap Meet, with Roy Goldman as Big Time Guest demoing his latest Daisy Dot (Number three in a series, collect 'em all!). We then presented a check for $300 to the Aurora Library just because we wanted to. And we hope that Roy forgives our ruder members who kept talking during his demo. (Who, me???)

By June, I was busy with NCO Leadership School, so Original President Ed Fason (aka STIG guru) took over and spent his usual hour with his patented ST demo, showing the machine to many of our 8bit fanatics for the very first time. Since I wasn't there, I have to take as hearsay the fact that he ran, on ONE ST computer: ST software, IBM, Mac, Apple, Atari 800, and Commodore software.

Why would ANYone want to run Apple or Commodore software?

STIGS & STONES for May 90

Re: April's meeting. Refer back to my predictions in the March minutes and follow along. Yes, STOS Trek was demo'd, as were the usual buncha Joe Ronda games; and Atari DID implode while we weren't paying attention. As for May, I was stuck in NCO Leadership School, and just didn't have the chance to go to the meeting. (See announcement in ACC.D minutes.)

Geez, do we EVER need a new scribe!

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
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Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
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Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
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B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
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CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Fishin' Around by Brent Fisher

Well this will probably be another short address, but what the hell I'll do it anyway.

The board is up and running very well and we have grown since we started under BBS Express! Professional back in February. We now have six online, or play them while you are on the board, games. We now have Blackjack, Kingdom, Chess, Slots, Reversi, and Z.S.S. Express. If you haven't been on in awhile take a little time and come back and check us out. We are up and running at 517-764-4047. The next meeting is scheduled to take place on Saturday July 14th. So if you need directions give me a call at 517-764-4599. I really don't have a lot more to say, except that I have just heard a nasty rumor that Atari has dropped all support for the 8-bit line of computers. I don't know just what to expect now, maybe it is time to consider getting another computer. Ah well I'll catch you all later.

Central Connecticut Computer Club

July, huh?? Wow. I haven't even had time to enjoy the summer and it's already half over. All I've seemed to do so far is turn more laps around the yard on my Wheel Horse than Mario Andretti has completed laps around Indianapolis Motor Speedway. I guess some of the stuff I write about here gets out the window and fertilizes the lawn. Heh.

Did anyone make it to the Giant Computer Blowout sponsored by the Computer Factory in Elmsford, New York on May 19th through the 22nd? Jeez. I have one sterling recommendation for anyone planning to attend this event in the future...leave about 3:00 a.m. I'm not kidding. Moi and Tim Brant had to wait (outside, mind you) for three and a half (expletive deleted) hours! We watched a coffee truck operator go from breakfast to lunch and then retire, probably for the summer!! I never saw so many dedicated idiots in my life. I was praying for rain, hoping to drive some of these people away so that we could get in the building before nightfall. Was it worth it? Some people thought so. I saw hand trucks full of CPU cases, monitors, software, printers etc., all being carried out to the rear of the building where the check-out lines formed up.

I was looking for a Diconix 150p ink jet printer, but would have settled for the 300 wide carridge ink jet. Found one, but didn't trust the bent-up box it came in enough to take a chance. A lot of the equipment was labeled 'DOA' (Dead On Arrival). Supposedly, this stuff wasn't really out all that well when returned. Perhaps you could find a gem in the rough this way....all you had to do was dig and hope all covers and little access doors were there. Maybe even buy a couple and end up with one GOOD unit.

Tim found a printer. I struck out. I even checked out the multi-sync monitors, hoping to find something to do all three resolutions and with a good mono screen as well as the color that they all came in. Didn't have much luck there either. I'm willing to bet that the good stuff I was looking for walked out during the 3.5 hours I stood outside. Like I said, come early. It started at 9:00a.m. so we figured, if we leave by at least 8:30, we stood a pretty good chance of getting there early enough to get what we wanted and not have to wait in line that long.....hah. I will do that better...next time.

Also I'm writing this a bit early (for a change) and I'm going to presume that we all had a great time with the Gribnif people In June. Supposedly we have a lot of confirmations this time. Talked to Rich Flashman the previous Wednesday on GEnie and he says all was for the better. He now promises that NeoDesk 3 is a LOT better and he's pretty happy with it. We'll find out soon, only 3 more days to the demo.

Like I said last month, we might have a real exclusive demo happening in July. I'm not saying who yet. Stay tuned. If this comes off, I'll truely be amazed, myself! 'Nuff said, take care, and see you at the meeting.

Rich, aka Yankee, Prez of CCCC.

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

CDACC

CENTRAL DELAWARE

ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

Secretary's Report

Well, folks, time for another report from your fearless (well, almost!) leaders! Sorry we missed you last month, but things were kind of hectic around here.

Our biggest news for you, of course, is that Atari's Bob Brodie will be in Spokane on August 18th! We've been working with STING in a joint effort to make this event the best one possible, and hopefully involving a few other Inland Northwest clubs as well.

Mr. Brodie will be bringing a few goodies to show off to us, like the STe, Lynx, STacy, Portfolio, a Mac Cartridge). Paid-up members will probably be issued one free ticket each for a "mystery door prize," with other chances available for a very small donation!

The location we've reserved is the East Central Community Center, at S.500 Stone (corner of 5th and Stone), including the kitchen. The center is just west of Altamont, and just south of the freeway, with easy exits both east and west, a bus stop right out front, and plenty of parking. It looks like Mr. Brodie will be speaking around 10 AM, but we will let you know if the time changes.

As a final note, Bob Brodie will be going to Seattle from here, and will speak there August 19th, if any of you can't make the Spokane date. We've coordinated a bit with Jim Chapman of PSAN there, who says any of you in FACCS who care to may subscribe individually to that newsletter. Mark your calendar for July 12, Aug. 9, and don't miss the Brodie event Saturday, August 18th!

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We got together again last month and even had a new member join us. He brouht along his Archiver/Byte Writter drive and explained a how the system works. It is somewhat different in operation than the Happy Backup sytem and is considerably slower.

We managed to get TextPro 4.54 on SpartaDos/double density and got it running fairly well. I still need to read the docs if I am ever going to get good at using this word processor. It seems I have heard "Read the Docs" mentioned a number of times before now.

We decided to have a computer picnic again at my home on, or about the 21st of July. That should be an opportune time for the wife and kiddies to join us on the computer.

Let me know if you want to join us. My number is at the top. There aren't so many of us now, but we still have a lot of fun.

Frank Fellheimer

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 June, 1990

With summer here, meeting attendance is down, but the reasons for going are getting better. The next couple months, we will cover the use of disk sector editors and how data is stored. How to fix and retieve files from a bombed disk, and how to alter those multi-file programs to run from ramdisk if you have one. This is the brain-child of our Vice-President, who pioneered this process, and I must admit it sure has improved the enjoyment of my wargames. Perhaps we can get Greg to write an article about the process to let everyone with a ramdisk to enjoy this dramatic speed increase in the loading of program segments.

I will also be preparing a demo on the use of a harddrive on the 8-bit, as I have recently purchased one and am in the process of getting myself aquainted with it's use.

Till the next meeting, good computing.

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

May's meeting saw 17 members present as the discussion centered around FUND RAISING. The Golden Triangle Savers Card was introduced as an opportunity for the club to make some much needed cash. V.P. We decided on an initial quantity of 25 cards per member.

June's meeting revolved around ideas to gain greater exposure. After brief discussion, the group agreed to contact Practical Solutions, Soft-Logik Publishing, and the authors of ACCESS command line editor.

Next month's meeting is set for: July 3, 1990, 7 pm First Federal on Highland. Be there or be square! Joe B.

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.

June 13 & July 11, 1990

The Atari Computer Role in Europe

The events that are taking place in Europe are good times for the Atari computer lines. I'm speaking the new found freedom that the Eastern Block countries are finding more and more of. So just over night, we have a whole new user base of Atari 8-bit computers to revitalize this market. There are probably other communist countries that have large numbers of Atari computers in steady use. I understand that East Germany has the Atari ST as the number one selling computer. That makes perfect since to me after all it has been the best selling computer in Wert Germany for quite a while and East Germans speak the same language.

The U.S.S.R. has slightly more people than the U.S.A. at about 260 million, West Germany about 50 million, England, East Germany, Checoslavikia, Romania, Bulgaria, Hungary, etc.

Atari Corporation are you listening? You are poised with such great possibility whether on accident or on purpose. The opportunity and timing is yours for the taking. However, don't look back because the other guys are doing their best to grab this chance from your grasp.

June 13th Club Meeting Report: Our June meeting brought up a couple interesting possibilities for furture events. 1) LACE sponsered swap meet night. This would have to be held someplace else since the Davis county library does not allow for money to exchange hands in the building. Hopefully, you will be notified about it before hand. 2) The other event to be worked is for a table to be set up in either the Newgate Mall or the Ogden City Mall. We could set up both an Atari ST/Mega color system and an Atari 8-bit system for a Saturday. This should give the Atari product line some attention and the LACE Club a little publicity and possibly some new members. If you are interested in manning the booth or bringing some equipment, be sure to let me know since I will be making the arrangements. Mark your calendars for the next two meetings: July 11, 1990 August 8, 1990 September 12, 1990

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

First of all I would like to comment on an article that I read in USA Today. It said that "penny-pinching" Atari plans on spending $10 million to advertise the ST line of computers, including the new STe. I sure hope that this is true. It is about time that Atari promotes the ST in the US. If this happens and more people find out what a great computer the Atari ST is, maybe our clubs will start to grow again instead of dwindling in size and number.

Now for a sad story. My hard drive broke on me this last month. I quickly brought it to my local Atari dealer to see if it could be fixed. After they checked it out, they told me that the drive motor was burned out. I was told that ICD had installed the drive upside down and that might be the reason the drive broke after only 16 months of use. Of course it was only guaranteed for one year.

I can no longer live without a hard drive so I ordered a Toadfile 129x. This is an 85 meg Seagate and a 44 meg Syquest removable with an ICD host adapter. This will be Demo'd at our next meeting if it arrives in time. In the mean time I called ICD asking them about the drive being installed upside down. They told me that it doesn't make any difference and that they thought that the drive motor probably was not burned out. They said that there is an over lubrication problem in Seagates and that my drive had probably just jammed. They kind of explained what to do to fix it. Something about poking the spindle of the drive with a toothpick to free it up.

I would like to thank Mid-Cities Comp Soft for donating a copy of Word Quest to our club for it's monthly raffle. There has been many rumors about the sale of Mid-Cities. I talked to Jane and Al and it is a fact that the store has been sold. I met the new owner and I was assured that contrary to a rumor that I heard that the store would remain open as an Atari store.

Till next month, Richard Hull

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

The May meeting of the Michigan Atari Computer Enthusiasts got underway at 7:22 pm. This month was our annual birthday party. President Ed Hanson got things rolling with the latest Atari news. Afterwards, Bob Retelle demo'ed the May AIM disk of the month, as well as those from previous months. All through the evening, gifts donated by local dealers were given away to those in attendance while everyone enjoyed pop and cookies brought in by the officers of MACE. Special thanks to Michtron, Team Computers, Rite-Way, and Software Trends for their generous donations.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

June Meeting

The June meeting went quite well with two other members showing up with their computers. Thanks go to Lee Benjamin and Mike Carter for bringing in their computers. The highlight of the meeting was the demo of two of the Migraph Hand Scanners. It was easy to see that this is one item that I need to pick up. The results that members have been able to obtain were very impressive and the bundled program TOUCH UP makes editing a breeze.

Planning for our computer show goes ahead. We may have need of some tables in that we will have to share with the IBM group members. If you have a table we could use then let us know so someone can pick it up. Our subscription to Z-Net is about to expire and I will need a vote soon on whether we should put out some of our meager funds to continue this great supplement to our magazine.

A new feature at the club will be a Disk of the Month. The disk of the month will feature the best of the month's public domain plus some of my picks of some of the best from the club library. The disk will be available for free for those members that bring me a blank disk for exchange or you can purchase the disk for only $1 each month. Now that is a deal that is just too good to pass up. The Disk of the Month for June featured some great demos of some commercial software and some public domain programs. Some great demos of CONQUERER, and ANARCHY. Also some public domain games Bubble and LazerBall, the latest version of Pinhead 1.7 and a great copy program F-Copy from Germany and more.

Next month will feature a great Shanghai style game for Mono users called Draken, and a great demo of a new import called Colorado and many others. Come to the meeting and get your copy.

New offer from CURRENT NOTES. Just clip out the Current Notes subscription form from the Newsletter that you can pick up at the meeting and you will get $4 off the price of a subscription of Current Notes. You can get a subscription for just $20 to this fine magazine. Get your copy of the newsletter at the next meeting.

Well that's about it for this month. The August meeting will be on the 12th at 1PM. I look forward to seeing you there.

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Vice-President	Coleman Smith	
Treasurer	Michael Gardner	
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS	(615) 754-4351	
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

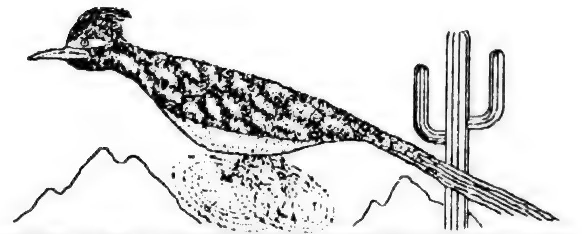
President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

Well, there's a slight ray of hope for the survival of Atari Corporation for us to witness here in the Northland. The Lynx has made its appearance at Suncoast Pictures in the Miller Hill Mall. There were six game titles available for the Lynx. If you were wondering where those 520 STFM's (with bundled software) are, as of mid-June, nothing in stock at the major retailers. Great market timing Atari, yI'm tired of being laughed at when I mention what brand computer I use. I just wish they had better press, support and saturation in the marketplace. Our members and all loyal Atari users demand something positive happen... soon!

The last PACE meeting of the summer was May 20th and the turnout was great. Nice to see everyone there and enjoying themselves. John Zupansic demonstrated his home-brew "Blitz" cable. The speed at which it duplicates a diskette is F*A*S*T! Our AIM disks copied faster than we could give our blank disks to John. The other ST was furnished by Geoff Bennett. He showed us TOS 1.4 and his Z-Ram 2.5 megabyte upgrade. For the most part, we all had a memorable evening and I hope all of you have a prosperous summer!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. June 9,1990

The meeting was called to order at 9 am. There were only about 20 members and visitors in attendance. Does the low turn out mean summer is here?? Well for those that don't know the meeting place is air conditioned and pretty cool!! So come on down! On with old business...

All in attendance were informed that PHAST money has been allocated for the purchase of some new magazines for publications library. Also the magazines currently in the library will be clearanced at a future meeting to clean out the old and make room for the new magazines. SIG (Special Interest's Groups) were discussed. And again we still need articles for YOUR newsletter (PHAST Times)!!

New business.... New news about PHAST Times there'll now be an advertisement section for all to sell their unwanted items - and this means any type of items not just computer related! Ads for members will cost $2 for 5 lines $1 for 5 additional lines, and $2 for 5 additional lines for non-members. Ads must be prepaid and brought to Lloyd at the meeting the month before you want the ad published.

Other news: there's new lower prices on blank disks!! And the PHAST PD Disk Library has been re-newed, re-worked, just plain started over with all the newest/latest versions and some neat demos!! Thanks goes to Lloyd for all his time getting this longtime disk library problem turned around, and making up the great disks labels!! Another note regarding the disk library - an external double-sided disk drive has been purchased by the club for the disk librarians use, so he won't have to worry about wearing out his own disk drive.

The SIG's seemed to go rather well this month! Mike Zachary did a MIDI SIG w/Hybrid Arts EZ track Editor, Lance Summers did a down to basic's SIG, and Robert Dytmire did a CAD 3D/Drawing SIG. Thanks guys! It's kind of neat to be able to go around and see what interests you, too bad most of the stuff is interesting and you can't see it all! <grin>. If you've got some suggestions regarding SIGs and there's a need for people to do the SIGs in any areas of software/hardware/programming/Anything! So if your interested let Robert know. Remember it's your club and you can make it better too!

Well one last note: It's in the works to possibly get more guest speakers to our meetings. Do you have any ideas on guests?? Please let the President (Robert) know! That's it for this month next meeting is Sat. July 14th, see you there!!

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

The year is half over already and we are moving into summer when meeting attendance tends to fall off. Please show your support by coming to the 8-bit or ST SIGS. We really do have a good time and are there to help with your latest problem or hear your latest triumph. One thing we can't stress enough is that if you have a problem or question, please be sure to blurt it out the meetings, even if it doesn't have anything to do with the meeting topic. We all learn by hearing about your problems.

Be sure to check your mailing label to see when your membership expires. Remember that dues are $15 per year per family. When your dues are out of date, your subscription to this outstanding magazine stops. Bring you dues to the next SIG meeting or mail them to the P3ACE P.O. Box.

With the temporary demise of Vector Space, your best BBS opportunity is with Steve Leser's LASER BBS which is run by our very own ST VP (591-4620). The ST library catalog is on LASER BBS and you can request whatever files you want by phone now. We are attempting to arrange the same thing for the 8-bit library. WHAT A DEAL!!! For those of you who don't have a modem you still don't have an excuse. The Club has a Hayes 300 Baud Modem (with cables) which is available on a "loaner basis." Check it out! Call Pres. Rick Reaser for details.

The topic at the May ST SIG meeting was Desktop publishing. Two desktop publishing packages, one commercial, and one public domain were demonstrated.

We included Easytext in our disk of the month for P3ACE. From now on, we will be offering 2 disks as our disk of the month. The disk that Aim puts together, and a disk that the librarian puts together with what he calls the top three picks of the month. The topic for the July meeting "bring your favorite program and demo it." Call Steve Leser for details.

RACC

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Laurence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

Ya get out what ya put in! Our work is cut out for us as individual users and as clubs or groups. We all know US support for the Atari comes from the user at this point. What am I trying to say? I am encouraging those of us who have possibly not been as involved as we could have been to jump in. I am thanking the guys in my club who have been self-motivated and done together what none of us can do alone anyway! It's rewarding to see a new user light up at learning how to operate that Atari. It's rewarding to support fine hardware and software.

The Atari Bit Byter User Club from West Germany contacted me by way of seeing RACE in AIM! I am in the process of getting the German text on the sample disk that was sent translated and will bring in the disk to demo some good stuff at the July meeting. Will be corresponding with them soon.

DON'T FORGET...the August meeting will be at Mark Wolfs' house so that the Great Modem Demo can be done as we had technical difficulties with the phone lines at the usual location on Soo San. Hopefully Mark's wife will survive the onslaught.

Here's wishing you all a good summer and we'll see you RACE drivers at the meeting.

Minutes of May's meeting:

Our May meeting began a bit unusually. When I drove up everyone was standing in the parking lot. Not because we were locked out, but because it was one of the first nice days we'd had in a while. After a little talking in the parking lot, we all went inside and set up the equipment. We discussed a new club flyer and Rick Burton showed one that was promising. After that we started discussing the old business. One of the things we needed to check on was the progress of the computer/music show at Westmore music. Because of their high vivibility location in the mall, we could get a lot of exposure as well as Westmore. Some of the member didn't receive their May newsletter before the meeting, so I called a few of the folks. Next on the agenda was demonstrations. The meetings have become more informal than they were in the past and most of the membership likes it that way.

The 8-bit owners viewed a list of public domain programs from Germany. Since there weren't very many 8-bit owners around, it didn't take too long.

The ST demos were assorted public domain, shareware, and commercial utilities. There were a couple of good desktop utilities: DC Desktop and Icon Desk. We looked at a few terminal programs but decided to wait until the August meeting when we'll demo modems and terminal programs.

Since it was such a nice day we took off early.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

Minutes for June 17 Meeting:

Summer again in the (dry) Salt River Valley! That means when the weathermen forcast "very warm" they mean over 100 and it's not hot until it hits 110. Stay cool with your STs.

This report should find its way into the August issue of AIM as the June-July issue last month was combined so that the cover date would be in advance of publication. You aren't being shorted- you will still receive 12 issues this year. By the way, congrats to AIM on the high quality and variety of programs on their monthly PD disk.

Tim subtly slipped in a remark that he is giving six months notice that he will not run for president (of the club) next year so we will have plenty of time to recruit a new one. Be thinking about it. That means _you_. Tim, thanks for your continuing dedication to SEVAC. We know its a lot of work.

New product news: Dave Small's prolific group is working on an Appletalk interface board to allow the attachment of ST's to an Apple network. This is in addition to his new 68030 accelerator board which should be available by now.

Marc demonstrated the PC Ditto II IBM emulator on his Mega. The installation is not simple. Avant Garde is now recommending soldering the connector onto the 68000 chip. The good news is, it works. Norton's SI test gives either 4.0 or 4.2 depending on its mood at the time. We watched a dazzling demo of the Quattro Pro spreadsheet which is the latest in the IBM world to challenge Lotus 123. PC Ditto II should cost around $300 here locally with dealer installation included.

Speaking of dazzling, that adjective might be more appropriate to describe the Laserdisc video of computer graphic animations we saw. Lee missed the meeting again but he made sure we had the opportunity to see this great example of the future of computer video. I wonder how long it will take to get that kind of power on our desktops?

The new version of Word UP has not yet arrived, so that demo has been pushed back to next month's meeting on July 21. See you then.

SPACE

Meeting Notices July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

SAGINAW/TRI-CITY ATARI USER GROUP STAG

The Saginaw/Tri-City Atari UG meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are June 16th, and July 14th, 1990. Officers:

President	Steve Volker	(517)865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

Meeting Minutes for June by Ted Beauchamp (filling in for Steve)

The turnout for the meeting was down slightly from the last several meetings. Things were starting to look good as we have seen some increases in attendence over the last several months. A suggestion was made to have some of the "regulars" call people the week of the meeting to remind them of the upcoming meeting. We can discuss this at the next meeting.

The demo portion of the meeting started off with a review of NEODESK. This program is one that has been out for awhile but there are a lot of public domain upgrades for it that keep making it better.

Marty showed how to assign icons to the files so you can run them from the desk top by selecting the icon. He also showed alot of the icons available. The editor seems easy enough to use and since the icons are not all that large, pixel wise, it would not take to long to create custom icons for your favorite programs.

The next program was DC DESKTOP, this program is simular to NeoDesk except it uses the GEM desktop but lets you modify it to your particular taste (for those of you with taste, that is). DC DESKTOP can use NEODESK icons plus the ones that come with it. It also has an icon editor, but cannot save edited icons in NEODESK format, YET anyways.

We were supposed to raffel off DC DESKTOP but decided to wait for a better turn out, (next meeting right guys).

Also at the next meeting we will discuss filling the President's position since Steve has had to resign due to time/responsisbility conflits. So please let's have a good turn out so we can be sure everybody is represented.

STANCE

President	**Claudette Tishcler**	**226-5644**
Vice-Pres	**Gary**	**521-2855**
Treasurer	**Kathi Koenig**	**892-0881**
Newsletter Ed	**Joseph Adato**	**449-6881**
Disk Librarian	**Barbara Carlstrom**	**371-2732**

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

From the Prez...

Hello folks. Well, if you missed the June meeting, you didn't miss much. We were supposed to have a swap meet, and ALL of you got something in the mail about it, or read about it on the BBS's around town. And ALL of you were called. And did ALL of you show up? Heck no! 12 members made it to the meeting. 12! That's it. The worst turn out for a Saturday meeting in a long, long time! I was pretty embarrassed because I had been trumpeting about the Atari Swap '90 for about a month. And YOU people complained about the last auction. "We didn't get enough money for our stuff." And YOU people were asking me in December when the next auction was, and YOU people all told me that the swap idea was a good one, because you could set your own prices, and on and on. So, all 12 of us swapped things from TWO people! Dave Davis and myself had things to trade. One guy came from outside the club to the "Big Swap Meet". I can assure you he won't be back. He probably laughed all the way home, and told all his friends that have Ataris what a farce this club is!

While I'm up here on my soapbox, let me tell you about STE-EP. Great idea Tim! The club could use a BBS! Okay, you got a BBS, and it's the best damn Atari ST BBS in this area. ATARI ST ONLY! And how many of you are calling? Well, some of you that I know have modems aren't even trying! Give the darn thing a call. You paid for it! And you won't be able to get the disk of the month anywhere but STE-EP. Okay, forgot the number? Gee, I sent ALL of you a letter about STE-EP...915-821-9220.

Still up here on my soapbox...who wants to be president? That was a question that came out at the last meeting. Suddenly, all the heads in the room were looking out the window, at the floor, at the person in front of their's head. "Well, Tim, your doing a good job...why don't you do it?" Because I told you folks a month ago that it was time for new blood, new ideas. Who wants to be vice president? Secretary? Treasurer? Same response. But that's okay, cause when the club bites the dust because there was no new ideas, and no new imput, don't come crying to me for your refunds. Has anyone seen our librarian lately? or our secretery? This club IS NOT just a magazine you get once in a while. This is your darn club. If it starts to suck, it's because YOU LET IT! I realize it's summer, but what do we ask of you? ONE HOUR A MONTH! That's 1/720th of a month! By the way, for you folks that haven't made a meeting in a while, like 3 months or so, why the heck did you join to begin with? We are STILL meeting at Richard Burges Library, behind NorthPark Mall, at 12:30 pm on the SECOND Saturday of each month.

Next month, July, we will have a meeting. And this is the meeting that we vote on new officers. If I am the only one there, then I will vote myself absolute dictator, take the club money, buy myself dinner at McDonald's,(Because that's about all the money we have), declare war on the United States, surrender, and exile myself to a far away island, where none of you can find me. I will take the BBS and turn it into an electronic brothel. Now, you have had fair warning.

Until next month, Tim the Despotic

Salinas Valley Atari Computer Enthusiasts

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Tresurer	Charles White	449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

SVACE President's message

At our last couple of meetings we've had demonstrations of Wordflair and PC-Ditto II (working). As our PD demos we had demonstrations of LZH and Informer II. As long as we have volunteers to share their knowledge we will have interesting and informative meetings.

Dues are still only $12 a year. They include your subscription to AIM, our mailings, the monthly PD disk, and of course our meetings. As long as our commercial software holds out, we will be having free raffles for it as well. As time goes on, we hope to have more benefits to membership. There is strength in numbers.

If you know someone that uses an Atari computer, or is interested please bring them as your guest. See you at the next meeting.

SWAG

Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

SWAG Meeting 27 May 1990

Meeting started at 6:30 and was informal as usual.

President Coker opened the meeting explaining about the AIM Magazine. Secretary/Treasurer Lentz reported that he had figured a way to pro-rate the dues for all members to get an April renewal for all. Counted the cash, had enough. It was reported that we have now registered with Practical Solutions, D.C. Notes, and Computer Shopper.

Decided to buy 1000 count rolls of disk labels and resell them to the members at cost + two cents. No main program, so discussed Turtle Hard Disk Backup program, Cheetah File Copier, CodeHead Utilities, and IMG Cat from Wiz Works. Reminded members to continue to support Braun's Computers, and Atari software writers as much as possible. Discussed and cussed the availability of the latest series of Atari computers. Heard the STE is selling in Canada, that the STACY is shipping (sans batteries), and that the TT is still in limbo. Meeting adjourned to watch the gully washer rainstorm.

TACE

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report-June

Okay, to start off, I should get my STe pretty soon. Doesn't that make everyone happy? I no it would me.

To get on with business, we now have a little over $41 in the account (gees, we are rich), the BBS is finally up (it should be at a different number and sysop by the time you read this, the new number as yet not in existance, so I can't give it at this time), right now it is running Express! Pro! BBS ststem, please call me or another officer for the new number.

Other business, dues are due! If you have not payed up by now, it is probably to late (what am I saying, it is never too late, send in your money now!!!!). Also, as the BBS is no longer at the previous number (the new sysop is not quite willing to pay the phone bills like the old one was...) we shall probably have to help with the phone bills by contributing a small pittance at each meeting...

Also, by the time you read this, we will probably have appointed (I mean elected) the officers for this year...

'til next time, Stephen C Moffit

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The June meeting of WAUG was held on Tuesday, 6/12. The meeting was called to order at 7:35pm by President Craig Harvey who said this would be the annual Officer Election/Swap Night.

Craig discussed further developments in the plan to jointly sponsor an Atari show with the Windsor WAUG club. A definite date has been established as the first weekend in May '91 pending there is no conflict with any other shows planned at that time. A tour of the tentative location, a community college in Windsor, yielded positive results and the price to rent floor space is VERY acceptable. Officially, the show will be known as "The Windsor/Detroit International Atarifest."

Elections of officers took place immediately following this discussion. Craig Harvey remains as our fearless leader; David B moves to Vice President; Russ Crum moves from ST Librarian position to Treasurer; Mike Millage remains as the 8-Bit Librarian and Bill Rayl takes on the duties of ST Librarian. Pattie Rayl was a natural selection for Newsletter Editor; and Mike Olin remains as Secretary.

The meeting was adjourned at 8:30 pm and table space was made available for members to sell off their used goodies.

The July meeting will be held on 7/10. The feature topic will likely be Homespun Software which will include a demonstration of Craig's pet programming project, Diary/EdHak, and any other programs written by members.

WNY AUG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

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Mega Click™

For the Atari Mega 2 and Mega 4* Computers

BEST ELECTRONICS

New Product Announcement

Have you ever felt that something is missing from your Mega* computer? Those who have used other brand computers for work or school agree something is missing! When asked, any touch typist who owns a Mega computer will tell you right away! It's the Click in the keyboard key they miss!

Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **$64.95**, and for the 10 Kit is **$21.95**.

Mega Click Products became available December 26th. Place your order now!

BEST ELECTRONICS (408) 243-6950

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SIO Port Box - Has 4 SIO ports for solving the "dead end" problems. SALE! - $34.95

NOTE - We have even MORE products! For our latest Catalog (included FREE with orders), just send a S.A.S.E. (business size).

Atari ST/Mega Products

NEW! ARCIT & ARCIT SHELL (version 1.20) Commercial version with new features! Makes arcing and un-arcing "ARC" & "LZH" files, a snap! Includes; Printed Manual, FREE utilities, and more! Introductory Special - $9.95

Turbo BLITZ - The Unique backup/disk copier, that is Lightning Fast, on even commercial software! Uses two drives. Includes Custom Cable and FREE software. SALE! - $29.95

Xformer Cable - Now incudes FREE software! Run many of your Atari 8-bit software titles on your ST/Mega! And, directly from an 8-bit drive! Also allows 8-bit printer! Only - $19.95

ST/Mega RAM Upgrades - Installed Fast! We use only the BEST upgrade boards! NO future MMU problems! FREE utilities disk!

520ST: 1meg $125, 2.5 Meg $325, 4meg $500
1040ST: To 2.5meg $325 / To 4meg $500
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NEW! Tick - Tock Clock - Internal clock for 520/1040, at a LOW price! Includes FREE utilties disk. Installed for only - $39.95

BLITTER Upgrade - For 520STFM/1040STF. (Call for details) Speeds up graphics! Have a "mini-Mega" for only - $75 (Installed!)

TOS 1.4 - We us only LEGAL ROMs! FREE Utilities Disk! Only - $125 (2 or 6-chip set)

Bomb Fix - Replace weak 74LS373 chips (2), with Superior 74AS373 chips. Fixes Random crashes on Accelerators, TOS 1.4, & MAC/IBM Emulators. Installed for only - $35

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NUMBER 9
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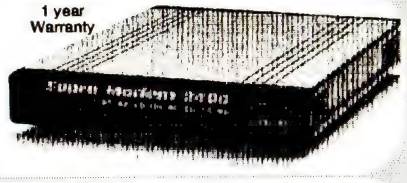
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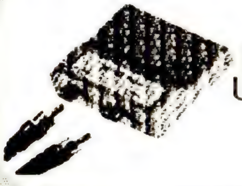

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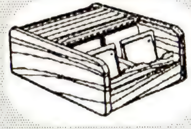
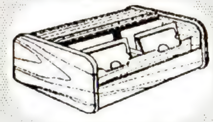

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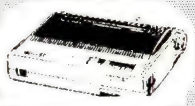
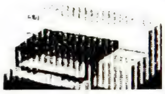

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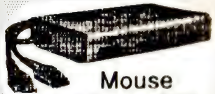

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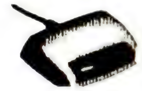

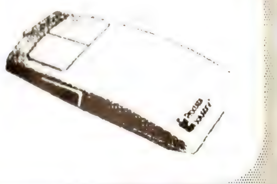

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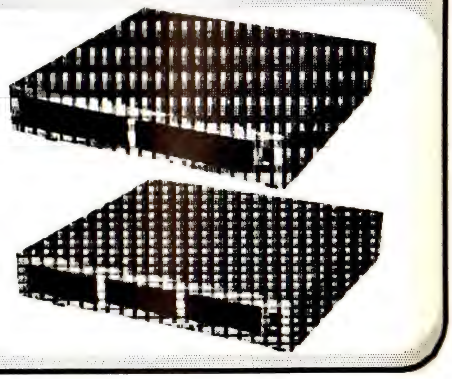

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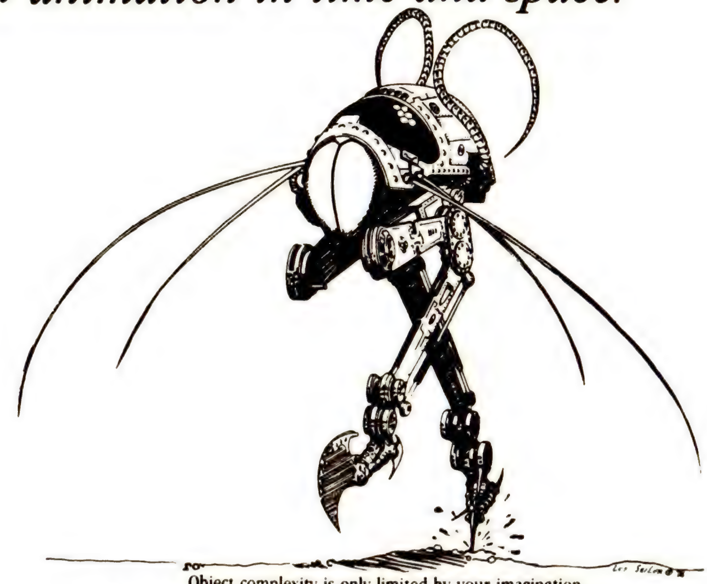

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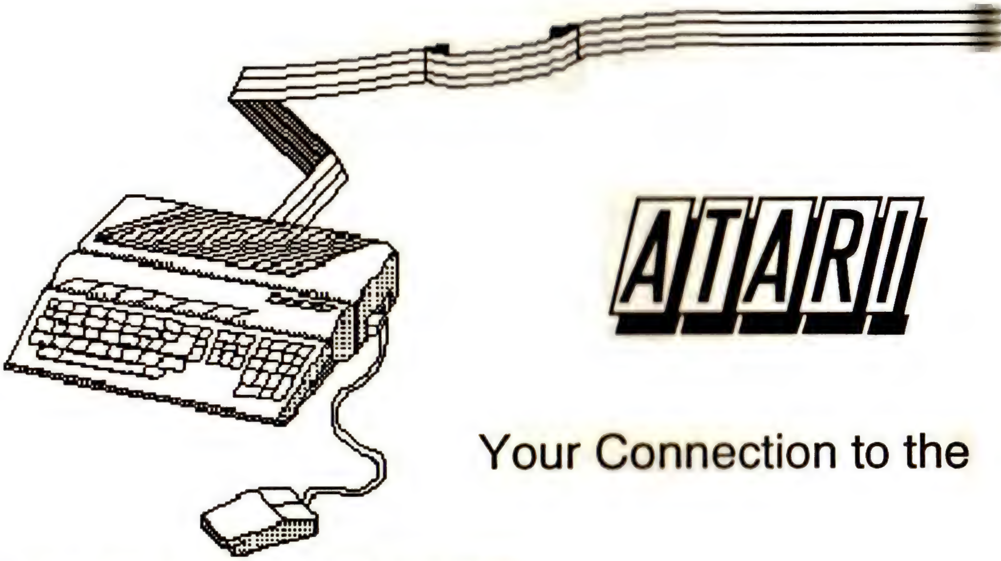

ATARI

Your Connection to the

Volume 2

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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INTERFACE

Atari Users Community

Number 9

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On the Cover

Iron Lord screen shot courtesy Electronic Arts.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Patricia Snyder-Rayl
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

News from Atari Corp.

With the recent announcement of Elie Kenan being brought in from Atari France to take over as head of Atari North America, Atari employees and users are hoping to see a revitalization of the US market.

Under Kenan's command, Atari headquarters may soon move from Sunnyvale. Places under consideration are rumored to be Boston or Toronto. Although no official decision to move has been announced, sources at Atari have indicated that it is definitely within Elie Kenan's power to move Atari HQ if he so decides.

A meeting in Sunnyvale of the heads of the international Atari divisions was concluded in mid-July, following closely on Elie Kenan's "fact finding" mission at Atari US and Canada facilities. Discussions reportedly included reorganizational plans for various divisions, including Atari US.

The STe is now available at local Atari dealers across the US. The machines were shipped without TOS 1.62 that supposedly fixed a TOS 1.6 problem with booting in medium resolution. Worse, there have been reports appearing from England, Canada and now the US that some STe machines are "trashing" hard drives. It seems a fair number of the computers have some sort of DMA problem that is causing bad data to be written to hard drives. The problem has not been resolved as of this writing.

Reports that the TT will be shipped as a 32 MHz machine rather than 16 MHz have been released by a number of sources, including Atari Switzerland and Atari Norway. Direct conversations with dealers in Canada indicate they expect a 32 MHz version of the TT as well.

Bob Brodie from Atari posted a message "direct from Sam Tramiel" that the TT will be a 16 MHz machine. Since the TT is expected to be available in Canadian stores by fall and shortly thereafter in the US, we shouldn't have to wait long to find out.

Charles Cherry has resigned from his position of ST-TT Applications Manager. According to Antonio Salerno, "Charles has left to pursue an opportunity to be a consultant, and Atari Corp. wishes him our very best for continued success in his career." Charles came to Atari in fall of last year after leaving his position as head of Antic Software.

WOA Fax Scandal

A phony fax supposedly from Bob Brodie was recently sent to various Atari developers asking them to boycott the upcoming San Jose World of Atari Show.

The fax, which reportedly has a number of un-Brodie-like typos and misspellings, seems to have been sent to accomplish three things:

1) To get Bob Brodie in trouble
2) To make developers sign up for the WOA show, which seems to be lacking the strong support other WOA shows have had from developers and Atari
3) To determine if Dave Small ceased writing for ST World. It seems Dave has not had an article in recent issues. The fax message brags that Dave Small is no longer writing for ST World. Dave has stated online that he had no intention to stop writing for the magazine, just that he had been extremely busy lately.

Developer News

CodeHead Software has released two new programs, LookIt! and PopIt! Billed as "The ultimate ST file viewer/binary editor," LookIt! features the ability to edit up to 32 files in memory simultaneously and an "innovative Mac-like user interface." PopIt! lets you assign "hot keys" to desk accessories so you can call up any DA with the touch of a key...sort of HotWire for your accessories! The package includes both programs and retails for $39.95. CodeHead Software, PO Box 74090, Los Angeles, CA 90004 (213) 386-5735.

Gribnif has announced a major upgrade to their popular NeoDesk. NeoDesk 3.0 can display icons and text simultaneously in different windows, has a new full-featured icon editor, supports low resolution color and lots more.

From the list of features and look of the program, going from NeoDesk 2.0 to 3.0 is going to be as much of an improvement as it was to go from the plain ST desktop to NeoDesk! This upgrade should be shipping soon, and a newsletter will be sent to registered owners of earlier versions. Gribnif Software, PO Box 350, Hadley, MA 01035 (413) 584-7887.

Branch Always has moved from Canada to the US and has recently released Quick Tools, a set of utilities for ST owners. The package includes an environment manager, CLI, a label printing program and much more. Also included is Quick Manager, a memory-efficient toolbox for storing the Quick Tools. The package retails for $19.95. Branch Always Software, 14150 NE 20th St., Suite 302, Bellevue, WA 98007.

Michtron, one of the first and largest companies to support the ST, is reportedly up for sale. At this time, there are bidders for the company, but no names have been announced.

If you're into weather forecasting, Forecaster III has been released for the ST. The program will "predict the weather, analyze current atmospheric conditions and display a weather almanac for the day." The program displays weather graphics from CompuServe and can create weather maps like those on local news from digitized radar data from WeatherBank and other services. Forecaster works on any color or mono system and costs $25. Randall Kopchak, 2233 Keeven Lane, Florissant, MO 63031 (314) 831-9482 (before 10 pm EST).

Online News

Support for Supercharger and Omniswitch has recently been added to CompuServe's AtariVendors Forum. Talon Technology is now online to answer your questions. Double-Click should also be officially online in AtariVen as well by the time you read this. Both Talon and DC recently opened their own Categories on GEnie.

Atarians who frequent GEnie should check out GEnie Lamp, an online newsletter for and about Atari users and the Atari Roundtable. The newsletter points out hot topics in the message bases, downloads of interest and lots more.

Atari Shows

Clubs in southern California will be hosting the Southern California Atari Computer Faire on September 15-16 at the Glendale Civic Auditorium. Show hours are 10-6 on Saturday and 10-5 on Sunday. Admission is $5. The Glendale show is considered to be one of the two premiere user group sponsored AtariFests in the country. Contact John King Tarpinian, 249 N. Brand Blvd. #321, Glendale, CA 91203 (818) 246-7286.

On the east coast, WAACE AtariFest '90 has been scheduled for October 6-7 at the Sheraton Reston Hotel in Reston, VA. Show hours are 10-7 both days and tickets are $5 for one day or $7 for both days. Children under 12 admitted free and user group discounts are available. The WAACE show is the other premiere US user group sponsored show! Contact Russ Brown at (703) 680-2698 or Charles Smeton at (301) 465-8628.

The Boston Computer Society/Atari is hosting a regional one-day show on October 27 from 9-4 at the University of Massachusetts Boston Harbor campus. Admission is $5. Twenty booths have been set aside for area Atari user groups. Bob Brodie from Atari Corp. will be there, and east coast developers Fast Technology, Gribnif, TidBit Software and others will be onhand. Call the AtariFest Hotline at (617) 527-4952 or Jerry Feldman at (617) 244-3025.

Shows Next Year

For those of you ready to begin filling in next year's show calendar, the Windsor/Detroit International AtariFest has been scheduled for May 4-5 at the St. Clair College of Arts and Sciences just off the Ambassador Bridge in Windsor, Ontario, Canada. Tentative show times are 10-6 on Saturday and 10-5 on Sunday. Ticket prices have not been finalized, but $2.50 per day has been mentioned.

This show is jointly hosted by the Windsor Atari User Group of Windsor and the Washtenaw Atari User Group of Ann Arbor, MI (an AIM participating club). Contact Brian Cassidy at (519) 966-0305 or Craig Harvey at (313) 994-5619.

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Right On Target

David Plotkin

I am sitting here writing this on my brand-new *Stacy*, the Atari portable computer. I drove down to Atari in Sunnyvale a few days ago and picked it up; this is one of the advantages of being a developer. It is certainly convenient to be able to be on vacation and continue to write, as well as do all the other things you can get done on a 1-meg, monochrome ST system.

Pluses and Minuses

There are a lot of nice things about the Stacy. For one thing, the keyboard is excellent, as good if not better than the one on my Mega. The screen is also superb—big and bright, easy to read for long stretches, even under poor lighting conditions. There are brightness and contrast controls, although I have found the best way to use them is to turn them both up to maximum and leave them there.

The downside of all this is that the Stacy is really not a "portable" computer, instead it is "transportable." The difference is that a portable computer is relatively light and can run for awhile on batteries. The Stacy is quite heavy, even without the hard drive (I got the Stacy 1, which contains one meg of memory and no hard drive). And the battery life is not great. There seems to be a lot of variation in reported battery life but all that is academic, because the new Stacy design eliminates battery operation as an option.

The rationale for this? It goes like this: Right now, Atari sells almost all Stacys to musicians, who have no perceived need for battery operation. The key here is the words "right now." What about later, when students, journalists and others will consider buying the Stacy?

Short-sightedness?

Do I think eliminating the battery option is short-sighted? You bet I do! It is even more short-sighted in light of the fact that my Stacy (which still includes the battery option) can get about two hours of runtime on a set of NiCads, which recharge right in the battery compartment of the Stacy, using the AC adapter.

More memory will run the batteries down faster, but there still seems to be a reasonable amount of battery life available. Of course, using a hard drive will dramatically shorten the battery life, because the hard drive runs all the time. This is a design flaw in the Stacy. MS-DOS portables equipped with hard drives have a smart circuit that shuts the hard drive down after a certain period of time when there has been no access. The Stacy does not have this circuitry.

Battery Options

Atari seems to have created a niche for a third party to provide something they do not (something Atari seems to be inordinately good at doing). A company called MultiByte has stepped into this hole, and is providing two different battery options for the Stacy.

The first is internal and goes in the Stacys battery compartment. It is conservatively rated at 2.5 hours on a 4 meg Stacy with a hard drive, which means it should last something over four hours if there is no hard drive present.

ATARI
Stacy4

Also available is an external battery, which is a small brick that plugs into the power connection of the Stacy. It is rated at 4.5 hours with a hard drive. They also make a quick charger that can fully recharge the battery packs in about an hour.

The same company also makes a case (didn't Atari anticipate the need for one of those?). The case is available in three sizes, from one just big enough for the Stacy, power supply and some disks to a giant-size case in which you can put two external batteries, the Stacy and power supply.

Other Stacy Options

There are lots of other things that will be available soon for the Stacy. A memory upgrade board from JRI will let you plug in one meg SIMMs to have up to four megs of memory. Unfortunately, the one meg (or more) that your Stacy comes with is not reusable in this board, so if you are planning to make use of this product, buy a Stacy with the minimum amount of memory (one meg).

Of course, with Spectre GCR you can turn your Stacy into a portable Mac, and the giant-size case mentioned above is large enough to leave the Spectre cartridge plugged in even when transporting the machine.

There are some rumblings about an internal Spectre GCR for the Stacy, which, if combined with PC Speed or pcditto II, could lead to a portable computer that is three (count 'em) in one.

I don't *know* that this will work since I haven't tried it myself. I *do* know the Stacy works fine with Talon's Supercharger, although this puts a crimp in the portability, since the Supercharger needs a power supply and is a separate box.

However, I concocted a cable that will draw the Supercharger's power from the joystick port, so you can power the Supercharger from the Stacy itself, shortening the battery life some indeterminate amount in the process. Realize that the Supercharger is not designed as a low-power device, so it may draw significant amounts of power. But then, neither of the two internal boards are designed as low-power devices either.

Portable Hard Drive

Another interesting idea from JRI is a portable hard drive. As a journalist, I am happy using a simple word processor (such as WordWriter ST) on the Stacy. This setup can be run easily from the single double-sided disk drive in the Stacy, with plenty of room left over on the disk for data files, as long as you don't need the Thesaurus and Spell Checker (real men don't use Spell Checkers anyway!). I can later transfer these files to my Mega, clean them up and print them out.

But what about when you *do* need a hard drive? What would be nice would be a compact hard drive you can leave in the office or take with you on the road. Ideally, it would contain a power supply for the Stacy, so you only have to plug in one thing (the hard drive), then connect the Stacy to the hard drive. With a configuration like this, you can leave the Stacy's power supply behind. This would cut down on the weight and space requirements of the Stacy system.

JRI is working on just such a device, and I have seen the prototype. It is small and light, and it contains the aforementioned power supply. The current model contains an 85 meg Seagate hard drive, but John Russell is experimenting with 125 meg Quantum drives, for some pretty impressive storage capacity.

Of course, some of these upgrades may never see the market. A lot will depend on Atari's ability to sell Stacys to the general (as opposed to Music) public. It really makes no sense to develop expensive hardware modifications for a machine that sells only a few units.

Still, it is encouraging that the ideas and entrepreneurs are out there, ready to move if the Stacy takes off. Only time will tell, but I will pass along one thing to you. That is, once you have had a taste of taking your Atari along with you anywhere, you won't willingly give it up. It's a nice feeling to sit down and work whenever you feel like it.

Further, since the Stacy has a plug for an Atari monitor (monochrome or color), excellent keyboard, hard drive connection, external floppy port and everything else present on a "regular" ST, you should consider it as your primary machine. It really makes a lot of sense that way.

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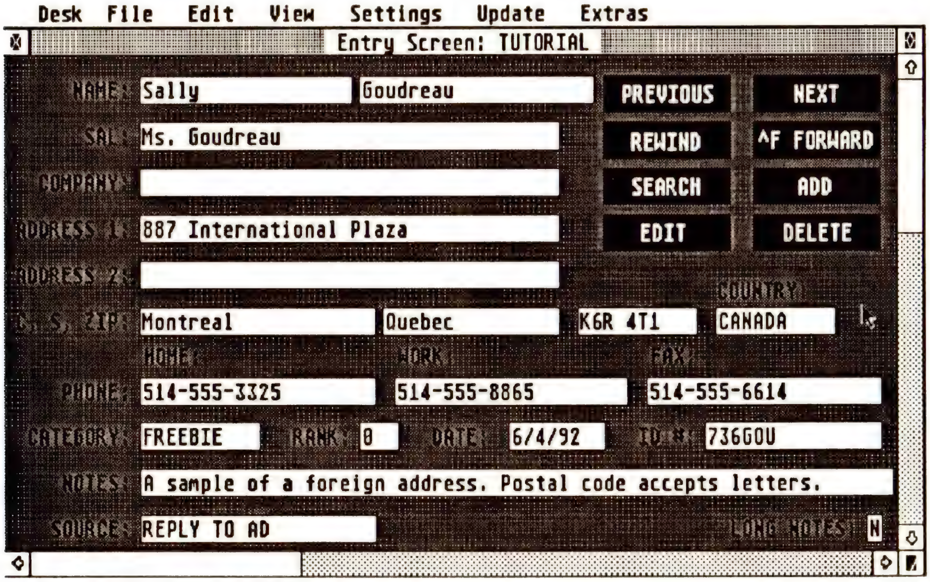
TRACKER/ST

Tim Holt (El Paso)

Ratings (1 to 10)
Manual........9
Ease of use...6
Power........10
Overall rating: Recommended for serious work only!

I have to keep track of who is what in the ST Club of El Paso. This is a pretty easy job, as long as I have a big, old list of when everyone paid their dues. Mind you, most of the members of our club readily pay the renewal dues to the club, but some of them have to be reminded. So, out comes the big, long list.

Now, Paul Stampfli has seen my office, and he will tell you that finding *anything* in my office is nothing short of a miracle. So, usually, by the time I have to check the monthly list, I have lost it. So, I print out *another* list. ARRGGHH! Thank goodness Step Ahead has come out with Tracker/ST.



Entry Screen: TUTORIAL

NAME: Sally Goudreau
SAL: Ms. Goudreau
COMPANY:
ADDRESS 1: 887 International Plaza
ADDRESS 2:
C, S, ZIP: Montreal Quebec K6R 4T1
COUNTRY: CANADA
PHONE: HOME: 514-555-3325 WORK: 514-555-8865 FAX: 514-555-6614
CATEGORY: FREEBIE RANK: 0 DATE: 6/4/92 ID #: 736GOU
NOTES: A sample of a foreign address. Postal code accepts letters.
SOURCE: REPLY TO AD
LONG NOTES: N

Tracker/ST is a mailing list/ mail merge/tracking program all bundled into one nice little package. Tracker is a nice database that can be used by any club, church or organization to keep monthly track of your members.

Suppose your club now has 250 members. Well, how will you know who has to pay dues this month? How would you know which persons can volunteer for demos? Suppose you wanted to be able to tell which persons were experts in a particular field, such as databases or public domain. How would you do it?

Well, Tracker can help you in all these areas.

Entry Screen

The entry screen is the main area where you enter data. The entries can be by their own defaults or you can set the type of data any way you desire. You can enter all the data yourself or you can easily set the program to import ASCII files.

Like any other database, you can list the data by any field: First Name, Last Name, ZIP Code, etc. All of the fields can be sorted, and for each entry, you can add personal notes. Suppose I wanted to say that club member Joe Smith has bad breath. Well, I can put that in the "personal notes" area of his entry.

All the entries can be updated at any time, with just a keyclick or two, and Tracker/ST has built-in RAM disk support to help speed up your session. There is also a powerful "Source Update" that lets you change all the info in all entries.

Suppose all your members moved to Canada. Well, instead of going through each entry and changing the country, you can just tell the program to change all the entries in "Country" to Canada. Swift and nasty. I like that in a program.

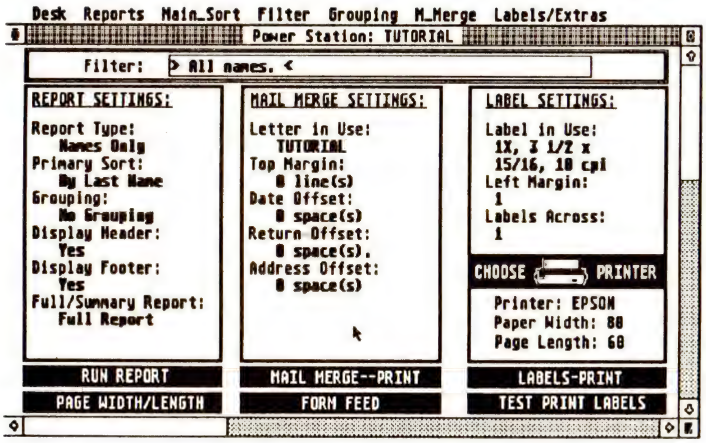
Countdown is the feature I like best. It keep track of all your members' subscriptions or when their dues are due.

Power Station

The Power Station is the area where you can print out Tracker reports, mail merges, labels, and it also contains a section to remove a batch of names with a single command.

What type of reports are available in Tracker? Well, suppose you wanted to know how many of your members lived in the state of New Mexico. Well, all you would have to do is tell Tracker you wanted a report of that, and out pops a list of all your New Mexico members.

You can also print out by last name (i.e., members whose last



Filter: > All names. <

REPORT SETTINGS:
Report Type: Names Only
Primary Sort: By Last Name
Grouping: No Grouping
Display Header: Yes
Display Footer: Yes
Full/Summary Report: Full Report

MAIL MERGE SETTINGS:
Letter in Use: TUTORIAL
Top Margin: 0 line(s)
Date Offset: 0 space(s)
Return Offset: 0 space(s).
Address Offset: 0 space(s)

LABEL SETTINGS:
Label in Use: 1X, 3 1/2 x 15/16, 10 cpi
Left Margin: 1
Labels Across: 1

Printer: EPSON
Paper Width: 80
Page Length: 60

name begin with "N") or ZIP Code, or any type of field entry. Very convenient.

You may also group your data. Suppose you wanted to group all the members of your club that live out of state—the grouping menu in the Power Station area lets you do that.

The mail merge section of the Power Station area lets you create and edit templates, import templates from other text editors, select templates to merge, rename templates and set various printers for your mail merge printings.

You can create *any* type of label you wish with Tracker. Most printers are also supported, including laser printers.

Finally, the last major part of Tracker is the Quick Letter.

You know, sometimes getting people to pay their dues is like pulling teeth. Quick Letter allows you to send a single letter to any one particular user. Joe won't pay his dues? Send him a Quick Letter.

The letter you want can be previously written...type in his name, and the letter pops out, all personalized and ready to be sent. A nice feature is that you can edit the letter being sent out without disturbing the template the letter came from. Tracker will also import ASCII text files for mail merging.

You can import files from DataManager ST, Zoomracks II and basically any database that can Export ASCII. With a little work, you can directly use Superbase data files in Tracker/ST.

Summing Up

The manual for Tracker/ST is no easy pickings. Prepare to sit down and really spend a couple of hard hours learning the program. Fortunately, there is a nice tutorial to walk idiots like me through the program. Remember: Tracker/ST is a program written for people who are serious about keeping track of members, subscribers, etc.

Just as WordPerfect is for serious word processing, Tracker/ST is for serious data management and not for the faint of heart. But, if you are serious about this type of material, Tracker is for you.

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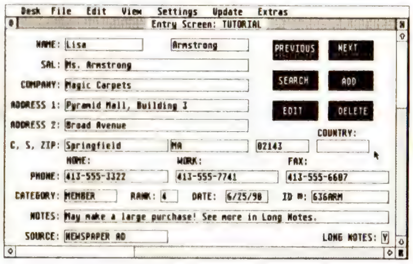
--B.G., Texas



NAME: Lisa Armstrong
SAL: Ms. Armstrong
COMPANY: Magic Carpets
ADDRESS 1: Pyramid Mall, Building 3
ADDRESS 2: Broad Avenue
C, S, ZIP: Springfield MA 02143
COUNTRY:
PHONE: HOME: 413-555-3322 WORK: 413-555-7741 FAX: 413-555-6607
CATEGORY: MEMBER RANK: 4 DATE: 6/25/90 ID #: 636ARM
NOTES: May make a large purchase! See more in Long Notes.
SOURCE: NEWSPAPER AD
LONG NOTES: Y

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Nightmare On Lawrence St, Part 2

'Invasion of the Monster Drive'

Gregg Anderson (RACE)

In Part 1 of Nightmare on Lawrence St., I related the joys of having a hard disk crash and the importance of having a current hard disk backup (which, needless to say, I didn't have).

I learned that lesson the hard way, but that wasn't the only lesson brought to my attention that day. I was also forced to admit that I needed a larger drive, that 40 megs just wasn't cutting it anymore. What, 40 meg not enough!?! If I'd heard myself saying that a year ago I'd have had myself committed! But it was true...with the DTP & Easy Draw work I do (not to mention the word processing), my data and graphics files were getting way out of hand.

What were my options? I could get one of Atari's new Megafile 60 drives, but I wanted something larger than that this time, at least 80 megs. How about an ICD FAST drive or a Supra? All outstanding units, but I was thinking of something else. Something to simplify doing backups as well as giving me more storage room.

The problem was the backups. Currently there are only four ways of backing up an ST hard disk—with floppies, DVT VCR backup system, ICD's streaming tape backup or the new removable cartridge drives.

Forget about floppy backups, nobody can afford the kind of time it takes to backup 80 megs of data to floppies. The VCR backup looked interesting, being affordable and far faster than the floppies. Sadly, this unit's received mixed reviews and restoring data from it is said to be somewhat slow.

ICD's tape backup looked *very* good, being both fast and efficient. In fact, it's probably the best overall backup system currently available for the ST. Only two things kept me from buying one—its cost (over $700) and the fact that it's strictly a backup device. Strictly a backup device? Isn't that what I wanted? Yes, but there's something new out now—the removable cartridge drive.

The Removable Hard Drive

The SyQuest SQ555 is a 44-megabyte RLL, removable cartridge drive that works with any hard disk-compatible computer system. It's fast, reasonably quiet (its sound is unique), and just about foolproof. Best of all, it can be used as a boot disk, data disk or backup disk. In short, it can do anything a fixed hard disk can do *and* handle high speed backups for long term data storage.

Another advantage to the SyQuest is that you can have cartridges dedicated to Mac, IBM or ST use. Plan on working with your Spectre GCR today? Just install your Spectre cartridge and don't worry about it. IBM? Plug in your MS-DOS formatted cartridge and go to town. Each can offer 44 meg of emulation-specific storage and eliminate the possibility of confusing your emulator partitions with your ST partitions (usually guaranteed to ruin them).

How is it as a backup device? How about a desktop "drag" copy of 22 megabytes from Drive H (Seagate) to Drive D (SyQuest) in just under nine minutes? With that type of speed who needs copy programs?

Are there drawbacks to the SQ 555? Yes, for one thing the drive is far from inexpensive, averaging from $650 to $850. Another is that the current cartridges store only 44 megabytes each and cost anywhere from $95 (mail order) to $140 (retail). In contrast, ICD's backup tapes are in the $35 range and store up to 155 megabytes. Worst of all is cartridge availability that varies according to the manufacture's whims, ranging from plentiful to scarcer than hen's teeth.

Need I bother to say I picked a SyQuest? Anyway, with that out of the way I started looking for the rest of my dream drive. I've tended to be partial to Segate drives in the past and saw no reason to change now.

Since I was starting from scratch, I picked an RLL drive (more storage and faster data transfers). I decided on an embedded SCSI drive to eliminate the need for a separate controller card and picked a Segate ST296N mechanism with 84.9 megabytes of storage (grand total for both is just shy of 130 megabytes of storage).

There are two basic enclosure designs—the monitor design that sits under the monitor like Atari's Megafile or ICD's FAST or the shoebox, an IBM design that sits beside the computer like the older Supra or Astra designs. I'd started out wanting a 'monitor' but settled on a 'shoebox' design for its easier access (to the internal components) and its longer DMA cable. Besides, they were out of 'monitor' enclosures when I ordered <grin>.

While my unit was ordered

from ABCO Computers in Florida, similar units are readily available from Carter Graphics, Toad Computers, Tech Specialities, ICD and a host of others. All offer similar performance, so pick your supplier on the basis of price (anywhere from $1200 to $1400), quality and support. I can't emphasize support enough; it can make the difference between success and disaster.

Making the New Drives Work

Hardware-wise there are a few things you'll want to check before using this type of drive. Due to delayed shipments, my unit wasn't preset by ABCO for 'out of the box' use (I knew about this in advance and ok'd it since I wanted to set them myself for this article). As a result, my unit arrived with the drive jumpers still factory configured rather than "ready to use." In other words, everything was messed up.

I opened the unit and went to work on the jumpers and connectors. The first things you need to check are the drive resistor packs (used to terminate the drive daisy chain). You'll need to remove the packs from all but the last drive in your daisy chain...leave the pack on the last drive though. For drive systems with multiple controller boards ignore everything I've said; you're on your own there.

Now look for the SCSI ID jumpers on your drives. These are 16 small wires set into 2 rows of 8. You'll get a small booklet with your drives that explains where to install the provided jumpers to tell the computer the ID number of the drive in the daisy chain. The main thing is to be sure the jumpers are in *exactly* the right positions, assigning that drive as #1, #2 or whatever in the daisy chain.

Remember, for the ST we want "No Parity" on the drives. Since most drives come from the factory with parity "On," you'll want to remove the jumper from the parity wires if it's present. With all jumpers correctly set, your formatting software should have no problem recognizing the installed drives. If it can't, you need to recheck the jumpers and resistor packs on the drives. Normally this isn't a problem, as most ST units are shipped pre-set for use. Read the booklet that comes with your drives when in doubt. If that doesn't help, it's time to pick up the phone and take advantage of the dealer support I mentioned earlier.

With any hard disk using an ICD Host Adapter, the software of choice has to be ICD's own. ICD's format software is impressive, automatically sensing the specific hard drives installed and providing the optimum format for them. It easily recognized the two drives installed in my system and allowed me to format, optimize and partition each one in turn (only 5-1/2 minutes for 44 megs). By the way, when selecting your disk partitions be sure to checkmark each partition. If you forget to do this the partition will be created but the ST won't recognize it it.

A word of warning here. ICD's default interleave is 1:1. While the SyQuest thrived on 1:1, the Seagate was strangled. Instead of being blindingly fast it bare-

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Listed above are a sampling of the systems available. Prices also reflect various cabinet/power supply configurations (over 60 configurations are available) All Units: Average Access Time: 24ms to 34m. Larger units are available (special order only). All units compatible with Magic Sac, PC-ditto/II and Spectre/GCR.

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ly qualified as a snail with a paltry 57 K/sec data transfer rate. Even worse, I learned that at this setting I was in danger of loosing data with every access.

At ABCO's suggestion, I reformatted it with a 2:1 ratio and the data transfer went up to around 500 K/sec. Basically you need to ignore what you've heard about the ST handling 1:1 interleaves and try interleave settings until you find the ratio that provides *you* with the best performance. This is where ICD's excellent RATEHD program is invaluable.

You'll have to select the drive you want to use as your boot drive. Select that drive as ID #0 and LUN (Logical Unit Number) #0 (ID/LUN 0,0). This is with an embeded SCSI drive or a system with a single controller board, units with secondary controller boards will require additional steps. I picked the SyQuest as ID/LUN 0,0. The Seagate was selected as ID/LUN 0,1 (i.e., second in the daisy chain). Needless to say, how you configure your system is up to you.

ICD's boot software is as impressive as their formatting package, offering a custom cashe to speed disk reading and writing. It even provides the option of write-verifying all disk writes, something no other program offers. Best of all is that it was written with removable cartridges in mind, automatically sensing a cartridge swap and re-reading the directory of the installed cartridge. All in all, I have to admit the current ICD software package is possibly the best I've seen to date. A pity it only works with ICD hardware.

And that's the story thus far. I had a lot of fun (and more than a little frustration) putting this monster together. But I have to report it's performed flawlessly and made me wish I'd made the upgrade years ago. If you're serious about your ST and need expanded storage combined with simplified backups, give this combination the once over. I think you'll come to the same conclusion I did—the SyQuest SQ555 and the standard hard drive of your choice make the perfect combination.

[Be sure to watch for the final sequel of this exciting trilogy, 'The Beast Reborn', coming soon to a theatre near you.... Would you believe a newsletter? How about scrawled on a local bathroom wall?

Companies mentioned in the article:

ABCO Computers: PO Box 6672, Jacksonville, FL 32236, (800)-562-4037

Carter Graphics: 3006 North Main St, Logan, Utah 84321,(801)-752-2500

ICD: 1220 Rock St, Rockford IL, 61101, (815) 968-2228

Tech Specialities: 909 Crosstimbers, Houston, TX 77022, (713)-691-4527

Toad Computers: 556 Baltimore Annapolis Blvd, Severna Park MD 21146, (601)-544-6943

Seagate: 920 Disk Drive, Scotts Valley, CA 95066, (800)-468-3475

Supra: 1133 Commercial Way, Albany, OR 97321 (503)-967-9075

SyQuest: 47923 Warm Springs Blvd, Fremont, CA 94539, (415)-490-7511]

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Screen Drawing Program
Part II

Ed Smith (SPACE)

In the first version of this program (see the May '90 issue of AIM), the right mouse button was used to exit the program. In this version, a box is created and labelled "Quit." Clicking on this box will cause the program to return to the desktop.

Let's talk in general about boxes. A typical box contains text that informs the user what can be achieved by pointing and clicking on the box. In this program, we have defined four boxes to Quit, Save a file, Load a file, and ClrS (clear the screen). Abbreviations have been used to keep the box size to four letters.

After clicking, the box is highlighted (inverse video) and this is set by an IF instruction that checks mouse xy coordinates against those of the box in question. Then the desired function is performed. This pointing and clicking ability is one of the niceties of GEM.

Each box is the same size (4 letters wide), therefore we can use only one string definition for all boxes. The box string is defined using the GFA Get instruction as follows:

`Get 0,0,w4%,h4%,x4$`

This is a box defined in the upper left corner at coordinates 0,0 with a width of w4% and a height of h4%, and this screen information is placed into string X4$. In addition, the string must be filled with binary ones to permit inverse video to occur when using the Put instruction.

These ones are accomplished by the following:

`Mid$(X4$,7)=String$(len(x4$),255)`

The student of binary numbers knows that 255 is binary 11111111. The Put instruction is then used to put this same string on any of the four boxes, since we made them all the same. A typical Put is:

`Put Xq,Yq,X4$,6`

The Xq and Yq are the upper left coordinates of the Quit box, X4$ is the string with all the ones and 6 means the Put action will "exclusive or" the data on the screen to produce inverse video.

The Save operation is done by executing a Binary Save on the portion of the screen below the color boxes. Remember, each color box represents one of sixteen color registers in low resolution mode.

The user clicks on the color box, and the plotted color is derived from that box. It is similar to an artist dipping his brush into the desired color on his palette. The Binary Save operation uses an offset of 4950 bytes into the 32000 available for screen RAM, to save only the picture material developed by the artist.

The Load option also uses a binary load into the lower portion of the screen RAM. The ClrS (Clear screen) option clears the entire screen and then replots the 16 color boxes and reestablishes the four functional boxes for Load, Save, Quit and ClrS.

[Ed Note: We've included the source code and runnable versions of DRAW2.PRG on the September AIM Disk of the Month.]

```
' Drawing program using mouse and mouse buttons
' by E.C. Smith 7-23-1989 for S.P.A.C.E ST SIG
Dim X%(16) !Holds color box x coordinates
Offset%=4950  !Draw on lower portion of screen
W4%=36         ! width  of a 4 letter box
H4%=10         ! height "  " "   "     "
Xq%=0          ! location of
Yq%=0          ! quit box
Xclr%=0        ! location
Yclr%=11       ! clear screen box
Xsave%=W4%+4   ! location of
Ysave%=0       ! save box
Xload%=W4%+4   ! location of
Yload%=11      ! load box
Get 0,0,W4%,H4%,X4$  ! Size of 4 letter box
Mid$(X4$,7)=String$(Len(X4$),255) ! Fill X4$ with
binary ones
W%=10  ! width of color box
H%=10  ! height of color box
D%=8   ! distance between boxes
X1%=19 ! leftmost color box position
Y1%=22 ! distance from top of screen
@Plot_upper_screen
Do   ! DO loop to look for mouse button press
Inc I%    !  increment to next color box
  If I%>15  !  Only 16 boxes possible (0 to 15)
    I%=0
  Endif
  Xa%=X%(I%)     ! Get X location of color box i%
  K%=Mousek      ! Look for press of mouse button
  X%=Mousex      ! Get location of
  Y%=Mousey      ! mouse on screen
  If X%>Xa% And X%<Xa%+W% And Y%<Y1%+H% And Y%>Y1%
And K%=1
    C%=Point(X%,Y%) ! Color box entered, get value
  Endif
  If X%>Xq% And X%<Xq%+W4% And Y%<Yq%+H4% And
Y%>Yq% And K%=1
    Done!=True   ! quit box entered, we are done!
    Put Xq%,Yq%,X4$,6
  Endif
  If X%>Xsave% And X%<Xsave%+W4% And Y%<Ysave%+H4%
And Y%>Ysave% And K%=1
    Put Xsave%,Ysave%,X4$,6 ! Save box entered
    @Get_default_drive
    @Get_filename
    If Not Cancel!
      Print At(21,2);"Saving file "
      Bsave File$,Xbios(2)+Offset%,32000-Offset%
    Endif
    Put Xsave%,Ysave%,X4$,6
    Print At(21,2);"           " ! 11 spaces
  Endif
  If X%>Xload% And X%<Xload%+W4% And Y%<Yload%+H4%
And Y%>Yload% And K%=1
    Put Xload%,Yload%,X4$,6 ! Load box entered
    @Get_default_drive
    @Get_filename
    If (Not Cancel!) And (Exist(File$))
      Print At(21,2);"Loading File"
      Bload File$,Xbios(2)+Offset%
    Endif
    Put Xload%,Yload%,X4$,6
    Print At(21,2);"             " ! 13 spaces
  Endif
  If X%>Xclr% And X%<Xclr%+W4% And Y%<Yclr%+H4%
And Y%>Yclr% And K%=1
    Put Xclr%,Yclr%,X4$,6 !ClrS box entered
    Cls
    @Plot_upper_screen
    Print At(21,2);"             " ! 13 spaces
  Endif
  If K%=1 And Y%>Y1%+H%
    Color C%   ! Plot color by pressing left button
    Plot X%,Y% ! at location X%,Y%
  Endif
  Exit If Done!  ! Exit by clicking on exit box
Loop
End
Procedure Get_filename
  Cancel!=False
  Fs$=Drv$+"\*.pix"
  Repeat
    Fileselect Fs$,B$,File$
  Until File$<>Drv$+"\"
  If File$=""
    Cancel!=True
  Endif
Return
Procedure Get_default_drive
  Drv$=Chr$(Gemdos(25)+65)+":"
Return
Procedure Plot_upper_screen
  Box Xq%,Yq%,Xq%+W4%,Yq%+H4%   ! Plot quit box
  Text Xq%+2,Yq%+H4%-2,"Quit"   ! Put text in box
  Box Xsave%,Ysave%,Xsave%+W4%,Ysave%+H4% ! Plot
Save box
  Text Xsave%+2,Ysave%+H4%-2,"Save" ! Put text in
  Box Xload%,Yload%,Xload%+W4%,Yload%+H4% ! Plot
load box
  Text Xload%+2,Yload%+H4%-2,"Load"  ! Put text in
  Box Xclr%,Yclr%,Xclr%+W4%,Yclr%+H4% ! Plot ClrS
box
  Text Xclr%+2,Yclr%+H4%-2,"ClrS"  ! Put text in

  For I%=0 To 15  ! This FOR NEXT loop
    X%=X1%+(W%+D%)*I%  ! fills x%() array
    X%(I%)=X%          ! and plots 16 color boxes
    Color I%           ! across the upper
    Deffill I%         ! portion of the screen.
    Pbox X%,Y1%,X%+W%,Y1%+H%
  Next I%
Return
```

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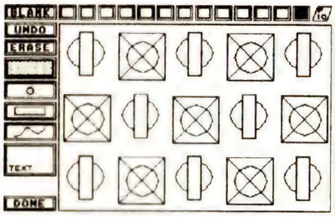

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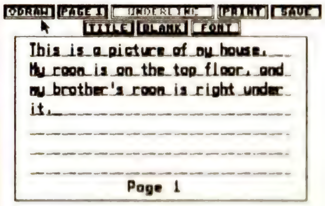

This is a picture of my house. My room is on the top floor, and my brother's room is right under it.

Page 1

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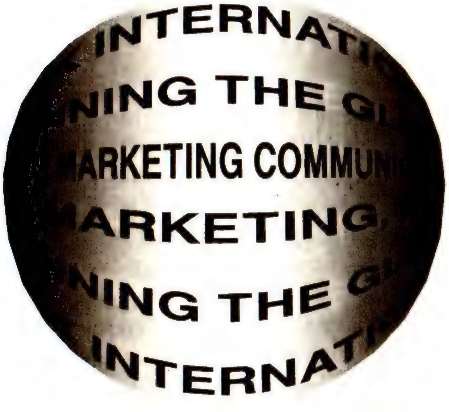

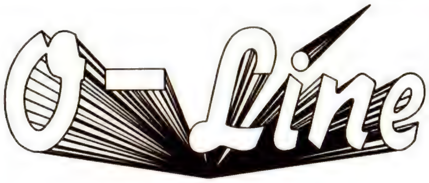

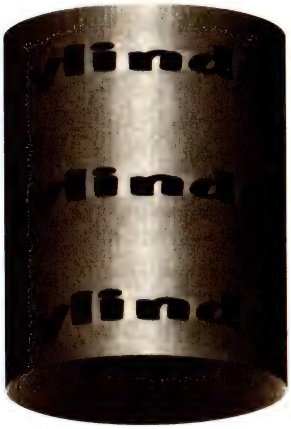

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Pirates—An Alternate Viewpoint

Billy Bob Ray

With an assist from Stormy Knight, working undercover from the Tall Timber BBS.

Opening Words from Tim Holt

The following article was received anonymously at an ST Club meeting. The author(s) dared us to place it in AIM, and we have submitted it. Whether it gets published is beyond our control.

I do know who goes under the handle "Billy Bob Ray" but I will not reveal this person's name. I do think however, that you should notice they do use their "handles" and not their real names, as if they do indeed realize they are breaking the law and don't want to be responsible for their actions.

They DO say that pirating hurts the ST community, and still they do it. Then, they go on to say they actually do good for the computer community by providing this service! I wonder if they go to the local car dealer and steal the cars before they buy them? Or do they eat a Big Mac BEFORE they pay for it? I think not.

But, I will let you be your own judge. Personally, I think the article says much more than the authors intended.

Words from the Author

Mr. Holt,

I address this to you 'cause you're the big cheese at the ST Club. This article was written to try to voice an alternate opinion to a lot of "high and mighty" folks who write a lot of drivel for these magazines. Now let's see if you're as brave as everyone says. It'll be interesting to see if this appears in AIM, or if it ends up in your trash can. Either way, we'll see.

Billy & Stormy

I'm a pirate. I make unauthorized copies of software. I use an Atari computer, but I also use MS-DOS/IBM through PC Ditto, and MAC with the help of our friends over at Gadgets. I pirate it all; without shame or remorse.

I guess I should start off with some definitions, first of all the term "pirate" has been around as long as I can remember. It has come to mean one who makes unauthorized copies of software, never pays for it, and worst case, gives it to as many people as he knows, or puts it up on a BBS for the whole world to have. These are the people that hurt computing by driving away software manufacturers. Pirate, large "P."

That's not what I do, exactly. I am the kind of pirate who makes unauthorized copies of software and tries it out. If it's useful and I use it, I go buy it. (Sounds a lot like "shareware," doesn't it?) This is brought about by the very small number of usable "demos," and the almost non-existance of software stores that will let you actually *test* a program before you buy it.

Most stores will be happy to show you a program, but don't want you on the machine long enough to get a feel for the software; or you buy it, take it home, and find out you have to expand or replace the memory, hard drive, monitor or what-have-you.

Now for a comment on demo versions of software...*keep it coming!!!* Some of these demos are excellent and really give the user a "feel" for how the software works.

On the other hand, some are so crippled you can't tell how they work. I'm not sure if the developers that make extremely crippled versions are afraid they're going to lose something or if they're afraid that, if the public sees how it really runs, they won't buy it. Complete versions that self destruct or de-activate after a set period of time (10-20 minutes) are my personal favorites.

As for those that don't make demos, well, you are either incredibly stupid or lazy. Either way, your business is probably self-limiting and won't clutter up the shelves for too much longer, anyway. This is what is happening, the shape of the market of today...and tomorrow.

Generally I buy mail-order. It's more impersonal and you run less risk of being "noticed" in your area for having a lot of software. Everyone who has a lot of software is tempted to be a Pirate and is generally accused of being a "Pirate." Many are pirates, some are Pirates.

Don't kid me, how many of you have been approached by others wanting a copy of...whatever? And how many of you have approached others for a copy of... whatever...because you just couldn't bring yourself to plunk down $129.95 or more without really knowing if and how the darned thing worked?

Now before I get a lot of you pompous "folks" out there having heart attacks, strokes, hangnails, hemorrhoids, mass hysteria and other terrible things, I want to try and explain my position.

I am not rich. I have a computer and it's a good one, but I'm not rich. I don't take unfair advantage, but I am cautious and conservative. That's why I'm a pirate. I never, ever buy a pair of shoes without trying them on, and I would never marry a woman without seeing if, and how, she can "cook." And I am sick and tired of pirates getting a bad name and being given a hard time.

Software manufacturers have a responsibility to the user. They "should" make a quality product that *works* and sell it for a *reasonable* profit. I recognize we all have to eat and live...but not at my expense, you don't.

How many programs do you have that collect dust in the corner? The boxes have wonderful color and graphics, the blurbs on the package still get you excited. But the damn thing doesn't work, might even crash when you try to use it. A lot of hype with no substance, and it cost you $30, $40, $50 or even more.

Let me give you a couple of "for instances": I "got" a game from a friend. It was supposed to be the neatest thing since the pop-top can. It was an absolute piece of junk. No matter how hard I tried, I just couldn't lose. I formatted the disk.

I "came across" a program the other day. It didn't look too exciting, but I got it on a whim. I made an unauthorized copy of it and tried it out. I ran it the first time and it was wonderful. I immediately put it away. (I get scared when I get excited about something...it usually costs me a bunch of money.) I tried it again the next day and it was even better. I bought it the next week when I had a chance to get down to the local dealer.

I told a friend of mine about it, gave him an unauthorized copy, and he bought it the next day. There isn't a chance in hell he would have ever noticed it, let alone bought it, if he hadn't heard about it from a friend and had a chance to try it out.

So let's examine what we have learned from this little drill. Company "A" failed to rip me off. I tell my friends it's a piece of junk. I don't know how much money my mouth is costing them, but I hope it's a lot. Company "B" sold two copies of its software. Not an earth-shaking event, but it's two more copies than would have been sold had it not been for the pirates. How many sales have been lost due to Pirates, I don't know, but I know two sales were made because of pirates. (Notice the "p's.")

So what am I trying to say? I know Piracy hurts the market—the smaller the market (like the ST), the bigger the hurt. But I also know that, used correctly, piracy helps the market. Maybe not as much as Piracy hurts, but it does help. Hey, I'm not saying it's right, it's just another viewpoint.

By the way, I'll send this to one of the local ST club officers, just to drive the whole crowd crazy. Should be interesting to see who they blame for this one...

Piracy in Pennsylvania

John Hileman (SPACE)

By now, I guess most of you have heard about the shame of Pittsburgh. For those of you who haven't, the recent Pittsburgh Atari Show sponsored by PACE was tainted by blatant piracy on the part of at least some attendees.

Allegations have centered around members of a rival Pittsburgh group called the Atari Elite (by the way, it's my understanding that this group is not registered with Atari).

Various reports have indicated that apparently this group is engaged in so-called software rental among the members. Well, in these days of the Blitz cable, copy protection is easily overcome. So in this writer's book, rental appears to equal stealing.

One of the sad parts of this is that at least one writer has reported the unfortunate events in Pittsburgh have cast an unwelcome shadow on other Atari Users Groups in Pennsylvania, including SPACE.

I don't agree. I have never heard a bad word about any of the other Atari Groups in this state including PACE, the Spectrum group from Erie or, ABE's Aces. I don't think any of those groups or SPACE has a stigma to overcome as a result of that show. To my knowledge, eight SPACE members attended the show and together spent over $1,600 on hardware and software.

A number of writers have mentioned someone returned some software to Michtron for a refund, reportedly because he could get it from a friend. Just in case there has been some misunderstanding, one of our members purchased a copy of Michtron's Canvas program for $40.00 and, after discovering from a fellow SPACE member that a competing vendor, Joppa, had the same program for $19.00 less, returned it to the Michtron booth for a refund.

Piracy is a problem that is not just in the Atari world. However, because of our relatively small user base, it's important that Atari owners throughout the world do their part by not "borrowing" software and by buying the programs we use, paying Shareware fees and, in general, being honest people.

It's my hope that I speak for all of our members in this: I'm proud of the statement published every month in or local newsletter, SPACE Probes: "Piracy will not be tolerated at any SPACE meeting or SPACE related activities."

Wordflair

Gary Klugman (SVACE)

I discovered the wonders of word processing in 1983 on my Atari 800XL. With the AtariWriter cartridge and my 1027 printer, I could proof my writing for content, spelling and punctuation.

I remember bringing my first "word processed" document into the office, because I was so amazed by the power of this new tool. The advent of the spelling checker made my life much easier and increased the life of my now well-worn dictionary.

Browsing over my software library now, I have at least 16 different word processors for the Atari 8-bit, or, but there always seemed to be a new operating system or new features I thought I needed.

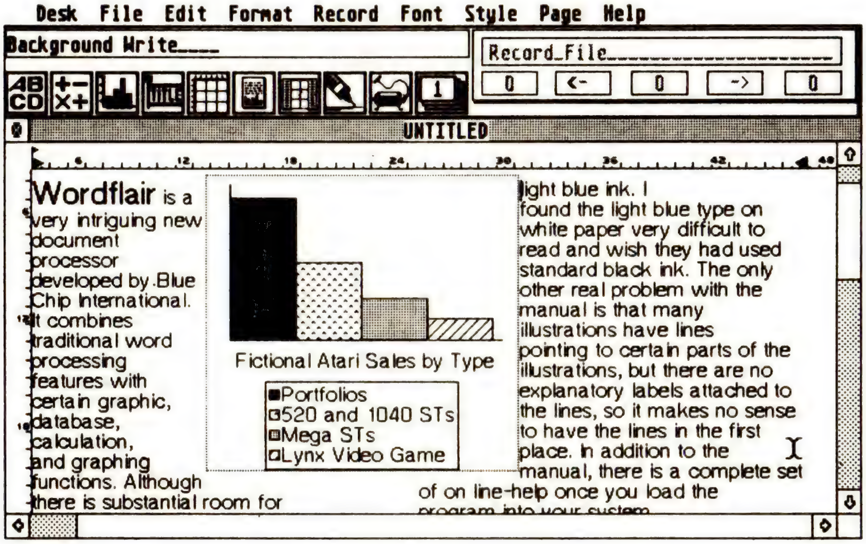
We've had word processors and desktop publishers for years, and now we have something inbetween...the document processor.

Actually this is a direction the high-end (expensive) word processors have been heading toward for some time. The document processor allows you to include graphics in your text. It doesn't have all the features of a desktop publishing package, but it has much more than the traditional word processor.

Wordflair's Features

Wordflair is just such a processor. It comes with a professional manual, Atari's GDOS documentation and 3 disks. One disk contains the Wordflair programs. The other two disks have Atari's GDOS, a modified version of CodeHead's G+Plus and printer drivers.

It seems the more features a program has, the longer it takes to master. Wordflair is full of features, and so it isn't unfair to say there is a long learning curve. Not that it can't be used simply as a plain word processor, but that would be like using your RV to commute to work. Your RV would do the job but would be overkill.



Wordflair is a very intriguing new document processor developed by Blue Chip International. It combines traditional word processing features with certain graphic, database, calculation, and graphing functions. Although there is substantial room for

light blue ink. I found the light blue type on white paper very difficult to read and wish they had used standard black ink. The only other real problem with the manual is that many illustrations have lines pointing to certain parts of the illustrations, but there are no explanatory labels attached to the lines, so it makes no sense to have the lines in the first place. In addition to the manual, there is a complete set of on line-help once you load the program into your system

The program uses the familiar GEM interface and also uses icons you can click on for special purposes. These icons give you access to special features like creating a specific kind of "region" (more about that later). You can also produce a grid on your screen so you can easily line things up. Particularly nice is the Preview icon so you can see what the document will look like, and a Vacuum icon that will remove an entire region.

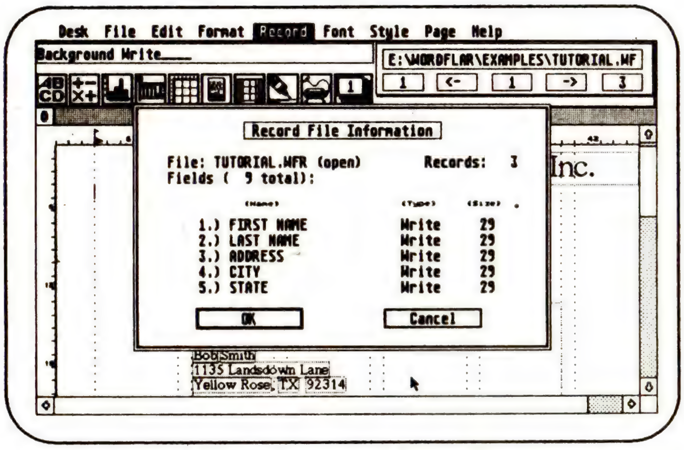
Working with Text

The text processor works smoothly and has a lot of keyboard equivalents that will speed up things for the experienced user. Screen changes like reformating or previewing are fast. A drop-down help menu is on the right of the screen. The display is fine on a color monitor, but better on a monochrome. I saw Wordflair on a Moniterm monitor and it was outstanding.

Notably missing is a dictionary and thesaurus. The people at Goldleaf Publishing have heard this before and have a dictionary high on their update list. They plan on making their updates reasonably priced.

Final Products

It was nice to see the text appear on the screen the way it will be printed. If you want italics or underlining, you see them. You can see the different fonts and letter sizes. When you change some-


Desk File Edit Format Record Font Style Page Help
Background Write
E:\WORDFLAR\EXAMPLES\TUTORIAL.WF
1 <- 1 -> 3
Inc.

```
Record File Information

File: TUTORIAL.WFR (open)        Records:   3
Fields (  5 total):

           (Name)                (Type)   (Size)

      1.) FIRST NAME             Write     29
      2.) LAST NAME              Write     29
      3.) ADDRESS                Write     29
      4.) CITY                   Write     29
      5.) STATE                  Write     29

      OK                         Cancel
```

Bob Smith
1135 Landsdowm Lane
Yellow Rose, TX 92314

thing, everything reformats. Naturally, you can mix print styles and sizes.

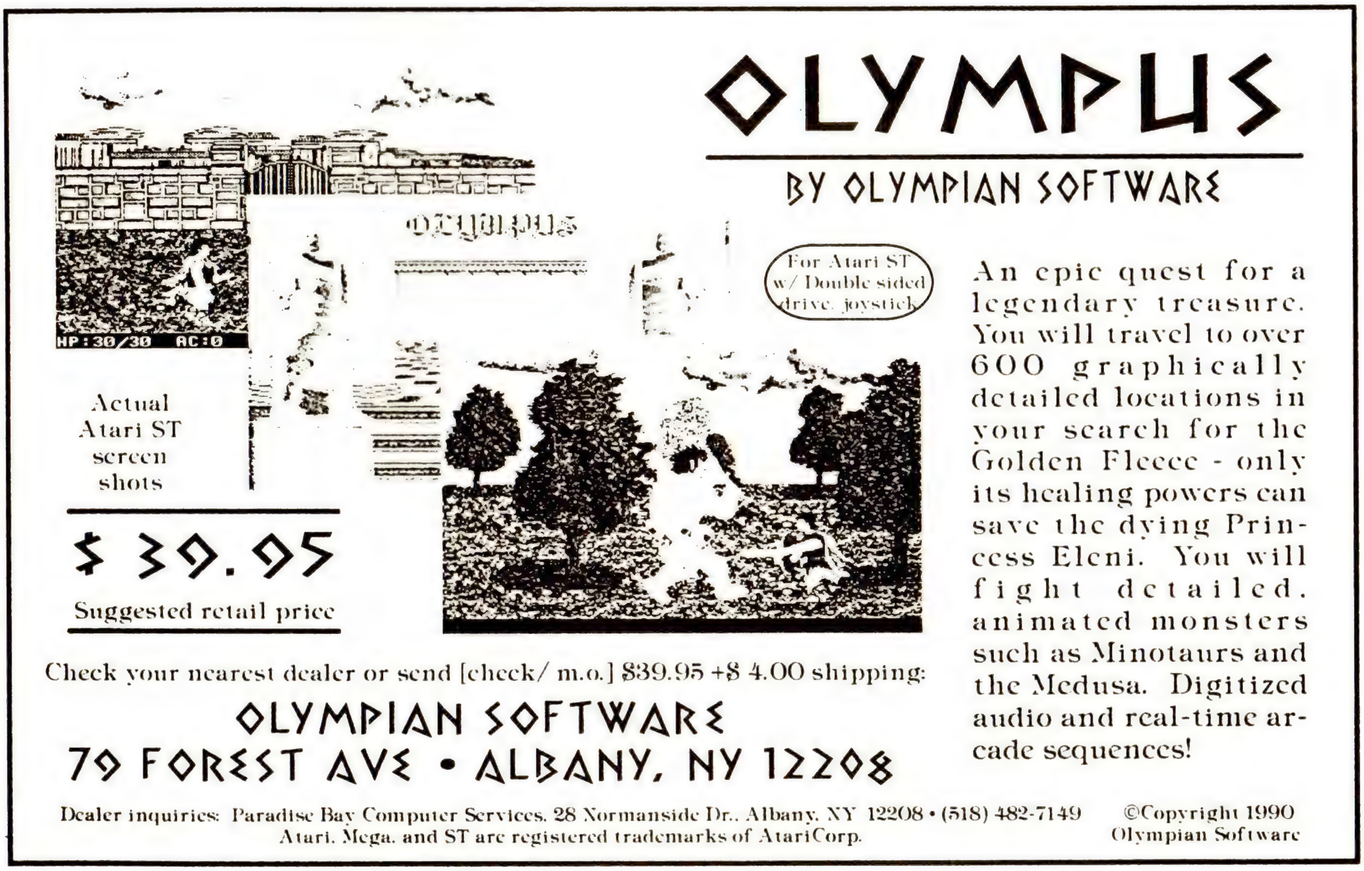
As mentioned earlier, Wordflair allows you to create "regions" in your document. An example of a region is an area in which you want to place a graph. You can change the size of the region and the text will automatically reformat around it.

You can create a "Calc Region" that will perform calculations. As you change information within the Calc Region, the calculations are performed for you automatically like a spreadsheet. The results of the calculations are automatically displayed. You can also create "Graph Regions." These graph regions can be bar, line or pie graphs. The graph regions can also can display image files. The Calc Region can be linked to a Graph Region...as the calculations change, so does the graph.

The loose-leaf manual is well-written and contains three tutorials to help you learn the program. The basic tutorial teaches the user basic word processing tasks. The intermediate tutorial goes into more detail in the usage of regions, and the advanced tutorial demonstrates merging the database portion of Wordflair with the document portion. Each level shows more of the program's depth and, at least to some extent, expects that you understand and have completed the previous tutorial.

Printer drivers and fonts are supplied for the SMM804 printer, the NB 24-pin printers, and the FX-80 (Epson and 9-pin printers). If you have Atari's SLM804 laser printer, you should have the GDOS printer driver and fonts already. I was able to get it working with my old trusty Star SG-10.

Wordflair is unparalleled in the Atari world for its ability to perform calculations, create graphs and import graphics into your text. If you want to create forms, form letters, proposals, technical documents and/or newsletters, this program is what you are looking for. Relative to comparable Macintosh or MS-DOS programs, it is a bargain.



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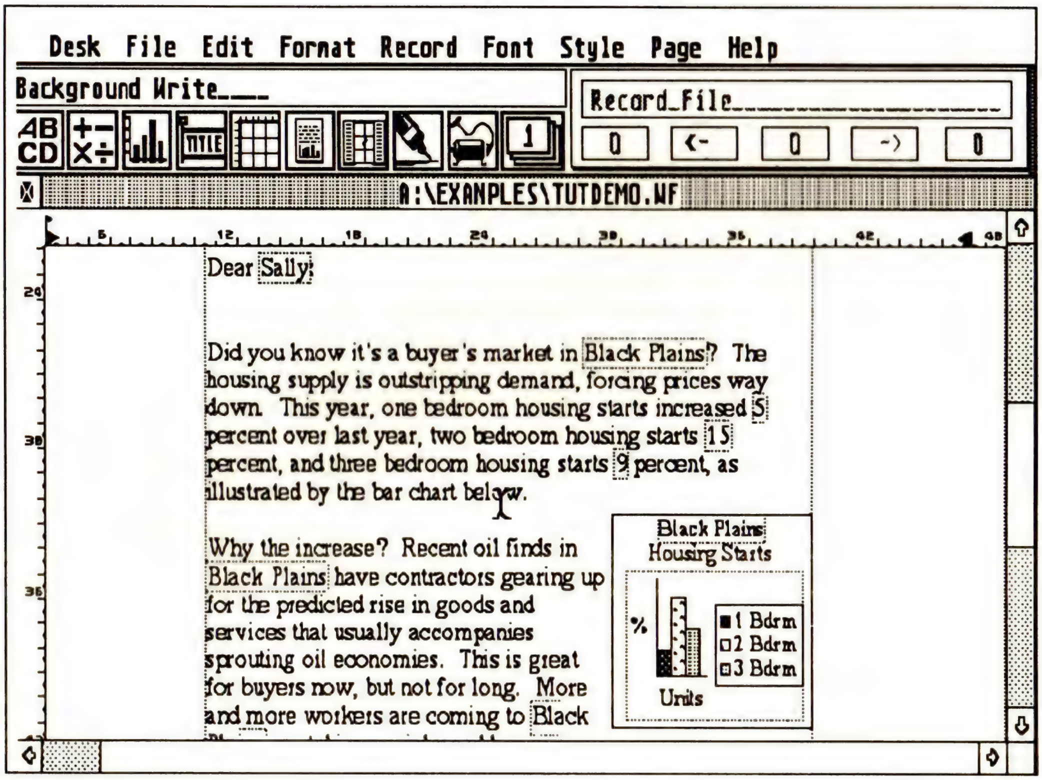
Wordflair!



Dear Sally:

Did you know it's a buyer's market in Black Plains? The housing supply is outstripping demand, forcing prices way down. This year, one bedroom housing starts increased 5 percent over last year, two bedroom housing starts 15 percent, and three bedroom housing starts 9 percent, as illustrated by the bar chart below.

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How A SysOp Retires

or 50 Ways Change Your Lifestyle

Doc (BACE)

I am the proud new owner of a BBS. The transfer of ownership, including tax, tag and title, was relatively painless. I got the whole thing, hard drive and all, from an estate liquidator. The salesman said something about the former owner no longer needing it, since he is not near a phone. That comment struck me as odd, but I bought it anyway.

Bringing the Baby Home

I got it home, set it up, and turned it on. The faint green glow from the screen gave an eerie light in the room, and for a moment I thought I saw someone else...a real skinny guy that looked like... Naaah...couldn't be.

Anyway, I knew I got a real deal. The whole thing was set up and ready to go. The hard drive whirred to life, loading in amazing speed overlays, menus, etc. and the modem clicked into auto-answer. I was ready to go!

Another Phone Line?

Hmmm... maybe I ought to get another line for the BBS. A call to the phone company revealed a $200 deposit, $40 hookup fee, about $30 per month for service, and a "small charge for installing a jack for the second line."

Fast addition showed me the cost would be hundreds of dollars per year, with hundreds up front. HA! Not me! I went to a local office supply shop and bought me an auto-switch.

"These gadgets will save you a lot of money," the salesman said. "What you do is hook it up to yer phone line, and when someone calls, they just press 1 for the fax or modem, otherwise, you'll get the call."

"How much?" I asked.

"One hundred nine dollars, plus tax," he replied.

"Sold!" I said, and took it home. I plugged it in. Hmm. The manual says it needs to be programmed. I wonder how long it would hold the programming if the power went out. I programmed it, then gave it the flick test. Wipe out. Hmm.

Continuous Power

Well, I guess I'll just get an Uninterruptible Power Supply (UPS). Flipping through the mags, I find one for $199. Calling the number, I order it overnight air, and give them my card number.

The next day, the delivery man puts it in my hand. Hands. I drop to my knees. This sucker is *heavy!* Must be all the batteries. I pull the packing list and see the overnight shipping for 54 pounds came to $68.50. *Ouch!*

Oh well, it was worth it. Plug it in, works great. No more crashes. Even if power fails, my BBS will be up and running. I am fully protected against visits by Dr. Strangevolts.

Now for a New Modem

I stare for a moment at my trusty 1200 baud modem, and decide to run down to the local dealer and purchase a 2400. $169 plus tax. I look at my ever-thinning wallet. I keep telling myself about the community service I will provide. Take it home, plug it in.

Now for the callers. I post my number all over town, in mags, other BBS systems, etc., giving instructions on how to access the system with my auto-switch. It doesn't take long for the calls to come in. The phone rings. I pick it up.

"Hello?"

Carrier tone.

"You didn't dial 1!" I yell. The carrier hangs up. The phone rings.

"Hello?"

Carrier tone.

"You need to dial 1 to get on the BBS!" I yell. The carrier hangs up.

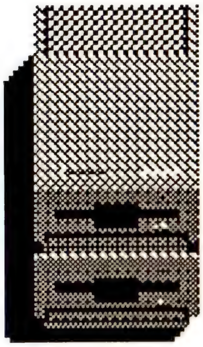
After six more calls, I decide not to answer the phone. But the calls continue. Every 30 seconds, the phone rings. All afternoon. Then all night. It finally stops. I really feel rattled. Didn't they read the instructions I posted?

The Ghost of Gomer Pyle

The calls continue, and eventually, over a few weeks, the users get better at getting on the system. There are still calls at 3 am, and I try to ignore them. I stare at the ceiling. 3:01 am. The phone rings again. I feel like someone is in the room, staring at me, grinning. He looks like...like...Gomer!

Next issue: Watch the BBS Grow or How to Find Out If Technical Support is an Oxymoron.

IN YOUR DRIVE #30



Good ol' Chet (ACC.D)

Here's hoping I get this done. For those of you who were wondering, I've been gone to Leadership School for the Air Force for a month and have been spending the time since getting caught up on the work which awaited me upon return.

It was sort of a nice vacation from the usual, but it left me tired and determined that I was making the right decision to resign the emperorship of ACC.D and the scribedom of the STIG. I've new duties at home, on the job, with this and other magazines and at the Church, so some things just have to go.

Either that, or the 48-hour day has to be invented and I should be genetically engineered to go without sleep.

During this time, some software accumulated. I tried to test drive them all before the Dreaded School hit, but time just ran out on me. Let's look under the accumulated stack and see what happened.

Stalking the Wild Telephone Lines

With the 800/XL/XE computers, we had a couple of nearly perfect terminal programs: Express and AModem 7.4. I've been looking for something as good for the ST for some time, and I may have finally found one which comes close.

STalker 2.0 includes most of the power and ease of use I need, has a manual which is darned serviceable and adds an extra feature called STeno which makes it a pretty package indeed.

First things first: Yes it does use GEM, and you have the choice of keyboard entries for anything you could use your mouse for. This is an option not all programs give attention to and is a feature which can more than double the number of users who will feel comfortable. *(Other programmers take note!)* Even though I prefer GEM, during a particularly long session I can remember keyboard combinations and will speedily use them.

All good AIM readers probably know what a modem is, and that you need a good program to make that modem work. The SX212 is a good modem in search of a good program; it has features many of the PD or shareware programs either ignore or make complicated.

STalker/STeno

When you first find the popup menu for STalker (click the left mouse button anywhere inside the terminal window), you'll see every feature I could imagine. From Autodialer to Shadow Access, from various upload and download methods, from Copy Window to Show Free Memory (I always need that last command) to Invoke STeno, STalker is so full of options you might feel there is no way to learn all the commands. Have patience. You'll hardly need *all* its power. But you certainly can see the usefulness of being able to pick and choose from a variety of options until you end up with a personalized program.

Let's walk through an average session with STalker. There are *two* ways you might start your session. You can just click on the program and run it...or you can put the STalker/STeno programs on your desktop as accessories.

Since STeno is, essentially, a word processor, you may begin to grasp the advantages of this. Either open your popup menu to click on Autodialer or press Alternate-A.

Whoops! If this is your first session, I really doubt you have the phone numbers you need in this Autodialer Menu. Well, that's easy to fix. Just click on the column you wish to add—whether "Name," "Number," "$$/HR" (a nice feature which will keep track of how much you're spending on a service such as GEnie which charges bucks per hour), "Limit" (where you can set a limit of how much your wife will let you spend per session, at which point STalker will sound a gong and tell your wife you blew it!), and terminal "Settings" for port, terminal, and logon parameters.

Selecting "Settings" will call up another series of boxes so you can set up prompts and responses for logging on (What? You expect *me* to remember my passwords?), modem configurations, or which port you're using.

Which port? Because STalker supports the multi-line DC Port, you can have multiple STalker sessions running at the same time. Call CompuServe in one window and a local BBS in another, simultaneously!

More features in Autodialer permit you to dial a series of numbers ("If Skyline is busy, dial Mycroft..."), deselect if the number is reached or redial and wait a certain amount of time for an answer.

Though only 10 numbers show

in the screen at the time, a slider bar will scan up and down for a total of 20 different numbers. If you need more numbers than that, you have a lot more spare time than I could imagine, or you do this sort of thing for a living...and you work overtime.

OK, we've logged on, and we immediately want to upload something. We could use the popup menu, but let's hurry and just press Alternate-U right now. We'll choose the 1K Xmodem procedure, since it's much quicker. What that means is it grabs a block of 1024 characters and sends it, then goes back to your disk for the next 1024 characters. However, if you have a weak phone connection or if you're calling long distance, you may want to use the smaller 128 character Xmodem. Each time a block is sent, STalker checks to make sure it was received. If not, it grabs that block again. When repeating, larger blocks can take longer.

Let's go over to one of the mail sections of this fictitious BBS we've reached. Hey, someone left a note to us! We can either type out a short reply, or we can call up STeno, that short word processor I spoke of earlier. If you've a decent sized text file, or if you want a *perfectly* formatted reply, a word processor can be handy.

Click open STeno from the top bar (you *did* install it as an accessory, didn't you?). This opens a *new* window with a *new* top bar within it. Type within this window, using most of the word processor options you're used to (and all you'll really need unless you're typing a book or somethin'!): cut, copy, paste, delete, find, change, tabs, word wrap, and different "save" commands.

Now if you're moving the text to the BBS you're still connected to (Keep the STalker window open so you might switch back and see if you're running out of time!), just mark the text and move it to STalker. (Look under the Options menu to do this.)

STeno can even be used as a very nice type-ahead buffer for STalker, a great feature if you're into online conferencing.

STalker now has a number of efficient macros available for it; these are downloadable from GEnie, CompuServe or the AIM BBS (see the indicia at the front of the magazine).

I don't really see how much easier STalker could get, but I'm willing to check it out. Unfortunately, I returned from school to find my desks moved to a room far from the phone jacks. If and when I get a phone jack installed in this cubbyhole, I'll get those macros and tell you about them. (And use STalker again. I'm relying upon my extensive notes from a month back for this review!)

Brevity is the watchword for these integrated programs. They perform quickly, simply, and efficiently. Therefore, I'll say no more or this review will insult STalker/STeno's hard working programmers (take a bow, STrata!) by implying a length and complexity which this fine program wisely avoids.

Space Paranoia

(And a tip o' the hat to anyone who remembers where *that* trivial title came from!)

One of the stranger utilities to arrive for the indestructable (How many times have we been told it's dead?) 8-bit Atari helps you out with most any game. There are more 8-bits out there than even Atari ever really figured out, and most of 'em really were bought for playing games. (Yes, they did miss the boat when they let Nintendo steal that market.) Whether you bought a 400, 800, 800XL, 130XE, 65XE or XEGS, you—like me—usually bought it for a specific game or two. (Mine was Star Raiders. What was yours?)

There are literally thousands upon thousands of games for our Original Atari Computers (OACs?), and most of 'em are arcade. Though I prefer an adventure to an arcade, most of my dislike of arcade games were due to the fact that I had to *start over* too quickly.

CHEAT!

Cheat! from Alpha Systems permits you to change any of 120 different arcade games for either unlimited or nearly-unlimited "lives" to prolong your play...or even *win* some of these. LAST V8 may even be playable now! I've seen unknown levels in Jumpman and Kareteka now, and I might finish Shamus II one of these days!

It works by changing the "lives routine" on your game disk, so it's obvious you should back up your game disk *just in case*. It also means it won't work with cartridges (though they suggest backing up your cartridge...probably with one of Alpha Systems' products) or tapes. Geeee, does anyone remember using tapes?

If you forgot to back up your disk, and you haven't crashed it somehow, you can always use the product's UnCheat! routine to restore your game to its originally unsolvable state. And the (scant!) documentation even gives hints ("Easter Eggs") for four more games that Cheat! itself won't "fix" for you.

Since Cheat! only permits you to cheat with 124 different arcade games, it's due for a sequel sometime soon. Anyone ready for Cheat II?

Did I Go Too Long Again??

And I still haven't talked about KidPainter, an extraordinarily simple but powerful paint program for ST kids; nor have I gotten into this marvelous SSI wargame for the XL/XE. Things do stack up. Wish me luck. If I can just last until the end of 1990, I'll be able to have a little more time once I'm not running ACC.D. Now, who am I gonna find who *will* run it?

Iron Lord

Bill Rayl

Regaining a kingdom isn't all fun and games in Iron Lord, a recent release from Electronic Arts and UBI Soft. In fact, it's fun and games, a bit of politics, skill in archery and battle and more!

The Story

Years ago, when you were still a small child, your father was murdered by his brother, Zolphar the Dark One. With an army of undead, Zolphar attacked and destroyed your ancestral castle. Luckily (or maybe not so luckily!) you were taken to safety by the Captain of the Guard.

Now, after years of training and preparing, it's up to you to go forth into the world, raise an army and defeat your evil uncle and his Army of Chaos. No problem...

It's a Graphic/Text Adventure...

You begin the quest in the ruins of your ancestral castle. Here, you can Load or Save a game or Go To War (more on that later). A "save game" feature is a necessity in Iron Lord...this is not a game you're going to finish in one sitting. I do find it a bit of a pain to return to the castle just to save the game; it would have been much nicer to be able to save from any village.

From the castle, your trusty steed takes you to various villages, a monastery, a wizard's keep, etc. In each place, you learn bits of information and try to recruit men to join your cause.

You start the game as a knight with no reputation, a fact the innkeeper in one of the towns seems to delight in telling you.

Fiefdom Politics

Recruiting men is no easy task. For example, there is a millner who informs you he may be able to raise some men for you if you can convince the innkeeper mentioned above to pay his debt to the millner. The innkeeper, however, is not very impressed by you.

Iron Lord is filled with these types of situations, giving a very realistic feel to the game. Some characters in the game seem willing, to some extent, to help you...if you will help them first. Others are totally uninterested in you or your quest.

In each village, there is at least one or two places of interest for you to visit. In the village closest to your ancestral castle, for example, there is an apothecary shop and an archery tournament is being held just outside the village. In another village, you will discover a gambling house where you can shoot dice for gold or get in on an arm-wrestling tournament.

Threats on Your Life

Each time you leave a village, there is a chance you will be met by an assassin. These guys aren't into conversation, shooting dice or much of anything besides sticking their swords through your chest.

Quick reflexes and a sharp eye are necessities if you're going to survive against an assassin's attack. UBI Soft has built into the game a simulation of "fighter's instinct" by means of flashing icons that point out the best times to attack and the direction from which your opponent will attack.

It's a Wargame...

Once you have gathered what you believe to be enough men to take on the Army of Chaos, you must return to your ancestral castle and "Go To War!" It's a good idea to save the game first, just in case you lose.

In this phase of the game, you're presented with an overview of the battlefield and the troop divisions are shown as small shield icons. Clicking on an individual shield will show statistics like division size and morale. You move your divisions while the computer moves the enemy. When two icons converge on the same location, those two divisions battle it out.

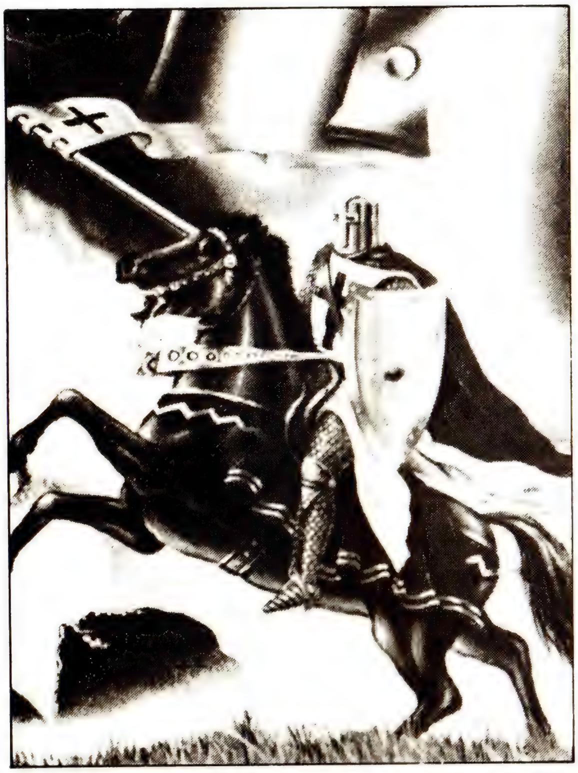
The war is a fight to the finish, with no side taking prisoners. No quarter asked and none given.

Whichever army has men left alive at the end is the winner. If you joined the battle with enough men and positioned them wisely, you should have no problems. If not...it's Grim Reaper time.

It's an Arcade Game...

After all that work, you've defeated the Army of Chaos and you're looking forward to a nice long vacation somewhere in the tropics. But, the life of a hero isn't an easy one, and your task is not yet complete. Forgot about your evil uncle, didn't you?

It seems your uncle has a labrynth filled with creepies and nasties. As the final phase of Iron Lord, you must find your way through this maze, killing your uncle's minions along the way. This phase is reminiscent of arcade games like Gauntlet or Gold of the Realm.



Only after you have successfully completed this task will you get to kick back and enjoy a few seconds of rest before beginning your (hopefully) long and happy rule of the kingdom.

It's a Hit!

Iron Lord is a thoroughly enjoyable game, mixing role-playing, wargaming and arcade action into one package that's sure to please. The game comes on three single-sided disks, is copy protected and makes one rather nasty sound when first booting. After that initial bit of noise, the copy protection scheme doesn't interfere with your gameplay. When booting with Disk 1 in the drive, a message appears on your screen informing you the disk is virus free. The game will run on a stock 520ST color system; joystick required.

The package also contains a nice poster for those of you who wallpaper your computer room with these things—this one will go very well with the Dungeon Master and Bloodwych posters already hanging in mine!

The manual is fairly well written, giving you some hints on how best to deal with the assassins, how the archery tournament is organized, etc. Each of the three phases of Iron Lord are also described. The manual, however, does not tell you how to gain a reputation as a knight, how to solve the problems of the people you meet or how to recruit men to your cause. That is left entirely up to you. The manual lays out the goal of the game; it's up to you to figure out how to achieve that goal.

This game has a little something for everyone, it's challenging without being impossible and frustrating, and the graphics and music are well done. (By the way, the song played in the background is "Gaudete," a traditional old English folksong.)

Iron Lord has personally gained a place on my list of great games...in fact, it's in my Top 10.

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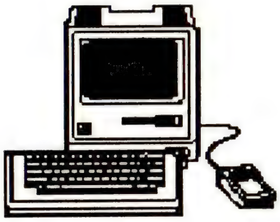
Big Mac Attack...



Tim Holt (El Paso)

Ahh, Spectre GCR, the Mac emulator for the ST. Runs smooth, runs fast and does what it promises. Recently, several members of the ST Club expressed a desire for STE-EP to start supporting Macintosh because of that little box, so I said I would look for some decent PD stuff to place up on STE-EP. Now, I know where to get IBM, ST, even Amiga PD. But where the heck does one get Mac PD when there doesn't seem to be any Mac BBSes in town?

I called my friend Alex, a Mac fanatic. "Alex, I need some Mac PD, what's a BBS I can call?" Alex thought a moment, then said "Call my friend Ken, he's president of the Mac user group in El Paso."

Ok, I called Ken. "Some friends of mine are running Mac stuff on the ST and need PD. Can I get some?" Ken said to me, "Tim, why don't you come down and show us how you run Macintosh on your Amiga." I reply, "Er, Ken, it's an Atari, and I would love to show you."

I then realized the Daniel-in-the-Lion's-Den situation I had put myself into and called Tom at Jenkins'. "Tom, wanna go with me to the Mac meeting and show off the GCR on the Stacy?"

"Sure," Tom said. "How do you install Mac stuff on a hard drive?"

"Beats me, but we have two days to figure it out." Well, to make a long story short, Tom figured out how to make the Stacy a Mac-in-top and off to the meeting we went.

Saturday morning, in the basement of St. Paul's Lutheran Church. Outside temperature: 85 degrees. Temperature in the basement: 120 degrees. The temperature was probably raised a few degrees by the 30 or so Macs running in the room—laptops, old tan ones, even one of those nifty $17,000 color IIxfrs or whatever they call them.

Tom warned me not to trumpet the ST, just to let the Stacy and my 1040 do the talking. We got the machines running and sat back.

A few people came by, I guess we looked out of place, but no one seemed interested in what we were showing. Then, the guy who sat across from us asked what we were doing there. "Showing off a Macintosh Emulator for the Atari ST computer." I think his answer was "hrrumph," but then he started asking questions.

"What does it do?"

"Well, it runs your Mac stuff faster than your Mac, the screen is bigger, and it costs a lot less." He answered with the classic computer comeback "No it doesn't," and he went back to playing his game.

We sat for about 15 more minutes and then Tom had a brilliant idea. He called back to the young Mac user. "We don't know anything about Macs," he lied, "could you come compare this stuff to yours?" The young guy came over and sat at the Stacy. "This is an Atari?" Yep.

And he sat, and he played, and a few people started to come over, and they called out to their friends, and soon everyone at the meeting had come and played Mac-ST. Here are some of the honest to goodness statements from the Mac users:

"Look at how fast the fonts scroll! I have never seen a Mac do that!"

"Excellent" and "Outstanding" were heard often around the Stacy.

Some people, of course, made fun of the Atari. One bimbo asked when Nintendo would come out with a Mac emulator. I smiled and said my machine was as much a Nintendo as hers was an abacus. She walked away.

The comment of the day came when the man who owned a Macintosh Laptop came over. He played with it for a while, and asked Tom questions that were way over my head.Then the bombshell hit. "Why should I buy one of these, when I can get a Mac?"

We replied with a question of our own. "How much does a stripped down, basic, low end, bottom of the barrel Mac laptop cost?"

"Oh, about $4500, how much does this thing cost?" he said, pointing at the Stacy. "Well," Tom said, a wicked grin coming to his lips; he had seen the enemy, and he was ours, "With 1 meg, a DS/DD disk drive, a 20 meg hard drive, *and* the Spectre with Mac ROMs, it will cost right at $2500."

Silence. Jaws dropped. They looked at the Stacy; they looked at Tom. "Well," Mr. Laptop said, "I wished I had known that about 3 months ago, *I would never have bought my laptop. I would have bought the Atari."*

We left, knowing we had at least planted a seed in the minds of the Mac users. I suggest that, if you have a Macintosh user group in your area, you should make plans to show them an alternative to buying a second Mac.

By the way, I never did get the PD disks.

Diverting Screen Directed Text

Robert C. Arp, Jr.

Beginning programmers, especially those attending programming classes, are often required to produce printed program execution results as confirmation of algorithmic design correctness before they have learned to write the necessary printing algorithms.

If students are content with programming on site computers that have been set up by instructors and/or system operators, with that lack of knowledge in mind, then there is no conflict.

Many modern students, however, prefer to complete their assignments on newly acquired personal computers. These students must not only keep up with classroom material, but they must also, without assistance from instructors, find a way to force their personal computers to provide the required hardcopy.

Fortunately, although printer directed program output is introduced rather late in programming courses, the algorithms required for screen directed output are usually presented early.

A utility that simply redirects screen output to the printer resolves the conflict for those choosing to program their own computers. Of course, a utility redirecting screen output to other media can be valuable for other reasons.

For example, one occasionally runs across the odd program which, although powerful in utility, provides no discernible way to get printed output, even though the screen directed output be voluminous—flitting by non-stop.

Sometimes a user may want to view a program's output in a text editor or simply at a more leisurely pace from the desktop. At such times, it is convenient to redirect the output to a disk file.

Furthermore, once a program's textual output has been captured in a disk file, the results of one execution can be compared to that of another using an editor's Compare File function (Tempus II has such a function.); the entire file, or a portion of it, can be inserted into a document; and the file can be edited to produce various text effects.

I have designed an accessory, REDIRECT.ACC, that will permit you to redirect screen directed textual output to the Centronics interface (parallel printer) and/or to a disk file. Output to the screen can be enabled or disabled during redirection.

You can become acquainted with this redirection accessory by executing one of the three demo/tutorials supplied in the file REDIRECT.TOS on the September AIM Disk of the Month. Each is executable from the desktop. Two of the programs are monochrome monitor specific (640 by 400 pixels); the other has been designed for medium resolution color (640 by 200 pixels).

ICON_RED.PRG is one of the high resolution demo/tutorials. The primary difference between it and BUT_RED.PRG is the appearance of the icons. The media icons in ICON_RED are aesthetically pleasing images of a screen, a printer and a disk drive. Those in BUT_RED are memory efficient buttons. MED_RED, the medium resolution tutorial, uses button type icons also.

Each of the demo/tutorials begins with a couple of introductory screens. Exit from these by pressing the Return key. These programs respond quickly, so if you click or return more than once, you'll skip a screen.

Once you're past the introductory screens, you'll see the media redirecting screen. There are five icons on this screen. In addition, there are several blocks of informative text. Note that three of the icons reference media; these are the screen, printer and file icons. Screen directed text can be redirected to any combination of the three media.

Note the Screen icon is shown in reverse video. This indicates screen directed text output is indeed being directed to the screen. The appearance of the Printer and File icons indicates that screen directed text is not being diverted to those media.

If you click on the Printer icon, then the Done icon, another screen will appear. This is the exit screen. You can exit the demo/tutorial by pressing the 'Q' key or by clicking on the Quit button whenever this screen is presented.

If you continue from the exit screen, the media icons will reappear with the redirection status displayed at the top of the screen and by the appearance of the media icons. An icon in reverse video indicates screen directed text is being sent to that medium. The original icon screen can be recalled with a click on the Info icon, followed by a press of the Return key.

Select the File icon to call up file selecting instructions and the file selector. Remember to click on the Done icon after selecting a file to register the redirection choice. If you click on the file selector's Cancel button, you will see yet another screen.

When you come back from the exit screen, you will see the new redirection status at the top of the screen and a "File Open" image. Click on the File icon to close the file. A "Closing File" image will appear briefly to simulate file closure.

Just select the Done button whenever you want to recall the exit screen, from whence you may exit. That's all there is to it. Next month, I'll tell you how to put images (like those I used for the screen, printer and file icons) on the screen using only one system command.

You can order a disk which contains all versions of the demo/tutorials and all versions of the redirection utility from Machine Specific Software, 278-1 San Tomas Aquino Rd, Campbell, CA 95008. Phone number is (408) 370-9039. The price for the disk is $19.95, check or money order. Shipping charge is $2 for US, $3 for Canada and $5 for Europe and Japan. California residents must include 7.25% sales tax. Fully documented source code for all versions of the accessory is available for $50 plus shipping, taxes and your signature on a non-disclosure agreement.

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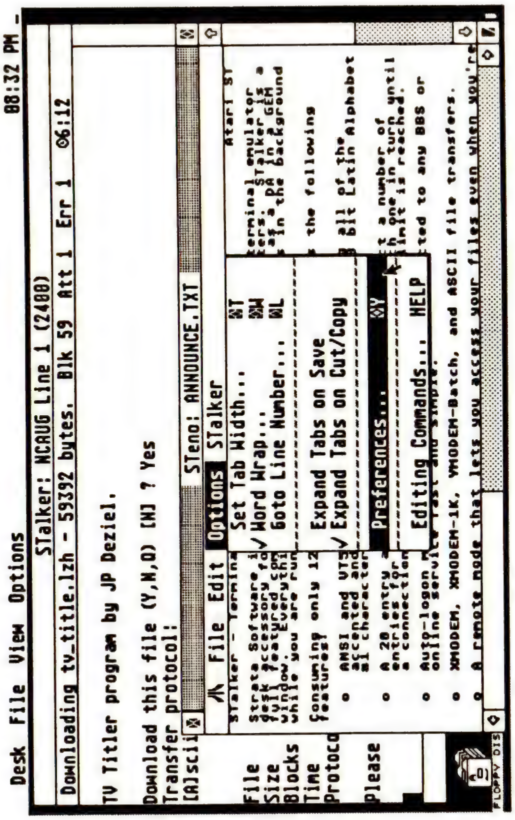

```
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IS THERE A TACTICIAN IN YOU?

8-BIT TURBO

Tim Feenstra (GRASS)

I have covered just about all the wargames I plan to, except two that I will do next month. Right now I thought you might like to hear how 8-bit Atari programs that load different segments from disk at different times can be made to run a whole lot faster. This mod is not limited to wargames; it should work with any multi-load program provided the following conditions are met.

#1. You need to have a RAM disk. The 130XE version will work, but you might not be able to get all the files on it because of the limited space.

#2. The disk you wish to modify must have a standard directory on it, one you can list from DOS 2.5.

#3. Lastly, the program must load and run from the 'L' DOS option. That is Binary Load, if you didn't know.

Start by making a sector copy of the disk, even if the copy does not run. It is easier if the copy runs, but it is not absolutely required. Then, find a sector editor that has a search function. You will use this to modify the disk and to find out where to modify it. I like Disk Wizard II; it will do all the functions you need from the editor.

List out the directory (side two if that is the side the program runs from) and write down all the filenames. You will use this list to figure out which files need to be run from the RAM disk.

And now comes the fun part. Search the entire disk with the editor for the string 'D:'. Even machine language programs have filenames in them, and these are what you are looking for. If the filename following it is one you will be changing, make note of the filename and the sector number it is in.

Once the list of sectors is finished, it is time to make the changes. I do not recommend making any changes to your master disk. It would not take much for you to render it useless, and I don't think the software companies would be very sympathetic.

Load the first sector on the list into the editor. Locate the 'D:' and get the cursor on the ':'. This will show as a 3A in hex. Change this byte to an 8 which is 38 in hex, then change the first letter in the filename to the colon (3A). For example D:ORDERS.CMP would be changed to D8:RDERS.CMP. It is important you do not add characters to the name or shorten it.

Now that the program has been altered to look for its files on D8: instead of D1:, all that remains is to rename those files that have been altered. Boot up DOS 2.5 and rename those files to their new names, with the first letter missing.

Your modifications are now complete, but how do you run this you ask? Easy! Boot DOS 2.5 with the RAM disk. Use the Copy option to copy those files you altered to the RAM disk. Next, use the Binary Load function to run the AUTORUN.SYS file. Once the program gets to your modified files, it should start loading from the RAM disk (which is really memory) and there will be no more waiting for the disk drive light to go out.

Now, I don't want to sound negative here, but I bet your first effort crashes or gives you some sort of error. My first attempt took four tries to get it right, while the second needed only two. Almost all other programs ran right the first time.

There are a few things to look for if your program does not work right. Before you give up, double check that you did not miss any occurrence of the files on the RAM disk. If you missed one, the program will be looking for a file that does not exist anymore. All accesses of the modified files must be changed.

Also check that the files are actually on the RAM disk. If you turned the computer off after putting the files on the RAM disk, they will not be there. Once you start, don't turn your computer off.

The hardest part to understand is deciding which files need to be modified. This is a trial and error learning process, which will get a lot easier if you do several programs of the same type before you try something totally different from your first. This is made more difficult if you have the 130XE, and it seems the program needs almost all of the 707 sector disk side to run. All I can say is try to pick those files that get used the most, and leave some to run from the disk drive.

To give an idea how much this can speed up your programs, remember I talked about Kampfgruppe a few months ago? After modification, the only wait is for the computer doing its orders, perhaps 15-20 seconds per turn. Learning this technique takes time, but it is sure worth it if you are tired of that drive light.

AtariWriter+ Part XI

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well, this month the trees are getting green, the tulips are starting to fade and my lady is home for the summer from college (you remember, the one that had my book and notes).

To review a bit, the part that covers printing <pg 64> while using Mail Merge is short and sweet. Just press the letter "P" and it starts printing your file just as you set it up. It ignores all the printer formats and just keeps on printing until the file ends no matter what kind of printer you have.

Saving and loading files <pg 65> is equally simple and to the point. Hit the old [ESC] key for the menu and then hit the old (or new if you have a new Atari) "S" key for Save File and give your file a name like "PUBLIST." Then drop that little pinky on your right hand on top of the [RETURN] and jam it to the metal.

Editing Mail Merge Text

Enough review...let's suppose you need to update a publisher's address because the clown (they rejected you once) moved. Hit the [E] key for edit and the top of the screen will read PRESS [START] TO UPDATE RECORDS. By now this is no longer a challenge...just another way to thicken the callous material on your fingers, so you nonchalantly depress the [START] button and a new menu appears at the top of the screen.

Now you have three choices (I know...decisions, decisions)—you can look at the previous record, look at the next record or delete the record in front of you. To look back at the last record, push the [SELECT] key. For a peek at the next record, poke the [OPTION] key (get it...peek and poke).

To delete the record in front of you takes some manual dexterity. It requires two fingers doing different things simultaneously. First depress the [CONTROL] key and hold it down. Now take another finger and depress the [D] key. Sorry folks...I don't think you're stupid, but I have a tendency to get silly when I am tired.

To Procede

Anyhow, to get on with changing the address, just arrow down and make the necessary change. Then arrow down to the end and type "Y" when asked "DEFINITIONS COMPLETE." Failure to type that "Y" will cause you to lose the new address, and then you may get rejected by the post office as well for a bad address. Now hit [ESC] for the Main Menu and save the change in your file.

Remember back in AW+ when we merged some short files into a longer, larger file? Well you can do the same thing with Mail Merge <pg 66>.

Let's say you have separate files for all publishers in New York City, Chicago and San Francisco and you wish to do a mass mailing to all of them, stating your displeasure with their lack of literary intelligence for rejecting your great American novel.

First, load the file with all your New York publishers. After all, you must have a file in memory to append something to.

There are three steps in this process. They are:

1. Go to Main Menu and put the heavy finger on "A" for Append File.
2. Your Atari asks for the name of the file you wish to add to the New York file. That would be...let's see...Oh yes, "CHIPUB." You type in the name.
3. The disk drive starts up and the Chicago publishers are added to the New York publishers. To add in the San Francisco file go back to step one and start over.

Soon, all three cities are appended together as one file waiting for you to get busy with your mailing campaign.

And here is a set of three rules having dominion over the success or failure of appending files.

1. Each file must have the same number of fields and each field must be the same length. This means the format for NYPUB, CHIPUB and SFPUB must be the same or it cannot merge these files together.
2. Remember a file can only be 255 records long. If your three files add up to 256 or more, the third file cannot be merged and none of it will load.
3. Never try to merge an AW+ file with a Mail Merge file. I do not know why but I assume you will lose both files.

Well folks, Bunky says that's it until next month. He also says he wants to create his own record format. So that is what we will do next month—create a format better suited to our own needs.

Bye for now.

Atari Bashing: Computer Buyer's Guide

Tim Holt (El Paso)

An Open Letter to Douglas Moore, President, Computer Buyer's Guide

Dear Mr. Moore,

Three months ago, our club began receiving your publication quite unsolicited. I looked in the mailbox, and there it was, attached to a copy of the MEI catalog which I do receive quite often. Frankly, I had never heard of your magazine, until I received what I thought was a complimentary copy.

Since then, the ST Club has received three additional copies of Computer Buyer's Guide, and three bills for it. Please take us off your mailing list. We never asked for this magazine, and we do not want it. I could leave it at that, but let me give you several reasons why we do not wish to subscribe:

1) Your magazine relegates our computer to the level of "Classic Computers." As a matter of fact, if the ST is mentioned, it is in the classic computer section of your rag. Correct me if I am wrong, but isn't a classic computer one that is out of style, out of production or out of touch with the rest of the industry?

I can understand why a Coleco Adam is in this catagory. It was only made for a few months, and there were very few copies sold. It was out of date before it was on the market. But I cannot understand why you placed the Atari ST in this category. I will grant you that it isn't a "Big Star" like Mac or IBM, but there were 40,000 sold last year in the US. How many Coleco Adams were sold?

2) A "classic" is no longer supported. Funny, but I have magazines sitting in front of me this very minute that are full of new software and hardware reviews for the Atari ST. Funny, I don't see anything in your magazine for it.

Where is the support for the ST outside of your publication? Granted, it may not be under your nose, but if you look, it is there.

3) A "classic" never evolved. My ST runs most MS-DOS programs, and with the excellent Spectre GCR can outrun a Macintosh. I just played yesterday with the new STe computer, (4 megs on the motherboard for less than $1500), and was showing the Macintosh user group in El Paso how to get an ST laptop (the NEW Stacy ST laptop) to run Macintosh software (in other words, a Mac laptop clone) for less than $2500.

Not evolved? What about the new Atari TT? 32 MHz, 68030 CPU, etc., etc. I expect you to place that hot little number in the classic list as well.

As you can see, I doubt from your attitude toward the ST that many in my club would consider using your magazine.

For discount computer shopping, we will continue to use the classic ST magazines, the classic new STe, the classic new Stacy laptop and the classic Computer Shopper, which still sees fit to place the ST, although not prominently, in the role of a modern computer.

Until you can do the same, please do not bother sending my club your magazine.

Sincerely,
Timothy Holt, President
ST Club of El Paso

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THE BASICS of BASIC

Rick Burton (RACE)

This month, let's move on from loops to strings before those of you who have followed BASICS think I altogether forgot my promise to look at strings. To make our look at strings more interesting, some info on the INPUT command and the IF/THEN command will be added free of charge! Why don't we jump right into a brief demo by typing:

```
10 DIM CODE$(4)
20 PRINT "}"
30 PRINT "ENTER ACCESS CODE"
40 INPUT CODE$
50 IF CODE$="HHHH" THEN GOTO 80
60 PRINT "INVALID CODE": PRINT
70 GOTO 30
80 PRINT "}"
90 PRINT "WELCOME TO DATA BASE"
100 END
```

First we'll explain each line...

Line 10: DIM is a dimensioning statement that saves enough space in memory for four characters. CODE$ will be the name for a "string variable" which can contain words or characters. The $ designates a name or label of a string variable as in NAME$, DAY$, etc. So now we have a string variable with enough room reserved in memory for four characters. A string variable must be dimensioned with the DIM command before any characters can be placed in it.

Line 20: Clears the screen. Pressing the ESC key, and then pressing the CLEAR key while holding the CONTROL key down will produce the arrow in quotes (which translates to a curly brace on the ST).

Line 30: Prints the instructions or "prompt" to the screen.

Line 40: INPUT allows the user to enter data into the CODE$ string. Notice a question mark appears on the screen awaiting your response as the program is run. (Characters can also be placed in a string variable by using a statement within the program such as: CODE$="HHHH")

Line 50: The IF/THEN statement sets up a decision for the computer to make! IF the user enters HHHH, THEN the computer will move on to line 80. When anything else is entered, the computer automatically proceeds to line 60.

Line 60: Prints prompt to the screen, plus one blank line.

Line 70: Loops back to line 30. (There's those loops again).

Line 80: Clears the screen (see the description of Line 20 on how to enter this command).

Line 90: Another prompt.

Line 100: The end.

Run the program and try a few bogus codes. Notice your Atari continues to ask for an access code. Now enter HHHH and WELCOME TO DATA BASE appears on the screen along with the familiar READY prompt.

Simply re-RUN the program to continue the experiment. Also observe that if you type HHHHQW, for example, this is accepted as a valid code because space for four characters has been dimensioned and any more are disregarded.

As you can see, we have entered the realm of strings this month.

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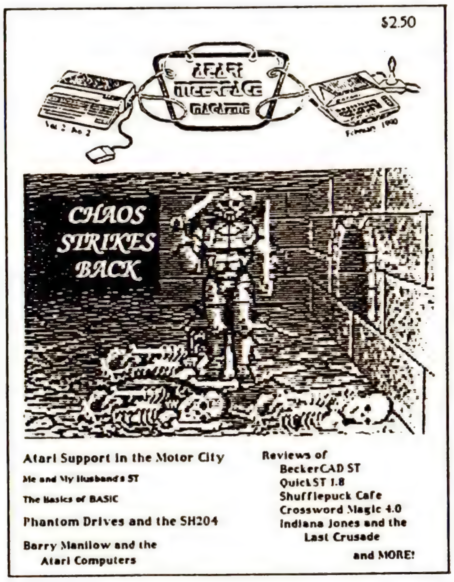

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ATARI INTERFACE MAGAZINE

Vol 2 No 2

February 1990

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Me and My Husband's ST

The Basics of BASIC

Phantom Drives and the SH204

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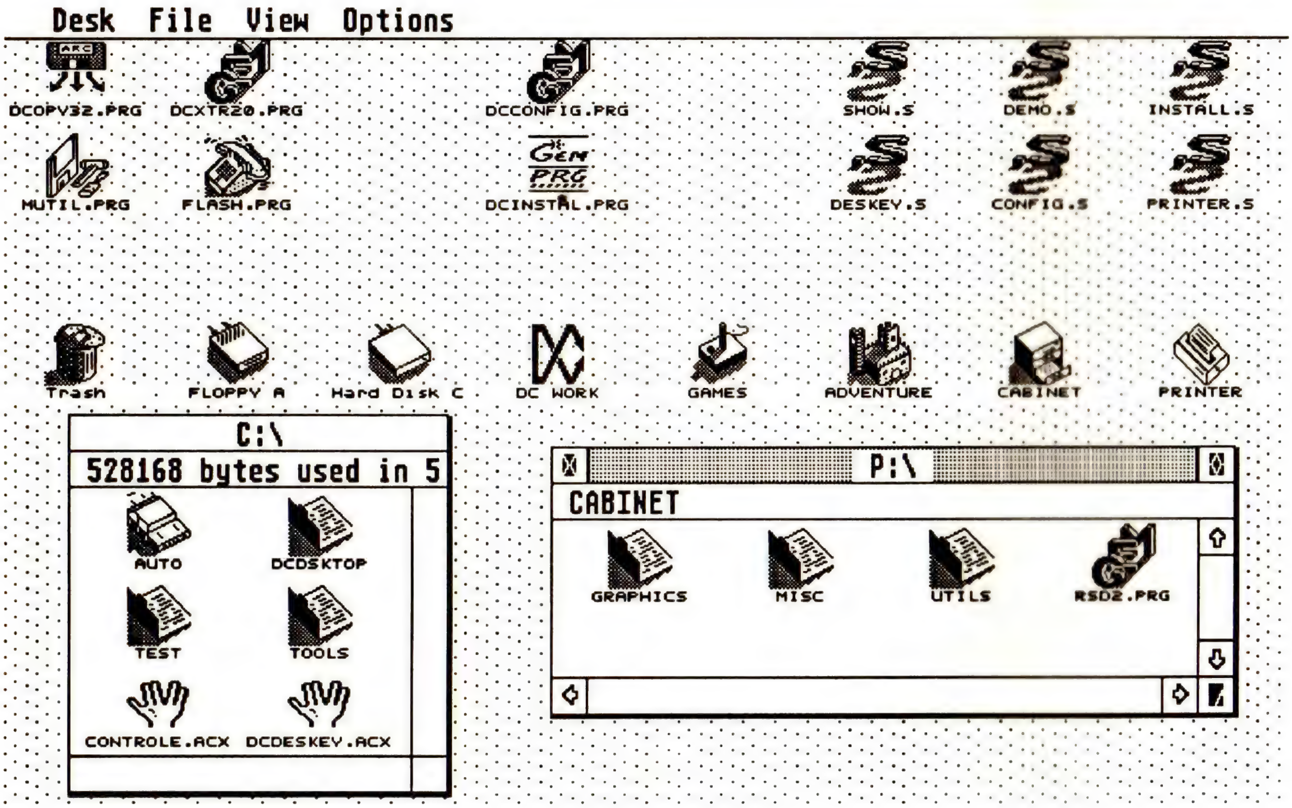
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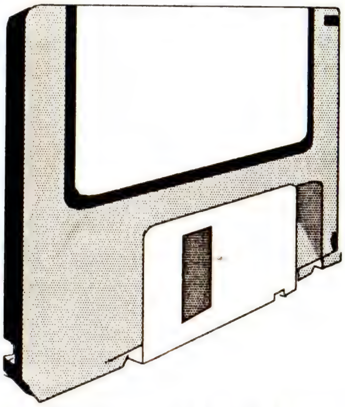

AIM Disk of the Month
September 1990

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to a disk with plenty of free space and double-click the files. The files will automatically unARC themselves into the runnable programs.

AKS.TOS—AKS is a German PD import with strategy similar to Chip's Challenge on the Lynx. Your task is to move crates around a warehouse. Sound easy? Think again, and again, and again! MONO only.

BANDWURM.TOS—Bandwurm is another excellent game from Germany. A worm is moved around the screen in order to "eat" little black squares. Each time he eats one, he grows larger. Challenging, frustrating, and fun. MONO only.

DEFSEL.TOS—The "Definitive File Selector" from the UK. Features include file sorting, file copy/delete and more. Shareware.

DHANDL30.TOS—Data Handler 3.0 is a simple to use but powerful database. Everything is done memory resident, so it's fast! A database of recent utility programs posted on GEnie is included. Shareware.

DRAW2.TOS—GFA 2.0 source and PRG accompanying Ed Smith's article "Screen Drawing Program #2."

FIREWORK.TOS—A nice, soothing fireworks display graphic demo. Great for winding down after a long day. Low rez COLOR only.

ICBD.TOS—UK demo of "Anarchy," a Defender clone. Excellent graphics and smooth horizontal scrolling on all STs. COLOR only.

KE23.TOS—Kepco Edit 2.3, a full-feature text editor. Features include multiple file editing, wildcard search/replace, unlimited UNDO, keyboard macros and more. Shareware.

KV_HOUSE.TOS—About the House, a children's adventure. A curious butterfly enters a house where each room holds a surprise and interesting friends wait outside. Shareware. Low Rez COLOR.

LP_DEMO.TOS—Demo versions of CodeHead's new LookIt! file viewer/editor and PopIt!, a program to allow calling up desk accessories with the touch of a key.

MONOEMU.TOS—Mono emulator for color monitors. Works with TOS 1.4.

PHOTON.TOS—UK demo of Photon Storm, a game similar to Asteroids. COLOR only.

REDIRECT.TOS—Robert Arp's demo/tutorials mentioned in his article "Diverting Screen Directed Text."

SIREN2.TOS—Police Siren 2, a desk accessory that will "drive you nuts!" Includes a program to set time interval between the car's appearances. MONO only.

STDCAT43.TOS—A great GEM-based disk cataloguer. Many sort, search and print options; file and disk comment fields; fast entry of multiple disks and more. A catalog of AIM Jan. '90 to Aug. '90 disks is included.

THINKPZL.TOS—In Creature Power, you must use your wits and power over other creatures to accomplish your goal. Can you recruit a creature that can avoid the sharks and retrieve a gem from the ocean floor? Find out in this game. Shareware. COLOR and MONO.

Readers of Atari Interface Magazine can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending $6/DS or $7/SS disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the September 1990 disk when ordering.

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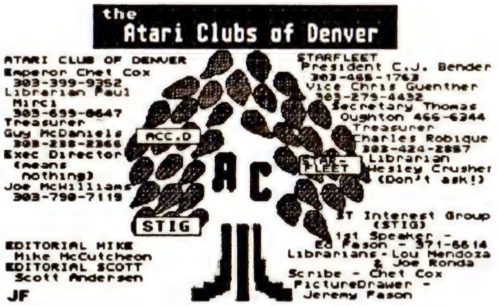
The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.



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I Didn't Wanna go to a Meeting on 3 July Either

[First, take your ink pen and line through my phone number listed above. Thanks to some harassing and abusive phone calls, we've had to take a new number and make it unlisted. The sheriff's Department is looking into putting a tap on our line if this starts again, and has advised us to not give out this number for awhile. Sorry for any inconvenience this requires. Now on to our regularly scheduled club minutes.]

When the next day is a federal holiday and everyone ELSE is heading out to either visit relatives or to prepare picnics/cook-outs, would ANYONE in their right mind want to run out to a computer users' group meeting from 7 to 9 pm? Me neither, but 3 July was our scheduled date to get the conference room at the library and we'd known since February that our attendance would be small. "Just go and make the best of it," I told myself.

I was right. Only two other members showed up, and I didn't even bother to unpack the good ol' XE to demo anything. However, several NON-members showed up (two joined that moment), so we got to go through the old song and dance about WHY a users' group and What Good We Might Do. (How noble it all sounds!)

That, some sample copies of AIM, and some questions and answers made it short enough so we could all get out of there. But before everyone left, I managed one hugish announcement. With so few people present, I felt it was safe to announce that I would be avoiding the presidency/emperorship of the group next time, but would serve out my year even though I'm getting too old and tired for this.

The cheers and shouts of joy could be heard for miles.

---Chet

Starfleet Meeting Minutes by Thomas Oughton

July 13, 1990 Officers present: Guenther, Roubique, Oughton

The meeting started with new members attending, a total of 9 members were present. The people at Denny's found room for us to continue meeting there. So anyone who wants to attend our meeting, we meet at the Denny's at about 79th Avenue on north Wadsworth in Arvada.

We started with a demonstration of Dropzone. This game was quite challenging as we got killed several times.

Next we attached an MIO from ICD to the club XE-130. The one megabyte memory version that we used was configured as three RAM disks. One could hold 192K , the next would hold 256K, the last would hold 512K of data/programs. The last 64K was used for a printer buffer. This buffer could be changed to 32K or 0K. If it was reduced, the remaining memory can be used in one of the RAM disks. The hardware includes a parallel printer port, that uses the print spooler, a serial port, and a port for connecting a hard disk controller. As the Mio uses the cartridge port on the back of the computer, it also has two sockets for cartridges. This allows a Rtime-8 cartridge to be left in one socket. Any disk drive, including the RAM disks can be switched to be drive 1. This allows the use of any drive to boot the system, or the use of a RAM disk with programs that only access drive 1. Examples include Print Shop, ZORK, AE, and Gauntlet.

The shareware word processor Text Pro was the next item on the agenda. This program is better than most commercial word processors. The documentation, included on disk, is more than 1/2 inch thick when printed. It allows the use of single key macros. The only things missing are a spelling checker, and the ability to do two column documents without backing up the paper. This program is now part of the club's library.

Mike asked if we could change the way that club dues were collected. It takes too much time to send notices to the members when their dues are due. All dues will be due on June 1 each year. During the next year, when a member's dues expire a pro-rated fee will be charged to keep him/her active until next June.

The Meeting broke up at 10:30 after members accessed the library.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
ACORN Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Exchange Newsletters	Helen Kiker	(716) 924-4809

August Hi-Lites

ACORN held elections for officers at the June meeting, and the new officers are listed above.

We held a flea market at the July meeting at Sunset Recreation. Although the number of members who attended was small due to vacations and generally good lawn-tending weather, good bargains were to be found.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Atari Federation Meeting July 2, 1990 Secretary's Report by Matt Matias

Phil opened the meeting and thanked the new officers for volunteering to fill the open positions. He also noted that we did not have a computer at the meeting for any demos this month. The idea of the club buying its own 520ST was brought up. This keyed a fairly long discussion, during which, one of our loyal 8-bit users suggested that it would only be fair if the club were to purchase an 8-bit system also. Motions were made and the vote was in favor of purchasing both a 520ST and 8-bit systems. The members also agreed that the systems could only be loaned out for emergency reasons only. To help the club get started with the acquisition of its own systems, two members offered the loan of an 800XL and an 8-bit disk drive.

Phil brought up the suggestion for a pizza night at the clubs expense, all members present voted in favor. Next, Phil finished off with some news from the Atari world: The Glendale Atari show is still on for Sept.; PC Ditto II has had several fixes and seems to be working pretty good now; Neo Desk version 3 has been released; Forcaster 3 has been released and is selling for $25; And the STe has finally been released in the U.S.

Bob Ribortone gave away a game that he had bought at the World of Atari. And Gus Mayo brought in the last of his software for club members to look over and buy. He had some pretty good deals.

To wrap things up, AIM fell through with getting us their disk of the month, so Phil came to the rescue and put together an excellent disk for July. Thanks Phil. That concluded the formal meeting.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

In the meeting on June 14, a total of 14 members and guests were present. We elected two new officers, Public Relations and Librarian. Scheduling for the mid-year outing was finalized...it will be on Saturday, July 21, at East Lake Park from noon to ???. Admission to the outing will be free for members, $2.50 for non-members and will include food, drinks, games and a drawing for one of the following for first place prize:

Atari LYNX
Atari XEGS with 6 cartridges
AM/FM/Cassette Stereo system
Casio MIDI Keyboard

Second place prize is a choice of software, third place is a box of diskettes. The B.A.C.E. logos will be judged, with the prize being dinner for two at a local restauraunt.

Demonstations included the STacy 4 (Thanks, Peter!) and a keyboard adapter for the 8 bit that allows you to use a standard IBM keyboard. Also shgown was the FrankenSTein Memory upgrade by Canoe, a solderless 4 meg upgrade.

The next meetings will be on July 9 and August 13 at 7:00 at the Vestavia Hills Library, downstairs.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074

Buffalo Region Atari Group for ST's Club News Submitted by Mark Pierro

Our June 21st meeting began on time with an apology to those who were expecting to see and hear Don Missel and his grand MIDI demonstration and show. It seems the MIDI business is booming in Buffalo and Don was right in the middle of moving his equipment to a new storefront in the Century Mall on Sheridan Drive. Don sent his apologies and promised to visit us sometime in the fall.

We were surprised when one of our loyal members, Dane Stegman, brought in his cordless mouse from Practical Solutions for all of us to try. It was quite a sight to see the mouse pointer moving across the screen by Dr. Stringer sitting at the far end of the room!

Mark Pierro then demonstrated two KidPrograms from Dorothy Brumleve. First up was KidPainter, a "creative" graphics design program. Next was Super KidGrid, which offers patterning, shapes, and color fun for ages 3 to 11. Gerry Genson then demonstrated version III of Universal Item Selector, and then booted up the classic ST Star Raiders. During the break, members gave their opinons on the logo's Dick Kersting has been working on for our T-shirts and baseball caps. More on this in later issues. Also we raffled off three programs, and the winners were: Randolph McGhee; Bruce Andrew; and the Stringer family.

In future meetings, we plan to show off Chaos Strikes Back, Space Ace, LDW Power spreadsheet and with a little luck, pcditto II. We would also like to hold a swap meet at our September and October meetings. Have a great summer!

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Central Connecticut Computer Club

Rehi all. I gotta start planning these things a little better, in my head I mean. I am in sort of a fog as to exactly when this will be published. But it'll sort itself out soon enough I guess. All I gotta do is keep up with the deadline and it'll all fall into place. I'll just launch right into what went down last month at the June meet (since I don't have a recording secretary....yet).

OK.....the Gribnif Demo was the main goodie of the meet and it was...awesome. We were told by Rick Flashman that the people attending the Central Connecticut Computer Club (CCCC) meeting that month were among the first in the nation to see what most likely be the finished NeoDesk 3.0 and let me tell you, you ain't seen nuttin' yet. There are SO many changes and new features Rick joked that they might change the name and muttered something about "UltraDesk" (ya heard it here first, heh...).

I will in no way be able to describe that demo and do it justice. I'm gonna hafta get "input" from some of the others and do it up later. But I will tell you this. To all you people waiting for Neo 3.0, if you are a prior registered NeoDesk user, you will receive the opportunity to upgrade BEFORE 3.0 is released to the "street". Yes you, you lucky devils you, will soon receive a letter, hand-delivered by a uniformed government employee notifying you of the upgrade. As of the meeting (June 20th) no set amount was agreed upon for the upgrade. As a matter of fact, the primary holdup now is the documentation but I was assured it would be completed soon, very soon.

Oh yeah, I should also mention that while the demo was producing a new cadre of Neo users, being alert and of twisted mind yours truly spied Trica Metcalf playing with an Atari LYNX!! Never saw one before and I was impressed with the lil' bugger. Hot Damn, now I know what to buy my sister's kids for Christmas this year. After the demo, guess what? Rick whips out a German-import type STacey! This was not a meeting to have missed.

As for the "surprise guests" for the July meeting, it's a scrub. Due to an illness in the family (of Christy McVie) Fleetwood Mac has postponed till sometime later all concert dates and thus, will not be in the area to give a Midi Demo. Who knows, maybe later. Ya can't say I don't try. Enough for now...see you at the meet July 18th...Later, Rich Scheidel

CDACC

CENTRAL DELAWARE ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

COAC

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

Presidents Monthly:17 July 1990

Greetings again, another month has come and gone. With the 4th of July falling on our regular meeting, we postponed until the 11th. attendance was light, but the demos fit right in, as we covered the same topic as you will find in an article in this issue, running programs from ramdisk. Almost everyone who showed up had memory expansions, and the topic was readily received. We also saw a demo, given by Marvin Waide, on a program called SNAP, which will let those with extra memory load two programs at the same time, and switch between them with a single key press. This is going to be one of those fun new programs to tinker with.

As we get nearer to fall when we all have more time for our computers, we all need to watch for friends and neighbors who are not members, and bring them to our meeting. With many of our members moving to ST and IBM type machines, we must get as many 8-bit people as possible to keep the user groups strong. Information and products are still available, but if no one comes to get this service, it will soon become impossible to maintain it for just a few.

Come to the meetings, and bring a friend.

Tim

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

Since it has been a while since we have submitted an article for AIM I thought a list of the topics of our meetings would give everyone somewhat of an idea of what HACE has been doing. Hopefully it will entice some of you absentees to come to our next meeting. So far this year we have had a lot of fun, given away over a dozen door prizes, and had a blast talking about the Houston Dealers, Atari, and the only Federated store in the USA. (It's in Houston.)

AUG; Back to school Programs.
SEP; Word processors.
OCT; Special Text Handling, Nominations for new Officers.
NOV; NO MEETING.
DEC; Annual SWAP MEET and Elections.

In June the club had a salvage sale and with the funds collected HACE updated our club equipment used for the BBS, 8 bit and ST Disk libraries. Til next time. BAK

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings: August 8, September 12, and October 10, 1990.

Atari BBSes and User Groups -- Connect and Join In

Being a lonely Atarian is one of the most discouraging positions to be in. You're surrounded by other computer users that try to pressure you to convert to their brand of computer. You expect to be boo-ed and hissed if you have the nerve to speakup and tell all about an alternative that is both easy to use and inexpensive. So you sit quietly using your computers behind closed doors with the lights out. All the while you're not wanting to admit that you made a mistake when you purchased your Atari computer.

How ironic it is. Sure the facts of computing have changed since the release of the Atari ST computer in 1985. The cost of the IBM compatibles has dropped dramatically. Now the Atari ST computer line is not the lowest priced computers available. Least we forget; if you go through the same logic that you did when you first purchased your ST computer you'll come to the same conclusion. Even though the Atari ST/Mega now has price competition, the ease of use between them still puts the ST line as the clear choice. Remember that others just don't have your clear vision. Instead, they perfer to type in all those commands and instructions, and they like to read novels on how to use the latest software, and remembering command abreviations is a good mental exercise. Still, how can you keep from jumping into their pool disillusionment, you ask? Connect up to an Atari BBS and join an Atari club.

Atari BBSs are one of the best sources of up-to-date information available. Message bases carry subject threads that carry a vast knowledge of personal experiences and information relevant to your subject of interest. Hardware and software products are discussed, argued, supported and discounted with enthusiasm.

Atari Clubs are your other means of mutual support. The monthly meetings and activities are meant to allow you, the user, to get together with other users with common interests for some computer conversation and hands-on. Atari clubs allow first hand experiences with hardware and software that's interesting and entertaining. And you can forget about that pesky salesperson that can't answer your fundamental questions anyway.

Atari user groups have always been the backbone of the Atari computer support. Without the user groups, the Atari computer line would have folded long ago. With Atari users and user groups, Atari can still make the come back we are all longing for.

July 11th Club Meeting Report: At the July meeting a request was brought up to have an "Atari 8-Bit Clinic" in the very near future. The idea is to get together with some Atari 8-bit computers going and ask/answer questions about hardware and software applications or problems. Pizza and drinks will also be shared (with contribution). Contact Lonnie Allen at below listed number for details.

LACE members were requested to print up some small single page flyers to post around town on some bulletin boards to advertise our club. They can be your design with your software but be sure to include meeting times, location and contacts. NOTE: Your membership expiration now appears on the mailing label of the Atari Interface magazine. It is your responsibility to make sure your dues are paid prior to your membership expiration to keep the magazines uninterrupted. Future demonstrations to include: Color Printers on the Atari ST, Atari 8-Bit with MIO Hard Drive, Multisyncs on the ST/Mega Computers, Word Flair for the ST, XF551 with 3.5" floppy

Irwin Brooks

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

The June meeting of MACE got under way at 7:55PM. Bob Retelle started things of with the latest news from Atari, including the news that STes are now being shipped (Softhouse Computer recently received a few). Next, president Ed Hanson took the mike and asked for volenteers to demo some new software and hardware at future meetings. This month's meeting focused on Midi devices and software. Chris Gavela from Team Computers brought in a couple of professional keyboards and some assorted Midi programs, and discussed the ins and outs of Midi music.

The meeting officially ended at 10:04PM.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

The July meeting took place at the regular time at the Warner Robins Library. Turn out was good with some new software and hardware demo's that were of interest. Some discussion was held on the new STe and whether we would ever see one in the Middle Ga. area in that it has been quite some time since we have had a new member. Speaking of new members it has been quite some time since I have seen some of our members, it may be time for me to drop them a line.

Also discussed at the meeting was whether to keep up with Z-Net in the Newsletter. The club decided to drop Z-Net because most members were downloading the ST REPORT and Z-NET files off of Genie. The club has also been quite satisfied with the AIM that they receive each month. I will still be publishing a short monthly newsletter myself for mailing to local businesses and some other organizations that we are dealing with. Currently this list includes SoftLogic, Current Notes, Bob Brodie, Warner Robins Public Library, Rovac Industries (Z-Net), The Atlanta ST users group, The Musician, The KnoxVille ST users group and AIM.

Planning for the show continues to surge ahead. If you are planning to support the group at the show then be sure to let me know. To recap for those that have not been following the preparations the Middle Ga. AUG will be having a show at the mall in Warner Robins Georgia on August 25th. The show will have both IBM and Atari computer users groups present, there will be no venders just User Group Members. The main theme for MGAUG will be computer awareness and the Atari ST as an alternative to the IBM for computer power and ease. The next meeting will be at 1PM at the Library on Aug. 12. I hope to see you there.

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

It seems like it's been a long time since our last meeting! You're going to have to brace yourselves and "cold-turkey" it for another month; then we'll be back to the old routine again.

I read in AIM recently that there is some debate on whether or not to put out an 8-bit Disk of the Month. (Yes!) I have heard that there are a lot of new PD coming out for the 8-bit. It's been rumored that commercial software that was never released, (due mostly in part to the lack of software demand for the XL/XE) is being distributed freely as Public Domain. The 8-bit people should write to AIM and support this possible endeavor.

Speaking about AIM, it has really developed into a great Atari resource. The month on the issue is finally catching up with the month it's received. The Disk of the Month has enough variety for even the pickiest of software critics. Member groups are being added monthly. It's interesting reading about what other groups are doing nationally!

Since we haven't had a meeting since May, local news is quite thin. The Guitar Center in Roseville has stopped selling the ST because of price cutting by Mail Order houses. They still sell plenty of software (MIDI) for the ST though. We have purchased another batch of 3.5" DSDD diskettes. Price will now be 2/$1. See the ST Librarian if you need to purchase some. No one has yet seen the fabled 520ST's at either Sears or Kmart (and no one probably will!)

I've noticed that SWAG has joined AIM recently. Mike and Donna Calvin, whom I have spoken so frequently about, belong to this group. I've personally visited with them on several occasions in the last few years. Their dedication to music and Atari computers is second to none. Mike is a programmer and runs a BBS catering to music and MIDI. And Donna has amassed a huge collection of MIDI sequences, highly detailed in instrumental arrangements. They also love cats and dogs (about that another time!) Small world, right guys?

Mark your calendars, September 16th is the next meeting! Talk to you next month and keep your floppies warm!

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

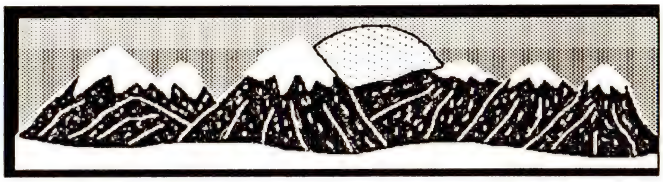
Club Minutes for Sat. July 14,1990 by Jim Keho

The meeting was called to order at 9am. This was the first meeting where the SIG's were started at 9 and the general meeting at about 10. There were only about 18 members and visitors in attendance.

It's gotta be the heat, huh?? Well come on at least it wasn't 120 degrees! So come on down!

SIGs -- Dave Thorson ran a SIG on MIDI w/his system and Roland sound module. Sounded great Dave! If your interested in running a SIG at a meeting just speak up, your needed!!

On with general business... Robert spoke about this upcoming October's meeting. For those that don't know Oct. is usually the annual swap meet. The swap meet is on for Oct. IF a guest speaker can't make it to the Oct. meeting otherwise there'll be no swap meet. There should be more news about this soon and we'll let everyone know! I for one hope there'll be a swap meet... We'll see...



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

We are in the middle of our slow summer period. For example we have 77 on the membership roles and only 57 are paid up. Be sure to check your mailing label to if your membership has expired. Dues are only $15 per year per family. Bring you dues to the next SIG meeting or mail them to the P3ACE P.O. Box.

Remember to check into Steve Leser's LASER BBS which is run by our very own ST VP (591-4620). Both the ST and 8-bit library catalogs is on LASER BBS and you can request whatever files you want by phone now. The GEnie 8-bit library catalog is also on-line. If you haven't done so, be sure to check into the on-line games on LASER BBS. I just started Galactic Wars and am hooked on it.

There is no excuse for those who don't have a modems. The Club's Hayes 300 Baud Modem (with cables) is still available on a "loaner basis." Don't be bashful! Call President Rick for details.

Computer Express! seems to be having some business problems and the store is locked up with the 8-bit library inside as I write this. We should have it rescued by the time you read this. The ST library was at Steve's house getting an update when the store was closed down.

Don't forget that we have a large selection of other club newletters and other technical materials. Be sure to look into this at th next SIG meeting. We are also trying to find a suitable buyer for the Club's Tweety Board.

The topic of June ST SIG meeting was Word Processors. But what really stole the show was Tempus the amazing text editor by Creative Computer Design. Although technically not a Word Processor (Tempus can't use fancy formatting, and underlining because it uses straight ASCII) some of the other features it has more than makes up for this, so much so in fact that ST VP Steven Leser has thrown away his Word Writer to use Tempus exclusively.

The immediate thing that comes to mind when using Tempus is SPEED! With a capital S!!! It comes up quickly, and scrolling through on the scroll bar down even on a hundred page document is nearly instantaneous. It is quite obvious that Tempus was created with speed primarily in mind. Whatever you are writing, as long as it's straight text, Tempus will get it done faster for you than anything else. Also, Tempus can have four documents in memory at once.

Tempus did steal the show, but the rest of the meeting was spent looking at the programs on this month's AIM magazine, and on Steve's disk of the month. Steve Lesers disk of the month is a new idea here at P3ACE. Its highlight is the "top three picks" and the best new PD files in the Atari world fill the disk each month. Each month there are graphic demo's, games, and applications such as the financial manager of Junes DOM. The topic for the August ST SIG has not yet been decided. Give Steve a call if you are curious.

The July 8-bit SIG meeting was held at Rick Reaser's house. Not many showed up since it was the day before the 4th of July, but we had a ball. We actually had one out of town guest who looked up the club so he could attend. He was a die hard 8-bitter from Chicago. We mostly looked at various games. The Disk of the Month was super. It was a collection of fine PD games. We also had a fun time looking at the German club's disk of the month. The topic for the September 8-bit meeting is to be determined. Give Jon Sandgren a call if you are curious. We will be meeting back at the mall.

Hope to see you at the next SIG meeting.

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

If you are reading this before the August meeting, REMEMBER the Great Modem Demo is at Mark Wolf's house Sat. the 18th! If you are reading this at the usual location while waiting for the guys to show, what can I tell ya? Drive on over to Mark's place. If you are reading this after the August meeting- it's too late! We ate all the chips. (Yes, folks, that was a pun.)

After pondering some info in the June/July issue of AIM, I would like to present some questions and food for thought. The $1.5 million net income for Atari in the first quarter of '90 was less than 2% of the reported $85.5 million in sales...why? Jack Tramiel holds about 44% of Atari's shares AND is chairman of the board. How will this affect Atari strategy? The board of directors holds a total of 51% of these shares (a majority vote). What does this do to Atari decision-making?

Did you notice the exciting news that 70,000 XEs sold in Poland? Long live the spirit of Solidarity!

Some RACE fliers are being posted in the Spearfish area. Let 'em know we're alive and kickin'! Encourage new membership!

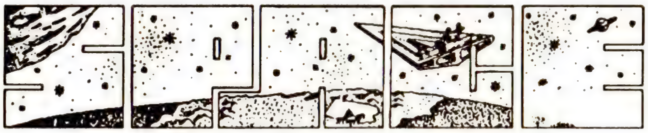
The September meeting will be Sat. the 15th. at the usual Soo San location. See all you RACE drivers there!

Rick Burton

SEVATC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098



Meeting Notices July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

SAGINAW/TRI-CITY ATARI USER GROUP
STAG

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are August 11th, and September 15th, 1990.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	LeRoy Valley	686-6796
Treas/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew, (or haven't joined us yet!). DO IT NOW!

WELL...

My name is Bryant LaFreniere. I am a member of the Saginaw/Tri-City Atari Group (STAG). I attended the meeting on July 14th wondering what our club was going to do because our president had resigned.

I told my wife that I might volunteer for president for the group so STAG could survive. She said in no uncertain terms that I WILL NOT BE PRESIDENT. She had good reasons to say that. I am currently holding offices in 3 other clubs, which includes president in two of those clubs. Still, I did not want STAG to fall apart because no one would assume the presidency. In this world that we live in, time for activities such as STAG appears to be very limited. BUT, if we want this group to survive, we must MAKE the TIME. I know that is easier said than done but we must try.

MEETING: I attended the meeting not knowing what was going to happen. Only a few members showed up and no one knew what was going to happen to our club. Well, I knew that no one was eager to be president, at the time, so I announced that I would volunteer to be president. IN 2.4 SECONDS, a motion was passed to elect me for president, seconded, and a vote was taken. I was elected president before I fully understood what really happen. WOW!!! I was inexperienced at using a modem to communicate the group notes to AIM but people were willing to help me. I hope that we can get more people interested in attending our meetings and volunteer for demos and bringing in their hardware for the demos. Please volunteer any ideas on possible demos, i.e. any software or hardware that you want to see for a possible purchase or just interested in looking at.

NEXT MEETING: LeRoy Valley will take a journey through our large Public Domain Library to tantalize the audience into buying some goodies on the PD disks.

FINAL NOTE: If you all are wondered what my wife said when I got home from the meeting, I didn't tell her. Unfortunately, a half an hour later, she asked me if I was president of STAG, I nodded humbly and she said "WHAT!!!". I guess these are the unbearable sacrifices a president has to make for his club.

EQUIPMENT VOLUNTEERS FOR August 11th:

LeRoy Valley will be bringing his Mega ST and hard drive and Bryant LaFreniere will be bringing his multisync monitor.

☆ NEWSLETTER
ST Atlanta Roundtable

STAR (ST Atlanta Roundtable) meets at the Reid H. Cofer Library, 4316 Church St, Tucker, GA at 7:30p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

The club needs you! There are several items that need to be addressed this month, so I hope that some of you are paying attention. Seriously, we really NEED you for these things, so if you have some free time, please volunteer!

There are a few committees that needed to be formed LONG ago, but we never got around to doing so. So I hereby make a resolution to ask you all to help with these: (One is bound to be just right for you!)

NEW MEMBERS COMMITTEE: This committee will be in charge of making new members feel welcome. Ideas include making sure the new member gets a "Welcome Package" with club information such as a "How to use STE-EP" manual, a library listing package, the latest AIM, etc.

PUBLIC RELATIONS COMMITTEE: Working with Bill McKinnon and Bill Marquis in spreading word about the club to the various news media around town.

DEMO COMMITTEE: Members of this committee will get together and decide who/what/ when/ whatever about each monthly club demonstration. Responsible for setting up and tearing down the demoes, as well as arranging speakers, etc. This will probably be the most highly visible committee.

LIBRARY COMMITTEE: Work to help the librarian maintain and keep up to date the club library. Help send out orders, and put requested disks online.

EXECUTIVE COMMITTEE: This committee will be responsible for the oversight of the ST Club while the club is not in session. Comprised of the heads of the other committees, this group will draft and adopt a club constitution, and decide about club spending of funds if the need arises before a regular club meeting. ANY other member of the club may also sit on the committee at anytime during his/her membership.

So think about the above areas. I hope all of you will participate. Drop me a line, or call STE-EP and leave a message.

One final item #1: The club will be updating and expanding it's library in the next few months. Norm Bates did a great job with the club library, but has expressed the desire to move on. Dave Davis will be taking over the library, and we need about 300 blank disks to copy Norm's collection. I am asking all ST Club members to send us at least 10 blank disks. In exchange for this, we will now offer the pd library FREE of CHARGE to all members. We will have the ENTIRE library, with catalog, at each and every meeting. If we do not get the 300 disks needed, we may be forced to charge a little more for each disk that you get. So, make a short term investment for a large return.

One final item #2:The ST Club now has a new address. Please note the change: ST Club of EL Paso P.O. Box 9654 EL Paso, Texas 79986

That is our new mailing address. Also, please welcome the following new members into our club: Jerry Lovik, Mario Diaz-Mercado, Jason Reader, and Vern Bolton. Also, Doris and Greg Drow renewed for the next year. welcome all!

Until next month, keep calling STE-EP 915-821-9220

Tim

SWAG
Southwest Washington Atari Group

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Tresurer	Charles White	449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

News From SVACE Gary Klugman

A little while ago I stopped by our local Atari store. Only 50 miles away from home! I was with my 2 boys ages one and two. Needless to say this wasn't going to be a long visit. So I grabbed a couple of things, and while I was there I bought the July issue of ST World. I was skimming through it for the latest Atari news.

Atari announces special Summer sale bundles. I heard that they were going to do that. Seems Atari opened two Federated Stores. Gee, I thought they closed them all down. Guess they still have some merchandise they have to liquidate.

There is an article about EZRAM II. I thought Terrific Corp. went out of business. Guess I was wrong. Another article about ST-Talk Professional. I heard QMI went out of business. Must be one of the original people are marketing the program themselves.

There was an editorial about how Atari is missing the marketing boat in the US. Nothing new there.

There is a contest in the issue, deadline August 10, 1988. 1988! Wait a minute, I've been reading a two-year-old magazine and thinking it was current. Check it out here. Yup, it is a 1988 issue. It doesn't say it on the front cover, but a little investigation proves this is the case. I do pride myself on keeping up on things Atari. The magazine editorial was even talking about selling Ataris in Eastern Europe.

If a person can read two-year-old news and think it was current, then not much has happened. Oh well, SVACE is still happening. See you at meeting the first Tuesday of the month, 7:30p.m.

Salinas Valley Atari Computer Enthusiasts

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

TACE
Tinker Ace of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report for July, 1990

We had our officer elections today and had a LOT of politicing (speeling?) about the location of our BBS (which was finally decided to be on a sub-board of Mr <Z>'s board at 732-9995. Call there for our BBS and to get into contact with us (if you can't mail it to me or call one of the officers). My ZIP code is 73110, not 72110 as previously reported in the heading. The officers should be listed up there correctly, but I will tell you all next tiem in case it isn't.

Got my new STe, should have been there to see it. It was great. Played TV Sports Football. I will write a short review of the hardware next time, no time right now.

A personal note:

I would like to congratulate Chuck Leazotte on his third try at a wedding and wish him a happy wedding.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova
Sargeant at Arms	Barry Miller
ST Librarian	Dick Chacklin
8bit Librarian	John Lindquist

WACO

WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows from Washington to Toronto as well as having a booth at all Pittsburgh shows.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The July meeting was called to order at 7:30pm and again at 7:45pm (I think Craig rebooted...) by President Craig Harvey. First topic of discussion centered upon plans for the "first international Atarifest" and a promise from our fearless leader that he would be seeking volunteers/draftees to take on some of the duties and responsibilities of this endeavor. Craig also solicited submissions for a show logo and announced the next show meeting date (7/28; 12:00 noon.) Additional discussion on the subject centered on funding logistics.

8-Bit Librarian Mike Millage demonstrated Miniature Golf by David Plotkin and seemed to be having a great deal of fun showing us how NOT to play the game. Mike announced a new catalog disk will be available at the August meeting, along with copies of Daisy Dot III.

Vice-Pres David Brzezinski will demonstrate the Antic Music Processor at the August meeting, which is good since the feature topic is Music... :)

Craig gave an in-depth demonstration of his Diary/EdHak text editor which has given him more than moderate fame in the ST world. Craig's software now not only edits text, but can also edit disks AND directly edit RAM memory. Craig offered his software at discount prices to his home club, promising to be available at the regular monthly meetings to answer questions and offer support. (Not to mention acting as club president!)

ST Librarian Bill Rayl demonstrated many of the titles on the latest AIM disk which included some games, a DOS-style command line processor and color screen emulator for monochrome systems.

The next meeting will be held on 8/14.

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

Minutes of July 5th Meeting

The regular monthly meeting, held in Room 116 East in Bacon Hall at State University College at Buffalo, was called to order by the president, Mike Husband, at 7:30. There were eight people present. Officers present were: Mike Husband and Marty Schlund. Absent were: Kevin Packard, Don Koepf, Bruce Andrew and John Tally.

Mike opened the program with demonstrations of BobTemr 1.21, Le Break Plus version 2, Program-text Editor version 1.0 from Atari and MyDOS 4.5. He ended with a demonstration of our Disk of the Month, Magic Player Piano (AMS).

Old Business: None brought up. New Business: Marty gave a Treasurer's report, showing a balance of $954.22 as of the beginning of this meeting and he announced that we gained two new members; Dwight King and John Kasupski. After Disk sales, the meeting was adjourned at 9:05 pm. After the meeting, an informal get together continued both inside and outside the building.

The next board meeting will be held on July 12th at 7:30 pm and the next regular meeting will be here in Bacon Hall on Thursday, August 2.

Nobody asked me but... the Mailman brought my copy of the June/July issue of AIM , the June/July issue of Antic and Waldenbooks brought forth the Spring 1990 issue of Atari Explorer. It appeas that AIM had more pages than Antic and Explorer had together. From where I sit, AIM and John Tally are our best recruiters, and, as usual, Atari Corp. is our worst.

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Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **$64.95**, and for the 10 Kit is **$21.95**

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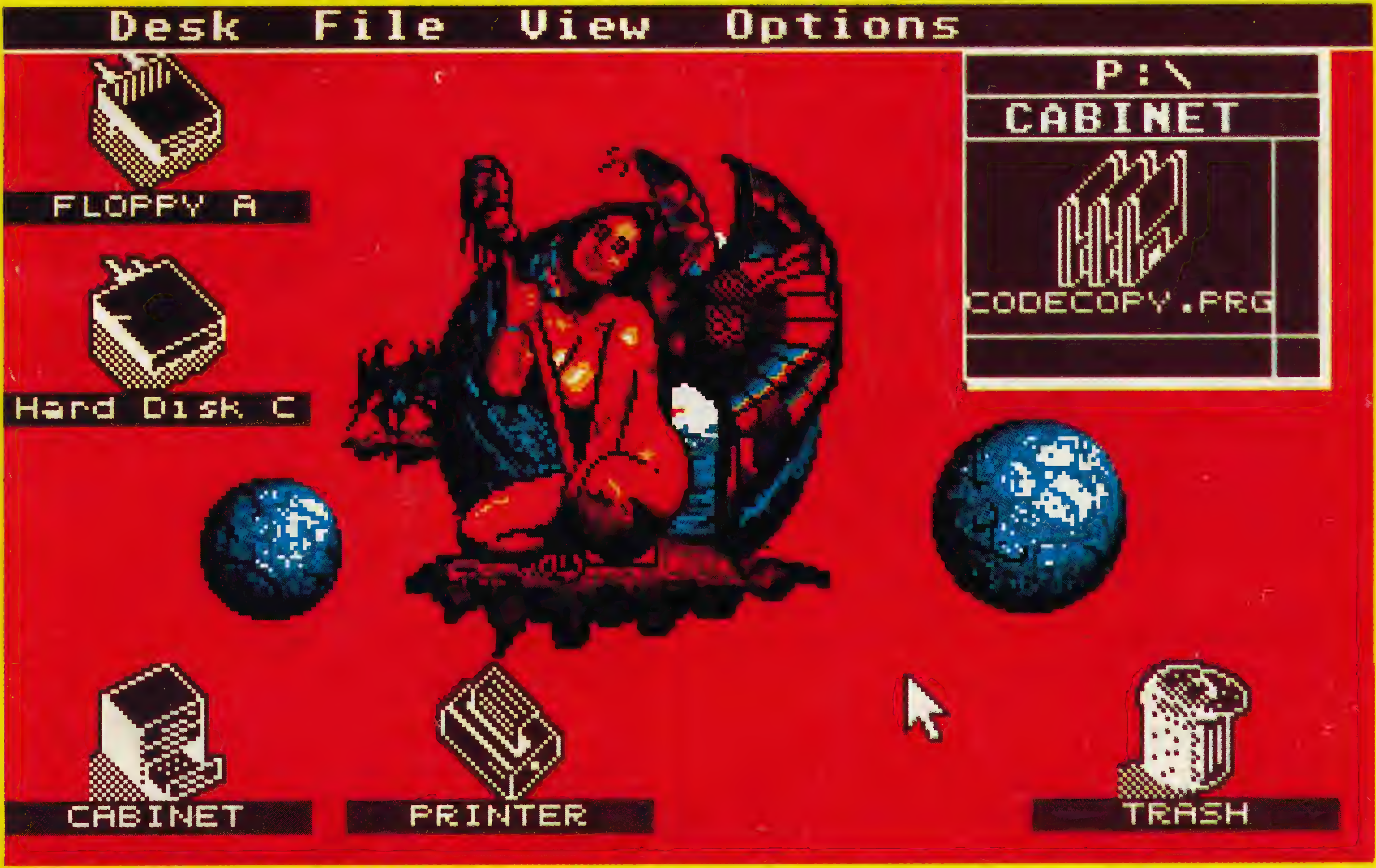
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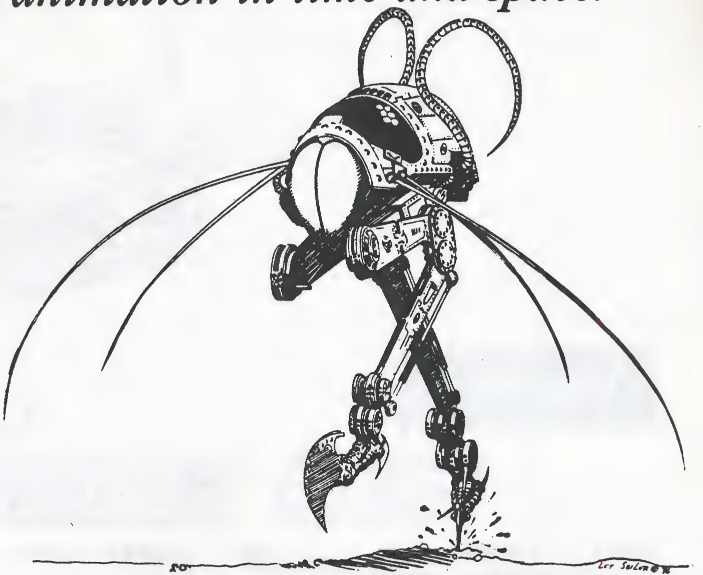

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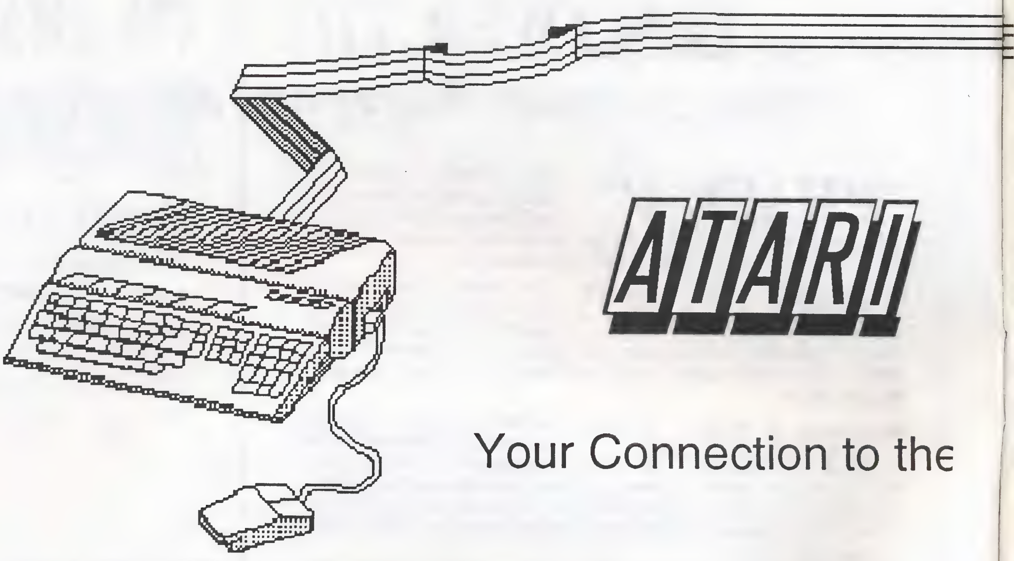

ATARI

Your Connection to the

Volume 2

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INTERFACE

Atari Users Community

Number 10

PARTICIPATING ATARI USER GROUPS

ABLE
Winter Park, FL

ACCD
Denver, CO

ACCT
Toledo, OH

ACE of Eugene
Eugene, OR

ACORN
Rochester, NY

Atari Federation
Vandenburg AFB, CA

BACE
Birmingham, AL

BRACE
Lexington, KY

BRAG ST
Buffalo, NY

CACE
Jackson, MI

CCCC
Bristol, CT

CDACC
Camden-Wyoming, DE

CDACE
Albany, NY

COAC
Bend, OR

CUSTUG
Champaign-Urbana, IL

FACCS
Spokane, WA

FLAG
Fort Levenworth, KS

GKAUG
Kalamazoo, MI

GRASS
Grand Rapids, MI

GTAUG
Beaumont, TX

HACE
Houston, TX

JACS
Clementon, NJ

LACE
Roy, UT

LBACE
Long Beach, CA

MACE
Southfield, MI

MAUG
Ontario, OH

MGAUG
Warner Robins, GA

NAUG
Nashville, TN

O-ACES
Omaha, NE

PAC
Portland, OR

PACE
Duluth, MN

PHAST
Phoenix, AZ

P3ACE
Colorado Springs, CO

RACC
Rockford, IL

RACE
Raleigh, NC

RACE
Rapid City, SD

SAGE
Erie, PA

SDACE
San Diego, CA

SEVAC
Chandler, AZ

SPACE
Harrisburgh, PA

ST Club of El Paso
El Paso, TX

STAG
Saginaw, MI

STANCE
Lyndhurst, OH

STAR
Atlanta, GA

StarFleet
Denver, CO

STig
Denver, CO

SVACE
Salinas, CA

SWAG
Vancouver, WA

TACE
Midwest City, OK

UNYACE
Vestal, NY

Ventura-RAM
Camarillo, CA

WACO
North Huntingdon, PA

WAUG
Ann Arbor, MI

WNYAUG
Buffalo, NY

On the Cover

DC Desktop from Double Click, with artwork from Olover Saalfeld's animation (see AIM disk).

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Gary Klugman
Artwork: Migraph, Steve Volker, S. Kendrick

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari News

The decision on whether or not to move Atari headquarters from Sunnyvale, California will reportedly be made sometime in the next six weeks. Elie Kenan, previous head of Atari France now in charge of Atari US and Canada, is reportedly still "fact finding" and will make his decision on the move soon. There has been no indication from sources at Atari as to where Atari might move.

The new color monitor to be packaged with the 68030 TT has passed FCC with a Class A (commercial use only) rating. The remainder of the system is reportedly still in the process of being certified.

Bob Brodie, Atari's user group coordinator, recently returned from a "very enjoyable" trip to the Seattle, Washington area to visit area user groups on August 18-19. Bob said he's scheduled to be in Houston, TX to meet with clubs there at the end of August.

With a number of show appearances scheduled for September and October, including Glendale, Boston and Washington, DC, Bob Brodie continues to "make the rounds" on the Atari user group circuit.

Developer News

Clayton Walnum's C-manship articles that originally appeared in the now defunct ST-Log magazine have been compiled into a book called C-manship Complete. According to Walnum, the book contains "everything you need to know to program your Atari ST in C." The 400-page C tutorial book retails for only $19.95. For $29.95, you can purchase the book and two accompanying disks of C code. Add $2 for shipping/handling and Connecticut residents must add 8% sales tax. Taylor Ridge Books, PO Box 48, Manchester, CT 06040, (203) 643-9673.

A version of the PILOT authoring language has been released for the ST by eSTeem, Inc. PILOT is a "simple, powerful and widely used language for creating tutorials, simulations, interactive laser videodisc programs and device control systems." The eSTeem PILOT version is GEM based and follows the proposed 1990 IEEE standard for PILOT. Computers Etc., 4647-B Highway 280, Birmingham, AL 35242, (205) 980-9146.

Atari 8-bit owners looking for quality PD/Shareware at low prices should contact KCTronics, a PD "warehouse" that creates fully configured and documented disks of software that are guaranteed to run. Their current catalog features such recent releases as BobTerm 1.2, TextPro 2.5r, new font disks for Daisy Dot II/III and lots more. Contact KCTronics, 457 June St., Fall River, MA 02720 for a catalog or more info.

ReadySoft, makers of Dragon's Lair and Space Ace, has annouced release of Wrath of the Demon. The game "combines state-of-the-art multi-level parallax scrolling with spectacular graphics, animation and playability." Wrath of the Demon retails for $49.95. ReadySoft Inc., 30 Wertheim Court, Unit 2, Richmond Hill, Ontario, Canada L4B 1B9, (416) 731-4175.

JMG Software International has stated they will release HyperLINK for the ST by November of this year.

HyperLINK's features include full DBASE III/IV compatible database manager, big screen monitor and CDAR-504 CDROM drive support, and the ability to "network" two STs together to share data.

The package is planned to contain a handful of HyperLINK applications such as a phone book, address book, calendar, phone message center, and graphic/text CDROM database. JMG Software International, 801 Mohawk Road West, Hamilton, Ontario, Canada L9C 6C2 or 2201 Pine Ave., Niagra Falls, NY 14301 (416) 575-2867.

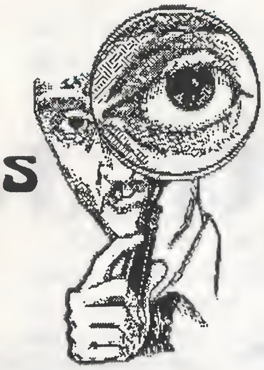
Show News

The Lake County Atari Computer Enthusiasts have announced the "Chicago Area AtariFest," a regional one-day show to be held Sunday, November 11 from 10 am to 4 pm at the American Legion post in Gurnee, Illinois. Tickets are $2 in advance or $3 at the door and children under six are admitted free with paid adult. LCACE, PO Box 8788, Waukegan, IL 60079.

Online News

Delphi announced drastic price reductions for use of its online service. Under Delphi's new 20/20 Advantage Plan, users access the system for a $20 flat fee for the first 20 hours. Extra usage is only $1.20 per hour. These rates make Delphi the lowest cost online service. To signup, use your modem to call (800) 365-4636. At Username:, type *Joindelphi* and at Password: type *Interface*. At the main menu, type *Using Advantage* to register.

From the Reader's Viewpoint



Dear Editors

I am writing to share my opinion as to why I haven't bought an ST, STe or Lynx. I recently bought a PC; it could have been an Atari, but since Atari hasn't tried to market computers in the US, that wasn't an option.

Let me say I bought several Atari systems, in fact the first system my family had was a 2600. We bought many a cartridge for it. Then Atari says here is the new advanced 5200, so I bought one and collected about 20 cartridges for it. Shortly after that the 5200 was cancelled.

I bought the 800XL, and then a 130XE. I bought several games for it on both disk and cartridge. Then Atari introduces the 7800, late, but you know how it is. Anyway, I bought one; I think I have 20 cartridges for it. The support has dropped to almost nothing, and if the Lynx does well, I think the support will die for the 7800.

This brings me to the XEGS, fine product, and from the early reports, it sold well. I didn't see a need for it, for myself, but I bought several cartridges, and then presto, no more support. I was able to buy an XEGS for $56 on clearance.

Now to get to why I'm not in a hurry to buy any more Atari systems. I almost bought an ST, but I thought let's wait and see if it takes off, as predicted. Since that time, the Atari Corp. ST support in the US is almost nonexistant, and I'm in no hurry to buy one now.

The same with the Lynx. Sure it sounds good, but it's gonna get the same treatment Atari has given all its other products.

Poor Atari. They get a good product, sell a few quickly, and then it's in the clearance section. That is what I see for the Lynx, ST, STe and TT (if they are released). Even so, I'll never see one in Terre Haute, IN., save for the Lynx -- maybe.

I'll consider buying an ST if there is a dealer in my town and he's got big lines waiting to buy, and there are reports saying the same thing across the country, and the software companies are rushing ou a large list of new products. The same goes for the Lynx. If I see hundreds of them, I'll consider buying them.

Coming back to the PC, there are millions out there, and Atari could have a big share of the market. Even if they sold 2 percent of all the PCs sold in the US, they would sell more of them than any other product they sell.

What it comes down to, is, I'm sick of buying orphan systems, and I think Atari is stupid to try and make a market for something that isn't even selling.

Thomas W. Bannon

Fellow Atari Users

I took advantage of Sprokits Computer Products offer of free ST X-press back issues and now have two boxes of the November, 1987 issue. The disk mates have been removed by them, but I do have that disk in my files.

As I do not need 100 copies of the same magazine, I would like to trade two copies (or more) of Nov. 87 ST X-press for one (or more) copies of any other ST or Atari related magazine or better newsletters (Current Notes, PSAN, etc.). WIth the extra copy, you could trade for other back issues. I will send copies of this issue of ST X-press to any one (single copies) that would be willing to pay the postage. I cannot afford to send single copies without postage since I have over $32 in shipping so far, and it will cost about $1 per issue to mail them out. I will pay postage on the trades.

This offer is open to any individual or user group. If you are interested, please drop me a line and tell me how many issues you want and what trade you want to make, or send me your unwanted magazines and I will send you an extra magazine or two as long as they last.

I would also like to buy back issues of Atari magazines if they are reasonably priced. (Newsletters also.)

Happy Trading

Steve Filler, Box 429, Columbia Falls, MT 59912

Dear Editors

I just read The Impossible Just Takes a Little Longer [June/July '90 issue], stopped, switched on my 1050 disk drive; loaded First Xlent WP disk, booted it into the 1200XL, then printed this with an XDM121 printer in order to say Thank you for printing the article by Jake Olbrich (RACC) which was well written and held my attention throughout.

While fascinated for many years by my Atari system (Basic language), I am not a programmer per se, thus unable to understand the technics described. However, as a writer of sorts, I did appreciate Mr. Olbrich's language and style. His byline will be a beacon for me in future issues of AIM.

Friendly yours,

Joseph Hicwsa (JACS)

Right On Target

David Plotkin

It's hot here today—106 degrees, which is pretty outrageous for Northern California, even in August. In fact, it's been hot for the last several days, and my house doesn't have air conditioning so it's 92 even indoors.

Still, I've got to get this article out, because if I think its hot *now*, this is nothing compared to how hot it will be for me if I miss my deadline. That Pattie (esteemed editor); she's a terror!

Why Do I Like Atari?

I've been playing with and writing about Atari computers since 1981 when I discovered Atari and personal computers quite by accident. I sometimes wonder why I've kept at it for so long, when so many others have dropped by the wayside or moved on to other machines (and greener pastures).

I don't make my living this way. My real job (the one that pays the mortgage and enables me to write articles for free) is as a data analyst for Chevron Corporation. And though the machines are pretty neat, there aren't nearly enough "new" developments to keep someone busy and interested for so long.

Even such amazements as PC/Mac emulators and desktop publishing begin to pale after awhile. I mean, how many times can you get excited about the new whizzywig they built into the latest update of Calamus (Sorry Nathan!).

I've come to the conclusion that it's the people in the Atari world who keep me coming back. They are more fascinating, friendly and sometimes stranger than the folks who inhabit the worlds of Mac and PC and Commodore.

Getting to Know You

I go to the shows I can afford to not because I want to see the new toys that Atari might or might not bring to market and certainly won't bring to market anytime soon. No, I go to schmooze with the folks I've met online, talked with over the phone and to renew old acquaintances with "good friends" I haven't seen in a year or two.

For example, it was at a show that I first met the legendary Dave Small (and the even more amazing Sandy, who, despite a passel of kids, manages to run Gadgets at a profit and even put up with Dave and Doug). I first ran into Jim Allen, of T-16 Accelerator fame, at a show, demonstrating his prototype T-16. He was proclaiming bravely that it would run with pcditto II, which Bill and Ginny Teale were showing off across the aisle.

I've met interesting Atari people at places beside shows. We all seem to take an instinctive liking to one another (with a few exceptions, but I won't dwell on that). Perhaps this is because we are outcasts of the computer world and need friends more than most people! The point is it is the people who make up the world of Atari that make it so interesting, and I go out of my way to cultivate those relationships. Let me tell you about a few of them.

Probably my favorite single programmer is Dave Small. I've watched as Dave first came out with Magic Sac and Translator One, then built his new company on the ashes that were Data Pacific (the new product is called Spectre—rising from the ashes). It's a family business, with Sandy as President—Dave calls himself "chief programmer and bottlewasher" as I recall.

I need say nothing about the products they produce—you know about them unless you're incredibly new or have been on a far moon of Jupiter for a long while. But there is Dave and Sandy and the rest of the Gadgets team at just about every show, the ultimate salespeople, answering questions and doing amazing things with their latest gadgets.

If you want to talk to Dave, you'd better fight your way through the crowds early, because two hours in Dave has usually lost his voice and "talks" with gestures and grimaces. And let's not forget that each show brings a more outrageous T-shirt.

The CodeHeads

Then there are the CodeHeads. You know the CodeHeads—Hotwire and Multidesk and Little Green File Selector and...well, you get the picture. These guys are amazing. They seem to have the knack to bring out a product that nobody realizes they need until it arrives. Then, an awful lot of people (myself included) find they can't do without them.

But even more interesting than the products are the CodeHeads themselves. They couldn't be more different. Charles Johnson is a big man with flowing long hair (which I envy, since I'm fighting a losing battle with baldness at the ripe old age of 35). John Eidsvoog (say that three times fast) is slender and sports a crew cut. Well, maybe they're not so different. Both are friendly and will stop to explain things to any confused user.

They are the kings of the "lightning demo"—they know their products so well they rip through the demonstration session with awesome speed. Unfortunately, I'm quite sure some people are so bemused by the quickness they walk away mumbling something about NeoDesk <grin>.

Piracy is an incredible sore point with Charles (as it should be with everyone) which was inflamed after a thief named Fred posted the latest revisions to the CodeHeads' products on a local bulletin board and even had the gall to leave his name! (Personal note—hope they nail the bastard.)

CodeHead Wives

We can't leave out the two ladies who go along with Charles and John—John calls them the "CodeHead wives." Pattie Johnson and Julie Eidsvoog are an integral part of the team, demoing software (usually a lot slower than Charles or John does) and handing out flyers. At the Anaheim show I remember this incredible weirdo (now there's a term you haven't heard in a while) came up and started hassling Julie, and she was just as polite and nice as could be. Me, I'd have punched him out, but he went away happy and remained a potential customer of CodeHead Software.

There are lots more. Gordon Monnier is President of Michtron, and has really tried to make a go of the ST market. Its tough to make a living, and I'm sorry to say Gordon may be gone by the time you read this. It was Michtron that first brought GFA to this country and provided support for their products that ranked among the best for any computer. George Miller came to Michtron from Compute! magazine (you remember them—they used to talk about Atari once in a while, but not any more) and wrote books, provided tech support, cleaned up products and seemed to live in the office. Haven't seen George for some time, I wonder where he ended up? [Editors' Note: George has accepted a position at ABACUS in Grand Rapids, MI.]

A Mom 'N' Pop Big Business

A family operation I'm really fond of is the Mitchells of MiGraph. The company started out with Easy Draw and also provided the first viable hand scanner for the ST.

They have branched out to the PC market now to survive, and I think they will because they are smart and savvy. Kevin Mitchell still shows up at shows sometimes, demonstrating Touch-Up, one of MiGraph's more impressive products.

Liz Mitchell (Kevin's wife) is the Vice President of Marketing, and I've never met anyone who could make a dollar of advertising and review product count as much as Liz. I helped her out with the loan of a word processor at a show once, and felt real good about it for quite a while afterwards. And, of course, let's not forget Paul Mazurek (Liz's brother, by the way), chief programmer and tech support. A really nice guy and very talented as well.

The Atari Mob

Then there are the "Boys from Atari." The best known is Bob Brodie, User Group Coordinator. He has risen to fame in a very short time, though I met him a year ago at a show before he joined Atari.

Bob is a big friendly bear of a man with a jolly laugh and sympathy for the plight of the user I've not run into anywhere else. He's got a desk in the middle of a huge room at Atari, and you can call him on the phone—but if it's not busy, it's because he's not there. Leave a voice message if you want—he swears that he returns calls.

John Townsend (another crew-cut) and Ken Badertsher (hmm...hope I got that right) are two engineers who circulate at shows, picking up juicy software and answering what questions they can about "when is the TT gonna be ready?" Personally, I would rather talk to these guys than to any Tramiel.

Tom Byron, Editor of STart magazine has a become a good friend over the two years I've worked with him. He's quickly turning STart back into a powerhouse and is both a capable editor and knowledgable about the ST as well. He is also, unfortunately for him, the person who gets complained to when Antic doesn't pay their authors, and he really agonizes over such things.

By the way, that was his son who graced the cover of the February issue of STart (playing with a TT). What a ribbing Tom took about that, especially since, in an editorial later on, he made a comment that "wasn't he the cutest baby?". Turns out the assistant editors slipped that line in as a joke. Well, I thought it was pretty funny, but I'm not sure Tom did. He takes this stuff pretty seriously. Of course, we all benefit from that sense of dedication.

There are lots more great people out there, and of course, I know only a few of them and can't mention everyone I do know. Perhaps in a future column, we'll talk about some more of the folk heroes inhabiting the Atari world. Til next month—remember, if your AIM is good, you'll be Right on Target.

COMPUTER LAB

Our team has been selected to find an inexpensive substitute for accuracy."

San Jose World of Atari Show

Gary Klugman (SVACE)

The World of Atari Show in San Jose opened at 10 a.m. on Saturday, August 4. There wasn't the long line of people I expected waiting for the show to open.

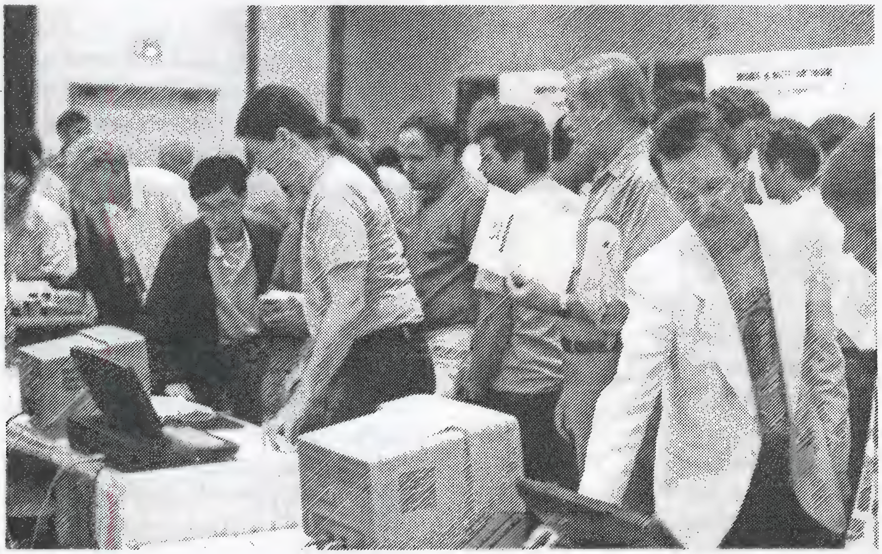
Once it opened, the people kept coming, and the isles were crowded with Atari computer users. By the first hour, over 1,100 people had reportedly paid admission. People came and went, but it was hard to get through the crowd to see what was in a booth until late afternoon.

Rich Tsukiji is the promoter of the World of Atari shows. I found him to be very personable and a professional at what he was doing.

A Negative Start

There was some negativity expressed about this show on some of the online services because of the show's proximity to other Atari shows. Rich didn't seem concerned about any controversy. In fact he hadn't read it, let alone responded to it. Nor was he overly concerned that Atari could not have a booth in the show.

He said Atari had asked him to move the show date a couple of weeks so they could attend. He couldn't change the dates, and they had their new things committed to be elsewhere. He said it would be nice to have Atari at the show, but it wasn't necessary. Atari did supply hardware to the developers that requested it.



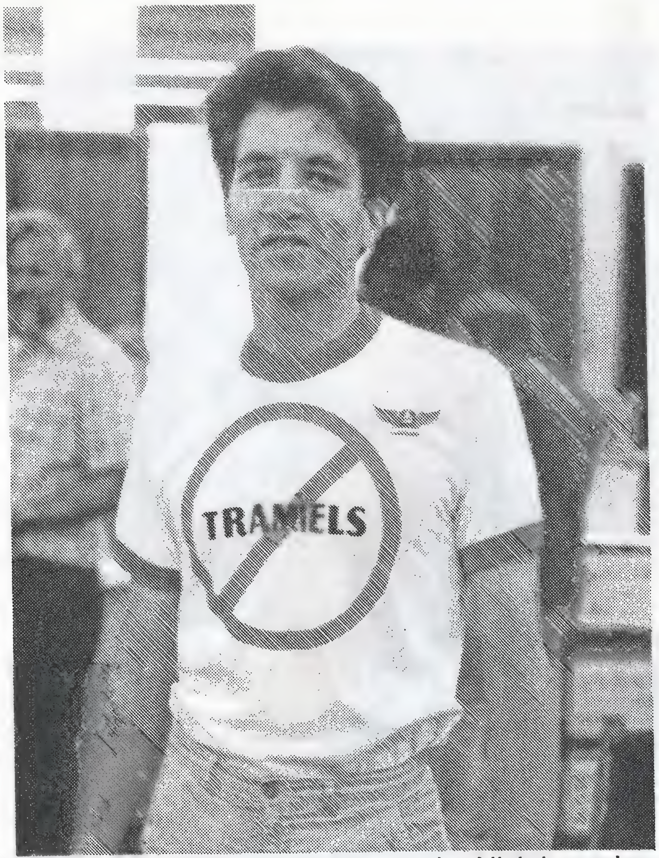
Charles F. Johnson and John Eidsvoog of CodeHead Software

The Show Itself

I counted 17 exhibitors present at the show. Some had large booths, so the show didn't seem as small as it was. Rich wasn't concerned about the number of exhibitors. He felt there should be an Atari show somewhere every month, regardless of the exhibitors that can come.

Rich said many of the vendors are small businesses that can't afford to travel long distances. If there was a show in their area, they would attend. So a show, for instance, in Texas would attract different vendors than did the one in San Jose. Above all, the shows are good for the users.

Rich not only kept track of the number of people attending, but also of how much they were



Popular Sentiment T-Shirt worn by Nick Langdon

spending. He said the people in San Jose were spending considerably more per person than in Anaheim. Of course there were fewer people at the San Jose show.

Atari Dignitaries

Sam, Leonard and Garry Tramiel all were there on Saturday. Bob Brodie and other Atari executives, including Elie Kenan, were also there. Their appearance was certainly symbolic. They wanted to show support for an Atari show in their backyard. They were not there to make a big splash. They kept a low profile, looking around at the booths. They wouldn't pose for pictures and the crowd didn't swamp them.

One fellow was wearing a T-shirt that had "Tramiels" on the front circled in red with a line through it. On the back of the shirt was "Just say no!" The fellow said he was mad at the Tramiels for not getting the Stacy out sooner. Let no one say Sam Tramiel doesn't have a sense of humor. When he saw the shirt, he walked up to the fellow and said, "Hey I like that shirt, where can I buy one?" Sam made a point of buying things at a number of the booths.

Talon Technology was there showing Supercharger. First introduced at the Anaheim World of Atari, this German import is a completely external unit that allows the ST to run MS-DOS software.

It plugs into the DMA port and allows daisy chaining of other DMA devices. By using a NEC V30 chip, it runs XT software at AT speeds. It comes with 1 meg of memory and MS-DOS 4.1, and a program to use the Supercharger's memory as a RAMdisk from ST mode. Supercharger retails for $450. Talon is planning on introducing a VGA card that will occupy one of Supercharger's internal slots. Another card they are going to introduce is an Ethernet card. This would allow an ST to be used on an IBM network. They are also planning on introducing software allowing the user to run IBM emulation as a desk accessory. Also planned are a FAX card and an accelerator.

Changes at Antic Publications

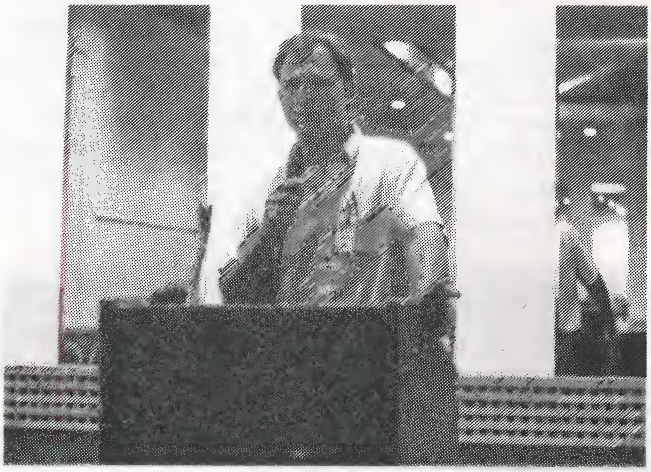
Antic Publications had a startling announcement. They will not publish a September issue of START. The October issue will combine ANTIC Magazine and START and be a larger magazine.

They are also planning to pick up the subscriptions for ST-Log and Analog. Tom Byron, START's new editor, has hired Jim Burton as technical editor. They also have a new art director, Rick Braden, to improve the new magazine's appearance. Denny Riley, ANTIC publication's director of advertising sales, assured me this is not a sign of weakness for the magazine.

Atari's Sam Tramiel

I brought up the point that ST-Log and Analog did a similar thing before going under. Despite the similarity, Denny says START is ANTIC Publication's biggest money maker. They just need the time to make all the changes.

Zubair Interfaces was at the show with their memory upgrades. They also had SIMM modules to upgrade the memory of the STes that were for sale at the show. Abu Zubair also introduced his newest hardware upgrade, ZKeys. ZKeys is a solderless internal upgrade that allows ST users to use an IBM keyboard. When the IBM keyboard is plugged in, either the ST keyboard or the IBM keyboard can be used. The IBM keyboard can be easily unplugged. With the keyboard plugged in, the function keys are supported during IBM emulation. The IBM keyboard is compatible with

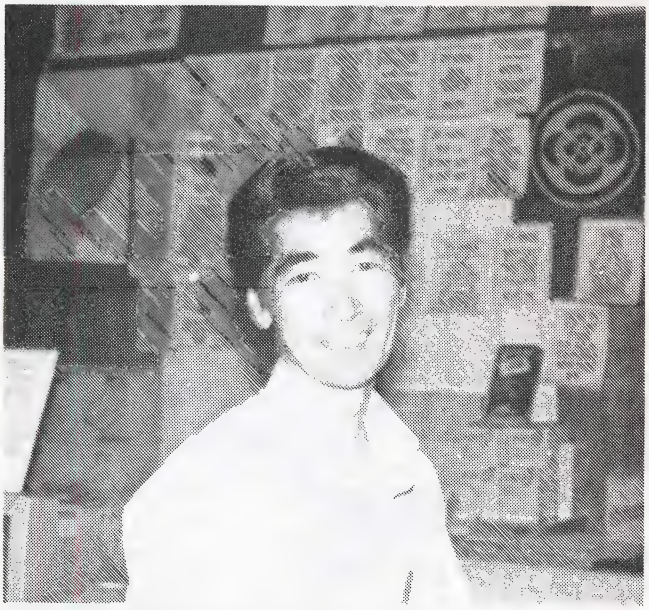


Rich Betson of Talon Technology

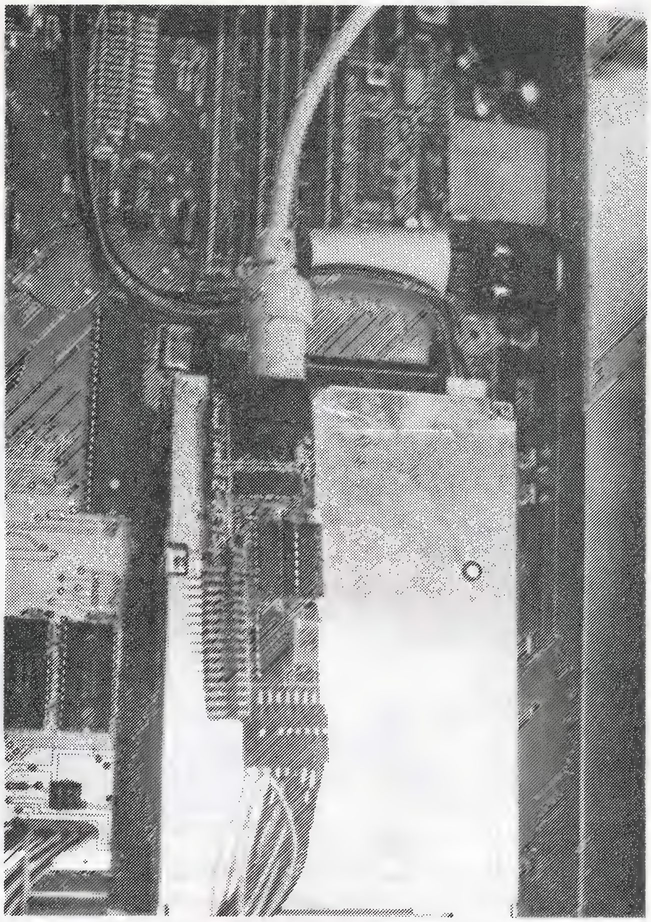
the ST mouse and Spectre GCR. In the future, Zubair Interfaces plans on creating a software driver to allow the F11 and F12 keys of the IBM keyboard to become the Help and Undo keys on the ST keyboard. They are also planning a macro keyboard driver for the IBM keyboard that will allow the user to define his own macros. ZKeys is for STs with a built in keyboard. Retail price is $99.95. A version will be out for the Mega STs.

Best News

Brad Koda of Best Electronics is an interesting entrepreneur. Starting out as an Atari computer repair and parts person, he finds a need and fills it. When he can't get repair parts, he goes to Taiwan and has his own made. When he thinks he can do something better, he has that made too. Witness the birth of the Best Mouse and the Mega Click replacement keyboard switches. Now he is introducing the Best Joystick, the Best Power Supply, and a number of repair parts for ST monitors. He says he is now the only supplier of ink rollers for the 1027 printer. He makes them up himself out of Taiwanese parts.



Rich Tsukiji WOA Show Promoter



Z-Keys internal Hardware interface

The Best Power Supply replaces the 520fm, 1040, Mega, and Megafile power supplies. Brad has seen an increase in the failure rate of the power supplies from Atari, and the replacement ones from Atari aren't any better. So he made his own. The Best Joystick has heavy duty construction and an autofire switch. It works with all Atari computers except the 5200. The power supply retails for $85, and the Best Joystick retails for $15.95.

News from the CodeHeads

The CodeHeads were showing their excellent software products and introducing LookIt and PopIt. These software utilities come on the same disk.

LookIt is a file viewer and binary editor that offers fast text display, the ability to use the mouse or keyboard to scroll and powerful searching options. It also allows setting up "bookmarks" in each file for easy return to that spot, and it has powerful print features.

PopIt lets you assign hot keys to your desk accessories. Pressing a single key or set of keys gives you instant access to your accessory. Key assignments can be saved, loaded and disabled at any time.

Branch Alway's Darek Mihocka

During the show, Darek Mihocka of Branch Always Software gave a talk on Quick ST II, and Rich Betson from Talon spoke Saturday and Sunday on PC emulation.

There were bargains to be had on almost everything. Some of the dated software was being sold at fire-sale prices. I didn't see much action on 8-bit items either being displayed by the dealers or being bought by the attendees. The vendors I spoke to that had something new to sell, or had good buys, were pleased with the business they did at the show. They knew there wouldn't be a lot of vendors, but the crowd was there anyway.

The Silicon Valley has many Atari computer users, and it had been three years since they had a show. They were hungry for an Atari show, and during the two days I was there, they seemed happy with the one they got.

San Jose World of Atari—A Second Look

John Pilge

The World of Atari extravaganza in San Jose, California was held at the San Jose Hyatt August 4-5. In essence, it was your typical computer fair.

You pay to get into the dealer's room where you can find Atari products for XL/XE, Portfolio, Lynx, ST and even the 2600. There were hundreds of products at decent prices and a few bargains. But there were only 17 exhibitors. Some were there to demonstrate their products, STart magazine was selling back issues and San Jose Computers had hundreds of items for sale.

That was it. There were door prizes, promotional fliers and a few freebies, but it was a small show.

Atari was not there officially. Sam Tramiel was there and declined to be interviewed, as was Leonard and Garry Tramiel. Sam did answer questions from anyone who came up and recognized him. A few other Atari employees were seen.

If Atari had had a booth, they would have probably been besieged with questions by over-anxious Atari users. I saw one user sporting a T-shirt that had the internation "NO" symbol over the name "TRAMIEL" with the caption "JUST SAY NO."

Steady Attendance

The show was well attended. The later you stayed, the more crowded the sales floor became. If your purpose for coming was to buy Atari items, there was a lot to choose from, but not so much that you needed two days to see everything. When I left, I had time to visit two other stores before going home to Santa Cruz.

More was expected. People were hoping for more dealers, conferences and a greater presence from Atari Corporation. People were hoping for a bigger show, with more advertising. What they got was a two-day computer fair with Atari products.

Summing It All Up

That was enough for some. But fans of Atari shows remember bigger shows, more dealers and conferences of the past. Of course, in the past there were more Atari magazines, more Atari dealers and more Atari users. This was the first World of Atari Show in Santa Clara County in two years.

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Brad Roltgen of BRE Software

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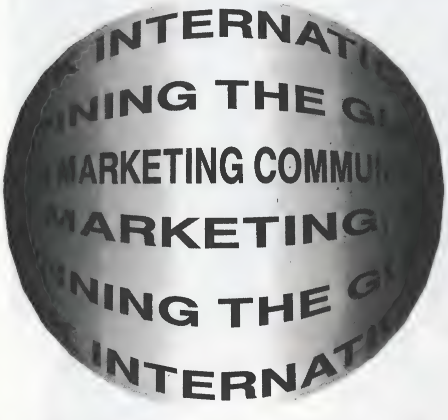

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The Fuji Zone

Joe Mirando (CCCC)

You're traveling through another dimension, a dimension not only of bits and bytes but of mind; a journey into a wonderous land whose boundaries are that of imagination. That's the signpost up ahead. Your next stop...The Fuji Zone.

Submitted for your approval: the theory that time is but one track running parallel to many others that, under most circumstances, cannot meet one another or exchange events.

Enter one Harrison Dearson. A young man intent on making his mark on the computer industry. Since Harry has no talent in either programming or systems design, he has decided to make his entree' by becoming indispensable to the upper echelon of one of the larger computer companies.

In our current time-line, Mr. Dearson has just gotten a job with Atari Corporation. By not rocking the boat and telling his bosses only what they want to hear, our young traveler has indeed ensured his continued employment. He has also, however, ensured that Atari Corporation will remain in very low popularity by the very lack of support of and aggressive marketing in the US that has made him a successful "Corporate Warrior."

In our proposed alternate time-line, however, Mr. Dearson's taxi encounters a rather disagreeable telephone pole on its way to Atari Headquarters which makes the traveler an hour late for his interview. This does not sit well with his prospective employer. Harrison Dearson is forced to seek other employment.

The young man who does get the job in this new time-line is concerned only with expanding the product line and the well-being of the company. Because of this, Atari becomes the premier computer manufacturer and out-distances all other computer companies.

A sampling of the events of this time-line bear out this conclusion:

July 1989: Atari introduces their Stacy portable computer. The music industry quickly embraces it as the best MIDI computer around. The Stacy also becomes quite popular with businessmen on the go who are tired of all the "command-line nonsense." Atari's careful attention to detail permits the Stacy to pass FCC testing quickly while the company's renewed commitment to advertising and support in the American market provides US users with enough machines to cover the huge demand.

January 1990: The introduction of the STe continues the rise of Atari in the home computer market. Although the machine can still show a maximum of sixteen colors at a time, the new pallet (with a choice of 4,096 colors) and stereo capabilities make the machine a favorite. Dealers now have machines in stock and do a brisk business in Atari computers and peripherals.

May 1990: Atari's new TT computer system based on the Motorola 68030 microprocessor running at 32 megahertz takes the small work-station industry by storm. With improved speed and graphics capabilities, the TT becomes a favorite for desktop publishing, desktop video, and all other multimedia applications. With a price well below those of comparable machines, an Atari becomes the computer of choice in this area also.

January 1991: Atari strikes a deal with Paramount Pictures, Inc. to supply computers to be used in production and post-production sound and graphics work. The computers include the STe, the TT and the ATW, as well as portfolios for the production staff and executives (The executives use it only for the pong game included with the machine.).

December 1991: Paramount Pictures releases Star Trek VI after the shortest post-production schedule since computers entered the movie industry. The success of the movie, which relieves executives and saves the contracts of the actors, is credited to the abilities of the new computers purchased from Atari.

Rambo VI, which is released by another studio at the same time, is not well received by the public or the critics. As a shining example of the effects problems, one post-production worker says "The reason that this movie is titled 'Rambo VI' instead of 'Rambo V' is the titling software on our computers was so difficult to use that we didn't even notice that it was titled wrong until the premier, Damn! I wish we had used an Atari!"

And what of our young traveler you may ask? Mr. Harrison Dearson, upon the unsuccessful completion of his interview in Sunnyvale, promptly secures a job with IBM (which, by virtue of Harry's tactics, ceases the manufacture of personal computers ten months later).

Piracy in El Paso

Tim Holt (El Paso)

In the old days, the axiom was that silence was golden. A good child was to be seen and not heard. Nowadays this old saying has been perverted to read "keep your mouth shut or you will get sued." Same effect, just a different message to achieve the end.

Well, something happened to me on the STE-EP BBS that really has me biting at my chomps. I am torn whether to speak, keep my mouth shut, or some happy inbetween. I decided to speak, and perhaps in the course of the article, you will agree. As president of the local user group, I suppose it is my duty to talk about these things:

On Sunday, July 29, 1990, a person logged onto the ST Club's BBS under the name "Joe Pirate." This person logged on as a visitor, and all information they left about themselves was, of course, incorrect. This person left one message to me, saying "I left a file in the Utilities area for you. Use at your discretion."

I went to the utilities area, and there was a file called "Pirate.lzh." At first I was leary, because in the past I have taken a very anti-pirate stand on the STE-EP BBS. Was it a virus plagued plant that will kill my system? (As a matter of fact, most screens you come upon on STE-EP have anti-pirate messages on them.) Anyway, I got the file, un-lzh'ed it, and started to read. The contents knocked me on the floor.

There before me was a listing of files available on a local "reputable" ST BBS. As a matter of fact, the Sysop is a former member of the ST Club!

Piracy Unearthed

PageStream, Space Ace, Dragon's Lair, Hotwire, War Head and on and on it went. (We later calculated at Jenkins' that this BBS had at least $4000 worth of games *alone* at the retail price.) His BBS had a better selection than Jenkins' Computer Store!

Games from Europe, word processors from Germany, and on it went. I printed out the listing, and it was 10 pages of just two file areas! (The BBS has at least 7 file areas, with even a "Classic by Request" area for programs that are no longer published. I hope you get the picture, we are talking *big time!*)

So, I was faced with another mystery: was this a real file or was this a fake "plant" intended to embarrass me and the club? Well, if you see a house burning down, you don't check first to see if the owner wants it burned, you call the fire department, and that's what I did.

I went to Jenkins' Computers and asked them who they would call. They gave me a few names, and even called a few places themselves. (Software Publishers Association was supposed to have a toll free number to report pirate boards. No such listing.) Called a few software distributors, a few dealers, a few developers. No one knew who to call. We finally called Ralph Mariano at ST Report. He said he would help.

Anyway, the turning-in of the person responsible for this is not the point of this article. I am writing this to examine the effect of this one BBS on *you*, the average user. You don't think you are effected because you never heard of this BBS? Think again, Bubba.

Whether or not this is a true pirate BBS is not the point. (There are actually several pirate BBSes in El Paso, even though one was shut down by the police several years ago.) So anything I mention about this particular BBS, simply multiply it by the number of pirate boards here, or in your town.

A Little Background

El Paso, Texas is a city on the extreme edge of west Texas. Population 500,000+. Include Juarez, Mexico, and the smaller communities of Southern New Mexico, the population of the area is well in excess of 1.5 million people. There is one store in this entire area that sells Atari programs: Jenkins' Computer Store. The next nearest store that sells Atari programs is in Albuquerque, New Mexico, over 300 miles away. So, if you can't get a program at Jenkins', and you need it quick, well, you got a five hour drive up to the nearest Atari store. And that store doesn't even service Atari computers, it just sells software.

So you see, we are pretty Atari isolated out here in El Paso. In talking to Jim and Tom at Jenkins', Jim once told me there are approximately 1000 Atari STs in the El Paso area.

In July, 1990, Jenkins' Computer Store sold 10 Atari programs. *Ten!* The number after nine! For the entire month! Ten programs to an installed base of 1000 computers! That was the month Dragon's Lair came out. Script came to Jenkins' that month. *And*, for the past six months, Jenkins' has run a special that if you buy two programs, you get one free. So essentially, they are giving a 33% discount.

And still, they could only sell 10 Atari ST programs. They are not overpriced, as all programs they sell are sold at the retail value. Now I realize that retail is more than mail order, but after taking into account the discount, and no shipping, we are talking essentially the same prices. Get the picture? Okay.

Buying Drought

Now Tom and Jim can't figure out why the good customers from the past aren't coming in anymore to buy programs. Then they get a copy of the file listing that I got on my BBS. Suddenly, it all becomes too clear to them. The reason no one is buying is because the darn things are being given away free on the pirate BBSes around town. Hey, why the hell pay $199 for PageStream when you can spend an hour downloading it for free? Same for Space Ace, Dragon's Lair and all the other tons of "freeware" available on the pirate BBS.

Put yourself in Jim Jenkins' shoes. You own a store that sells computers. Your prices from Atari give you a minimal margin, so you must make your true profits in selling software. (Go ask Tom or Jim what they pay for an STe. You'll laugh at the chintzy amount they make on each one sold.) You have to pay overhead, and you have to keep just enough in the bank so that you can order new items when they become available. (Plus it's also nice to eat once in a while as well.)

In one month, you sell just *ten* titles of ST software. Ten! I never was real good at math, but that don't pay the piper. If you were Jim, wouldn't you wonder why support from the users has dried up? And wouldn't you be a little more than a bit pissed off when you find one of the "stalwarts" of the ST community in El Paso is running a pirate board, out of his house, with more than $4000 in game software alone on it? *And,* on this BBS, there are games and programs available that your software distributor hasn't even heard of yet?

Unmoving Inventory

You go over to your inventory, and you see the $199 version of PageStream sitting there, gathering dust, and it become obvious what is going on. And the 10 copies of Dragon's Lair, and the 15 copies of Space Ace and the two copies of ChronoQuest II, and Hammerfist and Klax. All are sitting there, gathering dust, eating up space. And yes, money, because something that is taking up display space is eating money if it isn't "moving." This jerk, running a pirate BBS out of his home as a "hobby," or as he sees it, a "public service," is denying you your livelihood.

This one person, by giving away the things you are trying to sell, is essentially destroying your business. (Hey, no matter what you may think about Jim and Tom, they are still people doing their darndest to try to make a living. They have kids and wives and mortgages just like all of us.) Well, I don't know how you would react, but I sure as hell would be mad.

Move Out of Atari

Okay, so what do you do? Well, you can't turn the guy's BBS off, even though you can send his name and number to a few well placed folks. You do what is *the only sound business move:* You start selling less and less Atari software.

It only makes sense. Start selling more and more IBM software and IBM machines. I have been going into Jenkins' for the best part of four years now, and I can tell you, what once was an idea about selling clones is now something that takes up half the store. Long time ST Club members will tell you about the times gone by when Jenkins' was a true "Atari dealer."

Now, the areas for the ST, STe and ST software are growing smaller and smaller. Why stock something everyone in town has a copy of anyway? *And* that is where the pirates are hurting you, whether you realize it or not! Because eventually, Jenkins' and every other dealer that sells ST software is just going to throw their hands into the air and say "To hell with it. If the pirates want the business, they can have it." (I know you have been into Jenkins' or your own local store, looked at the selection, and said to yourself "Geesh, they have had that program sitting there for two years. Don't they get any NEW stuff?")

Fewer and Fewer Local Dealers

And so, Atari software and hardware support in El Paso will dry up faster than a puddle in the west Texas sun. So what if you want to have your computer fixed? Well folks, if Jenkin's stops, folks in El Paso would have to drive all the way to Tucson, Arizona. Why would they stop repairing STs? Simple: No money in it.

No money in a machine that is a great machine, but you can't sell any software, which is *the bread and butter of any computer store. You can't make a profit.* Clones are the way to go.

Go in and ask Tom or your local dealer how many IBM software packages they sold last month. Then ask them how many ST packages they sold. You will be shocked. But please, don't be shocked when they stop selling ST software. You should have seen it coming.

And tell the guys that run those "public service" BBSes how thankful you are that you have to drive for half a day (if you're lucky) to get a new game or to replace Wordwriter with Word Perfect.

If you think this problem is localized to El Paso, think again. Those clever Medway Boyz are everywhere. And so are the BBSes. I can write about the problem because I have firsthand knowledge of the BBSes and of Jenkins' Computers.

Next time you come across a friend who has "a great new copy of a game" he wants to give you, think again. The short term gain is not worth the long term loss of Atari support, dealers, and Atari computers.

SOFTWARE PIRACY hurts BIG companies.

But it *KILLS* small companies.

Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

Well, the truth is that many of the best Atari software houses are NOT big companies -- they're small businesses with few employees. Many of the best programmers and developers are Atari enthusiasts like you. And the loss of just a few sales due to software theft can help drive them out of this comparatively small market.

The next time you're tempted to give or receive a copy of a commercial program, consider how piracy affects Atari software developers and the future of Atari computers.

THE IAAD

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Atari Developers

Down with Shareware!

Jay Skotcher (WAUG)

I recently read Craig Harvey's article about shareware. It was a good article, but it discussed the problems of shareware from an abstract/moral standpoint. I feel some major concrete problems exist with shareware users which authors will need to address before the situation improves.

The first problem with shareware is the name. When we share we don't expect to pay or get paid. Think about the last time you shared anything with a friend. Did you ask for money?

The name, Shareware, implies the programmer's motive for writing the program wasn't necessarily for profit. Some users of shareware feel: "The author wrote this software for his own use because he didn't like the features of the available software or it didn't exist. He is now *sharing* his programming efforts with the rest of the world." Then comes the insult. "Why should I pay for this program? He's sharing it. He would have written it anyway." Shareware needs to be renamed.

The second problem with shareware is giving away completely running fully functional programs. An earlier version of Craig Harvey's Diary program appeared on the AIM disk of the month.

It's a fine program as it appears on the disk. So well done, anyone using Diary and liking it has no incentive to register. Why did he ever allow it to save files? It would run fine without this ability. If the shareware version did not allow saving files a user would be able to test drive all the interesting features but still have some incentive to register his copy.

The third problem with shareware is the way it is marketed. Here is a paraphrase of how Craig explained shareware. "Here is a piece of software. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy your copy." Does this sound like a smart way to profitably market a product?

Let's apply this same marketing scheme to a car. "Here is a Lamborghini Countach. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the car." Doesn't this sound silly? I hear a few saying, "That's stupid. He's comparing cars to software."

Who's being stupid? A car can be repossessed. I haven't yet heard of any shareware author who has been able to repossess an unregistered copy. Just for fun let's apply this strategy to something more similar to software, a CD. "Here is a Compact Disc of your favorite artist. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the CD."

Think about how many people would make themselves a free copy then return or destroy the CD. It's time to abandon this scheme. The solution:

I proclaim, "Down with shareware! Bring on the Demoware or Crippleware."

Demoware would take after the coin-op video games attract mode. Once the user starts the demo program, no user input would be allowed or accepted by the program.

Crippleware would allow the user to do everything the program can do except let the user be productive. I know PageStream is not shareware, but its demo is an excellent example of crippleware.

With the PageStream demo a user can try almost every feature, but because files can't be saved and the printouts have the phrase "PageStream Demo" in large letters running diagonally across them, the demo can't be used to produce a newsletter, magazine or whatever.

Crippleware and Demoware completely eliminate the three problems I outlined. The false concept of "sharing" is eliminated. The author is motivated by monetary profit. An incentive to register for the fully functioning version now exists. The erroneous marketing technique has been replaced with the Demo/Cripple-ware Declaration:

"This software is a demo/crippled version of a commercial copyrighted fully functional piece of software. It is written as a profit-seeking venture by the author, just like software found in a store. This author has chosen to direct market his creation to potential users instead of selling it through a mass-market high volume distributor. Third party mass-marketing could double or triple the selling price. This demo/crippled version is free so you can test drive the program. The fully funtioning version is available directly from the author."

Since I spent time spotlighting Craig, I want to let everyone know I wrote this mess...uh, article using Craig Harvey's Diary—version 2.0d—which I purchased directly from Craig.

An Atari Tale (or maybe Tail?)

Brent Fisher (CACE)

In place of my normal column for this month I have decided to tell a little story. It all began about a month ago (and here you all thought I was going to say a long time ago) on the CACE BBS.

The Setting

It seems that one of the Atari users became a bit perturbed with the other Atari users on the board. It seems the other users just were not posting messages in the Atari section. Personally, the SysOp didn't really have too many options.

One really can't force one's users to post if they deem it something that they would rather not do. So our stallwart SysOp simply did as best he could. He would post meeting times and other Atari related information as best he could, and hope that sooner or later the other users would join in and add their own two cents worth.

Well, low and behold, one fine day a user did (you knew I would cut to the chase sooner or later) respond with a scathing message. Something about the users being only game players and that sort of roughish crowd. More than likely there were a few other choice phrases but that one should do for now.

The Villain of the Piece

The SysOp was not terribly sure what to think of this development. He simply sat back and waited to see if the users would deem that a response was necessary. To the SysOp's mild shock and pleasant surprise, the users did respond, and with quite some fervor too. They gave the user with the biting message quite a run for his money (OK, OK modem! Some of you are so picky, sheesh! <GRIN>).

The Cavalry

One user took a vastly angry and offended tone and really took the blasphemous user to task. I believe there were phrases like "How dare you call my computer a silly game machine" and something like "If you hate your machine so much why do you keep it?"

One of the users though did seem to take it rather well and responded with a rather humorous bit on being lucky that the user didn't have to put up with a Timex/Sinclair. Also I believe he mentioned something about a hospital mental ward (sometimes we really wonder about our users).

Placating Users

Anyway before everything escalated into explosive violence (wouldn't want another Middle East thing, I already know too many friends over there), the kind SysOp intervened and thanked the users for renewing his faith in them and the response that they had given after being poked with a stick (I guess sometimes you need a little turbulence) so to speak.

He thanked one and all and wished them all good health and told them all to go play a @ircular Logic game (How do you like that Tom? I even included the @ symbol!).

Of course, as with all confrontations, the ending wasn't totaly peachy keen.

Tempers, Tempers!

A couple of users didn't quite get the SysOp's message before reading a couple of responses to their responses, but hey at least nothing like the War of 1812 happened (just for you history buffs). Anyway, everyone is back on a normal standing once again.

The Moral of the Story

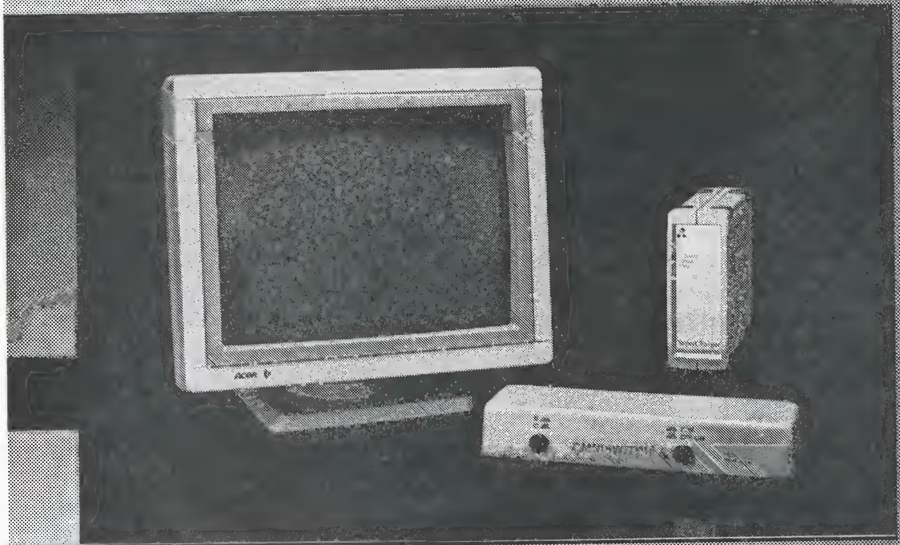
I suppose that I should go ahead and wrap this up. So here goes. The moral of this story is that no matter what, 8-bit people are still alive and kicking out there, and they still love their machines. Atari take notice we are still here.

Anyway, just one friendly plug. You can reach the CACE BBS by dialing 1-517-764-4047, 24 hours, 300 to 1200 baud (what can I say, too broke to afford 2400 right now, but we do take donations).

I bet you all are wondering just what did happen to the trouble maker. Well, let us say he has his just desserts. The SysOp made him the Atari board SigOp. I hope you all enjoyed my little story and come by and see us at the CACE BBS.

“Super-Charger is the MS-DOS Emulator of Choice” —Milt Creighton

Current Notes Magazine



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Data Loss on the Atari

Robert C. Arp

During my early computer training, I logged in many hours in discovering new ways to lose and corrupt data files. One of my most skillful methods involved typing for hours, so engrossed in program design that I'd forget the most important aspect of the creative cycle—saving the most recently generated ideas to disk. Eventually, I became paranoid about data loss.

Because I was using a terminal connected to a mainframe, there were no floppy disks on which to store data. But I became adroit at backing up everything to cards and paper. I even traded my video terminal for a Texas Instrument printing terminal.

When I started using my personal computer, I decided to abandon data loss as a field of expertise. I formulated the following fundamentals to govern my computing behavior:

1. All data worthy of preservation should be saved in at least two primary storage media.
2. "Primary" storage media are those which are least likely to be destroyed by forces other than the normal deterioration of the media.
3. The best candidates for primary storage media at my disposal are paper and floppy disks.

In my computing environment, the hard disk drive is used for temporary storage—somewhat more permanent than RAM—but temporary nevertheless. I rarely use a hard disk backup program because I immediately back up hard disk bound data to one or more floppies; then, at significant intervals, I print to paper. I do back up an entire hard disk partition to floppies whenever I drastically alter the major files in that partition. That has occurred only three times in four years.

Some might say, "But hard disk drives are so much faster than floppy disks." So what? RAM is much faster than hard disks, but who would suggest that we trust RAM to preserve data? No matter how much time is required to store on floppies, that time is never as great as that required to regenerate ideas once they have been lost.

I think of a hard disk partition as disk technology's equivalent of a battery backed RAM disk. A hard drive is an excellent production accelerator, but my data is too valuable to be entrusted to such a fickle storage medium.

It's not that a hard drive is intrinsically volatile; it's the manner in which they are used that subjects the medium to data destructive forces. Precisely because hard drives are inherently the most reliable, fastest and cost effective medium available, they are used in the most precarious computing environments.

A malfunction during backup, optimization or restoration could wipe out all or a major portion of a hard disk's files. Of course, if you can afford to lose all of the data stored on your hard drive, you've nothing to fear.

Me, I can't afford such a loss, so I put my trust in floppies; and I save my data to them often during each productive session. I haven't lost so much as a single line of data in four years, so I guess I'm doing something right. I have misplaced a file or two during that time, but, fortunately, copies of those files were in the GEnie library; therefore, I simply downloaded them.

Now, as much as I respect floppy disks as a storage medium, there is no substitute for the comforting feel of hardcopy. In spite of that, I rarely print certain types of files; images for example.

I'll now tell you what prompted this article. I've just finished reading "The Hard Disk Companion" by Peter Norton and Robert Jourdain, copyright 1988 by Brady Books. This book has been written specifically for an IBM PC audience; however, its contents are relevant to ST users—both professional and casual. The language used by the writers is not technical, and the price of the book is a comfortable $21.95.

"The Hard Disk Companion" explains every hazard associated with hard disk drives, and it compares those with some of the hazards of floppy and tape units used for backup storage. In addition, there are discussions about every type of hard disk related software, with particular attention focused on malfunctions that can occur during the use of that software.

Some of the topics I found especially interesting were related to file fragmentation, removable drives and image versus file-by-file backups. The book contains an index and an excellent glossary. I'm sure that once you've looked it over, you'll not be able to resist the purchase.

Robert Arp can be reached at 278-1 San Tomas Aquino Rd. Campbell, CA. 95008

dBMAN TipSTer:

PART TWO on dBMAN/dBASE III+ Compatibility

Peter Killian (O-ACES)

As many of you know, especially if you read my last article on dBASE compatibility, you can use many dBASE II or III or III+ routines with dBMAN on your Atari ST.

If you are interested in writing programs for other machines, many of those you might write for dBMAN on the ST can be used with dBASE on those other machines. If you are lucky to have dBMAN on that/those other machine(s), you ought to be able to use even more of them (dBMAN versions are available for PC-DOS compatibles, LANs, Amigas, UNIX/XENIX, and even some mainframes). But enough of rehashing old info, let's look at some routines and ideas!

Many of the ideas I am sharing with you here came from repeated trial and error (experimentation for those who like longer words) after running into errors or unexpected situations. This month is no exception, since the first situation only occurred after using a program for a while, when I started running out of space on the disk.

Now, this may not be a problem for some of you who have huge hard drives, but I did not always have one at work and I still haven't been able to afford one at home. Even if you do have a large hard drive, it is a good idea when programming your own application to have the program help you back it up to floppy.

Unfortunately, this is another case where you have to use a different set of commands with dBASE III+ than with dBMAN, though the command at first looks the same on both.

Both dBMAN and dBASE III/III+ (I don't think this function is available with dBASE II) have a function to see how much room is left on the disk—DISKSPACE().

Unfortunately for dBASE users to use the command, you must first change the default disk drive. It is much simpler for dBMAN users, though, since they can specify which drive to check in the parentheses which follow this function.

This is further complicated under dBASE since there is no command to remember what the default drive was before you change it and many programmers (me, too!) prefer to write their programs to work on any drive, including hard drives and RAM-disks. Of course, dBMAN has such a command and even allows you to specify different default drives for different files (data, indexes, programs, etc.). Here is how you do it in both systems (look also to the disk of the month for a file called CHK_BSZ.CMD to see how these can fit into a larger routine from a program I wrote):

1. dBMAN

```
* Find out remaining space on
drive B: (second drive)
cur_size = DISKSPACE(2)
```

2. dBASE III/III+

```
* Find out what the current de-
fault drive is (to set it back
later)
cur_drive = SUBSTR(DBF(),1,1)
SET DEFAULT TO B
cur_size = DISKSPACE()
* then set the default back to
what it was
SET DEFAULT TO &cur_drive
```

I don't know about you, but I find the dBMAN way much more elegant. Now, you might think the longer method used with dBASE would also work with dBMAN, but it turns out it will *not*, because of what dBMAN assumes if you do not specify a drive with the DISKSPACE() function. You would expect it to be the default drive, but unfortunately (at least every time I have tried it) it always returns the drive I ran dBMAN from—even if I change all of the defaults!

The second subject I want to talk about covers some routines I now use in almost all of my dBASE and dBMAN programs. I have a couple routines that work almost identically in both dBASE and dBMAN, although there are some subtle differences and I greatly prefer the "feel" in dBMAN when they are compiled.

Compiling, of course, is not a problem for most dBMAN programmers anymore since the compiler now comes with the program and I highly recommend you compile your programs most of the time. Not only does it speed things up a lot, but the process of compiling will help you catch some errors you might miss otherwise.

There are a couple ways to read the keyboard with dBASE or dBMAN, including a function that might be familiar to some BASIC language programmers—INKEY(). Here is a sample (the disk of the month should include a larger example as I have actually used it and you can include in your programs) of how to read a single key with INKEY():

```
ikey = 0
DO WHILE ikey = 0
```

```
ikey = INKEY()
ENDDO
 keypressed = UPPER(CHR(ikey))
```

The INKEY() function checks to see if the person at the keyboard is pressing a key at the instant the function is executed. It seems dBASE does it better even though dBMAN is nominally faster, because dBASE normally remembers keys already pressed even though the command has not yet executed (i.e., type-ahead works better). This is actually sort of "cheating" (although I have gotten quite used to and tend to prefer this "cheat")—the INKEY() function as defined in most other languages does not read "saved" keys.

The reason it is a problem with dBMAN has to do with the fact that the dBMAN interpreter normally checks after each command to see if you have pressed one of several special debugging keys. These keys allow you to single step through a program, change or insert lines to see the effect, and even resume execution at full speed. Unfortunately, when dBMAN checks for these keys, it discards any other (non-debugging) keys that may have been pressed in the meantime. Since dBMAN is executing the commands so quickly, it often has already discarded the key before you have a chance to read it. The end result is a choppy, hard-to-predict response where you would often have to press the key several times to get it to register.

There are ways around this, but I don't like the main method because it disables those debugging keys which I often like to use while I am testing out a program, and by compiling, I get enough extra speed to make this loss of keys less objectionable. It also disables the ability to STOP a program with either dBASE and dBMAN if you made a mistake in your programming. You can turn off the debugging and program-stopping capability by using the command: SET ESCAPE OFF.

Besides disabling the debugging keys, there is another way that works if all you need is a single keypress, as when you want to choose a single option from a menu. This method uses the GET command after a SET CONFIRM OFF. It does *not* return the ability to read "saved" keys, but does remove the choppy response. The choppy response is removed because the interpreter stays on the same line, thereby avoiding the debug key check which occurs *between* lines. Here is a short routine to put a prompting message at the bottom of the screen, wait for the user to press a key, check if the key is allowed or not, and then pass it back to the program that called it:

```
****************
* get_bkey.cmd *
****************
PARAMETER key_prompt,valid_keys,key
STORE .F. TO got_valid
STORE "?" TO key
DO WHILE .NOT. got_valid
   STORE "?" TO key
   CLEAR GETS
   @ 23, 0 CLEAR
   @ 23, 0 SAY key_prompt;
     GET key
   READ
   STORE UPPER(key) TO key
   IF AT(key,valid_keys) > 0
     STORE .T. TO got_valid
   ELSE
      * BEEP
      mkey = key
      IF mkey = " "
         mkey = "[space bar]"
         STORE "?" TO key
      ENDIF
        msg = mkey + " is NOT allowed!  Press
[space]"
      @ 23, 0 CLEAR
      @ 23, 0 SAY msg;
      GET key
      READ
   ENDIF
ENDDO
@ 23, 0 CLEAR
RETURN
```

Until next time, happy computing!

P.S. If you have any comments, questions, or dBMAN topics you would like to see in future columns, drop me a line on GEnie (PKILLIAN) or via the US "Snail" at this address: 8629 S. Glenview Dr., La Vista, NE 68128.

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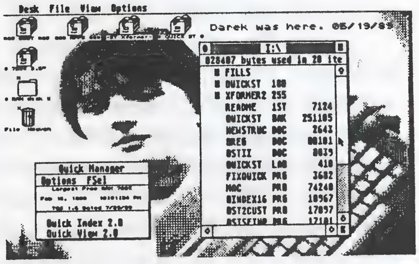

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Instant Graphics and Sound: An OnLine Odyssey

Jon Bailey (MACE)

I have seen the future of ST telecommunications and this is it. The new Instant Graphics and Sound (IGS) program, from shareware author Larry Mears, not only provides dazzling visual effects, but also beeps, bells, hoots, whistles and a varied assortment of other goodies! Let me begin by telling you my first experience with IGS.

When you first undo the IGS ARC (or LZH), you get a desk accessory, two text files and an .EMU file. (The .EMU file is for users of the InterLink terminal program.) After a quick glance through the docs, I popped it into my root directory, rebooted, ran Flash and began my journey into the new age of online modeming.

Using IGS

Using IGS was simple enough. I dialed the BBS where I had downloaded it from (which boasted IGS demos in the library section), right-clicked the mouse, activated the desk accessory, set the baud rate and watched.

At first, everything seemed normal. VT-52 worked fine, and everything seemed to be progressing as always. I selected "IGS Demos" from the menu, crossed my fingers and picked the "Blitz" demo. *Wow!*

The graphics and sound capabilities of IGS must truly be seen to be believed. I expected online graphics to be slow, black and white line drawings, or something like an .RLE picture from CompuServe.

Boy, was I ever wrong!

Fantastic graphic special effects came on the screen quickly and smoothly, ranging from pictures, to special text you are only used to seeing while using Degas or NeoChrome! I was hooked.

How IGS Works

Reading through the doc file gave way to further amazement. *all* IGS special effects are generated *without* any control codes or Escape codes! IGS simply looks for a command sequence "G#" and begins interpreting the text as IGS commands from there on.

This means that IGS can be implemented on BBSes that do not allow special control codes or even typed directly into messages(!). The format was amazingly easy to learn, and a few minutes reading of the included doc file had me on my way to typing up short little graphics of my own in no time!

Disadvantages

Well, nothing can be *perfect*, not even IGS. I've encountered only two bugs; it will not run properly with QuickST (Darek Mihocka has been notified of the problem and last I knew he's working on it), and also the accessory has locked up for no reason on occasion, though this is extremely rare.

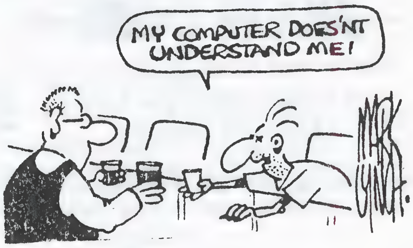
In Conclusion...

Well, all in all, if you own a modem, IGS is *worth the download.* It has features for everything from online cartoons, MIDI, to mouse commands, with which it is possible to create an *entirely mouse-driven* BBS with *no modifications whatsoever*, if the text files are done right(!).

Everyone who gets this program, I ask you to *please* mail in your Shareware donation to Larry Mears, so we can see further revisions with even more features.

Systems Featuring IGS

In my local area, the Power Tek BBS (313)422-3317 has recently installed IGS menus and demos. However, the true treasure trove of IGS is the London Smog BBS at (714) 546-2152.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What's the Good Word?

(For the ST)

Gordon Totty (MACE)

Much Ado about Words

I like words. Sometimes, I think about their power. For example, think about what they mean to humanity. Where would we be without them?

Grunts and gestures are only enough to keep us at the level of our cave-dwelling grandparents. At that level, what would us poor writers do? You can't write down a grunt. You can describe a gesture, but only with words.

No words. No Atari Interface Magazine. Nothing to read. No angry letters to Mr. Tramiel, and wouldn't it be a hardship for some of us to give up that hobby? A small advantage: no junk mail!

No words. No way to communicate, accurately, that you want your eggs scrambled but not mushy, your toast brown but still soft inside, your coffee black but sweetened and not too hot, and your orange juice strained to get out all the pulp, like mommie used to make it for you. (Can you tell I am writing this before breakfast? Can you tell mommie spoiled me? If so, we have achieved non-verbal communication, but words were used to set it up.)

Too Many Words

Well, worry no more. Bless us, we got words. Lots and lots of them, so many that we even can afford to play with them. One way to play with words is word search puzzles. Another is crossword puzzles, which sometimes involve a play on words.

If, like me, you enjoy either of these, read on. I'm about to point out the point.

Word Quest is a program to generate word search puzzles, and Word Quest 2 is a program that builds crossword puzzles. Each one costs $29.95; I think you can buy both as a package for $49.95. They are available from Artisan Software and are usually advertised in this magazine. Both were written and compiled in GFA Basic by Donald A. Thomas, Jr.

Word Quest

With Word Quest (let's call it WQ from now on), you can build your own word search puzzles in character grids from 5x5 up to 20x 20. For the benefit of the uninitiated, a word search puzzle is a grid of letters with a list of words beneath it. You must find the words in the grid, and they may be printed up, down, diagonally or backwards. Their locations are obscured by a lot of superfluous letters that fill in the spaces between the words.

When is the last time you enjoyed doing a word search? For most of us (since most of us are younger than me), that would have been in school. (Word searches weren't yet invented when I was in school with Herr Gutenberg. If only he had gone out for basketball, like I tried to convince him to, instead of tinkering with some kind of stupid contraption. He could have made the NBA, moved to Detroit and been a bad boy.)

WQ does its job very well, efficiently, effectively and with helpful options. It is loaded with commands, including:

Cite Documentation (from within program)
Delete Word, Enter Word, Load, Save
Fill Puzzle (with superfluous letters)
Open (opposite of fill)
Key (locator, or answer sheet)
Print (to screen, printer, or disk)

In all, there are about 19 identified commands, nearly one for every letter of the alphabet. They are accessed by mouse or by control-key combinations.

Best in Class

I'll bet WQ is the best program on the market for making word search puzzles. In fact, it may be the only program on the market for this application.

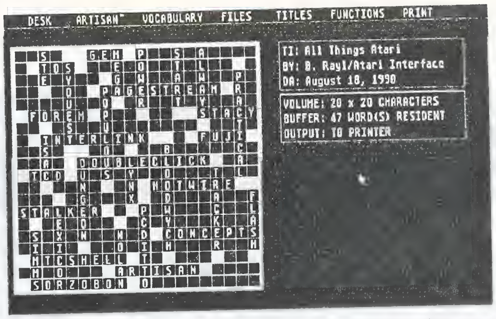
If you are a teacher (K-4, particularly), you might find this program very useful. For one example, during the first week of the new school year you could make a word search out of the student's names to help them begin to know one another. Or, make a puzzle with the week's spelling words or key words from the various lessons.

Other than a special need like that, however, the usefulness of WQ would appear to be limited. If you are not a teacher, you should be sure you love word searches, and have somebody to share them with, before you buy WQ. (You need somebody to share them with because, obviously, you know the solution to any puzzle you create.)

WQ comes with 50 puzzles and, for $9.95 plus $1.50 P&H you can send for 50 more.

Another Quest

Word Quest 2 (WQ2) is amaz-



TI: All Things Atari
BY: B. Rayl/Atari Interface
DA: August 18, 1990

VOLUME: 20 x 20 CHARACTERS
BUFFER: 47 WORD(S) RESIDENT
OUTPUT: TO PRINTER

ingly similar. You can generate crossword puzzles from 5x5 up to 20x20 in size. That upper limit seemed small to me until I checked the Sunday puzzle in the paper, which I think is very large. It was 21x21. So, don't be fooled by the number like I was; WQ2 can be used to build "professional" size puzzles.

WQ2 looks very much like WQ. The screens are similar, and so are the commands. WQ2 includes over 20 commands, so it has one or two more than WQ, but the commonality of commands is extensive.

Having programmed WQ, it was not too difficult, I imagine, for Donald Thomas to build WQ2. A crossword is like a word search, with small differences. "Fill" is with blackened boxes, not superfluous letters. Diagonal or backwards words are outlawed. Instead of being given the word, you are provided a definition of sorts. The solution must be filled in, not circled.

Who Needs It?

As above, this is likely to be the best, if not the only, program in the Atari market for making crossword puzzles. As above, do you need this application? I don't, which has made doing this review a bit difficult for me. I want to be fair, so let me quote the documentation on usefulness:

"Word Quest 2 is a powerful GEM-based program designed to construct crossword puzzles fast and efficiently. Virtually everyone can build a custom puzzle from a list of their own words in a matter of just minutes. Teachers can implement puzzles to augment their education of subjects and vocabulary. Publishers may integrate completed puzzles in their publications."

If I were a teacher, I'd use WQ2. It works as advertised, except that you have to get past the learning stage in order to make a puzzle as quickly as advertised. I am sure, however, that it is possible. The last statement comes from one who is certain that he owns programs that might not ever be possible to master! WQ2 is not one of them.

As a lover of words, I am also a lover of crosswords. No, not words spoken in anger—I can do without those—but puzzles. I thought that if I had a friend with an Atari who also loved crossword puzzles and who also owned WQ2, then we could amuse each other with our creations. Living with a kindred puzzle fanatic would simplify the problem by eliminating the need for dual equipment and software. But, my wife doesn't like crossword puzzles, and I haven't found that special friend. Oh, well.

WQ2 comes with five puzzles. My needs are better met by the Detroit News/Free Press, which comes with six small and two big crossword puzzles per week.

Printer Problem

One last comment on WQ2. I couldn't print my puzzles, even after using the "install printer" option. The printer would respond, with all text acceptable, but the puzzle grid, from top to bottom, was "overstruck" on the first line, OK for five lines, overstruck for three or four lines, OK for three, etc. Eventually, with experimentation, I got an acceptable print out of the puzzle grid and clues, but the title of the puzzle wouldn't fit on the page (truncated on the right).

Random line feeds? Highly unlikely. Problem with WQ2? Probably not. I have had more than my fair share of getting programs to drive my printers. Usually, it is my fault. TOS 1.4 demon? Couldn't ever happen. Brain dead Panasonic KX-P1092i? No way!

Help Yourself

I mention this only in the unlikely event that you experience the same problem. If you do, don't contact me. I usually can't even help myself. (Except at dinner.)

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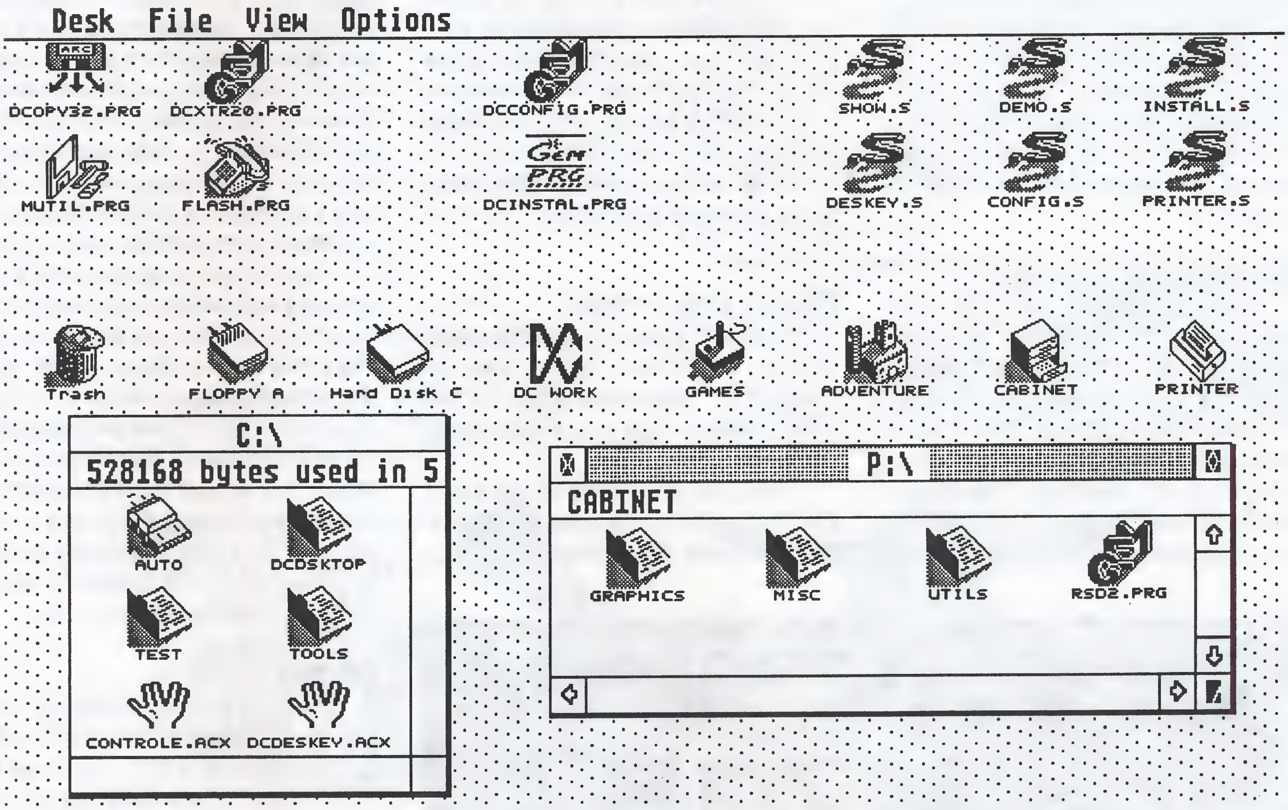
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DC Desktop—The Desktop Enhancement

Bill Rayl (WAUG)

If you're one of those unlucky souls still using the plain, old ST desktop, you should take a look at Double Click's second commercial software release—DC Desktop.

Billed as "a unique extension/enhancement to the GEM desktop," DC Desktop is the equivalent of a $1,200 tailor-made suit for your ST. Actually, it's more like a whole new wardrobe! And, with a retail price of only $39.95, it's like buying that expensive wardrobe at wholesale.

Dressed for Success

The DC Desktop package consists of the DC Desktop "master" program and a handful of useful modular desktop enhancements. The modular design gives you great flexibility in "designing" your very own ST desktop. The modules add such features as viewing pictures and viewing/extracting ARChive contents, replacing the desktop background with a picture or fill pattern, installing a handy print buffer, adding keyboard equivalents to the GEM desktop's menu commands (such as FORMAT) and lots more.

The "master" program itself gives you a recoverable trashcan, unique customizable program and drive icons, the ability to place program icons on the desktop and execute them from the desktop or via a "hotkey" and an excellent "Cabinet" feature. DC Desktop works in all resolutions and all the "normal" GEM desktop functions work as usual (including Show as Text).

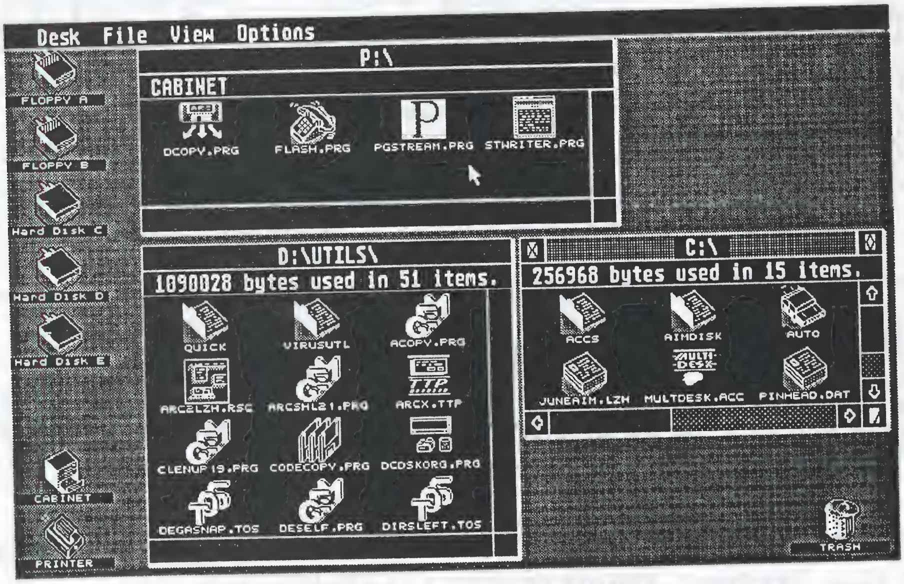
Closer Inspection

Since DC Desktop has far more to offer than I have space to write about, I'll try to cover a few of the things I feel really make this product shine.

First, let's look at those nifty Cabinets. This is one of those "what a great idea, why hasn't this ever been done before" kind of features. Here's how it works: DC Desktop supports a "virtual disk drive" called a Cabinet. You can copy program icons from various drives/folders into a Cabinet and run these programs from the Cabinet rather than hunting all over for them.

This is a very handy feature for hard drive owners, especially users who frequently use a number of programs for specific somewhat related tasks. For instance, desktop publishers can set up a DTP Cabinet containing icons for their DTP package, word processor, graphics converter/paint programs and other tools of the trade.

The Cabinets are treated just like any other disk drive—you can create folders in a Cabinet, delete file icons from a Cabinet, etc. Since the actual program files do not get moved to the Cabinet, blowing away a Cabinet's contents will not affect the actual files themselves. Up to 11 different Cabinets can be set up, and DC Desktop allows you to load/save Cabinets with a single keystroke combination.


Desk
File
View
Options
FLOPPY A
FLOPPY B
Hard Disk C
Hard Disk D
Hard Disk E
CABINET
PRINTER
P:\
CABINET
DCOPY.PRG
FLASH.PRG
PGSTREAM.PRG
STWRITER.PRG
D:\UTILS\
QUICK
VIRUSUTL
ACOPY.PRG
ARC2LZH.RSC
ARCSHL21.PRG
ARCX.TTP
CLENUP19.PRG
CODECOPY.PRG
DCDSKORG.PRG
DEGASNAP.TOS
DESELF.PRG
DIRSLEFT.TOS
C:\
ACCS
AIMDISK
AUTO
JUNEAIM.LZH
MULTDESK.ACC
PINHEAD.DAT
TRASH

1090028 bytes used in 51 items.

256968 bytes used in 15 items.

Showing Off

Three of the DC Desktop modules—DC Show, DC Show Pics and DC Show ARC— give added flexibility to the desktop SHOW routine. DC Show works on text files, allowing you to scroll/page up and down through text, search for character strings and even print files while viewing them.

DC Show Pics is a versatile picture viewer that can show Neochrome, Degas, Tiny, Art Director, Spectrum (SPC, SPU and SPS format!) and even IMG pictures. Other than Spectrum, all formats can be viewed in any resolution. Monochrome high res pictures are displayed with a "psuedo-gray- scale" on color monitors, while color pictures on a mono monitor are shown using true gray scaling. All that and big screen monitor support, too!

DC Show ARC allows you to get a verbose listing of an ARC file's contents or to extract those contents. When extracting, DC Show ARC can automatically create a folder with the same name as the ARC and place the ARC contents into this folder.

As memory resident programs (i.e., run from the AUTO folder), these modules automatically take over when you double-click a given file type and select SHOW from GEM's SHOW/PRINT/CANCEL dialog box. If you don't want to constantly use your system memory for any or all of these features, these programs can also be used directly from the desktop. That's a very nice feature of DC Desktop—you can still use the modules not permanently installed.

Icons Galore

Probably the most visual feature of DC Desktop is the display of unique file and drive icons. These icons are contained in the DCDSKTOP.ICE file and are fully editable using the provided DC ICE Icon Editor.

Individual floppy disks can contain their own different icon files that will automatically load when you insert the disk in a drive. This feature allows companies and PD/Shareware authors to create "official" DC Desktop icons for their products.

Literally thousands of icons are already available for DC Desktop. Many of these have been ported from the Macintosh world thanks to Wizworks' Multi-Viewer Graphica. These icons are available on the online services or from Double Click's very own BBS.

With the DC Icon Installer, you can place from one to 25 of these program icons directly onto the desktop and assign a hotkey to the program. Once installed, you can run the program by either double-clicking the icon or by pressing the hotkey combination.

Adding to the Ensemble DC Desktop offers all these features and more. The 40+ page manual is, at times, a bit confusing because it jumps back and forth between topics. Nonetheless, the manual is well-written, easy to read and very thoroughly describes all that DC Desktop currently has to offer. The manual also gives a good deal of technical info programmers can use to create their own modules for DC Desktop. The good folks at Double Click have created an open-ended package and provided programmers/users a means to make their own additions to the software.

Overall, I have experienced no problems using DC Desktop on both an ST with TOS 1.4 and Atari's new STe. The only "quirk" I found was an incompatibility with one of my many other AUTO folder programs that caused DC Desk Drop not to install a picture on the desktop the first time I tried it. After rearranging the boot sequence of the files, everything worked fine.

When first released, there was an incompatibility with SofTrek's Turbo ST 1.8 and DC Desktop. Basically, the custom icons would revert back to normal when selected. A patch to Turbo ST was promptly uploaded to the online services.

Enough, Already!

Flexibility is the buzzword here. No other product gives you so many options for tailoring your ST desktop to your own needs. If you're tired of the standard ST desktop, yearning to add a little spice or power to your system or looking for a customizable, flexible desktop enhancement, DC Desktop should suit you perfectly.

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A-T-A-R-I

Answers-Tips-And-Relevant-Information

Paul V. Alhart (AFED)

A few years back I bought a new toaster. It was a shiny chrome four slice Upandown model. Boy what a toaster. It wasn't too expensive, but it sure could make toast. And fast too.

It seemed everyday I would discover a new type of bread to try in my Upandown. There was white, rye, raisin, cinnamon and hundreds of others. I had a wonderful time toasting and tasting them all, although raisin has probably always been my personal favorite.

I told all my friends about the great little Upandown and recommended they get one too. It was a little hard to find one, though. There were not many Upandown dealers and I don't remember ever seeing an advertisement for their great toaster. But, when the discount chains stopped carrying the Upandown I was really upset.

Recently I wrote to Upandown and let them know my feelings and was surprised when they answered my letter right away. What they said was not what I wanted to hear, however. Upandown had decided to get out of the toaster business and convert all their assembly lines to manufacture the Upandown Yo Yo.

Now what do I do? I guess I'll have to go shopping tomorrow for a new brand of toaster. Sure my Upandown toaster still works fine, but with no factory support who will ever bake a *new* type of bread for me to try? I know, I know, I hardly ever toast anything besides raisin, but...?

Sounds silly doesn't it? But that is about the same kind of talk I hear in the Atari user community all the time. "If Atari doesn't do something soon, I'll have to buy another brand of computer." Now that Atari will no longer make or support the 8-bit computer line, it is even worse.

If your 8-bit Atari is still serving you well, as mine is, what do we care what Atari does? Atari built a good machine and we bought it. After the warranty ran out, Atari had no more responsibility to support you or me than Upandown did.

So there won't be much *new* software written for the 8-bit. There hasn't been much written for some time now. But there has already been so much software written for the 8-bit Atari that you and I together probably couldn't find the time to boot it all, let alone use it all. The real problem here, as it has always been, is not Atari's lack of support, but finding the already available software you need.

Here is where user groups come in.Virtually every user group has a disk library available to its members. My guess is that groups on the East Coast have a much different selection of programs than groups in the Mid-West or the West Coast. We are all Atari users nonetheless and we *do* have a common tie. AIM.

If AIM were to start an 8-bit DOM using software from all the member groups' libraries, we would all benefit. Just making your group's library listing available to the other groups through AIM would be a good start.

The bottom line is this. If your Atari is doing what you want it to do, keep it and keep using it. Don't worry about what Atari is doing (or not doing). Support your user group, Support AIM, and they both will Support you and your trusty old 8-bit Atari.

Do you still use a "TRANSLATOR" to run some of the older disk-based software on your XL/XE Atari? I really like my 1200XL, but at the same time I really hate having to use the Translator to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same.

In the beginning, Atari said, "If programmers use the *published vectors* into the operating system (OS), their programs will run on *any* 8-bit Atari Computer." (*If* is such a big word.)

To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the OS. This was fine before the XL/XE machines came along with a different OS. The published vectors are still the same as Atari promised, but they point to different locations in the new operating systems.

The following list gives the published vector location and name followed by the "illegal" OS entry points to which these vectors point. If you find a program Jumps to F3F6 to open the screen (20 F6 F3), and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common illegal jump.

The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.

Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

VECTOR		800	XL/XE	1200XL	
200	VDSLST	E790	C0CE	C0E7	
202	VPRCED	E78F	C0CD	C0E6	
204	VINTER	E78F	C0CD	C0E6	
206	VBREAK	E78F	C0CD	C0E6	
208	VKEYBD	FFBE	FC19	FC0C	
20A	VSERIN	EB0F	1A23	E929	
20C	VSEROR	EA90	19E6	E88A	
20E	VSEROC	EACF	EAEC	E8C9	
210	VTIMR1	E78F	C0CD	C0E6	
212	VTIMR2	E78F	C0CD	C0E6	
214	VTIMR4	E78F	C0CD	C0E6	
216	VIMIRQ	E706	C030	C054	
222	VVBLKI	E7AE	C0E2	C019	
224	VVBLKD	E905	C28A	C2A3	
226	CDTMA1	EBEC	EC11	EA2E	
E400	E:OPEN	F3FC	EF94	EEF8	
E402	E:CLOSE	F634	F2D3	F17E	
E404	E:GET	F63E	F24A	F18F	
E406	E:PUT	F6A4	F2B0	F1F5	
E408	E:STATUS	F634	F21E	F174	
E40A	E:SPECIAL	F63D	F2C3	F17C	
E40C	E:JUMP	F3E4		EECD	
E410	S:OPEN	F3F6	EF8E	EEED	
E412	S:CLOSE	F634	F2D3	F17E	
E414	S:GET	F593	F180	F0D6	
E416	S:PUT	F5B7	F1A4	F0FA	
E418	S:STATUS	F634	F21E	F174	
E41A	S:SPECIAL	FCFC	F9AF	F903	
E41C	S:JUMP	F3E4	EF6F	EECD	
E420	K:OPEN	F634	F21E	F174	
E422	K:CLOSE	F634	F21E	F174	
E424	K:GET	F6E2	F2FD	F242	
E426	K:PUT	F63D	F22D	F17D	
E428	K:STATUS	F634	F21E	F174	
E42A	K:SPECIAL	F63D	F22D	F17D	
E42C	K:JUMP	F3E4	EF6F	EECD	
E430	P:OPEN	EE9F	FEC2	EC63	
E432	P:CLOSE	EEDC	FF07	ECA3	
E434	P:GET	EE9E	FEC1	EC62	
E436	P:PUT	EEA7	FECB	EC6C	
E438	P:STATUS	EE81	FEA3	EC44	
E43A	P:SPECIAL	EE9E	FEC1	EC62	
E43C	P:JUMP	EE78	FE9A	EC3A	
E440	C:OPEN	EF4C	FCE6	ED1A	
E442	C:CLOSE	F02B	FDCF	EE03	
E444	C:GET	EFD6	FD7A	EDAE	
E446	C:PUT	F010	FDB4	EDE8	
E448	C:STATUS	F028	FDCC	EE00	
E44A	C:SPECIAL	EF4B	FCE5	ED19	
E44C	C:JUMP	EF41	FCDC	ED0F	
E450	DISKIV	EDEA	C6A3	C2A9	
E453	DISKINV	EDF0	C6B3	C2B9	
E456	CIOV	E4C4	E4DF	E4DF	
E459	SIOV	E959	C933	F74E	
E45C	SETVBV	E8ED	C272	C28B	
E45F	SYSVBV	E7AE	COE2	C019	
E462	XITVBX	E905	C28A	C2A3	
E465	SIOINV	E944	E95C	E739	
E468	SENDEV	EBF2	EC17	EA34	
E46B	INTINV	ECD5	C00C	C00C	
E46E	CIOINV	E4A6	E4C1	E4C1	
E471	BLKBDV	F223	*F223*	FCE1	*SLFTST*
E474	WARMSV	F11B	C290	C34B	
E477	COLDSV	F125	C2C8	C37B	
E47A	RBLOKV	EFE9	FD8D	EDC1	
E47D	CSOPIV	EF5D	FCF7	ED2B	
E480	PUPDIV		F223	FCE1	
E483	SLFTST		**	5000	
E486	PENTV		EEBC	CAAE	
E489	PHUNLV		E915	CAEB	
E48C	PHINIV		E898	CA34	

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Me and My Eight Bit

Chuck Antonelli (ACORN)

I'm mad as ever about issues concerning the Atari 6502 based computers.

First off, when I bought my first Atari 800, back in 1979 for over $1000 (including 16K and an 410 program recorder), the only other choices were a TRS-80, Apple II and the PET (Commodore). I know there were others, but they aren't worth mentioning.

The Atari, although overpriced, was the best buy. Atari was owned by Warner Communications Inc. and even offered an 800 number to call if you needed technical support. Atari never marketed their machines correctly, and Apple got in the door by making deals with schools, leaving Atari in the dust.

Not much has really changed with the company. Support is as low as ever, good new products are just as far and few and Atari is still undercutting their own faithful dealers by selling to stores like Kiddie-City.

As some of you know, from 1982-1983 I supported Atari systems at a store named "It's A Micro World" and founded IMAUG. You don't really know how bad it is until you are in a situation where you are spending $70 to buy an Atari wholesale, selling it for $124.00, and finding out that they are available from a small mail-order house for $69.95! And Atari owners wonder why there is so little support.

The last software/hardware package I bought for my systems is the Black Box from Computer Software Services (and I love it!) and the SpartaDOS XCart (which, when used correctly, is *wonderful!*). I am very happy with my set-up.

I have come to face the fact that Atari Corp. is a mess, and they are losing more ground every day. Poor management from Day 1 is the reason.

Nonetheless, I stand by and support the computers every chance I get. The Atari 800 was ahead of its time and offered many unheard of features. The systems themselves are great. I use mine for literally everything. I run my business with one, the point of sale cash register is an Atari 130XE, 1050 Disk Drive and an 820 printer. I run a BBS, 24 hours on another 130XE. I use my word processor, budget program, terminal package, games and other programs on the 800XL. I eventually want to link them together with the multiplexer from CSS when I get the time and energy.

When I need a program for my Atari, I sit down and write one. I don't go whining that there's no support. It's always been that way, and we've just never noticed it. When Micro Age had their user group meetings, we had members like Clinton Parker (author of Action!) who, rather than sitting back and complain, would do something about it.

Writing your own software and putting it on the shareware exchange is not a crime! Let's stop passing the buck and make an effort to come up with some creative ideas and software for our eight bits!

The Good, The Bad and The Ugly

Tim Craft (CACE)

What is a Good BBS?

Well, a good BBS is a board that has active message bases, tons of files and is well kept. The SysOp of a good BBS takes time to check every file or apoint someone to do that for him (a CoSysop), is active in all message bases keeping things clean and removing message bases that lack interest.

The users are what make a good BBS by uploading files and being a giver not just a taker; they also feel free to comunicate with their fellow users.

In short, a good BBS is a pleasure to use and not a task.

What is a Bad BBS?

A bad BBS is boring. Nothing goes on there, opening messages go unchanged for months on end. The SysOp only drops in once every week or so just to make sure the system hasn't crashed.

Sometimes there is as a good bad BBS in which the SysOp and users indulge in such practices as pirating and phone phreaking. These systems are nothing but trouble! The users of a bad BBS don't care about messages, they only want files.

What is an Ugly BBS?

An ugly BBS is a disaster—the system is continually crashing, menus are hard to understand; the users belittle you or don't care about the board in general. The SysOp never plays an active part; it is only a passing fancy and soon the board is taken down because of a lack of interest or that is is simply a hassle to keep operating.

Remember, only you and the SysOp can make a board a winner. If everyone plays a part the system works, but if nobody cares is will always fail.

Fast Technology's Turbo16 Accelerator Board

Don Schmidt (SWAG)

You've had your ST for some time now and would like or need a boost in performance from your computer. Well, there are ways to add speed to your Atari ST. With two very fine software programs, QuickST and TurboST, you can add dramatic improvement to screen displays. Paging through word processor documents and drawing displays are speeded up with the help of these programs.

What Else is There?

But you say, "I need help in my spreadsheet number crunching." Well, it's Turbo16 to the rescue. With the addition of this high quality accelerator board, you can expect 40 percent speed increases in spreadsheet performance. Formulas are executed more quickly and graphs are displayed more rapidly. Windows pop out on the screen and scrolling improvement is dramatic.

The biggest time saver I've seen so far was with a shareware program, Credenza Astrocal [1450 West 116th #21 Westminster, CO 80234]. This is a program to calculate sun rises, sets, moon rises, sets and other interesting information as our world turns. Turbo16 cuts the calculating/printing time of a yearly calendar from five and a half hours to three and a half.

How much does it cost?

It is a bit costly with a suggested retail price of $299 and one can expect up to a $50 installation cost. But there are ads in magazines and papers with competitive prices.

It is recommended your Atari service center do the installation. It is necessary to desolder the existing 68000 CPU, solder in a new socket, solder in a new 74LS74 chip and place a few jumpers to various points in the computer. Also, there is an option to place a spst switch (not provided in the kit) to select either 8 Mhz or 16 Mhz operation. Because there a some programs that will run too fast with the Turbo16, I recommend installing the switch. Mostly games have a problem with the speed.

A fellow SWAG member did the installation for me. When he finished, the computer refused to boot. A call to Fast revealed there are two brands of MMU chips used in the ST. Brand VIP can't handle the increased speed that Turbo16 puts out. The other brand, the compatible chip, has a part number that ends with -38. This bit of information would be beneficial if included with the kit.

This is a quality product that you won't want to do without, once you've used it.

Eight Bit Q&A

Tim Craft (CACE)

Q.How many bytes to a sector?

A. There are 128 bytes to 1 sector. Now whenever you're on a BBS and you see a file size called out in bytes, just divide it by 128 to see how many sectors.

Q. What are Pokes and Peeks?

A. There are memory locations in your computer that control different things. For example, some control the colors on your screen, some control sound, some control text brightness and color. These memory locations contain a value that controls their functions. Peeking at a memory location like typing "PRINT PEEK(710)" will give you the value in location 710. Poking at a location will allow you to change the value in that memory location.

If you type "POKE 710,0" the screen will turn black. You have just told the computer to change the screen color to 0(black). In BASIC this can be very useful. Here are some other pokes that will give you some neat effects...

POKE 54018,52 This will turn on your tape drive if the play button is pushed (that's great for playing tunes while you're programing).

POKE 54018,60 This turns off the tapedrive.

POKE 755,6 This will turn your characters upside down.

POKE 755,0 This turns inverse text to normal and turns the cursor off.

POKE 755,1 Turns the cursor off and makes inverse text vanish.

POKE 755,2 This turns all text back to normal.

I hope I have been able to help at least one new user fix or just get more out of their 8-bit system.

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Pressing the HELP key will provide additional information at every step.

If your dealer doesn't have the GOOD Backup Utility, you can order it from the Computer Bug, 113 Russel St., Hadley, MA, 01035 (413) 584-7722

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Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

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Basically Speaking
Console Keys

Jeff Summers (ACORN)

This month let's look at the special keys located at the top of your XE computer or along the side of the keyboard in an old 800 or XL computer. I'm referring to the Start, Select, Option, reset, and help keys.

First off, the status of the Start, Select, and Option keys are all held in one memory location. By using the PEEK command, you can look at this location and then figure out which key or keys are pressed. The location you need to PEEK is location 53279. The meaning of the number returned is a bit cryptic, and best shown by a table:

Value	Keys Pressed
0	All
1	Option, Select
2	Option, Start
3	Option
4	Select, Start
5	Select
6	Start
7	None

Thus, you can see there is a different value for each key pressed, as well as a value for each possible combination.The help key is a different matter. This key is only present on XL and XE computers, and its state is reflected in a different location than the Start, Select, and Option keys (these latter keys are commonly called the Console keys).

When help is pressed, location 732 will contain a 17. If shift and help are pressed, the same location will contain 81. Control help puts a 145 in that location. So, you can monitor the status of location 732 using the PEEK statement to detect the state of the help key.

Just like the console keys, the help key does nothing by itself. Software must be especially programmed to make use of this key, and very little software has been so programmed, much to the chagrin of beginning users who expect something to happen when they are confused and press help.

The other key in this grouping is the reset key. Technically, this causes a "warmstart" of the computer. What in the world is a warm start? Well, when you turn the computer on, the first thing it does is check to see how much memory it has, what devices are hooked up, the status of the cartridge port, whether or not it should load DOS, and it sets up a lot of system locations in memory that it uses to remember where it is. This is called a cold start.

A warm start assumes the computer knows how much memory it has, has a DOS loaded or not appropriately, and that all the memory locations are properly set up but that the user wishes to stop the running program and get to the same state as when the computer was first turned on. This does not include wiping the memory clean.

So, a warmstart resets the computer, but less than a coldstart. This is what happens when reset is pressed. However, there is a way to get the computer to think that it is in a coldstart instead of a warmstart.

This will enable you to change DOSes, add device handlers, etc. without turning the machine off and back on again, which is a little damaging to the capacitors inside. POKE'ing location 580 with 1 and then pressing reset will force the computer to coldstart.

This will erase any program you have currently in memory, so be sure to save your work before whyou do this.

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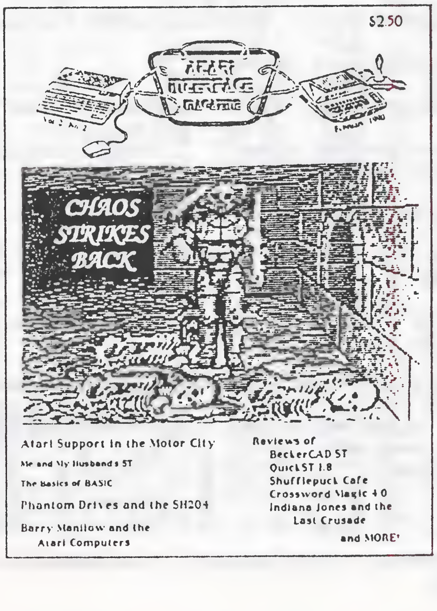

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String Handling in GFA BASIC (or, It Slices, It Dices, It Chops...)

Micheal A. Calvin (SWAG)

One of the real strengths of any BASIC is its ability to manipulate strings of text. Those used to the 8-bit's way of cutting up strings will be confused by the new keywords used for the same purpose in GFA. Herewith are those keywords. *NOTE: variables included in braces [] are optional.*

RIGHT$(A$[,x])—take the rightmost x characters of A$. If x is not defined or included, take the last character of A$.

LEFT$(A$[,x])—take the left x characters of A$. If x is not defined or included, take the first character of A$.

MID$(A$,x[,y])—starting at x position in A$, take y characters. If y is not defined or included, take the rest of the string.

MID$(A$,x[,y])=B$—insert B$ into and over A$ starting at the x position in the string. If y is defined, insert only y characters.

TRIM$ (page 162) does NOT work, and is not recognized by the interpreter. Too bad, it'd have been useful in the example program.

UPPER$(A$)—Converts any lowercase characters in A$ to uppercase. (Very useful for disk file access.)

INSTR(A$,B$[,x])—Find the starting position of B$ (can also be text in quotes) within A$. If x is included, start at the x position in A$.

RINSTR(A$,B$[,x])—Same as INSTR, but the search starts with the rightmost (or xth) character and goes backwards.

LEN(A$)—returns the length of a string.

Combining (concatenating) strings uses the plus sign. e.g. BIG$=LITTLE$+ANOTHER_LITTLE$

The following simple-minded program uses most of these keywords, and the comments should help make the usage a little clearer.

Another hint, use mnemonic variable names, it makes debugging far easier. (But Uncle Mike, they *always* run the first time!)

```
'
' String Handler ....... It slices, it dices, it
chops....
'
CLS
PRINT
PRINT
'
' clear screen and bump down two lines
'
INPUT "Enter your full name please >",your_name$
'
' that's right, an input print statement!
'
b%=INSTR(your_name$," ")'
'
' returns the string position of the first  space
'
c%=INSTR(your_name$," ",b%+1) ! count from last
space found +1
'
' find second space, if not a second space, c%=0
'
first$=LEFT$(your_name$,b%-1) ! pick off first
name
'
IF c% ! if there are two spaces, get middle name
or initial.
  '
  middle$=MID$(your_name$,b%+1,c%-(b%+1))
  '
  ' starting at the first space (plus one!), get
the next c%-(b%+1)
  ' chars
  '
ENDIF
'
IF c%
  last$=RIGHT$(your_name$,(LEN(your_name$)-c%))
ELSE
  last$=RIGHT$(your_name$,(LEN(your_name$)-b%))
ENDIF
'
' get the last name by subtracting c% (if
non-zero) from the length
' of the total string, otherwise subtract b%
'
'****************************************************
*****************
'  By the way, the % sign declares these variables
to be 16 bit
'  integers, saving a lot of memory. You can save
even more if you
'  only need an 8-bit integer, use the & after the
variable
'
'         e.g. B& would be an 8-bit integer vari-
able.
'****************************************************
*****************
'
UPPER$(LEFT$(first$)) ! capitalize names if the
user forgot to.
'
IF c%
  UPPER$(LEFT$(middle$))
ENDIF
'
UPPER$(LEFT$(last$))
'
```

```
PRINT ! blank line below input
'
PRINT "First name is: ";first$
'
IF c% ! If there is a middle name or initial,
print it.
  PRINT "Middle ";
  IF LEN(middle$)<3 ! if less than three chars,
it's an initial
    PRINT "initial is: ";
  ELSE
    PRINT "name is: "; ! otherwise a full middle
name
  ENDIF
  PRINT middle$
ENDIF
'
PRINT "Last name is: ";last$
'
PRINT
'
PRINT "Short way - ";LEFT$(first$);". ";! with no
second parameter,
' one char.
'
IF c%
  PRINT LEFT$(middle$);". ";
ENDIF
'
PRINT last$
'
PRINT
PRINT "In a mirror: ";
'
FOR a%=LEN(your_name$) TO 1 STEP -1
  PRINT RIGHT$(your_name$); ! Print the last
character
  your_name$=LEFT$(your_name$,a%-1) ! shorten the
string by one
NEXT a%
'
PRINT ! to clear last semicolon tie
'
'this last simply reverses the name on the screen
'
END
```

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The Basics of Basic

Rick Burton (RACE)

This month, I would like to continue with the concept of strings by examining a cousin of the string called the variable.

You will recognize the family resemblance when you consider that variables are sometimes called "string variables". Included in our exploration will be a small bit of algebra giving us a handy metric conversion. Let's type another demo program:

```
10 ? "}"
20 POSITION 10,10
30 ? "ENTER KILOMETERS";40
   INPUT K
50 M=K*0.621
60 POSITION 5,14
70 ? "THE EQUIVALENT OF ";M;
   " MILES
80 GOTO 80
90 END
```

Now (as in last month's BASICS) an explanation of each line...

Line 10: Clears the screen. The question mark is short hand for PRINT and the arrow in quotes (which appears in the printout here as a curly brace) is made by first pressing the ESC key then holding the CONTROL key down while pressing the CLEAR key.

Line 20: Locates the beginning of text to be printed to the screen. The first number found after the POSITION command is spaces over from the left and the second is spaces down from the top. These must be separated by a comma. The screen can be seen as a 40 x 24 grid.

Line 30: Prints instructions to the screen. The semicolon "connects" the next program line to this one so the inputted number is on the same line on the screen. Try deleting the semicolon when you RUN the program to see what happens.

Line 40: Allows a number to be entered. The K is a "numeric" variable which does not require DIMENSIONING as a string variable. A question mark magically appears on the screen when INPUT is used!

Line 50: Multiplies variable K by 0.621 to assign a value to variable M. This is really the heart of the program which converts kilometers to miles. All the other program lines are simply making it convenient for the user to converse with the chips! (User interface, that is).

Line 60: Another positioning command.

Line 70: Prints more text to the screen with variable M having semicolon "connecters" on both sides to make text and variable apear as a continuous line. Note carefully the spaces in the quotes. Again, experiment with deleting semicolons and/or spaces to see the problems that arise.

Line 80: Keeps the computer spinning in circles. The READY prompt doesn't appear & you must press BREAK or RESET then RUN the program again.

Line 90: The END of the program!

Now RUN this handy little demo and try a sample value of 90 kilometers. Don't forget to press RETURN and voila! If all is carefully typed in you will have a converted value of 55.89 miles.

Want to make the cursor vanish? Add another line:

```
5 POKE 755,0
```

No more little white square! Notice that if you BREAK the program, the cursor remains invisible to mortal eyes but...RESET the program and READY appears with the cursor visible again. Hmmm?!? Stay tuned to future BASICS for more info on these and other cosmic mysteries...

SURGERY
DUNCAN

"When I said I suspected a terminal malfunction, I was referring to the computer Mr Larkin, not you."

Get Blitzed!

Mike Czebiniak (UNYACE)

Are you tired of buying different versions of Procopy? Don't you hate when Procopy won't backup your protected software?

I had always hoped Proco Products would combine all the versions into one big one but they never did. I wanted a copier that would backup most anything without costing an arm and a leg.

Getting Started

At last a dream come true! I downloaded the Blitz Copier; it claimed to backup most anything at record speeds. This I had to see! The documentation claimed all I needed was some basic soldering skills, a second disk drive, a spare drive cable, an RS232 female connector and a case. I found I could also purchase a ready-made cable from a number of sources.

I decided to make a cable rather than purchase one. It took about an hour to make the cable. Don't worry if your cable doesn't work the first time, just check the pinouts to see if they are soldered in correctly. The cable will work!

After you install your Blitz Cable, you are ready to boot your machine. You can boot the software by placing it in the AUTO folder, using it as an accessory or running it from the desktop. The software runs in all resolutions.

Once the software is booted, you are ready to turn on the second drive. Get your best protected piece of software...I found it to be Populous, because none of many versions of Procopy could make a running backup.

This copier actually can backup your software at speeds never seen before on the ST. To copy a standard 9 sector/80 track single sided disk (as formatted from the desktop) takes only 20-23 seconds in Turbo mode. A standard doublesided disk takes only 40-43 seconds to backup in Turbo mode.

Does It Work?

The Blitz Copier will backup most protected games. The only game I found it could not copy was Predator.

The Blitz Copier backs up your protected software by reading electrical impulses off the disk—not data. So the computer does not need to understand the information to copy it.

This means you can use the Blitz Copier to backup your protected IBM and Macintosh software if you're into emulation on the ST. The program reads and writes at the same time, so both drives must be at the same speed or very close to it.

The copy program has its flaws, however. The program won't tell you when it is done copying. It would be nice to hear a beep or two. The program also doesn't tell you if your drives are out of alignment. If your drives aren't both aligned and running at very close to the same speed, your backup disks will not work.

Limitations

The Blitz copies are only good for three generations. So, if you were trading disks of public domain software by Blitzing them, you could give one to a friend, he could give a Blitzed copy to a friend (using his Blitz Copier) and his friend could do the same thing.

After the third generation, the copy will not function. [Ed. Note: Actually, there are many reports that Blitzed backups cannot be copied even after one generation. Personally, I see this not as a flaw, but as a benefit—this means Blitz is great for making legitimate backups but ineffective as a tool for piracy.]

If the destination disk is write-protected (meaning nothing can be written to the disk), the Blitz Copier will seem to write to the B drive, but in reality nothing is written. The copier doesn't bother to tell you that it can't write to it.

I also found some software hard to backup on the first try. But, when I copied it again, the backup protected program worked. If you have trouble with a Blitzed copy, try backing it up a second or third time from the original disk.

Even with these minor flaws, the Blitz Copier is the very best out in my opinion. The software is in the public domain and can be distributed freely, but you will a cable to backup software.

Finally

Either make a cable or buy one from your local software dealer or from companies like Innovative Concepts.

[Ed. Note: The Blitz and Turbo Blitz software, as well as directions on how to make the Blitz cable, appeared on the January 1990 AIM Disk of the Month.]

My Experiences with APAC (Any Point Any Color) Mode

J.D. Potter

I first came across APAC mode while reading (alas, now defunct) Analog Magazine's May 1988 issue. "The APAC System" article by Thomas Tanida described an 80 by 96 pixel resolution mode that allows display of any of the Atari 8-bit's 256 colors at any point on the screen. This intrigued me, and I typed the BASIC listings in right away. Sure enough, the demos showed 256 colors, and the program gave ways to PLOT and DRAWTO in BASIC programs in this new graphics mode.

APAC mode works by displaying a line of graphics 11 information (that is, 16 different colors, all at the same intensity), followed directly by a line of graphics 9 information (sixteen different shades of gray).

The subtle shadings and realistic colors possible with APAC mode are nothing short of remarkable. I soon realized APAC should be good for doing much more than "drawing neat pictures" with BASIC.

I began to think of different applications. I had read a CompuServe article about their GIF(tm), or Graphics Interchange Format(tm). GIF allows users of different computers to exchange color pictures. These pictures had resolutions of 320 x 200 (and higher) at 16 colors per pixel (and up to 256). I also discovered Don Davis was developing his Atari 8-bit version of a GIF viewer. So I decided to head off in another direction with APAC.

One of my first programs was called COLRCODE, started in May '88. This was designed for owners of ComputerEyes digitizers.

I had seen dozens of impressive pictures created on an Amiga(tm) computer. I asked a friend about how these were stored on disk. He gave me a short description of the Interchange File Format (IFF) for Interleaved Bitmaps (ILBM). I studied the description and started developing ILBMREAD for the Atari 8-bit in August of 1988.

After a month or two, I had a program that would load and display ILBM pictures in APAC mode and save them to disk. I started downloading picture files from local BBSes and GEnie's Amiga Roundtable. With each new display mode I discovered, I would modify the program to decipher it.

I refined ILBMREAD and uploaded the first version to GEnie in February '89 (#4141). The user interface was a little clunky, and it only supported a few ILBM modes.

In the meantime, I became an active reader of the comp.graphics newsgroup available on Internet. A couple interesting articles on GIF and Lempel-Ziv Welch (LZW, the compression algorithm used by GIF, ARC, and AlfCrunch) appeared, and I pored over these with great interest. A copy of the CompuServe GIF specification appeared, as well as a copy of gif2-ras.c, a public domain C program written by Patrick J. Naughton. This last program was an implementation of a GIF decoder for use on a Sun workstation.

Armed with all this information, I set out trying to write my own GIF decoder for APAC mode. I initially called this GIFREAD, but later changed the name to APACVIEW to avoid any possible copyright infringement problems.

By June '89 I had a reasonably working version of it, and uploaded it to GEnie (#4432), CompuServe and Delphi simultaneously. This was the first program to also include a ShareWare notice and request for a $5.00 donation.

Money did not start to pour in as I had hoped, but an encouraging few users did reply. Some sent in suggestions, which I included when I could in future revisions. Don Davis, author of the other GIF viewer (ATVIEW8.ARC on GEnie and CompuServe) also sent e-mail with suggestions to APACVIEW. I also began to hear about users whose monitors did not display APAC with any impressive colors to speak of.

Let me note that all my released programs were created with the Atari Macro Assembler on a standard 800 with two disk drives. All are 100% machine language for speed and size. All pixels of the source image are decoded and used to produce the APAC image; no pixels are skipped. This is how I avoid creating jagged edges, and thus create a smoother image.

I am constantly (well, more or less) enhancing these programs by adding new features. The latest version of ILBMREAD (V2.1, #4971 on GEnie) handles all valid ILBM modes. It also allows the user to "zoom in" on any rectangular area of the screen (down to the pixel size of an Atari screen or 80 x 96).

You programmers out there: polish up your latest program and upload it! Users: keep your 8-bit supporting magazine subscriptions up to date!

Federation (of Free Traders)

Steve Kendrick (CDACE)

"Excuse me, trader, perhaps I could interest you in a little Tribble....."

Federation of Free Traders [FOFT] from Gremlin Graphics Software is a space exploration/ conquest game combined with a space flight simulator. While the game has elements derived from previous releases such as Elite, Starglider, Universe, Sundog and Starflight, it has unique elements of its own that separate it from the other packages.

Your main objective is to become the Big Cheese—Admiral of the Federation. You start out with a meager roll of credits and a basic ship, and it is up to you to amass money and fame to entitle you to this rank. There are several ways of achieving this goal, as well as many obstacles standing in your way.

The Federation, of which you are an initiate member, was formed as the expanding star colonies fell prey to marauding pirates. While the organized groups of space brigands have been mostly vanquished, there are still pockets of pirate corsairs that prey on the space lanes, and your ship is just as good as another for booty. Needless to say, a great deal of your income will be spent in fortifying your defensive systems.

Money is your main goal in this game. Exactly how you amass it is up to you, but there are just a few basic schemes to do this. You can ask for missions of various sorts from the FOFT, such as convoy escort and courier. Completing a mission earns you cash as well as advances your rank. You can enter commodities trading, hoping to second-guess the shifting laws of supply and demand. The goods you buy can be sold in orbiting starports (where prices are heavily controlled and available items of trade are determined by local star-law), or take your chances in deep space or planetside, in the black market.

Star travel is a skill in itself. You select your destination from a well-done 3-D galactic map, then zip through hyperspace to the next star (assuming you have enough fuel and drive capacity to go where you want). After you re-emerge into normal space, you must sight the objective planet, as there is only one base in each star system, then cruise toward it until you are given clearance to dock at the FOFT orbital station.

During your trip, you can take a shortcut hop through hyperspace, but in general this part of the game seems needlessly tedious. Although you can time skip ahead, you can't do this upon station approach. Moreover, you must be very efficient on your planetary approach; dither too long and pirates will find you.

When docked with the base, you can use your Gal-Net terminal to contact the FOFT for further orders, trade for goods or read messages and electronic mail on the bulletin board service.

You control your ship with joystick, and access various functions via the keyboard. Space combat and piloting is a skill in itself, and somewhat difficult to master. Unlike most other airplane and space flight simulators, the joystick controls two pairs of thrusters. One pair moves the ship's nose up and down, the other rotates the ship in a clockwise/counterclockwise fashion.

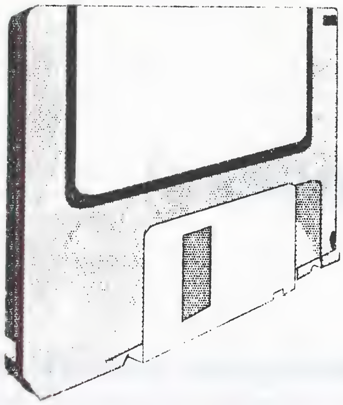
Also, if you don't have one, you will prefer a stick that can be operated one handed (or you can recruit another person to be a keyboard jockey "co-pilot") as there are two keys to control your speed; otherwise you will find yourself expiring in collisions with other ships with alarming frequency.

I have logged quite a few hours at this game, and although I do like it, I have noticed some rather serious flaws that detract from the whole. Forget your high-school physics and astronomy classes for one, as the galaxy you explore belongs more rightfully to Flash Gordon. Each planet seems rather character-less and alike, excepting some numerical attributes on the star-chart.

However, the game is not without its strengths. The graphics are very sharp and realistic, presenting a wide variety of three dimensional craft to encounter, a nice "hyperspace" effect and a detailed interior cockpit. The role playing aspects are most enjoyable; building a bankroll and beefing up your cruiser is the heart of the game, as you almost want to seek out opponents to test your Mark V fusion gun or souped-up engines.

I give this one a favorable review, with reservations. The package as a whole is professional, including the documentation (thin but adequate), *two* posters and a FOFT button.

Happy trading, and don't take any wooden Quatloos!



AIM Disk of the Month August 1990

All files on AIM Disks of the Month are self-extracting LZH archives. To use these programs, simply copy the files onto a disk with free space and double click on the files. The files automatically unARC themselves into the runnable programs.

Here's a short description of the files found on the October '90 disk. For more complete documentation, see the text files contained within most of these archives.

DFIND.TOS—Very fast and easy to use general purpose file finder in both PRG and ACC forms. Wildcards supported include the standard * and ? plus full support for UNIX style [abc], [a-k], and [!abc] wildcards. User controllable output to screen and/or file. ST Careware from Oregon Research Associates.

DFORMAT.TOS—A standalone version of the custom formatter in Diamond Back II in PRG and ACC form. Super fast and reliable, it also formats high density (1.44/1.6 meg) floppies and disks compatible with the Apple File Exchange utility on Mac IIs. Easy to use. Supports Diamond Back II's automatic disk switching/continuation feature.

EROSBILD.TOS—A "fantasy art" animation created by Oliver Saalfeld of Germany. Artwork in this animation was used as the desktop background picture for the DC Desktop snapshot on this month's cover of AIM. Color ONLY. Use Animate4 to load in this SEQ file.

EXAMPLES.TOS—Example programs/dBMAN source code accompanying the October dBMAN TipSTer article by Peter Killian of the O-ACES user group.

FUZZBALL.TOS—This is a Q-bert Clone with good graphics and neat sound effects. Low Res color only.

GFXDEMO.TOS—GFX Demo, a NeXT-style look-alike OS for the ST. Looks very nice! Color ONLY.

GO_BOARD.TOS—The game of GO, with piles of features including play by modem, save game feature and lots more. Includes the seven games of the 43rd Honinbo Tournament. Runs in mono and color (medium res only).

IG214.TOS—Instant Graphics! gives most any BBS graphics POWER! This version adds a new BitBlit command, editable sound effects and commands to build ONLINE MOUSE DRIVEN MENUS. Sysops can create point and click menus! Includes a program to convert GIST sound files into IG script. Sample graphics/sound files included. Supports color and monochrome graphics.

KV_GEO_1.TOS—Do you know the planets?...phases of the moon?...the difference between a meteor and a meteroid? This program lets you browse through pictures of the solar system, click on areas, read and zoom to other pictures. When you think you're ready, take the quiz (3 difficulty levels). Another great piece of educational Shareware from Knowledge Vine. Low res color ONLY.

MEGAFORM.TOS—This copier is shareware and allows [1] read once, write many for multiple disk copies, [2] "Side" copies: use the second side of your S/S disks [3] FAST disk copy. Also has error reporting that proves its worth time and time again. Works on all TOS versions and in mono or color.

PRFMATCH.TOS—Originally retailing for $39.95 from Michtron, Perfect Match is now being sold as Shareware directly from the author. Perfect Match is a Concentration-type educational game. Color ONLY.

QUOTES.TOS—QUOTES is a quoter program (mainly for BBS sysops) with a twist or two. It allows you to have as many data files to pull text from as you choose—and it will write one or many 'destination' files out for you. A typical use is for a quote to be shown at logoff, but you could have it swap your WELCOME screens daily, output random BBS hints or whatever you like.

SIMP_SEQ.TOS—"Bart's Believe It Or Not," a Simpson's animation that is smaller than a single Degas picture! Use Animate4 to view. Color ONLY.

SMRTRACK.TOS—Smart Track is probably the best satellite tracking program you've seen for the ST. Even if you aren't into satellite watching, this is one impressive program. Several data files are included. Shareware. Mono ONLY.

UKROBOTZ.TOS—Save your space station from the robots trying to take over in this fast action PD arcade game from the UK. Great graphics! Low res color ONLY.

UNLZH172.TOS—Version 1.72 of UNLZH, the "fastest extractor for LZH archives." Easy-to-use GEM interface, does multiple archives at once, and automatically extracts to separate folders. Version 1.72 fixes problems with extracting stored '-lh0-' files and extracting archives where the last file is less than 20 bytes.

VALGUS20.TOS—Valgus is a Tetris clone that plays like the stand-alone arcade machine (round by round) instead of the PC version. This one features a two-player mode (player vs. player or player vs. computer). Runs in mono or color!

VECTOR.TOS—This program draws graphs used in algebra and trigonometry. It will plot straight lines, conic sections, absolute values, exponential curves, general and basic trigonometry functions. Designed for the math student, this program is easy to use and draws accurate graphs.

Readers can purchase the October '90 Disk of the Month from their local AIM Participating users group or by sending $6 ($5+$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '90 disk when ordering.

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ABLE

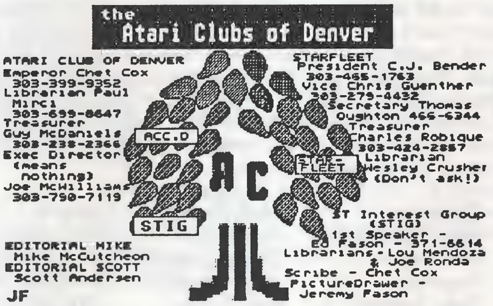
The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.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ACC.T

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
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The August ACCT meeting continued the discussion of more direction to the meetings. Everybody agrees something specific needs to done each meeting but there is very little volunteering to arrange things.

Also discussed was the unification of the ST application club with ACCT. Most people involved feel both clubs can benefit from the merger.

Normally September is nomination month for the every exciting and heated races of the elected officers. We may leave the nominations until the actual elections in October. Unless we have an sudden on set of nominees. (Better be there! You may get Elected for something!)

It is easy to become complacent and think it could never happen to you or your club, but...It can. Jan. through July ST Disk of the Month had a virus on it.

First of all it DID NOT come from the AIM disk. It was found on a copy program in our club library. It is a boot sector virus. It is easily eradicated with V-Killer.

I will have the latest version, as of Jan. 1990, at the meetings. All I ask is $1 donation to the club for the disk. Read the directions carefully before executing the kill on your disks. If you have any questions call Dave, Brenda, Mike or me.

Watch for a date for an up coming lectures on viruses. (I'll volunteer somebody to do it!)

Logging off for this month. Good computing to you all!.

Sharon

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
ACORN Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Exchange Newsletters	Helen Kiker	(716) 924-4809

September Hi-Lites At our August meeting, the club voted to continue our participation with AIM. After the business meeting, President Don Allis led an excellent discussion of the proper care and maintenance of computer equipment.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Atari Federation meeting Aug 6, 1990

Secretary's Report by Matt Matias

Phil opened this month's meeting with a review of new mail: The Glendale Atari show (Sept 15 &16) is looking for volunteers to help out at the show. The ST Journal is out and they are raising their subscription price by $5 (only a couple of our club members have even seen one). More games have been released for the Lynx. The language "Pilot" has been released for the ST. And finally, Phil briefed the members on some of the new software releases in Europe (at least someone is getting new software).

Phil reported his progress on finding the club a 520ST: No great deals yet, but he's still looking. It was also decided that the Sept. meeting is going to be the club sponsored "Pizza Night." So if you haven't been to a meeting in a while, show up for this one!

Bob had some info on START magazine. Apparently they are not putting out a Sept. issue, they plan to use that month to regroup and improve their forthcoming issues.

Other inputs: Paradise Computers is closing their doors on 15 Aug. Also, Jim Wooding is clearing shop. That concluded the formal meeting.

Demos: Paul Alhart conducted the 8-bit demo of Miniture Golf from Antic, which includes a Course Construction capability. The 16-bit demo fell through due to the lack of an RF modulator.

A final note from Herb: We have plenty of 3 1/2" and 5 1/4" disks for sale. Good prices too!

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Central Connecticut Computer Club

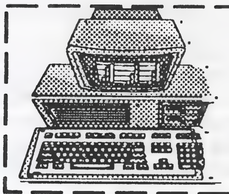
OK....I've been on the run almost non-stop for the last 4 weeks, and pardon me if this is a bit short. We are going to conduct meetings at various members homes for the time being rather than take Joe's time away from him. Face it, why should he stay after at work for a club that really doesn't show up?? The only members to faithfully show up meeting for meeting are the officers! We can do that at my house, for crying out loud.

Anyhow, that's the main poop for this month. The club continues but now we are out of Eastern Computer-Video. IF, and I mean IF....interest develops again we will approach Joe for use of his facilities again.

Next month, for September's meet, I will contact you members and notify you of the meeting location.

This is not a disbanding of the group. There was no friction (that I know of) between us and Joe. I just feel until we grow again as a group, we should let Joe & Co. go home on time at the end of their day. The story by Joe Morando is the start of something positive...more will follow. That's all fer now....see you in September.

Rich Scheidel....da Prez.



CDACC
CENTRAL DELAWARE ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

CDACE
Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

CUSTUG
Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS
First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly:17 August 1990

Well, summer is slowly making way for fall, and hopefully meeting attendance will pick up as outdoor activities give way to more time for everyone to tinker with those now dusty computers. I must admit mine did not get as much attention as I would have liked. Seems about the only major keyboard projects were the wargame articles that have been appearing here in AIM.

Meetings will start covering standard topics again, since we had a lot of info demoed this summer for those who have more than the 64K memory that almost all software uses. One of the more interesting was snap, a program to allow two programs to reside in memory at the same time. Since then I have found out there are several versions of the program, one for hard disk users. I see another article coming to review these fine programs and give credit to the author.

Remember to keep the club in mind as you meet new users, and those who have just not joined yet. A lot of Atari computers are changing hands these days, and the new owners could get information and ideas at the meetings from the demos and just by talking to the more experianced users. Recommend joining the group every chance you get, more members is more information, more ideas, and more fun.

Come to the meetings, and bring a friend Tim

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

Notes from our July/August Meetings

Well the summer months are the slowest, but our meetings have been quite informative and our attendance quite good.

In our ongoing effort to be a kinder, gentler users group, we have been trying to find ways to increase attendance, revenues and organizational structure to our group. We have bought ST Format, a fine European magazine with disk. These magazines are a part of our library and may be checked out in our monthly meetings as well as through contacting Ray St.Cyr.

Our past two meetings we have had the pleasure of demoing the latest in PD software from home and abroad. The software is definately maturing! There is good stuff out there!!!

Well that's it for now!!! If any of you readers out there have suggestions to build a stronger users group, feel free to write us or address in this magazine. We all must work together for a stronger Atari community!!!

September's meeting is scheduled for the 11th and will be held as usual at the First Federal on Highland Avenue, Beaumont,Texas. Meeting will begin at 7P.M.

Elections will be held and our dues are due! Hope to See you there and please bring your checkbook!!!

Joe B. (GTAUG Secretary)

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings: August 8, September 12, and October 10, 1990.

LACE President's Column

HACKERS - Where have they all gone?

In the not-to-distant past, when someone called a person "a hacker" it was a compliment. The term "hacker" was popularly defined as a person who made computers their hobby. They were the ones that knew RAM from ROM, what role an interrupt played in I/O and even what 2 to the 20th power equaled without using a calculator. They were a close-knit group that knew all of the other hackers within a 20 mile radius by their first names. You could commonly find them together discussing a problem or an idea for hours on end. They had a sort of mystic air about them to the rest of the world. They talked funny, would keep weird hours and seemed to get some sort of strange enjoyment for long periods of time with an inanimate object that served no useful purpose (computer). If they weren't deemed harmless, they might have been committed to an insane asylum.

The typical hacker was a polite and nice enough person, but not the kind that you'd expect to host celebrity dinner parties. To hackers, conversations were not free-flowing. If you were to engage a hacker in one, you'd either have to speak their blend of acronymism English or just nod and say "how interesting" a lot. However, they did have their unique and valuable role.

The world needed these computer wizards to do the jobs that the rest of society didn't quite understand. For instance: an elusive system problem, perhaps an accidently deleted, all-important data file or tracking down the critical software bug required a hacker.

That was the picture a short time ago when computers were still new enough that some people thought it was a fad that would pass with time. Now though, in these days of high priced, business- suited computer repairmen, salespeople and analysts, the situation has changed. The pervasive belief is -- computer expertise comes with a high price. While that may be true, it also comes with medium and low costs as well. The trade-off is that they come without the three piece suits, or for that matter even a tie. Although the packaging isn't as fancy, the knowledge may be the same or even better. These lower cost models are the hackers of yesterday. They're the ones that still believe in the art of Boolean algrebra and micro-coding. Where did they all go? Take heart, hackers are still around. It's true that they are now harder to find in this increasingly sophisticated computer world, but when you have a 'serious' problem and a tight budget, you too will go looking for a friendly hacker and be glad you did.

Irwin L. Brooks LACE Club President August 18, 1990

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

GKAUG Notes: The computer picnic was certainly worth attending. The Kids that were here had the opportunity of using the new playground equipment while the rest of the kids played with various programs.

We spent much of our time looking at and exchanging program files for the Pinball Construction Set by Bill Budge. We started at about 10 am and finally had lunch about 1 pm when the kids complained of hunger pains.

There was an assortment of food as well as the ever popular hamburgers/hotdogs. There wasn't much left over but we didn't finish up until about 7 pm, so we were very productive computer wise and food wise.

One of our next projects is to use the No Frills Software program The Converter to get a few disk of Print Shop Icons converted to Print Power and the New Room format... I am sure that will take some time.

Bryant brought over his Battle Ship modem game. We played that for some time... it takes some time to play, but we all really enjoyed it.

Call me if you want to join us.

Note: Another call from an old member, wants to sell his Atari System, figures that I "KNOW" someone who wants it. My six members already have computers...these are the only members I "know".

Frank Fellheimer (616) 657-6106

MACE Meeting Minutes for July

The July meeting of the Michigan Atari Computer Enthusiasts got underway at 7:50pm. Our special guest was Brian Cassidy, president of WAUG in Windsor Ontario. Mr. Cassidy gave a little speech about an Atari show that WAUG was planning for May 4&5 of next year and invited all to attend. Ed Hanson, MACE President, pointed out that American Atari dealers may be iffy about bringing products to sell at the show due to the import taxes that they would have to pay to bring their stuff into Canada. Brain explained that customs was being given a top priority, and as things stood now, American show-goers would not have to pay any taxes on items purchased from American developers.

Next, Brian Wilmoth gave a demo of the new game Sim City, in which players are made mayor of a city and build it up into an even bigger one while dealing with disasters, crime and other obstacles. Following this, Ed Hanson took over with the evening's main topic, Telecommunications. Ed discussed different modems and software packages to run them, and also disscussed the ups and downs of running a BBS system. Next Ted Newkumet showed off the AIM disk of the month. Following a short break, the meeting was closed out by giving some of the members a chance to try out Sim City. The meeting was called to an end at 9:58pm.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

The August meeting kicked off with a discussion of the upcomming Atari Show at the local Mall. All of the preparations are moving along smoothly for the August 25th show. So far we have 10 members that will be able to make it to the show. We will have Spectre GCR, PageStream, Cad 3D, Wordprocessing, the Hand Scanner and more. The highlight of the August meeting was the 1040STe that Jimmey Howe brought to the meeting. Jim had his 1040STe hooked up with two external speakers to show off the STe's sound. Jims 1040 came with TOS 1.62 installed plus the blitter. He said that many of the games reported by ST Action (A mag. from England) as not working on the STe were working just fine on his computer. One of the games most mentioned was TV Sports Football but Jim said that it worked just fine, perhaps the TOS 1.62 is more compatable than TOS 1.4.

The MGAUG Disk of the month featured two new game demo's, ThunderStrike and Dan Dare III. A program that may be of interest to some of you was PM2DEG. PM2DEG will take a Printmaster graphic and blow it up to screen size without distorting it. You can then save it out as a Degas file. Another little program was Fireworks. Fireworks is a short graphic demo that works in low rez. Just run this program and sit back and watch some Fourth of July blasts. The last program on this month is for monocrome users only. I guess that PACMAN needs no discription. The play is fast and fun with this Mono only game.

After a LONG dry spell we have a new member. David Kelley lives in Warner Robins and is the proud owner of Jimmey Howe's old 520ST with 2.5 Meg. We hope that Dave will be able to make it to all of the meetings.

After some correspondence with the nice folks at Current Notes that I have been having you should all be receiving a FREE issue of their fine magazine. Be sure to read Dave Small's article in this month's issue, "Hey, World Stop Picking on Atari!", and I thought that I was the only one that felt that way. I enjoyed the article so much that I right away called Dave and thanked him for writing it. I'm SO tired of Atari Bashing.

t appears that our AIM issue for August has lost its way somewhere along the line. The fault appears to be mine. When I bought my DeskJet+ I started using full page lazer labels. This makes it necessary for me to ship it in a large full page envelope. Apparently it takes a LOT longer for this to get to the mail than letter size envelopes. The problem has now been rectified but I am not sure of what results we will get. We may get 2 October issues.

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

Portland Atari Club

Portland Atari Club and the original Eugene ACE

President	Paul D. Gittins	503-667-2403
Vice-President	Ben Smith	
Sec. Treasurer	Mel Anderson	503-232-7231
Membership Sec.	Paul Karczag	503-256-4199
ST Disk Librarian	Randall Leong	503-246-6354
8-Bit Librarian	Jon Johnson	
Sargeant at Arms	Dutch Leanard	
Advisor	Bill Pike	503-646-4471

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is from 7 pm till 9:30 pm.

At the August meeting David Hunt was installed as BBS director and Ben Smith as Vice-President. Ben will be helping with special projects and demos at out regular meetings.

Our next swap meeting will be held at our November meeting so please pass the word along. Since we do have to pay for our meeting place all non-members will be charged a nominal fee of $10 if they wish to use a table to sell their wares.

Beginning with August, the format for the meeting has been changed. We will be beginning with a very short general meeting of about 15 to 20 minutes. After this we will separate to your choice of 8-bit, ST or just sampling the vendor items. Our goal is to have more fun and give all of you the opportunity to show your software or hardware as well as having a little more time share conversation. Additionally, if you have something you wish to sell you may have the opportunity to demo it on club equipment provided you take the time to answer questions about your stuff.

Since you will probably be reading this article sometime after our September meeting and before the October meeting I would like to invite you to begin thinking about officers for our club for the coming year. Take your best shot but please don't run unless you are sure you can spare the time to do a good job.

We'll see you at the the next meeting!

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

It's been enjoyable having a break over the summer months. Car, home and lawn maintenance took up most of my summer; how about yours? Many of us have been in phone contact and several problems that have cropped up were solved. We've also picked up a few new members. Rest assured, we'll be back together in September, stronger than ever!

Our blank disks have arrived and prices have been set at 2/$1.00 for 3.5"; 4/$1.00 for 5.25". We have received several pieces of mail advertising new application software for the 8bit. I will bring them in September. Micro Simulations has moved back to Duluth at the SysOp's new business. The numbers (all 24 hours) are 626-3307, 626-3324 and 626-3325.

The Lynx has been spotted at Children's Palace as of August 9th. It was placed next to Mr. Gameboy in their display case. Two retailers in our area sell the Lynx now. I wouldn't even bother mentioning this, but Atari Corp is in dire need of CAPITAL, and if it's a portable game system that provides it, I won't complain. Atari Corp (ATC) has been establishing a good solid market base in the $5-6 range, and some encouraging sales just could make the stock price shoot up to the ceiling.

For all who have been wanting more information on the TT, here is the latest. I have read conflicting stories on Net-Mail, but from what I gather is that Atari, in its infinite wisdom, has decided that the speed of the TT will be 32 Mhz, not 16 Mhz as planned. A turn in the right direction, I would say. Some Amiga owners are abandoning their machines for the much awaited TT because the cost for the TT is said to be around $1000 less than the similar Amiga 3000. Folks on the west coast are already putting money down at their dealers to be the first to get TTs. October 1st has been the promised release date, however we won't hold our breaths!

See y'all come Sunday, September 16th at the Wisconsin D.O.T. building at 6:30 pm, located near the foot of the Blatnik Bridge in Superior. Ask any officer for directions if you need help locating our meeting place.

For Sale:

Complete Atari Package: Includes Mega 2 with Supra Drive hard disk 30 MB; SM124 monitor; Star NX-2400 printer; Superbase Database and Word Writer software. Used less than 50 hours. $2150. Albany, NY area. Days (518) 383-5597. Evenings (518) 583-3307.

Athena II CAD package -- $50
520ST power supply -- $25

64K Printer Buffer -- $50
Call Carl Nobile (919) 836-8047

Atari 800 with 48K, 810 Disk Drive with chip and software and cartridges. All for $75. Contact Russell Gregory at (919) 782-8122.

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dytmire	(602)861-1903
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593

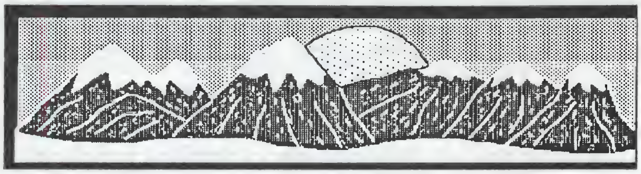
Club Minutes for Sat. August 11,1990 -by Jim Keho

The meeting was called to order at 9am. There were only about 18 members and visitors in attendance. It's gotta be the heat, huh?? Well it'll be cooling down. So come on down!!

SIGs -- Mike Zachary ran a SIG on MIDI w/his system and his MIDI clarinet. Sounded great Mike! If you're interested in running a SIG at a meeting just speak up, you're needed!!

On with general business... Robert spoke about this upcoming October meeting. If all goes as planned we will have one of the Codehead's as our special guest speaker! The authors of Midimax, Maxifile, Hotwire, G+Plus, etc. Lloyd relayed the message from them to us at the meeting, and at least one of them will be able to come. We hope!! Also Thanks Lloyd for contacting them! So you won't want to miss this meeting!

Also the annual swap meet has been changed to Sat. Oct. 27,1990. This isn't official yet!! There'll be more information about the swap meet in the near future, stay tuned! Demos: Dave Thorson demoed the game Tower Toppler. Well that's it for this month, the next meeting is Sept. 8th, see you there!!



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

Great demo time at the August meeting! Both 16-bit and 8-bit telecomputing were displayed and some insights and helpful hints were exchanged. Hey, that's what it's about. Then some die-hards stayed to discuss a member's desire to select a printer for school work so I printed a sampler of fonts on my trusty Panasonic. Of course there was the "really serious" test piloting of a flight simulator.

Gearing up for the Most Music Show of the Century with a good MIDI fact sheet (thanx to our resident expert), and some pricing info.

Elections coming up in October so nominate, volunteer, get ready to vote!

October meeting Saturday the 20th. See you RACEdrivers there!

Raleigh Area Computer Enthusiasts

Well gang, here we are! Finally got ourselves into the Atari Interface Magazine. I hope that you all enjoy the magazine since it does have a lot to offer all of us.

In case you did not notice, our name change did go through. We are still referred to as RACE, but the difference is that the A means Area rather than Atari. The reason we are doing this is because in order to promote Atari computers in an area that is so IMB orientated, we needed to drop the Atari out of our name in order to avoid prejudice against our services. Last month's meeting was a great success. Attendance was high, we had nine new members join, and we demonstrated the STe! Our club strives to give you the best support possible but this isn't possible unless you get involved with the club. So, how does the club support you?

1. We provide you with monthly meetings where you can learn many interesting things about the computers that we love so dearly.
2. We have mini-meetings every few weeks between monthly meetings so that we can help each other with software problems, hardware problems or even building hard drives, etc.
3. We offer you Atari Interface Magazine for free! The magazine subscription is free just by joining the club.
4. We now offer you the RACE disks of the month. You get two disks each month. One of the disks contains eight issues of two different online Atari magazines. The other disk will contain great PD & shareware programs. You get 24 disks in one year for just $28 per year. If you are interested in getting this disk subscription, please call Eric Schofield at 851-5134.

So what are you waiting for? Get involved in the club and get the most out of your powerful computer system.

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are $18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud,68MB		(619)689-8157

SDACE is happy to become a participating Atari Interface Magazine User's Group and is looking forward to a long and mutually beneficial working relationship with AIM. There is little to report this month as we just closed out our last regular newsletter prior to the changeover. The big local news is the upcoming Atari Show in Glendale, Ca., September 15th and 16th. Early reports of registered exhibiters indicate a much improved showing is expected over the recent WOA show in San Jose.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)964-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

The summer monsoon has arrived and it seems some of you clever people have fled the valley for a time. The treasurer's report shows a balance of $1400. Maybe we should set up a BBS, or have a party, or visit Atari HQ and give them some "advice".

Today we observed a demonstration of Talon Technology's OmniSwitch along with the NEC Multisync 3D. OmniSwitch combines Monitor Master and Drive Master functions along with a multisync adapter in one box which sells for $89 with no cables included. AThe NEC 3D has up to 1024 x 768 interlaced resolution (8514A compatible) and unlike some of the other newer multisyncs, it works fine at CGA (ST medium) resolution.

You may not see this column before the September 15 meeting but Marc is planning a demo of the Datel Hand Scanner and MVG graphic software. Also Tim will show Star Flight and possibly the long anticipated new Word Up.

October 20 will be Utilities I Can't Do Without Day. Bring your favorites. On November 17 we hope to have our local GEnie Sysop here to demonstrate their service. PHAST is planning a visit from either J. Eidsvoog or C.F. Johnson of CodeHead Software. This will take place on October 13 in place of their annual Swap meet.

SPACE

Meeting Notices July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

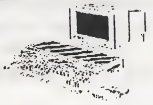
The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

NEWSLETTER ST Roundtable

Atlanta



STAR (ST Atlanta Roundtable) meets at the Reid H. Cofer Library, 4316 Church St, Tucker, GA at 7:30p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

SAGINAW/TRI-CITY ATARI USER GROUP STAG

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821- 2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Salinas Valley Atari Computer Enthusiasts

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Tresurer	Charles White	449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

TACE
Tinker Ace of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873

WACO

WESTMORELAND ATARI
COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The August meeting of WAUG was held on 8/14. Craig rousted everyone to order at 7:40pm by announcing the feature topic: Music.

Dave Brzezinski, Vice President (in Charge of Vice, we assume...) started the show with an in-depth review of the Antic Music Processor v2.0 showing us how it can play standard .AMS file by converting them to .AMP format. Dave seemed particularly pleased that AMP permits the addition of lyrics to music files, but also demonstrated the cut/copy/paste capabilities.

Mike Millage, our indestructible 8-bit Disk Librarian, announced a 3-disk special price of $5 containing Daisy Dot III and some associated fonts as well as the latest version of TextPro. Mike distributed sample printouts of the various fontsets available.

Craig informed the members of continuing progress in the planning of the Windsor/Detroit International Atarifest, announced the next meeting date and invited interested members to attend. Pattie showed a promo in ST World magazine announcing the show which also listed times and dates. Many thanx to ST World!!!

Craig also announced that Dave B. has been looking for a meeting place where better parking is available, but nothing he's found thus far compares to the free room rental we enjoy at the Michigan Union. Other sites on campus are too restrictive to be plausible at this time.

Rick Schrader, club MIDI/Music guru and ex-vice president, brought a rack of unknown hardware upon which he proceeded to demonstrate how music can be created-modified-stretched-folded-spindled-mutilated and otherwise thoroughly improved and/or abused. Rick demonstrated several different software packages, including Music Mouse, while fielding questions from the members. Rick also played some music he found on cassette which contained a variety of Atari sounds from game software. (Nobody really knows where Rick manages to find such things, but it was neat to listen to!)

Bill Rayl, ST Disk Librarian, described the contents of the current AIM disk (lovingly referred to as "WAUG Disk of the Month" by all loyal members...) but was unfortunately stymied by the absence of a working double-sided disk drive when he attempted to demonstrate some of the goodies.

Craig announced we will be raffling the second copy of PageStream during the October meeting. Tickets were sold at $.50 each. (Let's hope Dave B. didn't buy one!)

The meeting was adjourned at 9:45pm. The next meeting will be held on September 11 featuring Games. The October meeting will feature a demonstration of SuperCharger (IBM emulator); for November we have a tentativly Tim Purves from Michtron as guest speaker; and December will be the Christmas Party/Entertainment Night.

ENHANCE GEM

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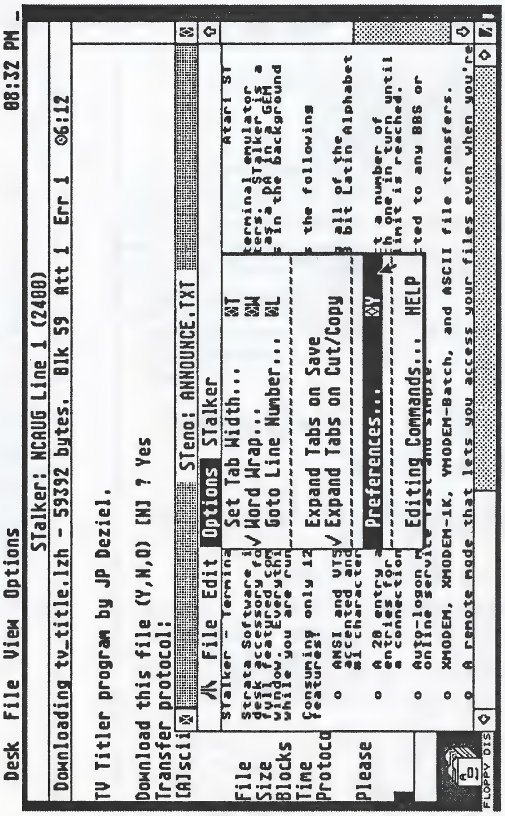

```
Desk  File  View  Options                                    08:32 PM
STalker: NCAUG Line 1 (2400)
Downloading tv_title.lzh - 59392 bytes.  Blk 59  Att 1  Err 1  ©6:12

TV Titler program by JP Deziel.

Download this file (Y,N,Q) [N] ? Yes
Transfer protocol:
[A]scii
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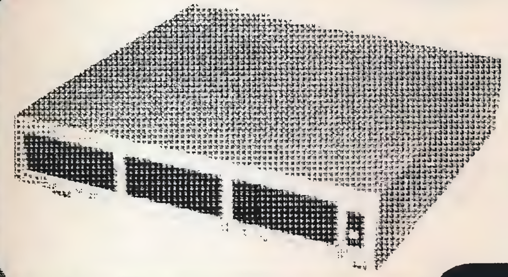

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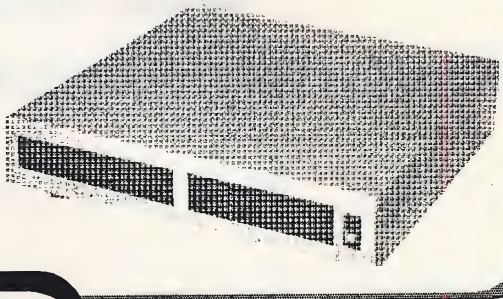

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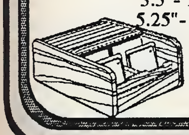

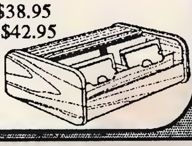

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8-bit Support Is Alive and Well
Beating Large Drives into Submission
Disk Directories within BASIC
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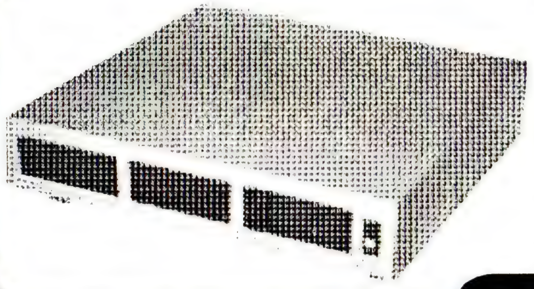

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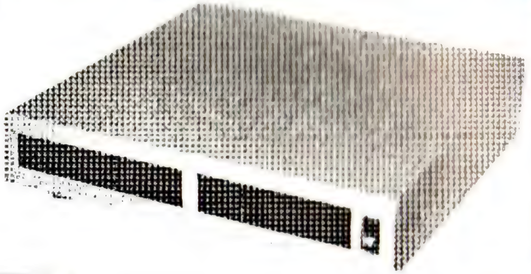

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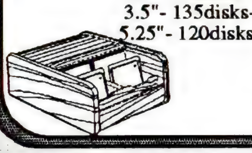

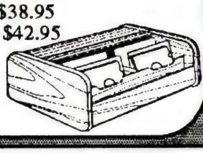

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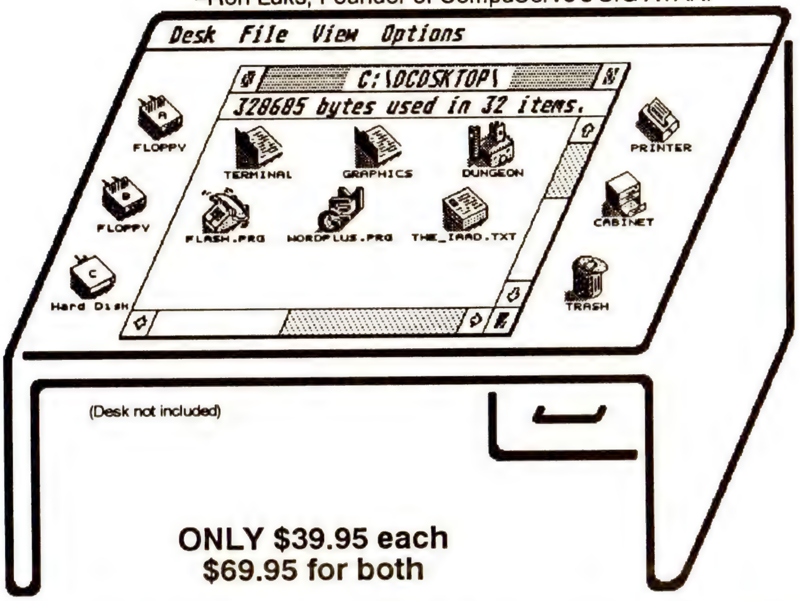

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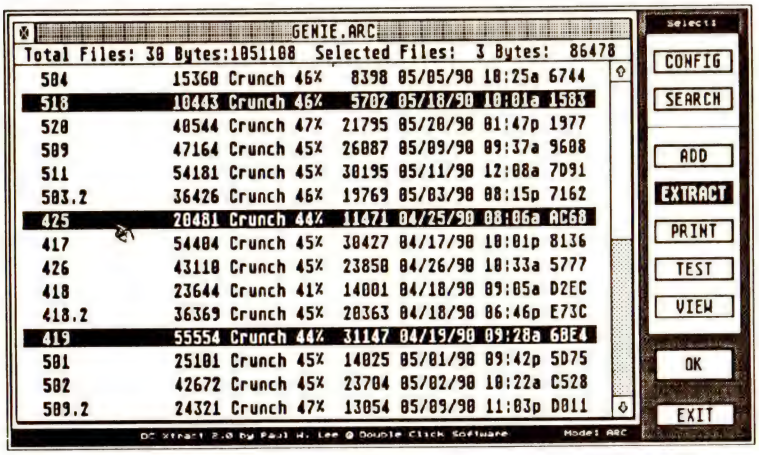

```
Total Files: 30 Bytes:1051108  Selected Files:  3 Bytes:  86478
 504          15360 Crunch 46%   8398 05/05/90 10:25a 6744
 518          10443 Crunch 46%   5702 05/18/90 10:01a 1583
 520          40544 Crunch 47%  21795 05/20/90 01:47p 1977
 509          47164 Crunch 45%  26087 05/09/90 09:37a 9608
 511          54181 Crunch 45%  30195 05/11/90 12:08a 7D91
 503.2        36426 Crunch 46%  19769 05/03/90 08:15p 7162
 425          20481 Crunch 44%  11471 04/25/90 08:06a AC68
 417          54404 Crunch 45%  30427 04/17/90 10:01p 8136
 426          43110 Crunch 45%  23850 04/26/90 10:33a 5777
 418          23644 Crunch 41%  14001 04/18/90 09:05a D2EC
 418.2        36369 Crunch 45%  20363 04/18/90 06:46p E73C
 419          55554 Crunch 44%  31147 04/19/90 09:28a 6BE4
 501          25101 Crunch 45%  14025 05/01/90 09:42p 5D75
 502          42672 Crunch 45%  23704 05/02/90 10:22a C528
 509.2        24321 Crunch 47%  13054 05/09/90 11:03p D011
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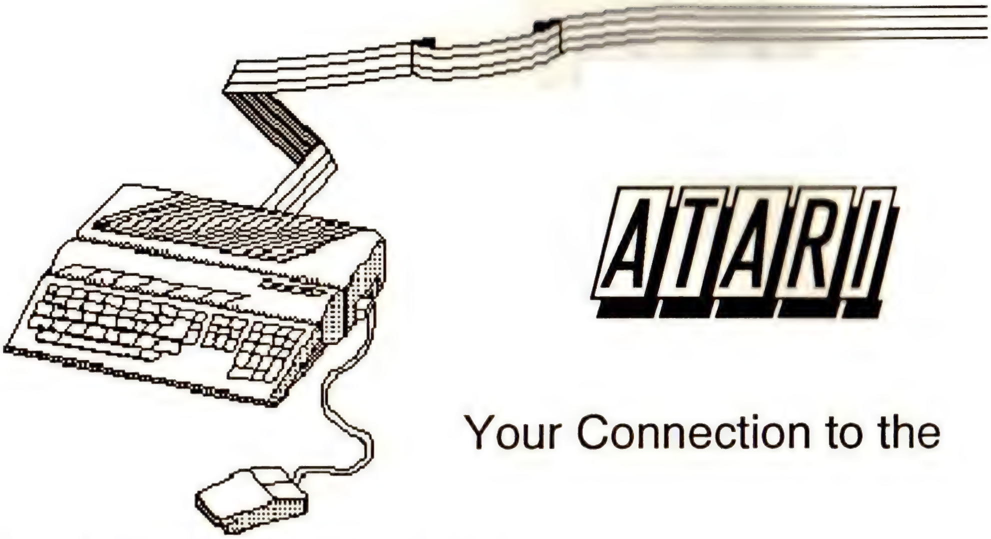

ATARI

Your Connection to the

Volume 2

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FLAG	Fort Levenworth, KS
GKAUG	Kalamazoo, MI
GRASS	Grand Rapids, MI
GTAUG	Beaumont, TX
HACE	Houston, TX
JACS	Clementon, NJ
LACE	Roy, UT
LBACE	Long Beach, CA
MACE	Southfield, MI
MAUG	Ontario, OH
MGAUG	Warner Robins, GA
NAUG	Nashville, TN
O-ACES	Omaha, NE
PAC	Portland, OR
PACE	Duluth, MN
PHAST	Phoenix, AZ
P3ACE	Colorado Springs, CO
RACC	Rockford, IL
RACE	Raleigh, NC
RACE	Rapid City, SD
SAGE	Erie, PA
SDACE	San Diego, CA
SEVAC	Chandler, AZ
SPACE	Harrisburgh, PA
ST Club of El Paso	El Paso, TX
STAG	Saginaw, MI
STANCE	Lyndhurst, OH
STAR	Atlanta, GA
StarFleet	Denver, CO
STig	Denver, CO
SVACE	Salinas, CA
SWAG	Vancouver, WA
TACE	Midwest City, OK
UNYACE	Vestal, NY
Ventura-RAM	Camarillo, CA
WACO	North Huntingdon, PA
WAUG	Ann Arbor, MI
WNYAUG	Buffalo, NY

On the Cover

Amiga IFF artwork from artist Bill Eddy.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Gary Klugman
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Bill Rehbock, a sysop of GEnie's new Portfolio Roundtable, has been hired by Atari to replace Charles Cherry. As ST/TT Applications Manager, Rehbock handles much of Atari's developer relations.

US developers have begun receiving TTs, usually a sign that release to the general public is imminent. Most developers, however, have reportedly received 16 MHz versions, while 32MHz versions are on sale now in Germany. In those German machines, it seems that only the CPU runs at 32 MHz and all other functions clock in at 16MHz.

The new TT desktop has a number of interesting added features, such as the ability to place customized file/device icons onto the desktop. You can also define fill patterns and colors to the desktop background *and* to windows. A 'bootleg' version of the TT TOS has been circulating, and reportedly runs on a standard ST or STe. A number of US users have reported to us they received a copy of this "TOS 2.0 Boot Disk" from their local dealer.

Some US dealers have begun selling Atari's CD ROM drive at a list price of $699. There are only a couple CDs currently available specifically for the drive. However, because the drive can read both ISO and High Sierra formats, most IBM and Macintosh CDs are readable by the drive.

Atari had a very strong presence at the Glendale AtariFest held on September 15&16. Thanks to Bob Brodie, developers and many of Atari's technical personnel participated in "debugging sessions" on the new TT. [Ed: We'll have a write-up on the Glendale show, and the WAACE show, in next month's issue.]

Developer News

Artisan Software has announced an updated, paperback version of The Revolution Handbook. The book includes seven new chapters assisting first-time computer buyers in their shopping and a new calendar of events.

For every book sold, $1 will go toward the purchase of Atari computer for schools! The book retails for $14.95, and Artisan is allowing Atari Interface subscribers to buy copies for only $9.95. Artisan Software, PO Box 849, Manteca, CA 95336, (209) 239-1552.

If you need to keep track of your record albums, tapes, CDs or VCR tapes, Software Development Systems has created the Home Entertainment Management System.

This software can easily record everything from cassette tapes to sheet music, print labels for your VCR tapes and cassettes and even keep track of the total value of your collections for insurance purposes. Retail price is $34.95.

The package includes the DataDesk database environment, allowing you to create your own customized modules. SDS, 996 Redondo Ave, Ste. 404, Long Beach, CA 90804, (213) 434-5751.

Diverse Data Products has released 'KX', the Keyboard X-tender, which allows ST owners to easily connect an IBM AT-style keyboard to their systems. The KX interface plugs into the ST's MIDI In port—no need to open your computer! For MIDI users, KX still allows you to leave your existing setup connected by providing a MIDI In plug on their interface.

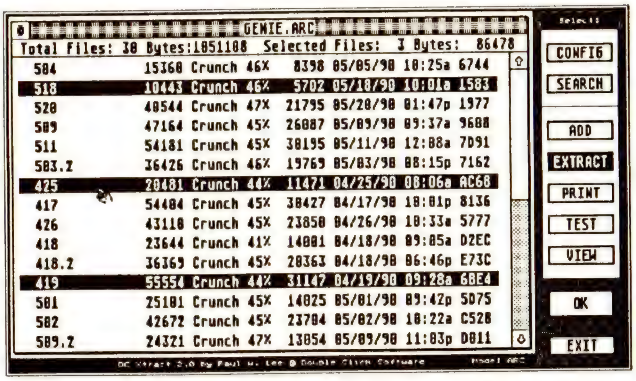
The software drivers can be installed or deinstalled at any time. Retail price is $74.95. DDP, PO Box 695324, Miami, FL 33269, (305) 651-2393.

Stik-Gripper T.C.S. (Total Control System) is now available from Duggan DeZign. The makers of the popular Stik-Gripper has taken the design one step further, giving your flight simulators "the true 'Flying by the Stick' feeling."

The product is "a rugged, three piece plastic stand which you mount your joystick to and place on your chair." You then sit on the base of the Stik-Gripper T.C.S., which holds your joystick "front and center of you, where you need it!" Retail price is only $19.99. Duggan DeZign, 300 Quaker Lane, Suite #7, Warwick, RI 02886, (401) 823-8073.

Want to prevent dirt and other nasty things from fouling up your ST keyboard? Then get a KeySkin from Computer Supply House! These nifty, thin plastic, see-through covers fit snugly over your ST's keyboard, protecting from spills and dust. Retail price is $25.95, but AIM readers can purchase KeySkins for only $19.95 plus $2 shipping/handling. Computer Supply House, 1112 Second St, Kenai, AK 99611-7210, (907) 283-5837.

The folks at Double Click have been busily upgrading DC Desktop and DC Utilities. New features in DC Desktop version 1.2 include the ability to place folders on the



```
Total Files: 30 Bytes:1051100  Selected Files:  3 Bytes:  86478
 504        15360 Crunch 46%   8398 05/05/90 10:25a 6744
 518        10443 Crunch 46%   5702 05/18/90 10:01a 1583
 520        40544 Crunch 47%  21795 05/20/90 01:47p 1977
 509        47164 Crunch 45%  26087 05/09/90 09:37a 9600
 511        54181 Crunch 45%  30195 05/11/90 12:00a 7D91
 503.2      36426 Crunch 46%  19769 05/03/90 08:15p 7162
 425        20481 Crunch 44%  11471 04/25/90 08:06a AC68
 417        54404 Crunch 45%  30427 04/17/90 10:01p 8136
 426        43110 Crunch 45%  23850 04/26/90 10:33a 5777
 418        23644 Crunch 41%  14001 04/18/90 09:05a D2EC
 418.2      36369 Crunch 45%  20363 04/18/90 06:46p E73C
 419        55554 Crunch 44%  31147 04/19/90 09:28a 68E4
 501        25101 Crunch 45%  14025 05/01/90 09:42p 5D75
 502        42672 Crunch 45%  23704 05/02/90 10:22a C528
 509.2      24321 Crunch 47%  13054 05/09/90 11:03p D011
```

DC XTract in action!

desktop, color icons, the addition of DC Terminal to the package, the ability to create unique icons for folders and more. Owners of version 1.0 can upgrade for $7.50 for new disk, an extra $7.50 to include a new manual, and $3 S/H. Retail price is $39.95.

DC Utilities programs DC Xtract and DC SEA have been updated to include ZIP, ZOO and LZH file compression formats. You can now use DC SEA to create self-extracting ARC, LZH, ZIP or ZOO files! DC Xtract can now be used to add to, extract or print from, test or view contents of ARC, LZH, ZIP or ZOO archives. Completely GEM-based, DC Xtract does away with the need for separate archive utilities and shell programs. Contact Double Click for upgrade info. Retail price is also $39.95. Both DC Desktop and DC Utilities can be purchased together for only $69.95. Double Click Software, PO Box 741206, Houston, TX 77274, (713) 977-6520.

The CodeHeads have been busy! Following closely on the heels of the release of LookIt and PopIt, the availability of CodeKeys has been announced. CodeKeys is a macro program that records keypresses and mouse actions, allowing them to be played back at a later time. These macros can be edited and saved for future use and can even be set to autorun at bootup time (great for demos!).

You can use CodeKeys to create keyboard equivalents to drop down menu items...just press the defined key combination and you're off! CodeKeys retails for $39.95 (plus $2 S/H US, $3 Canadian, $5 Foreign). CodeHead Sofware, PO Box 74090, Los Angeles, CA 90004, (213) 386-5735.

Migraph has lowered the price of their Touch-Up and scanner bundle by $100. ST owners can now purchase the package for $399. Migraph has a special User Group deal, as well. User groups can purchase a single club package for only $250. To qualify, clubs must send the check along with a letter requesting the 'User Group Atari ST Bundle.' The letter must be on official club letterhead and signed by the club's president.

And finally, Migraph is making an offer to all owners of pirated copies of Touch-Up. Simply send in the disk with your illegal copy along with a check or money order for $79.95 US and Migraph will send you a legal, registered copy of the latest version of Touch-Up. No questions asked. Migraph, Inc., 200 South 3334d St, Suite 220, Federal Way, WA 98003.

Online News

GEnie has instituted its *Star Services plan, a $4.95/month ($5.95 Canadian) flat fee that gives you access to over 100 services during non-prime time (6 PM to 8 AM). You can now send and receive electronic mail, play classic one-player games, access Grolier's Encyclopedia, get closing stock quotes and more at no extra charge. Bulletin Boards for Roundtables such as Science Fiction, Jerry Pournelle, Geneology, Photography and Scuba are included in the flat rate.

While many users seem pleased with this change, a number of others have voiced disapproval. The $4.95 is not an option—users who do not wish to sign up for *Star Services will no longer be able to access GEnie. [Ed: See the club sections at the back of this issue for a "cross-section" of opinions on GEnie's new plan.]

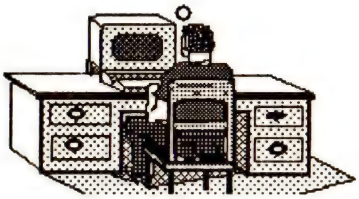
In conjuction with the opening of *Star Services, GEnie has reduced their non-prime time 2400 baud rate from $10 to only $6 US/$8 Canadian. Prime time rates for 300-1200 baud remain at $18 US/$25 Canadian. All areas not covered by the *Star Services—such as the computer Roundtables, all software libraries, LiveWire chat lines and multi-player games—will be charged at these new rates.

The Softsource database is now open to the public free of charge on GEnie. Atarians can search the database for products of interest and, in many cases, download a demo version of the software. Softsource has been created by Atari Corp. to give developers a centralized place to let the public know about their products.

Dan MacNamee, creator of the database, encourages all developers to post information about their products. The Softsource database and accompanying demo programs are planned to be put on a CD ROM in the near future. This CD is to be distributed to Atari stores (and possibly user groups) to help promote developer products. Call GEnie and type SOFTSOURCE to check it out!

Atari's "official" support area for the Portfolio has opened on GEnie, as well. Users of the palmtop PC can access the area by calling GEnie and typing PORTFOLIO.

CompuServe welcomes Bob Retelle as a SysOp in the Atari areas. Readers of AIM will probably recognize Bob's name; he's been a contributor to the magazine since the very first issue. BobR, as he's known online, originally built up the Atari Roundtable on GEnie as its first SysOp. He was also SysOp of the Atari area on Delphi.



EDITORIAL RAMBLINGS

LOOKING BACK

Unicorn Publications celebrates its third anniversary this month! It was back in November of 1987 when we took over publication of Michigan Atari Magazine from John Nagy (now senior editor for ST Journal). Looking at our first issue of that magazine (December '87), it's obvious how far we've come.

That first issue had only eight partipicating clubs. Five of those clubs [GKAUG, GRASS, MACE, TAG (now STAG) and WAUG] are still with us. We lost two of the others (CHAOS and GAG) when we decided to open the magazine up to national participation. The final original club, BCAUG of Battle Creek, MI, unfortunately folded long ago due to lack of Atari support in their area and their officers/members lost faith in the computer's and club's future.

LOOKING AHEAD

It's hard to believe we've come this far! People can now buy copies of Atari Interface Magazine at their local B.Dalton's, Waldensoftware (and hopefully Waldenbooks soon) and other major and independent bookstore chains in the US and Canada. And we plan to expand into overseas sales within the next six months!

Atari user groups continue to be the backbone and driving force of the magazine. Now, with over 50 participating clubs and more contacting us each month, there seems to be no end in sight to how many clubs the magazine will eventually serve.

Although a number of the larger (i.e., expensive) Atari shows are still beyond our budget, we've promoted the magazine at a number of AtariFests this year, including Toronto, Pittsburgh and this month's Chicago show. Next year, we plan to have booths at more of these shows, including the ones scheduled for Windsor, Ontario, Canada in May '91 and Portland, OR in November '91.

While many other magazines supporting Atari 8-bit and ST computers have disappeared or are 'tightening their belts' and shrinking, we're continuing a plan of slow but sure growth.

DECISIONS, DECISIONS

We know some clubs have experienced delays in receiving issues of AIM via the mail. Due mainly to the slowness of third class mail delivery, this is one of the "most heard complaints" we receive here at AIM Headquarters. We are continuing to explore options, such as alternative mailing sources or changing class of mailing.

Which brings us to asking those of you who are participating club members what you'd like us to do. We were hoping in the near future to decrease the price per issue for participating clubs again. However, we could keep the price at 50 cents per issue (hopefully) and move to second class mailing.

Of course, this all assumes that we keep the magazine around its current size. We are starting to feel a little cramped, even with the additional eight pages we've added in the last couple months. Another option would be to increase the size and quality of the magazine, keeping the price per issue at its current level. Increasing the size would allow us to be more creative with the layout while giving you more news, reviews and info for your money.

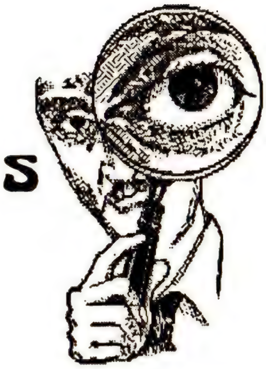
Since first class mailing would cost at least $1.25 per issue, we can't see any way to move to first class mailing and still keep costs to the clubs low. For any clubs wishing to receive their issues first class, we'd be willing to pay for the cost of printing the issues (basically giving the issues free) if you're willing to pay the $1.25 per issue for postage. We doubt we'll have any takers on that offer, however.

Here, in a nutshell, are the options we've come up with:

- Decrease the price per issue to clubs, keeping the size and quality the same
- Keep the price, size and quality the same, but move to second class mailing
- Keep the price and third class mailing the same, but gradually increase the size and quality of the magazine

Participating club members should contact their club officers to cast your vote.

From the Reader's Viewpoint



To the Editors:

As usual, AIM delivered a good magazine with oodles of useful, fun-to-read, well-written information. Without getting too "slobbery," kudos for a job consistently well-done.

Two Opinions

Jay Skotcher makes a very valid point concerning shareware (See the October, 1990 issue). Demos make for far better control of the distribution of a programmer's brainchild than simply giving the program to our something-for-nothing society of the 90s. For those who *do* consider the value of someone else's time and effort, it's altogether too easy to simply forget to forward the expected contribution. (An admission of guilt? Emphatically, *yes*, but I'm getting caught up.)

And here's another boring comment on the tired ol' piracy dilemma. This opinion generated some personal responses—to the negative—when expressed in the Jan./Feb., 1990 issue of Atari Explorer. However, it still seems reasonable that writers and publishers of software should copy-protect their work, and market the programs at a reasonable margin of profit!

As a professional musician and aspiring songwriter, I've found C-Lab's Notator (DigiDesign) to be an indispensable help to making my living. And every single time I boot up that wonderful program, I have to make sure the dongle is sitting in the cartridge port. Seems a small price to pay to make sure that the developers continue to upgrade the program and offer the support that they do. The owner's manual repeatedly states, "Lose the dongle, lose the program." They *will not* replace the key if I lose it. Good!

Enter Mr. X, an acquaintance (friend?) who has been eager to tear the dongle apart to find out how to defeat it. (Of course, he wants to tear *mine* apart. Guess what, guy?)

And there were letters galore chiding me for suggesting (in the Explorer letter) that those who spend months/years developing PageStream and Notator and Calamus and programs of that calibre have the *raw nerve* to pass the costs of protecting their efforts on to We, the Benefactors.

However, the real eye-opener is in the Jan./Feb. 1988 issue of Explorer. Read of an honorable "Consulting Engineer" who makes $100,000 annually, and who feels that "So much software is junke that I can't see paying for it if I don't have to." Or the 48-year-old writer who "doesn't use the packages," but "just [collects] them." Um hmm.... How 'bout the 30-year-old Man of the Cloth who steals to better serve "the Lord's work?" Beautiful.

Although I've never sold any of my musical writing, it *is* all registered with the Copyright Office, and with ASCAP, of which I am a writer member. There is all kinds of protection for my stuff.

Imagine my surprise to walk into a nightclub here in Phoenix and be treated to a performance of one of my songs by an entertainer who lives in Boston, and travels all over the country...*doing my material!* An attorney said there was nothing I can do, and *he* wouldn't do anything because there "wasn't enough in it" for *him!*

But software developers have an edge that the publishing musician is not afforded—developers can, should and must develop foolproof ways to copy-protect their wares, and then *do it!*

Those who realize the worth of a good program will buy it at any reasonable cost, and the creeps who would steal the works (for the most part) will be discouraged for their "craft" by sheer inconvenience. If publications and dealers refuse to advertise programs that can defeat copy protection procedures, and SysOps act responsibly (I suspect most do), legitimate ownership of software might become a little less dependent on morals and ethics.

Truly Yours,
Johnny Harris

PS.Remember Pro-Copy, which *will* copy protected disks?

Dear Editors,

I am impressed with the quality of your newsletter and the expertise of your writers. What I'd really like to know is how Dave Plotkin (Right On Target) rigged switchable ROMS in his Mega as I've got a Pro-Tablet digitizing board that won't run in TOS 1.4. I've heard of it being done but haven't found anyone who actually knows how to do it. If you can twist his arm enough to get it put in print, I think a lot of your readers would benefit greatly.

Steven Kiepe (SDACE)
San Diego, California

[Eds.: Dave, Are you listening?]

Right On Target

David Plotkin

It's early September as I write this, and I have finally found the time to read through the September issue of AIM. I am particularly fascinated by the article written by an admitted pirate. While I don't agree with his methods (can you spell journalistic suicide, boys and girls?), he raises some interesting points.

In the article, the author "justifies" stealing software by saying he only does it so he can try the software out. He maintains that if he likes the software well enough, that is, it meets his needs, he then goes and buys a copy. For anyone who has purchased software only to find it is worthless (or worse buggy!), it sounds reasonable, doesn't it?

In fact, there is software distributed using just such a method. It is called shareware, and you are actually encouraged to copy it and give copies to friends. If you like it, you register the copy, pay some money, and in return get the latest version plus a manual and (usually) support. The catch, of course, is that a large percentage of people never register and pay, so shareware has not been a raging success.

It hasn't done all that badly in the IBM PC world, where the arcane DOS interface makes programs hard to use without a manual. In the ST world, however, shareware tends to be tripped up by that darned easy-to-use GEM interface, often making manuals completely unnecessary and removing the need to register.

The problem remains, however, how do you protect yourself against some of the really terrible software that is out there? One way is to be patient—word gets around that software is unfit, and the company usually either fixes it or self-destructs. However, if you aren't the patient sort (in the ST world it's hard to be patient in the face of very few releases), the temptation is strong to obtain an illicit copy and try it out.

I have to admit, I have done it myself on rare occasions. Now, before you get all indignant, let's see a show of hands of everyone who has *not* pulled this little stunt....no one? I thought so.

You don't have this problem in many other places in everyday life. If you buy a shirt that doesn't fit right, you take it back. Toaster burns your bagel? Take it back. You get the picture. Ideally, then, you should be able to buy a piece of software, try it out for a reasonable length of time, and return it (in resalable condition) to the store or mail order house if it doesn't fit your needs. However, in *real* life, it's next to impossible to find a dealer who will let you do this.

It's not hard to see why. In these days of copy machines and manuals-on-disk, it's so easy to just make a copy of that $200 package and return it. Dealers who had policies allowing a tryout period found that they had turned into a free lending library. Why do you think your local toy store doesn't allow returns of Nintendo cartridges?

Software has been compared to the music industry. It has been said that just as the availability of cassette tapes makes it possible to record LPs and CDs (which has not killed the record industry), copying of disks won't kill the software industry.

There is an important difference here, however. A cassette tape is not the quality of the original record unless you spend considerable amounts of money for a good stereo system and use very high grade (read: expensive) cassettes. Even then, each copy degrades slightly. However, each copy of a software diskette is functionally indistinguishable from the original, and the 100th copy is just as good as the first.

The author of that controversial piece does have a good idea in encouraging product demos—software that functions like the real thing, but is crippled in some way so that you can't just use it in place of the real thing. For example, a

database that only allows 25 records, or a word processor that won't allow you to save your work or has a length limit on the text.

More and more software publishers are providing such demos, but not enough of them are. What you can do, though, is vote with your pocketbook. Favor the products you can try out with demos—the other publishers will get the picture soon enough.

You can also read reviews in this magazine and the others that support the ST market. This is tricky, though. Reviews are necessarily subjective, they represent at least in part the author's opinion. If you intend to use the software the same way as the reviewer, fine. Chances are, though, that you will want to do at least some things differently, so a good review must provide you with all the background on why the author feels the way he or she does.

For example, I read about a word processor recently that was pretty severely downgraded because its index generator was clumsy and it couldn't produce a table of contents. The author of that review was absolutely incensed by this, as he writes books and needs such features. Well heck, I don't need those things for my work, so it didn't matter to me.

Another tricky point is that some "reviews" are very self-serving. I was absolutely amazed to see a "review" in another publication (which shall remain nameless) that was written by the programmer of the software package being reviewed! As you can probably imagine, it was a *glowing* review indeed. In fact, the title was "Why you need xxxxxxx".

Nowhere was there a disclaimer, or a note that the "reviewer" was also the programmer. Now admittedly, this was a rare occurance, but someone who didn't know might run right out and buy this package. There are other subtle ways a review can get biased, so be very careful about trusting reviews.

I don't like piracy. In the long run, it hurts the ST community. But I'm also not a hypocrite—I do have some software in my collection I don't remember paying for. In fact, the reason I became a reviewer in the first place was because I needed a way to get software without paying for it (I couldn't afford everything I wanted) and I refused to steal it.

Not everyone has the knack for being a writer, however, and I've been around long enough that most of the major players know my name and will send me stuff I am interested in. But until a way for people to really try out software is devised, I am afraid that people like the pirates of September will be around—and there are more of them than you might guess!

See you next month.

Don't Be A Solitary Atari.

The largest and longest standing group of Atari® users in the world shares its problems and solutions online every day in CompuServe's Atari Forums. And you can join them.

Find the latest software, like the new desktop publishing program for the ST. Learn how to run Macintosh® and MS-DOS® programs on your Atari. And pick up helpful game tips from experienced players.

Need technical help? Atari personnel and most third-party software and hardware vendors are online every day. You can even provide recommendations as they develop new programs and products. There's no better way to get more out of your Atari.

To join CompuServe, see your computer dealer. To order direct or for more information, call 800 848-8199. In Ohio and Canada, call 614 457-0802. If you're already a member, type GO ATARI at any ! prompt.

CompuServe®

Ex—Pirate Talks Back

Steven Leser (P3ACE)

I was disturbed at the apparent nonchalance with which the admitted pirate pled his case in last month's AIM. When I was a young teenager, I traded software with my friends; I was, as well, a pirate. But, once I got older, became an adult and realized the true score, I threw out my unauthorized copies and started *paying* for what I wanted.

I am also proud to say that I register my shareware, which is something far too few of us do. My letter is not *all* full of scorn for the pirates, however. I understand where they are coming from in one sense.

Economics of Piracy

The software companies have taken altogether the *wrong* approach to dealing with the piracy issue. Elementary economics tells us that there will almost always be somewhat of a black market. People will always steal to some extent.

If a product that costs $5 to market and sell, and is currently selling for $25, is the victim of extensive piracy, the software company has two options if it wants to continue to sell the product: raise prices so the good customers, who would buy it anyway, foot the bill of the pirates, or it can attempt to lower prices so much so that it becomes better for the majority of pirates to buy rather than steal. Who wouldn't rather have the documentation and the support?

Piracy, as I see it, deals mostly with game software. The *best* game I have ever played on a computer is Falcon. You can mail order it for $23. As far as I am concerned, no game is worth more than that one. We all have our favorites, but the best shouldn't cost more than about $20-$25.

If you look at things objectively, it really becomes clear. Who plays games? Kids for the most part. How many kids do you know that can routinely fork over $35 for a game? The companies are dreaming when they price things as high as they do. Twenty bucks. Or $15 for the less entertaining, but still viable games.

Pirating Productivity Programs Stinks

Piracy of productivity is another realm. If you do this, you are a *real* heel. Games are ever abundant, but how many word processors and such can you use? Do some comparison shopping, and *buy* the best one for you.

Most people don't *use* that much non-PD or shareware productivity software. I use just a few, and I have bought them all. Lattice C, WordWriter, and a few others. Productivity for the ST is *very* reasonably priced. And as I said, you don't get "sick" of your productivity software and need to buy new ones, like you do with games. There is, in my opinion, no excuse for this type of piracy.

Finding a Solution

In conclusion, there is a problem out there. But it will only be solved when both sides stop blaming the other. Let me outline my solutions to the problem....

To the software companies:

#1 Price game software from

$25 on down. More than that is, in my opinion, inviting piracy.

#2 Don't just advertise (which is expensive), send out demo's of your software! Make them self deleting after a few tries, or something like that. Allow people to see what they are buying. I love this one, because it is cheap! Just upload your demo to Atari's BBS in Sunnyvale and the online services, and it will soon be doing the talking for your product all over the country (and world).

To the pirates:

You obviously know what you are doing is wrong and illegal. Try purchasing software that you think is priced right. *Don't* pirate productivity! Join a users group, and ask someone to demo it for you.

We at P3ACE do things like that all the time. If you *really* want to test drive something, someone at your local users group is bound to have it.

If you are satisfying your conscience by telling yourself that stuff is priced too high, ask yourself this one: "when was the last time I registered some shareware that I frequently use?" Most shareware can be registered for about $10.

If you don't even do this, you are kidding yourself. You are a thief!

Piracy on the Atari Seas

George W. Hulseman

The long-winded argument suggesting piracy of software isn't all bad (AIM September 1990) was indeed an eye opener. An admitted pirate, Mr. "Billy Bob Ray," and probably thousands of other Atari users are apparently in the habit of making illegal copies of software under the notion that it is their right to try the software out before making a commitment to buy it.

Such pretzel logic falls apart under scrutiny.

Don't Think Twice, It's Alright

But before going on, I would like to put forth my own theory of why many computer users think it's alright to obtain and use illegal copies of software. Simply put, they don't—think that is. It's not that the so-called "pirates" don't know better, they do. It's the don't think twice, it's alright attitude that prevails here.

Take for example, someone who would never consciously steal from anyone—my mother. She owns a Macintosh and in her collection are several illegal copies. How did they get there?

They were put there by my brother, someone else who doesn't have criminal tendencies as far as I know. My brother, also a Mac user, has gobs of pirated software in his collection, including MacPaint, a music program and several Infocom games. His copies came from his brother-in-law who undoubtedly copied them from his own collection.

Unaware of the Harm

I doubt that any of them gave much thought to the possibility that all this copying is not only illegal, but immoral in the sense that it is stealing from the programmers and distributors who are trying to make a profit in a highly competitive and limited market. This is not a victimless crime, although it may seem that way because the copiers don't see the end result of their actions.

Computer Crooks

These are the same people who make copies of video cassette tapes and think nothing of it. Are they culpable for the crimes? You bet they are. A convicted criminal doesn't get off because he is ignorant of the law. This is already a significant problem in the music industry, worsening with the advent of digital compact discs and now the digital audio tape. It is becoming all too obvious that we are a society of criminals.

But the casual copiers of magnetic and digital data differ from the common criminal in one important respect. They don't get caught. Nor is any effort being made to catch them because of the potentially exorbitant costs involved. Does this make it morally acceptable? I think not. Does it make it socially acceptable? Unfortunately, I think it does.

Back to Atari

Which brings us back to Mr. "Billy Bob Ray" and the Atari issue. Mr. "Ray" represents a different breed. He knows what he does is illegal and damaging to the Atari software market. Yet he does it anyway. His excuse is that he shouldn't have to pay for something that doesn't meet up to his expectations. Sure there is a lot of lousy stuff for the ST out there, but this hardly makes piracy acceptable. There is no "correct" way to steal something as Mr. "Ray" so ineptly insists.

Harming the Atari World

This piracy especially hurts the Atari community. The company's relatively small size makes it a less profitable market for software developers and they are becoming more reluctant to get involved in this limited niche.

Have you noticed? Chalk up another reason why Atari users should not pirate.

The only recourse for software developers is copy protection. There are several different schemes out there; many are annoying, most are ineffective. There are ways to make a "backup" of just about any commercial program.

Most developers have resorted to using a password system where you have look up a specific word in the owner's manual (i.e., see page 46, paragraph three, second word). Or you must match an icon from a specific page in your manual to the one displayed on the screen. These schemes are cumbersome and annoying, but you can hardly blame the developers.

The On-Line Solution

Like "Billy Bob," I purchase most of my software from mail order houses. But instead of trying them out via illegal copy, I often turn to computer publications, such as AIM and Current Notes, and to bulletin board systems to find out if a program is worth buying or not. There are other recourses too. I recently purchased Federation, a space trade simulation from Cinemaware, while shopping on GEnie. After ordering, I came across a review that was less than enthusiastic. I returned the package unopened and exchanged it for Ultima V, which I meant to buy anyway. Origin Systems is a proven winner in my book.

Not that I don't get stuck from time to time. My collection is filled with lemons, the most recent of which is Greg Norman's Ultimate Golf or Shark Attack as it is known overseas. You have to take the good with the bad.

Let He Who Is Without Sin ...

I must admit there is a program in my collection that I tried out beforehand as a copy—Desktop Publisher ST from Timeworks. A friend volunteered it, and I accepted, having not an inkling of what desktop publishing was really about.

Without documentation, however, I was completely lost. I ended up purchasing the program for $79.95 without knowing whether it was worth it or not. It was, by the way. My next purchase could very well be Wordflair which received a favorable review in the September issue of AIM.

So I will not cast the first stone at Mr. "Billy Bob Ray", my relatives, and those who are supplying the illegal copies of commercial software.

But I would like to say this. There is no justification for piracy. Most of us should know better. Careful shoppers can try software out before they buy at most software stores. Or they can turn to computer magazines, informational networks and bulletin board systems.

If you purchase a program that isn't worth the magnetic medium it is printed on, send the message out and warn other users. Write the company and tell them you think it's a dog. The reputable distributors will refund your money or give you credit.

Don't steal it and try to justify the act with a barrage of excuses. It just doesn't copy.

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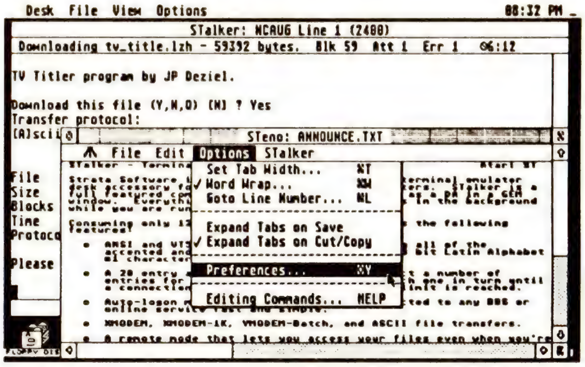

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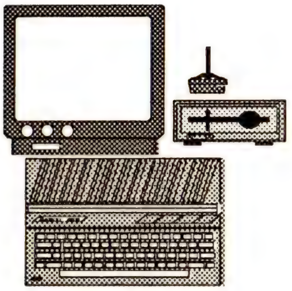

Tim Feenstra (GRASS)

When most of us hear the term Shareware, we think of a few titles like Textpro, now up to version 4.54, the whole series of Express terminal programs; BobTerm with version 1.21 now available; Diskcomm 3.2; MyDOS, and TurboBasic. These have become the best programs available for the Atari, at any price.

Even SpartaDOS, the best disk operating system, is only marginally better than MyDOS and more expensive. You could do a lot worse than to find these and other Shareware and public domain programs and base your whole productive computing system around them.

At this point, I guess I should recommend that you consider paying Shareware fees if you use one. This does not include the programs that take up space in a disk box, but those that have proved themselves good and get used all the time. Even if you can not afford the asking price, send them something. Anything will be better than nothing. It will help maintain a healthy and productive programming base capable of giving us some really great software. Enough said.

At a recent GRASS meeting I was impressed with a program brought in by a member called Snapshot, and was interested to find out he got it from a BBS that had a whole section devoted to expanded memory Ataris. I got the number, and called, and sure enough, there was a wealth of programs that allow use of the extra memory for something other than a ramdisk, as well as some nifty little things that have not made it here yet. I will give you the BBS name and number at the end of this article.

I found a screen accelerater, called HYPER_E:, which speeds up screen use a lot. It does cause problems with a couple programs, but if used where it works, it speeds up things more than enough to make it worth the effort to figure out which of your favorites it works with. This program was written by Doug Wokoun.

I also got a ramdisk program to set up a 256K or 320K machine with two ramdisks, configured in single-density, single-sided format. This has uses where Atari DOS must be used because of conflicts with a boot-type program. Called RD78XL, it was written by John Oakley.

From PSI Labs, comes a ramdisk program for use with SpartaDOS that allows you to set the size, something you can't do with the RD.COM file from ICD. PSI RD has uses for those with the need for a specific size RD for their particular needs.

The next two programs make the article I wrote a while back on using a standard ramdisk to run games obsolete. The first is RAMBOOT, from Russ Babylon. This will give you a ramdisk, number one, which will run games without the sector work involved in the method I used to do. To access the real drive one, hold the SELECT key while the access is being performed.

You do need 256K or more for this one, but memory chips are cheap now, so now is the time to put the extra banks in your machine. Great work Russ.

The second program, RAMBOOT2, also requires 256K or more. This one gives you two ramdisks, switchable with the real drives by means of a switch box, called a joybyter, that is easily built from a broken joystick with the included doc file.

This setup has to be an adventure gamer's dream, getting two disk sides to run from ramdisk at the same time. A simple flip of the switches will get the real drives back online, or they can be accessed as their number plus two, that is drive one becomes drive three. Written by Charles Hughes, this has to be about the best game setup I have ever seen, almost perfect.

If you are interested in these two programs, fire up the modem, because I have BBS numbers where they can be reached. Russ can be found on the RATCOM BBS at 301-437-9813. I have not called this one yet, but I will. Charles has two numbers, The Atari Base BBS at (408) 745-5306 or the BAAUG BBS at (408) 986-0215. Call and leave them a little note, they would like to hear your comments to help them with their ideas for more projects.

There is also a program, I got it through the mail, called Daisy-Dot III by Roy Goldman. I think it is probably as good as Print-Shop, but I haven't had either long enough to have formed an opinion. It shouldn't be too long before this one is on BBSes all over.

Now for the good stuff. Except for Daisy-Dot III, I got all this from the Closer To Home BBS in Ohio. It's run by Tom Hunt, an avid Atari buff and a great programmer. I have been calling his BBS for about three weeks now and like to think that we are becoming good friends. He has produced several expanded memory programs all of which have some great potential to Atari users.

He told me (typed, as we have never really talked, yet) that he programs to stay frustrated. What I can tell you about him is he is 34, is the father of three, and has been computing since about 1982, when he bought his first computer, a Vic-20. A friend got him interested in the Atari, and it has ballooned from there.

Always keeping up with the latest in Atari developments, he got on the expanded memory bandwagon even before the 130XE came out, and once it became easy for anyone to upgrade their memory, he set about several projects to get use from this memory.

Maximus, an adventure that stores the map in the expanded banks, was first. He told me a tale of a lose monster which got out of the program proper, and was running rampant through the game code causing lockups from time to time and then unlock all by itself. I think I would have given up about that time.

In 1988, multi-tasking got his interest and MTOS was born. Still available on his BBS, this allows up to four programs to run at the same time, at a slower rate than normal, of course, but no software company would have spent the time and money to develop this for the Atari, let alone one that requires 256K or more.

When MTOS was about as far as Tom thought it could go, he came up with another idea. What if the computer only ran one program at a time, but could switch to another program with the touch of a button? With this Snapshot was born.

There are now several versions that cover almost any hardware setup you could have, but still requires 256K or more. The memory versions of this switch back and forth between a program running and one stored in the expanded banks. You can even use different DOS setups for the two programs. Neat, huh? Well, that is not all!

He has what he calls the hard drive versions, which save the snapshots to a HD or large ramdisk or even floppy. You need about 260 double density sectors for each though, so floppy users will not be able to get the full potential, having ten snapshot available with the touch of a button. In fact, Tom uses his BBS system to program on, and uses Snapshot to quickly switch back when a call comes in.

I have found Tom a great source of knowledge, and he is always there to answer questions I have about his programs. Mainly, I guess I am impressed with his programming ability and the programs readily available to anyone who calls his BBS.

There must be other such programmers, with their works on some other BBS, but it is not readily available to all of us because we do not know the phone number, or even that the BBS exists. What we need is some easily accessed information base that will allow us to find these programmers' work. From what I have found so far, there is now stuff being developed that commercial developers would never have attempted because of the limited user base for some of these ideas.

If you know about one or more of these treasure boards, why not call the Treasure Chest BBS (313) 973-9137, the one AIM uses to keep in touch with its member user groups, and put the information there with a note that this is a special BBS with original works of interest to Atari owners. This will help to bring us all, from all over the country, together now when we need it most. With commercial support on the decline, this private programming segment could keep us in new and promising developments for a long time to come.

The Closer To Home BBS can be reached at (419) 368-4413. Give Tom a call and say hi. Express your appreciation for his efforts to keep the Atari from going the way of the dinosaur. We must unite to provide this service for ourselves. The alternative is a stagnant software base, with very little new products reaching any local area. The rewards are more than even I can imagine, for many minds are still tinkering with ideas new to us, and products that will keep us productive and useful.

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A-T-A-R-I

Answers, Tips And Relevant Information

Paul V. Alhart (AFED)

We may feel lost in the shadows lately, but us 8bitters are still around. And you might be surprised by our numbers. "Why then," you ask, "don't we get any support?" Think about it. Why is it so hard to find a new release on 8-track tape anymore? Same reasons. There's more money to be made selling cassettes and CDs.

New Software

Does that mean we won't see any new software for our 8bit computers? Although a sudden flood of new commercial software is about as likely as a comeback of the 8-track, there is still a lot of terrific PD/Shareware software being written.

The biggest problem is in getting it to the users. One of the best methods is through a user group Disk of the Month (DOM). AIM offers a DOM that provides the 16-bit readers with some really great new software.

An 8Bit Disk Each Month?

Could AIM be persuaded to also offer a DOM for its 8bit readers? I don't know what the answer will be or the reasons that there was no 8bit DOM in the first place.

In hopes of encouraging Pattie and Bill, here are some possible responses to their possible answers.

No 8bit equipment at AIM?

Put a couple 8bit programs on the same disk as the 16bit programs. Antic used to put 16bit software on their 8bit disks. The user groups can then strip off the programs using a modem link or possibly by using Transformer.

No 8bit software at AIM?

Just ask. I would be glad to share some of the PD software I have written or collected over the years and I am sure there are many readers of AIM that would be happy to contribute also.

No one is interested.

OK, 8bitters. Let 'em know you are out there and willing to help out by contributing if called upon to do so. AIM is one of the best things to happen to us and our Ataris in some time. Let's all work together and make it even better.

PS: Thanks Pattie & Bill. AIM is super.

Oops

Somewhere between my keyboard and the printing of the June/July issue of AIM some of my data got transmogrified. I hope none of you lost too much sleep trying to figure out the results. Here are the correct AtariWriter+ printer driver locations:

Sector	Byte	Selection	Use
113	7C		Not used for printing
114	1E	A:	825
114	54	B:	1025
114	78	C:	1027
1E1	1A	E:	FX-80
1E2	09	I:	IDS-480
1E2	58	J:	JUNKI
1E3	0D	<RETURN>	Blank
1E3	2B	D:	1020
1E3	47	E:	1029
1E3	6B	F:	XMM-801
1EF	4C	G:	XDM-121

A Comment from the Editors

Paul, we've only gotten a few inquiries about doing a disk of the month for the Atari 8bit. At AIM Headquarters (the spare bedroom in our two bedroom townhouse), you can't find any 8bit equipment, so this hinders us in making up 8bit disks.

We could put a few 8bit files on the ST disk of the month, if people want that and ST users don't mind.

The Atari Computer Clubs of Denver did volunteer to produce an 8bit disk of the month, but we were unsure how to handle the funds, since we offer the disks as a service to clubs and commercially as well.

Plus, one problem that comes to mind with 8bit files on an ST disk is what do the 8bit only clubs do to get the files we've provided on a media they can't use?

We'd like to hear club members opinions on this issue, and how we can resolve it so no one and no club feels left out, overlooked or disadvantaged.

In Search of the Perfect Joystick

Gary Klugman (SVACE)

I never thought of myself as a joystick collector. As I began to review the Best Joystick, I looked over my collection of joysticks. I didn't count the joysticks that I boxed up and put in the garage during the great American computer room purge.

I also didn't include the joysticks I broke, that didn't work or I hated. What I have left are six joysticks that I can't live without. There is one joystick I haven't taken out of the box yet, and a track ball that I've yet to find a use for.

The Perfect Joystick

Like the surfer looking for the perfect wave, I seem to be looking for the perfect joystick. What then constitutes the perfect joystick? For one thing it should be comfortable to hold. After all, who really uses their joystick on their desk? The stick should have a short throw, for faster responses. The users should have a definite feel that he had engaged the stick in a certain direction. A click would be nice. The joystick should not make it hard to find the diagonal directions. It should be durable.

Enter the Best Joystick from Best Electronics. Best Electronics are the same people that brought you the Best Mouse and a number of other upgrades for the Atari computer as well as an endless supply of replacement parts.

The Best Joystick is designed to be hand-held and is roughly rectangular in shape. It has red fire buttons on either side of the joystick, enabling it to be used by both left and right handed players. There is also an auto fire switch on top. It can be used on all Atari computers except the 5200.

It is ruggedly built. Two phillips screws open it up to expose solid construction and easily replaceable parts. Best Electronics keeps the parts in stock for the unlikely repair. Everything inside can be removed with the same screw driver that opened it up.

I used the joystick on a number of games that were joystick intensive. Is it the perfect joystick? No. But, that would ruin the fun of the search. I liked the feel of the base. It was comfortable to hold for long periods. The fire buttons had a longer throw to them than I would have preferred. After extended use my thumb grew tired from pushing them the distance required to activate them.

That looked like something that could be easily improved on by the user, but don't tell anybody I said it. The throw distance on the joystick itself was in the mid-range of the joysticks I use. You can't tell when you've made contact in a specific direction until the game shows you you've done something, or you physically can't push the stick any further.

AUTO FIRE
The Best Joystick
MODEL CX24

Final Thoughts

Don't let me appear too critical. I like the joystick. It will be one of the first ones I pull out when I am playing a joystick game. It would take the qualities of at least 4 of my other joysticks to make the perfect one.

The things I liked least about the Best were at least in the mid-range of the other joysticks. It has the best base of all of them.

Another one of the nice things about this product is that it comes from Best Electronics, a company that's been around, and should be around, for a long time.

I would buy the Best Joystick. It suggested retail is $14.95.

AtariWriter+ XII
For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well, this time two years ago, we were at the end of the worst draught of the century. This year Bunky and I are building an oil tanker. I just wish they'd figure out how much money the futures market is supposed to bleed out of us for gas.

But that has nothing to do what so ever with creating a record format <pg 66>. First of all, stay away from the [RETURN] key until you are all done creating your own record format. I think a good use for this particular utility is a list of all of your possessions.

You can create a file on disk and put it in a safe place like a lock-box at the bank or a fireproof vault at home. This way, you have a listing of everything in your house. Don't forget to include those little things that a fire destroys like cloth napkins, cosmetics, clothes brush.

You may think this is silly, but when disaster strikes, those items must be replaced and cost money. That is why you have insurance—to cover all of the costs of starting over.

Home Inventory Records

With my lecture for the day over, we shall begin creating a home inventory record format. Insert your AW+ disk and boot up. When the menu appears, depress [M] and follow the directions on the screen. Having gotten to Mail Merge, now press the [C] for—you got it!—CREATE FILE!!! Please notice that you have the default format before your very eyes.

What's that you say Bunky? You want to create your own format? You don't want to use that crazy old default thingamajig?

Relax Bunky, we all have to start somewhere, and this is where we begin depressing the [SHIFT] key and striking the [DELETE BK SP] key. See, all of the garbage is disappearing. Once it is all gone a new message appears at the bottom of the screen. See Bunky, it reads—MINIMUM FIELDS REACHED.

As you and Bunky have already noticed, Home Phone is still there. Not to worry. No! Don't hit return! Now hold down the [SHIFT] key and start striking the [INSERT] key until you have as many lines as you need for your inventory record. Now, still holding down the [SHIFT] key, give the old [DELETE BK SP] key a lick and Home Phone has gone the way the rest of the default format has already gone.

In front of you should be a bunch of lines with a 20 at the end of each one. Arrow back up to the top of the screen and over to the left.

Type in a name for the line—like ITEM for instance—No! Don't type return!!! Arrow down to the next line and type in whatever and so on until you have entered a name for all of your lines.

I left DESCRIPTION until last so I could have several lines to tell about the item I record. Remember, you have fifteen lines maximum with twenty characters per line. Your title names are restricted to twelve characters.

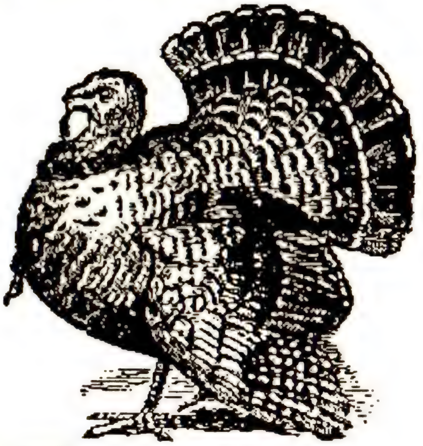
In the book on <pg 67> ignore rule 6; it is wrong. *Do not hit [RETURN] until you have filled in all of the line names in the manner described above.*

To do it their way is a pain in the butt.

Once you have entered your last line name, hit [RETURN] and then when it asks DEFINITIONS COMPLETE, Y/N?, press the [Y] key and ignore the data loss message. Now, you are back at the Mail Merge Menu. *Save your new record format.*

Ok, Bunky, I will go through the steps. First put your pinky on the [S] key and type in your file name at the prompt. Bash the [RETURN] key and it is yours until you screw up.

Next month, we will build a subset <pg 68> and pull off a data base merger. See you next month.



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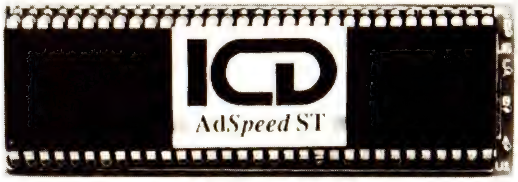

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Super Atari Users Group Meeting!

Steve Traxler (SWAG)

Well, here Carl Wirth and I go on what amounts to our first trip to an Atari get-together of this magnitude.

We left Vancouver, Washington about 9:20 a.m., riding in style in his mom's new Suburu Legacy. We drove it to break it in for his mom (grin).

The trip was pretty uneventful. Most of our time was spent keeping up a running dialog. Carl is not only a fellow Atari ST owner and enthusiast, but a fellow worker as well, so we have plenty to chat about.

The weather was fine on the way up, about 75 with sun and patchy clouds. It looks like we should arrive in Seattle around 12:30 p.m. We will try to get some lunch before we get there, but we might be running a little short of time. We are keeping close to the speed limit so we don't get detained for any reason.

Carl and I are both very enthusiastic about this journey. I brought about 50 shareware disks and 10 blank disks just in case we have an opportunity to do some swapping.

We pass Tacoma around noon. The anticipation is mounting as we pass one of my favorite landmarks, the Tacoma Dome.

We decided to make a fuel and food stop just off exit 136. We made a quick right for our gas. With that out of the way, we spotted "Burger Box" just across the street and around the corner. This was an old converted gas station, and I had some reservations about eating there until the smell wafting off the grill hit my nose. The food turned out to taste as good as it smelled. The prices were reasonable as well.

Time was running out, so we wolfed down the rest of our meal and headed on up the highway. The weather was playing musical sun glasses. Looks like we are about 15 minutes behind schedule, (good food takes longer to cook).

Our target exit is 172. We pass exit 161 at 12:59 p.m. I had forgotten how big Seattle is. (One nice thing about being the copilot is that you get to look at the sights).

Exit 172 in sight at 1:11 p.m. The distances shown on the map we had were very misleading. After a period of brief concern that we had gone the wrong way, we finally pulled into the parking lot at 1:30 p.m.

As we entered the Ballard Community Center we located the ticket booth and payed our $2 entrance fee and received our tickets for the raffle.

Just off to the right was a room with seating for over 120 people. Along the walls were lined tables piled high with software and hardware, manned by members of various user groups around the Seattle area. There were STs and 8bit Ataris in abundance, running various programs.

We spent some time browsing through the tables, then were interrupted by a request for everyone to be seated so the meeting could start.

The man holding the microphone introduced himself as Steve Drake, president of Starbase. He told us Bob Brodie would be arriving in about 5 minutes. In looking around, I saw a packed house. Not all of the chairs were taken, but there were many standing up along the walls and sitting at the user group tables.

Bob showed up and there was some humor exchanged as they attempted to get the equipment Bob brought up and running .

Bob began to tell us about how the airlines had explained their late arrival on weather conditions over Seattle. Later when he was in the air, they told him that the reason for the delay was a malfunction in the air traffic control system for Seatac (shudder).

The meeting started with a few announcements regarding a local computer fair booth being set up. With that, they turned the meeting over to Bob. He looked around with a large smile on his face and told us how delighted he was to see such a good turnout and the large number of user groups being represented (here's where I did my part).

Darek Mihocka was one of the developers to show up along with several others. Bob was in the process of telling us about his background as President of an Orange County user group. Bob had worked for Brinks Armored Car Service for nine years when he responded to an opening in Atari's staff.

A ripple of laughter went through the room when Bob told about how long and hard they have been trying to change the toy/game machine image, then Atari comes out with the Lynx.

Games are being released for the Lynx that have one or two meg of data in them. Bob got even more laughter when he referred to the ad currently being run for the

Lynx. Bob then started telling us some info about the Portfolio. He mentioned a plug-in card that goes into the Atari PC clone and then into the Portfolio, and is able to communicate as if the Portfolio were a disk drive.

I would like to mention here that I was struck by the fact that Bob was very much an Atari Enthusiast. (He seems to be a very easy-going type of person.)

The next topic of conversation revolves around the demo Stacy that he brought with him that includes 4 Meg of ram, the serial number 2, and 20,000 miles of airtime. (This brought a ripple of laughter out of the crowd.) He moved fairly swiftly from one topic to the next. He put his endorsement on the Syquest 44 megabyte removable hard disk. Bob uses them all the time and has had very good luck with them.

Bob went on to discuss the STe (now we're hitting close to home). In talking about software development for the STe, he puts emphasis on making use of the new expanded color palette. Bob goes on to say Atari is working on the DMA problem and should be sending some information to the dealers pretty soon regarding a fix.

Discussion turns to the Stacy, and questions are raised as to why it was so slow in getting to the US market. He said one hold-up was the Conner hard drives were auto parking the heads when other SCSI devices were being addressed. Conner came out with a new set of eproms to correct the problem.

A question from the audience voiced concern about the diminishing dealer support and lack of advertising. Bob said Atari plans on advertising the STe and TT. He also addressed concerns for developer support by pointing out that most new Atari/developer communications were being carried out on GEnie, in the form of a Roundtable forum.

To answer questions regarding Atari's financial condition and possible pending move, he indicated that Atari Corp. was in sound financial condition. He also noted that although Atari US answers to Atari Corp., they are separate entities. If there is to be a move, it would be Atari US and not Atari Corp.

Next came answers to questions regarding the TT. Bob seemed reluctant to pinpoint a time, but he said the TT should be available in the US around the time of the Comdex show. Bob mentioned that Moniterm monitors will not be adequate for use with the TT. The TT will be competitively priced with the 80386 clones.

The transputer work station is now being referred to as the ATW, and will sell for around $70,000 (ouch), as a class A machine only. No plans are currently being made for it in the US (sound familiar?).

Bob answers a question about the TT by saying they are trying to make the TT compatible with existing ST software, but problems are many. The mood in the room seemed to change as discussions focused on problems. His answer regarding software incompatibility with the new TOSes and machines was the responsibilty of the developers to fix. The discussion became specific to individual software problems and suggested fixes.

Bob refused to comment on a question about the new Atari laser printer . The Atari CD ROM is now being made available to developers at a "reasonable price."

The question of diminishing 8bit support, (i.e., the demise of the 130XE), was brought up. He answered this question by comparing the price of a 520ST to an 8bit system, and said it was just not economically sound to keep supporting the 8bit machines at the manufacturing level.

By 3:40 pm, the meeting turned to looking at the demo machines that Bob and others had set up, so I wandered over to Darek Mihocka to talk to him about problems I was having with my STe. He wasn't very surprised about my problem with games, (illegal system calls mostly). He did explain that when older STs encounter an IBM format disk with a corrupted directory or FAT table they would give you a window with no files showing. The STe would give you the desktop, but would not open a window.

About that time several other people had gathered around to have their questions answered, so I decided to take this opportunity to go check out the user group tables.

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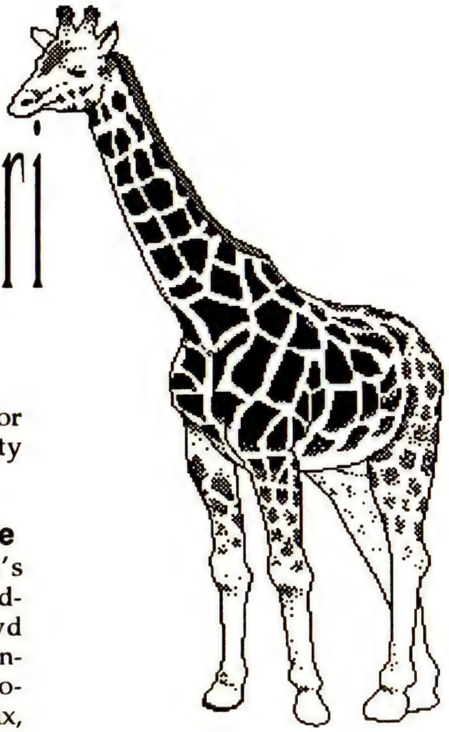
Houston's Atari Safari



Tracy Webber (HACE)

The efforts of the Houston Atari Computer Enthusiasts (HACE), with help from Houston Atari ST Enthusiasts (HASTE), resulted in the biggest Atari show seen in Houston for four or five years.

Saturday, September 1, from 1 to 6 pm saw over two hundred people come through the doors to look at the equipment of six commercial vendors and six user tables and to see and hear the star of the show: Bob Brodie of Atari Corp.

Getting Organized for the Show

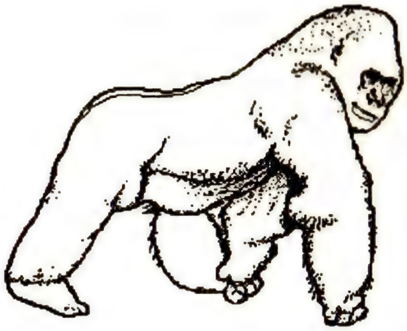
The word of Bob Brodie's trip to Houston was released in early August. With their usual grit and extra effort, the HACE bunch organized the show, contacted commercial vendors, sent out the word on various BBSes, in local ad sheets and local computer stores, reserved the hall, sold tables and contracted for the printing.

Mr. Brodie's host in Houston was Mike Vederman of Double Click Software. The fine folks at Double Click picked up the tab for the meeting room at the Quality Inn.

The Word from Bob Brodie

Mr. Brodie spoke of Atari's plans in the marketplace (more advertising) and teased the crowd with hints of (possible) coming announcements at COMDEX in November. He showed off the Lynx, the Portfolio, two Stacys, the STe and the (Double Click's) TT.

After his 45-minute presentation, including comments about the Atari doings in Europe, the crowd fired 45 minutes of questions at him. Later, he commented that the crowd was "very polite." (We do know our manners in the South.)



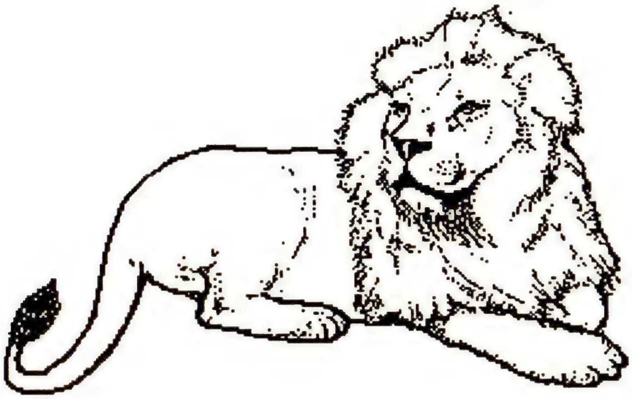
Lots of 8bit software and hardware were in evidence, and sales appeared very brisk.

MegaByte+ (a local dealer) showed some advanced ST hardware modifications (ISAC board and ATspeed). Maxwell CPU (from Louisville, Colorado), Atari-Ville (from San Antonio), Resale Electronics (from Hurst, Texas), and Computer Emporium (from Fort Worth) were exhibiting.

Several clubs from the region were represented. The Austin ACE (AACE), the Golden Triangle Atari User Group (GTAUG, Beaumont, Texas), Computers Are Fun and Educational (CAFE, from northwest Houston), the Alamo Area Atari User Association (AAAUA, from San Antonio), and (even) the Commodore Houston club had members present.

Atari, Double Click and others provided door prizes; drawings were held every hour or so to give away ST (TOS 1.4 upgrade chips and DC Software) and 8bit (Atari Light Pen, Antic w/disc, Analog w/disc, and an Atari cassette recorder) prizes.

This kind of success breeds pride and satisfaction. HACE is planning for a larger show next year; stay tuned.



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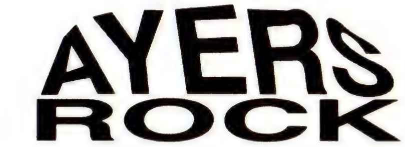

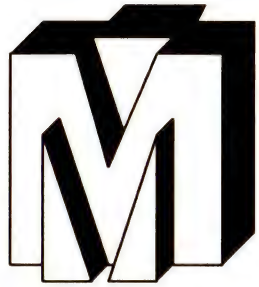

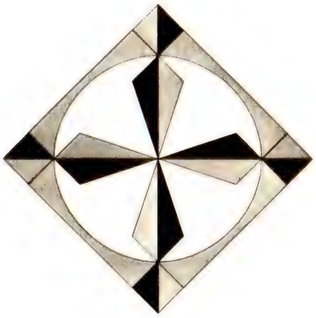

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Aquanaut on the ST

David Koster (P3ACE)

It's great being a part of the AIM family! Just when things were getting a bit old, the Rayls come through with some software to review. And best of all, it's a game!

Aquanaut is copyrighted by Addictive Games (a division of Prism Software), produced by Fissionchip (think about it) Software, Ltd, published by Miles Computing, Inc. and distributed by Electronic Arts. Who's On First? I Don't Know?! Third base!?!

The game comes with three double sided disks, a "manual" that is pretty much just a hint book, a xerox-proof map, and the usual warranty card/catalog/survey stuff.

The manual presents the scenario in fictional format—a first person report on the mysterious undersea happenings around "Yendor Island." The Aquanauts, an elite team of scuba-commandos, have been called in. They find hyperactive marine beasties, toxic waste, friendly mermaids and alien mutants. What luck.

There are no computer-specific instructions in the manual, not even booting instructions. No playing instructions at all.

The disks are copy protected. In addition, there's this map showing the ocean depth around Yendor Island. It's printed in low-contrast (read nearly invisible) colors. The opening screen gives you latitude and longitude and you have to read the depth at that location off the map and type it in. Not too hard. But if you're going to do that, why not uncopyprotect the disks and let the game be backed-up and played off hard disk?

The first level has the intrepid Aquanaut swimming left and right (and a little up and down) along the "normal" ocean floor. Everything is nicely animated, especially the flip-turns the 'nauts and sharks do when they change direction.

Your guys are equipped with explosive blaster shots. You're up against swordfish, sharks and jellyfish, with dolphins and little fishies thrown in for confusion factor.

You'll not survive until you learn the technique for getting behind things that are following you. There are tools, weapons and additional air along the way. Blow up the aliens' surface installation and you can proceed to the second level...

Which is much harder. You're now in caves under the ocean floor, facing gross mutant beasties. Each has its particular mode of movement and attack, which you have to figure out (and remember!) to make progress. The caves are actually a maze, mapping (from memory, there's no time during play) is recommended.

There are also traps and tricks to test your powers of observation and logic. For instance, you have to shoot a stalagtite to make it fall through the (classified) which blocks further progress. That stopped me for an hour.

There's a peculiar rock formation that indicates the roof's going to fall on you when you go through. It's hard to spot when you're running from something purple and slimey, but it's there.

Haven't completed this level (see below), but I was going great guns for awhile. I'm not that hot on shoot-em-ups, but this one requires more brain than reflex. Most of the time. Don't get me wrong, though, it's not Shanghai! You need your Number One joystick.

On the third level, you actually break into the undersea alien city. The picture on the box shows the Aquanaut sans scuba, walking around in his skivvies, shooting things which look deserving of

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being shot. Looks like fun. The reason I haven't gotten to the third level (no, not bad reflexes) is my disks have crashed twice. Looks like the fault of my homebrew disk drives, which use NEC guts.

The problem started when I saved the level I had completed (Access code" in game parlance). You have to do that, otherwise you have to finish the game in one sitting. It works out that the information is saved using tracks 81-82, which are not reliably accessed by the NEC drives. Saving the game trashed the disk. I sent back the disks and quickly got replacement disks. *And* a copy of another Miles Computing game, The Fool's Errand. For the Amiga. I sent the Amy game back with my thanks, impressed with Miles' customer service. I sat down to play Aquanaut again, thinking the Rayls will cancel my subscription if I don't get this review in (grin), and crashed the disks again (hey, I didn't know!).

Another call to Miles, who worked out the problem and offered to send me a special copy with all levels enabled. I've seen enough of the game for this review, so I probably won't bother.

I got something better instead! Those fine folks sent me the ST version of The Fool's Errand, completely unsolicited! You'll see a review of this software soon.

Back to Aquanaut. I was impressed with the graphics and animation. The first level seemed a little slow and simple, but after I got to the second, I realized it was a good warm-up. The docs provide little information on loading or playing the game... part of the plan, I suppose. The problems I had with the disks weren't directly the fault of Miles, but Atari doesn't explicitly support the 80+ tracks, so why use them?

I enjoyed playing Aquanaut, even though it's not really my style. The puzzles are interesting and supplement the arcade aspects well. It's a testament to this balance that I'm tempted to ask Miles for those new disks! Well, we'll see.

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Beating Large Drives Into Submission

Robert C. Arp, Jr.

Up front, let me say that although I will mention the Atari Megafile 44 removable hard disk drive in particular, the omission of other brands by name indicates only my lack of knowledge concerning those brands. I've not heard disparaging remarks about any of the removable hard disk drives available for the ST.

Cartridge drives from other manufacturers have been available for some time now, but my having waited for Atari's model should come as no surprise to any reader of AIM or the GEnie bulletin boards.

In addition, I'll also point out immediately that I'm not pushing cartridge drives to the extent that I'd recommend the purchase of one in place of a "standard" (non-removable) drive. I do want you to know that I'm very happy with mine, but I've had it for only one month; therefore, I certainly don't qualify as someone knowledgeable concerning the present state of cartridge drive reliability.

Larger Can Be Better

The focus of this article is certain aspects of large drives and/or partitions in general, not cartridge drives nor the Megafile 44 in particular. Specifically, I shall be directing your attention to the care with which you should choose partition sizes for your hard disks, be they standard or cartridge, and to the subject of file fragmentation—its effects and elimination.

The many other aspects of maintaining hard disk speed and reliability can be studied in a reference such as "The Hard Disk Companion", by Peter Norton and Robert Jourdain; one of my recommendations in a previous article.

Not mentioning "Hard Disk Smarts" by Chris A. Bosshardt in that article was an oversight I'd like to correct at this time. The Bosshardt book is much more likely to satisfy curiosity about hardware than is the Norton/Jourdain book.

Neither of these books discuss cartridge drives in much detail, simply because those drives were neither pleniful nor reliable at the time those books were being written; furthermore, the word expensive hardly expresses the unfavorable cost/benefit ratio of cartridge drives prior to their introduction to ST users.

Indispensable Hard Drives

Speaking of cost/benefit ratios, I'd say that those of hard disk drives compare admirably with those of floppy disk drives nowadays; so, by now, you should be deciding which brand and how big, not when. If the removable cartridges prove to be anywhere near as reliable as floppies, I'll be glad to chuck my floppies, with relish.

In fact, I'd commit to the attestation that hard disk drives have become indispensable computer peripherals; their significance being overshadowed only by monitors. As for printers, their acquisition, compared to that of a hard disk drive, is luxurious.

For my own use, the cartridge drive itself has become the newest indispensable. I consider the fact that the current popular size is 40 or so megabytes to be a personal favor because I find that size to be the most convenient for a programming environment.

The access time of the Megafile 44 is specified to be 34.3 milliseconds. I've seen that some manufacturers claim faster access times, but I suspect they are not adding the latency time to the average seek time.

Latency time is the time required for the platter to rotate so the requested sector is under the read/write head(s); seek time is the time required for the drive to move its head assembly to the selected cylinder and settle. Access time is the sum of latency time and seek time.

Armed with this information, you can question a dealer or manufacturer before you purchase and factor the information you receive into your purchasing decision. There's no reason to fudge the access time figure; 34.3 milliseconds for a cartridge drive is damn respectable as far as I'm concerned.

Maintaining a Hard Drive's Speed

A hard drive's access speed is significant because it is an indication of how rapidly data can be transferred from disk to memory and disk to disk. And while access speed certainly affects a disk's data transfer rate, other influences on that data transfer rate can totally nullify a spectacular access speed.

As you know, data is stored on disk in files; files are stored in directories or subdirectories. Directory and subdirectory organization is but one of those other influences.

Portions of each file are stored in locations called clusters. Clusters are composed of sectors; sectors are composed of bytes, and, of course, bytes are composed of bits. Clusters can be logically contiguous, physically contiguous or both. When a hard drive is formatted with an interleave of 1:1, clusters are physically contiguous.

Only the fastest computers can operate with the ideal interleave 1:1. The ST is one such computer. In the IBM world, you'd need one of the newer 80386 processors to achieve the required speeds. A file's clusters are logically contiguous if, neglecting interleave, each of its clusters is the closest one that it can be.

When a file's clusters are logically contiguous, the file is said to be contiguous. When its clusters are not logically contiguous, a file is said to be fragmented. The same labels are applied to unused disk space.

Files can be written to contiguous free space faster than they can be written to fragmented free space. Contiguous files can be read faster than can be fragmented files.

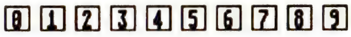
Files and free space become fragmented during the normal use of a nonstagnant hard disk. A stagnant hard disk would be one in which no alterations ever occurred—no new files would be created, no files would be deleted and the size of the files contained therein would never grow.

When files grow, the additional clusters required must be allocated from whatever free space is available. If there are other files between a growing file's currently allocated clusters and the free space, then the newest cluster to be allocated will certainly not be contiguous with the eldest cluster allocated. As soon as that new cluster is allocated, the growing file will be fragmented.

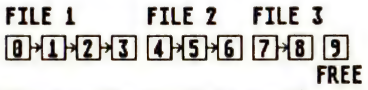
When new files are created, clusters are allocated from available free space. When files are deleted or reduced in size, the clusters they occupy become part of the free space. Fragmentation increases with each of these file manipulative processes. There need not be many files on a hard disk before the situation becomes chaotic, with the read/write head spending too much of its time accessing instead of reading or writing.

Subdirectories are simply files that contain information about other files. When subdirectories are fragmented, it may take several head moves just to find a file's first cluster; that's in addition to the moves required to find the subdirectory in the first place.

Figure 1 depicts a simplified situation of contiguous free space subsequently occupied by three contiguous files. Initially, the free disk space is one long stream of contiguous clusters. As each file is stored, the clusters it occupies are connected by information in the FAT (File Allocation Table). In figure 1(b), the arrows indicate cluster connections.

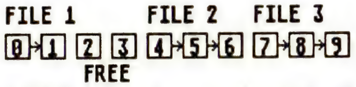


a. Contiguous free clusters.

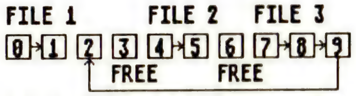


b. Three files; each stored in contiguous clusters.

In figure 2, a fragmented situation develops. As files, or portions of some files are eliminated; and as current files grow, or as new files are stored, both free clusters and those occupied by files become discontiguous (or fragmented).



a. Size of FILE 1 has been reduced to 2 clusters.
Size of FILE 3 has been increased one cluster.



b. Size of File 3 has been increased one cluster.
Size of File 2 has been decreased one cluster.
File 3 is fragmented; free space is fragmented.

Choosing a Partition Size

Bigger is not always better, even when the size being discussed is that of a hard disk. The location of each file stored on disk must itself be stored. Furthermore, since a file is divided into clusters, the location of each cluster must be stored. There are three primary indexes to file and cluster locations; FAT 1, FAT 2 (a copy of FAT 1) and the root directory.

Without boundaries of some sort, the larger the disk, the larger the FATs and root directory. When the first cluster of a file must be located, the search begins in the root directory. After the first cluster is located—in the root directory or in some subdirectory—the next file cluster is located in one of the FATs.

The larger the root directory and subdirectories (if any), the longer it takes to locate that first cluster. The locations of subsequent clusters are found in the FAT; these locations are found much faster than is that of the first cluster.

When a file is being stored, however, subsequent free clusters can be as difficult to find as the first free cluster; search time for all free clusters depends on the extent of fragmentation. Fragmentation also affects FAT search speed when files are altered in size.

The size of each FAT slot depends on the size of the addresses that must be stored in a slot. Each address indexes a chunk of disk memory. The more chunks on the disk, the larger the address (numerically) required to access each chunk.

For example, on a 40 megabyte disk, if cluster size is 512 bytes, there are 78,125 512-byte chunks. Each of the addresses of those chunks would fit in a 3-byte FAT slot. The FAT size would be, neglecting the chunks consumed by the FATs and root directory, 3x78,125=234,375 bytes—a healthy chunk of disk real estate. An even healthier chunk of RAM real estate if the system wants to read in the entire FAT to increase search speed.

Obviously, some sort of compromise is required in order to keep FAT sizes reasonable while permitting disk size to grow. That can be accomplished by letting cluster size increase as disk size increases. For example, if cluster size is increased to 4096 bytes, then there are only 9,766 clusters on a 40 megabyte disk.

The addresses for 4096-byte chunks require only 2 bytes per FAT slot. In this case, FAT size has to be only 2x9766=19,532 bytes. Is there anything wrong with this picture? Depends on your average file size.

Working against us here is "minimum allotable disk space." Every file stored on disk occupies at least one cluster—that's because disk space is allocated by cluster. If a file is 4097 bytes long, it would consume 8192 bytes on this 40 megabyte disk. A file's overbyte is wasted disk space.

Dividing a Large Disk into Partitions

Another way to reduce FAT real estate and increase FAT search speed is to divide that large 40 megabyte disk into two or more small sections, formally called partitions. If the disk were divided into two 20 megabyte partitions, the cluster size for each partition could drop to 2048 bytes; yet there would be no increase in FAT size.

If the cluster size were kept constant at 4096 bytes, then FAT size would decrease and search speed would naturally increase. Dividing the 40 megabytes into four 10 megabyte partitions increases the options. The cluster size could be dropped to 1024 bytes, keeping FAT size and search speed constant, or cluster size could be kept constant to decrease FAT size and increase search speed.

I have many small files on my hard disk, but few large ones; therefore I go for the smaller partitions. I favor a partition size near 4 megabytes for speed, but compromise near 10 megabytes for convenience.

Eliminating Fragmentation

Both free space fragmentation and file fragmentation can be eliminated, temporarily, by simply copying all of a partition's files to a clean partition. The clean partition can be one that is freshly formatted or one from which all files have been erased.

Fragmentation can be only temporarily eliminated because the process begins again as soon as you begin eliminating files and/or portions of files, increasing the size of others or storing new ones.

I am about to describe a program that quickly and safely eliminates fragmentation; but, first, I want to state clearly that you can do the job with system or file selector utilities. It will take you a while, but you'll get the job done, and you can combine the process with generating a backup. Getting both jobs accomplished together will lessen the impact of the time involved. To proceed, you erase all of the files on a destination partition (or sufficient floppies) before you copy to it all of the files on the partition you want to reorganize. To restore your data, unfragmented, simply perform the erase and copy procedure again, using the original partition as the destination.

On the AIM monthly disk, you will find a fragmentation tutorial program, REORGTUT.PRG. This program graphically illustrates the manner in which data storage retrieval speeds deteriorate as files and free space become fragmented; then it pictorially describes reading versus writing optimization.

The defragmentation and optimization program is REORG_HD.PRG. I've designed this program to do one thing—and to do it well. The program uses a proprietary assembly language algorithm to quickly copy all of the files from an origin partition to a destination partition.

From a Seagate 251-1 hard disk partition to a Megafile 44 cartridge partition, the data transfer rate is about 10 megabytes/minute with subdirectory levels about three deep. Since the algorithm spends about half of its time reading and half writing, it is reading 20 megabytes/minute and writing 20 megabytes/minute.

The speed of the algorithm is only slightly dependent on available RAM beyond that required to contain the program plus about 50K bytes for the destination buffer. When data is being moved at 20 megabytes/minute, there's not much time to be saved with a few extra megs of RAM.

Furthermore, there's little time for anything else, such as choosing which files to transfer. The job's done before you can make decisions and selections. That's why I haven't included options to copy less than a partition of data.There are only two run time options. You can choose to zero the destination partition before copy begins, and you can choose the location where the reorganized free space will be collected.

I included the first option because the algorithm must not write data to clusters that are marked bad in the destination partition's FAT. While it is avoiding bad clusters, the algorithm can look out for data occupied clusters just as well.

Therefore, if there is data on the destination partition, REORG_HD will not write over it; nor will it attempt to relocate existing data. So, no problem if you want to merge the data from the origin partition with that on the destination partition.

Using the second option you can optimize the partition's data for reading or writing. If you choose to direct the free space to the beginning of the partition, data will be stored faster. If the free space is sent to the end of the partition, existing data will be read faster.

You can order a disk which contains the fragmentation tutorial and REORG_HD from: Machine Specific Software, 278-1 San Tomas Aquino Rd, Campbell, Ca 94008, (408)370-9039. The disk price is $59.95, check or money order. Shipping charge is $2 for USA, $3 for

Mouse Handling in GFA BASIC

(or, Here MOUSEY, MOUSEX, MOUSEK)

Micheal A. Calvin (SWAG)

First, buy a cat, some Surefire traps, and some cheese.... Oops, wrong kind of mouse!

GFA Basic carries three registers that allow the programmer to find the resident rodent at any time.

Here are the keywords and meanings:

MOUSEK - Which, if any, of the buttons are pressed. 0 = No button pressed. 1 = Left button pressed. 2 = Right button pressed 3. = Both buttons pressed.

MOUSEX - Horizontal screen position in pixels.

MOUSEY - Vertical screen position in pixels.

No matter what the resolution, the upper left corner of the screen is MOUSEX=0, MOUSEY=0. If you create a box on the screen, the graphic coordinates are the same for the mouse.

An Example: BOX 20,20,80,40 will draw a box in the upper left corner of the screen that is 60 pixels wide by 20 pixels high. If you want this box to be an action button, MOUSEX from 20 to 80 is inside, and MOUSEY from 20 to 40 is within bounds.

Ok, now that we know where the little rodent is, and we know which button is pressed, here are some other mouse functions:

HIDEM - Hides the mouse pointer from the user.

SHOWM - Restores hidden pointer.

DEFMOUSE(x) - Change the pointer to one of 7 different internal shapes or a user-defined shape.

x=0 - Standard arrow
x=1 - Double parentheses
x=2 - Bee (busy)
x=3 - Pointing hand
x=4 - Open hand
x=5 - Thin cross hairs
x=6 - Fat cross hairs
x=7 - Framed cross hairs

(see manual page 322 for info on defining your own pointer.)

The following program will work in high or medium resolution.

```
' (here mousey, mousex, mousek........)
' EEEEEEEEEEEEEEEEEEEK! it's the CAT!
'
RBOX 15,30,80,50
RBOX 14,29,81,51
RBOX 13,28,82,52
'
' Make a round button in the left corner of the screen
'
PRINT AT(4,3);"Button" ! add a label
'
BOX 100,30,190,50
BOX 99,29,191,51
BOX 191,30,215,50
BOX 191,29,216,51
'
' And a box next to it with a number window
'
PRINT AT(14,3);"Mouse Type" ! add a label
PRINT AT(26,3);mouse_type% ! put value in window
'
BOX 230,29,300,50
BOX 232,31,298,48
'
' and another box, the EXIT button
'
PRINT AT(32,3);"Exit"
'
DO ! DO/LOOP to avoid GOTO & labels, think structured.
  '
  REPEAT
    '
    IF MOUSEY>80 ! If user moves out of the active
      HIDEM      ! range, hide the mouse
    ENDIF
    '
    IF MOUSEY<80 ! If back into the active range,
      SHOWM      ! show it again
    ENDIF
    '
  UNTIL MOUSEK ! wait here for a mouse key press...
  '
  x%=MOUSEX ! save typing later, equate the three..
  y%=MOUSEY
  k%=MOUSEK
  ' alternately, use the form MOUSE x%,y%,k% above
  '
  IF x%>224 AND x%<299 AND y%>30 AND y%<50 AND k%
    END ! Find exit box and quit the program
  ENDIF
  '
  IF x%>100 AND x%<200 AND y%>30 AND y%<50
    IF k%=2
      INC mouse_type%
    ELSE
      DEC mouse_type%
    ENDIF
    '
    IF mouse_type%>7 ! limits values...
      mouse_type%=0
    ENDIF
    '
    IF mouse_type%<0
      mouse_type%=7
    ENDIF
    '
    PRINT AT(26,3);mouse_type% ! put value in window
    DEFMOUSE (mouse_type%)
    PAUSE 20 ! wait 20 ticks, so mouse isn't a blur.
    '
  ENDIF
  '
  IF x%>15 AND x%<80 AND y%>30 AND y%<50
    PRINT AT(4,6);"Button and ";
    '
    IF k%=1
      PRINT "Left mouse key     "
    ENDIF
    '
    IF k%=2
      PRINT "Right mouse key    "
    ENDIF
    '
    IF k%=3
      PRINT "Both mouse keys    "
    ENDIF
    '
    PAUSE 20
    '
  ENDIF
  '
LOOP
```

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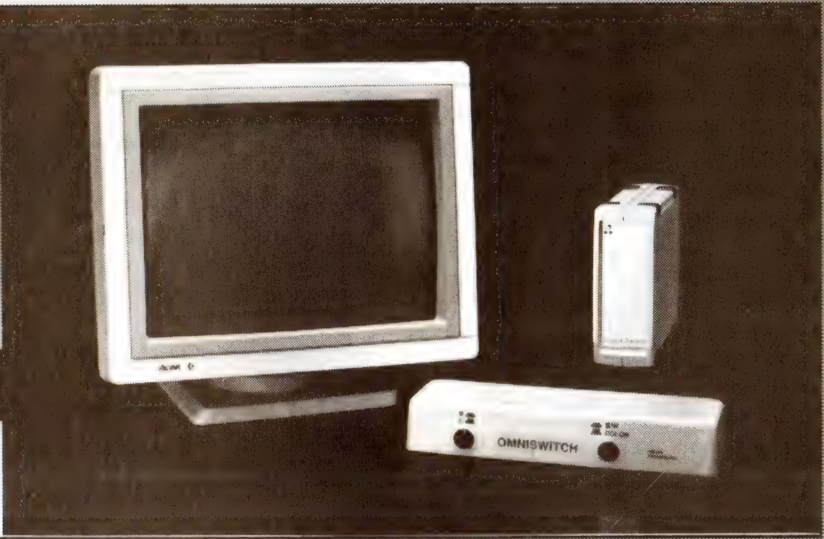

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PageStream at a Glance

Allan Coker (SWAG)

PageStream, Version 1.8, from Soft-Logik Publishing, allows anyone to become a publisher. You can create any kind of document. You are only limited by your own imagination.

PageStream not only uses columns for text, but what I think one of its greatest strengths, is the use of text as an object. This is text that is not locked into any column and can be placed anywhere on the page. Also you can create a master page that allows you to have consistency throughout the document.

The program has some graphic capabilities but you should have a good graphics program also. You may import artwork from most of the graphic programs out for the ST. Also, you can import text from most of the word processors for the ST.

The problem I have seen most people have is putting the program on their hard drive. You have to copy all the files from the program disk, but PSFONTS must be copied from the font disk. If you are working from only floppies, you must have the fonts that you will be using on your document disk or work disk, not the program disk. The program will bomb out if it cannot find the fonts you are using.

If you are not printing to 8.5x11 paper, you must change paper size in the printer setup on the Global pull-down menu. This is one thing I would like to see changed. I always forget to do this and I get mad when it does not print out the way I think it should.

The manual is clear, with many ideas explaining how to do some of the fancy things. The tutorials help you get started and quickly allow you to become functional with PageStream.

Another good source of information on using PageStream is Radical Type, a bi-monthly newsletter for electronic publishing using PageStream. It covers many things—fonts, macros, different sources of graphics, etc. It is well worth the price of $15 (US) for a subscription.

Their address is Radical Type, PO Box 107, Lazo, British Columbia, VOR 2K0 Canada.

As I said earlier, you can create anything. Here is an example—a one-of-a-kind logo on a shirt.

You produce the logo in PageStream. When you finally have what you want, have PageStream output it for a transparency. This will be a reversed image for use with an overhead projector.

Now you run down and have this xeroxed. Cut out the logo along the outside edge. Glue the copy to the shirt, toner side of the paper toward the fabric, with a transparent washable fabric glue.

After the glue has dried, 24 hours or longer, you wash the paper free leaving the toner bonded to the fabric by the glue.

This is what I meant by you are only limited by your own imagination.

The Cordless Mouse

Gary Lentz (SWAG)

I wrote an initial review of this product for our newsletter. I have now had time to really run the mouse through its paces, as have two other SWAG members.

All of us had some problems with the lag time between moving the mouse and the receiver picking up and sending the signal to the computer. We were able to overcome nearly all this "lag time" with the addition of one of the mouse accelerator programs in the public domain.

The other problem I had was placement of the receiver unit to get the best line of sight between the transmitter (mouse) and the receiver unit.

I rearranged my desk and placed the receiver so that it would be eight to 12 inches away from the mouse. Previously, I was using the mouse with a distance of about four inches separating the receiver and transmitter. One of the other SWAG members located the receiver under his printer which is on a printer stand on his desk. He experienced none of the problems I had.

As I stated in the previous article, the best thing I liked about the mouse was the shape and feel of it. The absence of the sharp corners that are present on the Atari mouse did a lot to cut down on hand and wrist fatigue. Also the absence of the mouse cord, although I kind of miss the cord being in the way all the time (joke), is a really big plus.

I own Monitor Master and Mouse Master from Practical Solutions. I will be adding a Cordless Mouse to those fine products.

We collectively give the Cordless Mouse a B+ rating and if you have considered buying a cordless mouse you should consider buying one of these units.

Disk Directory within BASIC

David Bryant (GKAUG)

This program will list your Disk Directory to the screen while within the BASIC editor. It *will not* alter your BASIC program that is in memory. To use, just type the following line in immediate mode:

```
ENTER "D:D"
```

The screen will clear and the disk directory for Drive 1 will appear. Afterwards you will return to the immediate mode in BASIC. The disk directory will appear in expanded format if using SpartaDOS or the short format if using AtariDOS 2.0 or 2.5. I found it handy to be able to do this without exiting to DOS first with DOS 2.5.

The program is nothing more that a one line statement in BASIC. It does not contain a line number, so after ENTERing the program it is executed immediately. Since it does not have a line number, it is not added to any existing program you may have in memory, nor does it take up any additional memory from your program.

```
B=0:? CHR$(125):CL. #1:O.
#1,6,128,"D:*.*":F. C=1 TO
999:GET #1,A:? CHR$(A);:IF
A<>155 OR B<>83 THEN B=A:N. C
```

The program was created with a text processor and saved.

Normal BASIC programs that have been LISTed to disk may be made to run automatically by appending a GOTO XXX statement at the end of the program without a line number. Remember to substitute a valid line number for the "XXX" in the statement.

```
10 FOR LOOP=1 TO 100
20 SOUND 0,LOOP,10,8
30 NEXT LOOP
40 END
GOTO 10
```

Program chaining without losing any variables can be done this way also. Just have the first program ENTER the second program. The second program must have the GOTO statement appended for execution to continue.

```
(PROG1.LST)
10 DIM A$(18),B$(18)
20 A$="THIS IS A TEST OF "
30 B$="THE SECOND PROGRAM"
40 PRINT A$
50 ENTER "D:PROG2.LST"
(PROG2.LST)
10 REM
20 PRINT B$
30 END
40
50 GOTO 10
```

Note that line numbers without a statement will erase that line when the second program is ENTERed. Several possibilities exist using these methods, so just experiment.

The Basics of BASIC

Rick Burton (RACE)

Last month we did a metric conversion using string variables. This month we'll pick up where we left off and tidy up that last demo by improving the "user interface." It's not very convenient to re-run the program for each conversion so let's add a few lines:

```
4 DIM P$(1)
80 POSITION 12,20
90 ? "PRESS <RETURN>";
100 INPUT P$
110 IF P$<>" " THEN GOTO 10
120 END
```

What have we got now? Line 4: DIM dimensions one character space in memory for the P string. Line 80: Positions printing to screen. Line 90: Prints instruction to screen. (Don't forget the semicolon). Line 110: IF/ THEN computer logic! If P string is not equal to "nothing" then back to line 10. Use the CLEAR and INSERT keys without the SHIFT to type the "not equal" symbol. Line 120: The end!

We can now just press the RETURN key for each conversion.The computer thinks you entered data for string P that is "not equal to nothing" and goes back to line 10. Fine and dandy but the program still crashes when anything but a number is entered for the kilometer value *and* we get an error statement. Let's type:

```
35 TRAP 80
```

The TRAP command traps those errors and drops down to line 80 which then tells the user to press the RETURN key. Now let's add a heading by typing:

```
15 POSITION 12,20
16 ? "METRIC CONVERTER"
```

Our finished product:

```
4 DIM P$(1)
5 POKE 755,0
10 ? "}"
15 POSITION 7,14
16 ? "METRIC CONVERTER"
20 POSITION 10,10
30 ? "ENTER KILOMETERS"
35 TRAP 80
40 INPUT K
50 M=K*0.621
60 POSITION 5,14
70 ? "The Equivalent of ";M;"
Miles"
80 POSITION 12,20
90 ? "PRESS <RETURN>";
100 INPUT P$
110 IF P$<>" " THEN GOTO 10
120 END
```

As you can see, line 50 is the the heart of the program and the rest is user convenience. What's your Atari for if problems can't be quickly solved and tasks easily performed? Stay with us as we further explore the BASICS!

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dBMan TipSTer -- Part III

dBase III Compatibility

Peter Killian (O—ACES)

In the first two parts of this series, I talked about some specific commands used by both dBase and dBMan, along with some suggestions to write programs that will work under either system. Some of the commands and routines I covered were:

FIND (do *not* use ampersand as you do in dBase)

Routines to create a database that doesn't already exist, including COPY STRUCTURE EXTENDED, SET ALTERNATE TO, and CREATE FROM

INKEY() and routines to read a key from the keyboard

SET ESCAPE ON/OFF and dBMan debugging keys

Chapter and Verse in the Manual

I should also point out that the dBMan V manual includes two chapters on compatibility with both dBase II and III, although they did not cover the areas I am covering in this series.

Please also refer to these chapters as they give you a list of commands that dBMan either ignores or gives an error when attempted. Like many such chapters or methods of conversion, they are written primarily with the view that the conversion will be one-way and give little attention to going back to the other system (dBase in this case).

This is natural, since they have no control over any modifications the other system may institute and indeed have a vested interest in your using their product rather than their competitors'. Even though this may be natural, it tends to overlook the reality that some people want to freely go back and forth between the two systems and must find out some of the incompatibilities that get in the way.

Procedure File Limits in dBase

One such other incompatibility that drove me nuts for quite a while has to do with limits dBase has which dBMan does not on PROCEDURE files.

It seems that dBase III+ is inexplicably limited to only 32 procedures per PROCEDURE file, while dBMan and the Quicksilver compiler on my MS-DOS machine at work both have no such limitation!

This drove me nuts because I would write and add a routine to my procedure file and it would work with the compiler and dBMan, but not with the original dBase interpreter I was trying to double check it with (dBase would report that the program did not exist.)! I finally found the actual limitation after a lot of digging in the dBase III+ manuals, separated from the other specifications such as file, field, memory variables, and other specification limits.

Report Compatibility

In my earlier columns, I also talked about reports, stating that reports were not created the same way with the two different systems and you could not use reports created with one system under the other. This observation was based on info in the dBMan manual and the fact that the two look quite different when generating reports. Strictly speaking however, the first part is true but the last part (about incompatible report formats or .FRM files) is not completely correct. You can use many reports with either system if you use version 5 of dBMan and do not use some of the special features of that system.

One of the most important functions of any database manager is to get lists, reports, labels, and similar outputs that can be done as reports, and I think I should talk more about these here. I originally thought dBMan and dBase reports would be very incompatible since creating them is quite different. I found out, to my delight, that there is almost as much compatibility as there is in the rest of each system.

Like using the language, there are some things to watch out for. Reports under dBase are flexible enough but dBMan report writing allows some extra features and it seems that as long as you avoid these extra features you can use a report created in one with the other.

Getting used to using dBMan's report writer took quite a bit of effort, however. I had already been using dBase for some time and had gotten used to their method of constructing reports. Specifically, I was used to answering a group of questions up front or having assumed responses for them that could be modified later.

This also held for adding columns, since you create the leftmost column first and add columns from there toward the right side. You could insert or delete columns, but could not move one from one location to another or simply rearrange them. With dBMan, on the other hand, I got a basically blank screen after telling it what database (and index, if any) to use. This blank screen was rather intimidating at first. In fact, I did not use the dBMan report writer at all for a while, preferring instead to use simpler things such as LIST, DISPLAY, BROWSE, SAY, and ? (PRINT) commands or even programmed combinations of them. I can safely say now that this initial intimidation was largely unfounded.

First of all, I found that drop down menus similar to those used in dBase III+ were just a help-key away. Furthermore, I found the blank screen allowed me to place the right-most column first or any inbetween and then move it around if it did not fit in the first location after adding other fields. I could move fields, headers, etc. around almost at will while seeing basically what they would look like in the finished report. I could even test print the report either on the screen or on paper without leaving the report writer—something I have never been able to do with dBase.

I also found that version 5 seemed to do something I don't remember previous versions of dBMan reports doing: it can wrap one column around into the next line if it does not fit in the allotted space for a single line. Under previous versions I remember it always truncating a character expression if it was too long to fit in the space reserved. Now, I can have it either way (wrapped to additional lines or truncated).

After experimenting a little with creating a dBMan report, I took a simple one to an MS-DOS machine with dBase III+ and found it could use it with no problem. I started experimenting with a few other features and soon found that dBase III+ did not like or understand some of the things I was doing with dBMan. All this is true despite the comment in the manual that says the report formats are not compatible and you must first run CNVDB3RW (actually CNV2RW.TTP) to convert dBase III reports for use with dBMan.

Unfortunately, when going from dBase to dBMan, this is true: you *do* have to convert using the conversion program. Notice, however, that there is no conversion program back to dBase, nor is there one needed apparently as dBMan reports seem to normally work under dBase.

Some of the things to avoid when creating your dBMan report for use with dBase include hidden fields, special group headings, functions within headings of any type. A good way I have found to figure out what does and does not work is to create the report under dBMan and try it out under dBase. I have found that generally, despite what the dBMan manual says, a simple report that works under dBMan will work fine under dBase.

As I find other compatibility areas to comment on, I will report them here, but for now I will plan next time to report on some of the special features of dBMan without regard to compatibility with dBase. These special features are what can make dBMan shine.

As always, you can contact me by writing to AIM, O-ACES, or leave E-MAIL on GEnie to P.Killian.

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IS THERE A TACTICIAN IN YOU?
PART 8

Tim Feenstra (GRASS)

By December 1944, the Nazi empire was in danger of collapse. Allied armies approached from both east and west.

With a sizable military force still under their command, the high command gathered a large Panzer army together and positioned them in the remote Ardennes Forest, an area where both sides sent tired units to rest and green units with no combat experience.

As the deployment neared completion, they watched the weather, looking for a heavy overcast front to work its way into the area. On December 15, the weather forcasters predicted several days of overcast.

Early on the 16th, a massive artillery bombardment began what has become known as the Battle of the Bulge.

Breakthrough in the Ardennes

Breakthrough in the Ardennes is a simulation of the first two weeks of Hitler's last offensive move in the west. A single player commands the German forces from a regimental perspective.

Each turn is one day of the battle, the game has both a day and night phase, with air operation during the day if the weather permits. Your forces are Panzer divisions, Panzergrenadier divisions, and some Panzer brigades.

These divisions may be divided into their component regiments to cover a larger area, or combined into a single unit for a very strong unit. You get a bonus value added to the unit if it is in division form.

Movement orders are given directly, with the unit moving in the desired direction until it has used all its operation points, or until it comes to a hex with an enemy unit.

When directed to enter an enemy hex, the unit is plotted to have combat during the next combat phase. Supply is handled by the computer, which will check each unit to make sure it is not cut off or out of supply. Air operations may be used to supply advance units that get a little ahead and outrun the supply train but at a lower level than ground supply, and only in acceptable weather.

Your forces are divided into corps which have a corps artillery pool. This pool is used to allocate heavy artillery to units in that corp, but there is seldom enough to go around, and you still face the biggest problem the Germans had, fuel. After the third day there is a 12% chance that any mobile unit might run out of fuel.

One more headache is the American efforts to blow up all the bridges in your path. Only engineer units may rebuild a bridge, and they will not do so if an enemy unit exerts a zone of control over the bridge hex. A zone of control is all the hexs next to a unit, giving the effect that large units had on large areas of the battlefield.

Each turn you have a limited number of replacement points to allocate to your weakest units, or those you want to build up for another attack, but these points do not accumulate. You must use them every turn or lose them.

The air operations consist of selecting targets and assigning a number of bombers from the bomber pool to that objective, and assigning a number of fighters as escort. Unused fighters fly interdiction missions to intercept enemy aircraft.

This game is very playable, and is one of my favorite large scale land-based games. Though it is easy to advance far into the enemy rear, it is difficult, at best, to keep supply and reinforcement lines open and to block the counterstrikes by American units left behind by your spearhead.

The objective is to exit your units off the west edge of the map, putting them on their way to the English Channel and the isolation of several Allied Corps. If you play a lot, you can usually play this game in about a week, or even a weekend if you don't get much sleep.

War In Russia

War in Russia is probably the largest game available for the Atari, and the most involved. You are responsible for the production of factories, (ie., type of production), the formation of new corps, and the overall strategic planning of the entire Russian front, from the invasion in 1941 to the conclusion in 1945.

Turns are one week game time, and your units are corps of up to six divisions each. Movements are strategic, tactical, rail and naval if you control both ports involved in the movement.

I am not going to do an in depth here, it would reqire perhaps an article of its own. I just wanted those who have started playing these to know about this one. It is the ultimate challenge to someone who has already discoverd the tactics of large scale warfare, and who wants to experience the entire Russian war.

It may also be played by two people, but it takes months to complete this one, and that is a large investment of time for two to get together. It is possible to play by mail, where the game is saved after each player takes his turn, sends it to the opponent, who then takes his turn and so on, but this takes an incredible amount of time to complete a game that has over 200 turns.

Desert Warfare

Not long ago I got involved in a series of battles in the Mideast Arab/Israeli War in 1973. I was losing interest in it (having won five of seven battles) when there started a new skirmish in the Mideast. Quickly I worked out which games might allow me to see just how a battle might go before there is one.

The first is Combat Leader, a realtime constructon set that lets you command up to three armor and two mech platoons. Armor, speed, and fire accuracy may be set for the tanks, and the manual gives the data for tanks from several countries from WWII to the present. The map data input has enough information that a realistic map of the flat, featureless terrain can be created. A maximum of 15 tanks per side would be a very small part of a major battle, but the outcome should prove fairly accurate if you get the data setting correct.

The second possibility is Battalion Commander. This is a larger version of the previous game, but only has one type of tank for each of three countries. With M60A1 and Soviet T62 tanks, the battle would be more like Iraq pitting itself against one of its neighbors without US intervention. The game has 40 built-in maps, of which a few have the proper terrain of the Mideast desert. The advantage to this game is that you can have up to 4 full companies, a complete battalion, under your command.

Mech Brigade

The first two games are OK, but the best one I found is Mech Brigade. With this one, you can set up each side with the proper AFVs (armored fighting vehicles) to simulate the battles with or without direct US support. The terrain features are primarily from Europe, but with a little effort, and not many trees, a good map can be made. The good guys can use either the M48 or the M60 tanks, or even the M1 if you want to command a US force.

The bad guys can be given T55 and T62 Soviet tanks, which match up well with the M60 and M48, but don't hold up well under the assault of M1 Abrahms. You can also add mech platoons to round out the force. About the only thing lacking is the air cover that is available there now, but the game has no provision for air operations beyond the use of helicopters.

Of course you should use some helicopters; the US will if there should be a battle in the sand out there. Just be sure to give your opponent some anti-aircraft capability (it would only be fair) that includes old Soviet SAM type missiles. With a little imagination, some Apache helicopters could represent A-10's, those little tank hunters being deployed in Saudi Arabia right now.

One Final Warning

Well, I am off to the mideast, I have enjoyed doing these articles and hope some of you try a few wargames before you say they are too hard or not much fun. I will warn you now though, they can become very addicting, just ask my wife. I would be interested in hearing from those who find they enjoy war gaming. Perhaps we can exchange tactics, hints and stories.

Farewell, and good hunting.

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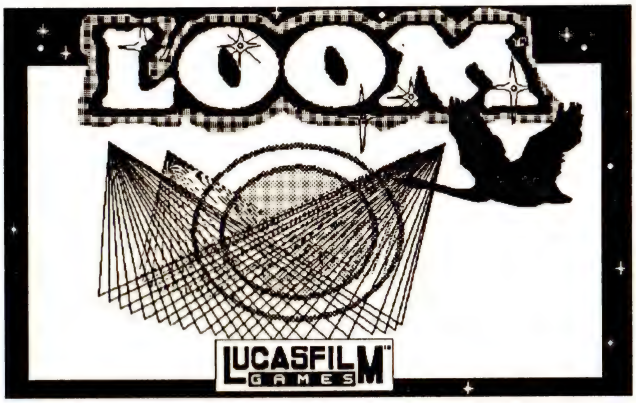


Steve Volker (STAG)

Gather 'round children and listen to a tale of wonder and amazement. Of hearts full of courage and resolve, and a world full of the abstract and the malevolent...of the world of LOOM.

In the mid-1970's, the first adventure game was written on a large mainframe by Willie Crowther and Don Woods (In FORTRAN). Though devoid of color, sound or graphics of any kind, it took us easily into the depths of a Colossal Cave and made us believe we were there!

You smelled the dankness, heard the echo and felt the *fear* as the excitement of the moment dragged you ever deeper into the bowels of this first rate story.

Well, our computers have come a long way since then; massive memory, the addition of dazzling graphics and melodical sounds. (Oh! How I love it!!) Why, sometimes we find ourselves literally hypnotized by a visual Tsunami of color and activity and action! In all this, something was missing. Something Loom has. A story.

Though it becomes obvious almost immediately that Loom was meant for the young, (you are helped through most of it, and the general rhythm of the storyline is idealistic and limited), the underlying richness of the tale is sweeping and alluring to all ages.

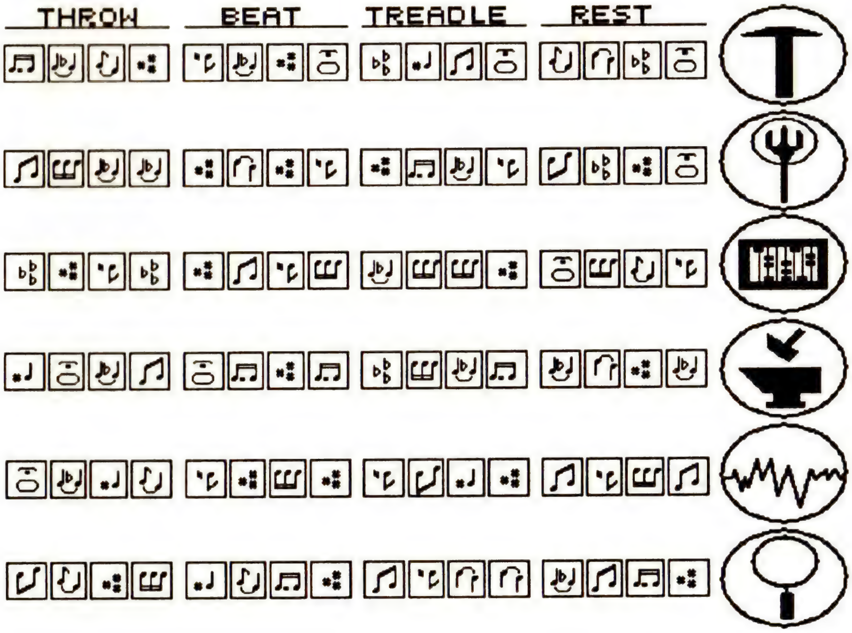
In the box we find three double-sided disks (chock-full), a Dolby stereo cassette tape with an audio-drama to help you get in the mood, one red gel (used for reading the musical symbols to bypass the copy protection), a reference card, game manual and a most amazing book of spells called the Book of Patterns. The whole thing is really quite exciting and has a number of unique and fun characteristics, such as:

- no matter how 'inexperienced' you are, the programhelps you through each scene or puzzle
- you can explore impulsively, even recklessly with no real fear, the program doesn't LET YOU DIE!!
- the way to solve each dilemma is through thought, logic, and attention to detail, not brute strength or interminable hacking and slashing
- the procedure for 'casting' spells is ingenious, fun and almost believable!
- the game contains a truly terrifying nemesis
- and, in spite of all this, you still feel the tension of a life and death struggle to save your new world

Here's the game you want to go through *with* your children!

Brought together by LucasFilms, distributed by Electronic Arts, and woven expertly by the imaginations of Brian Moriarty, Loom is a visual novelette of unsurpassed beauty. And like a great book, you feel the need the pick it up and 'read' it over and over again.

(Author's Note: Brian. If you're reading this,..I've seen the 'movie', now write the book!!)



The Game of Harmony From Accolade

Tim Holt (El Paso)

Have you checked your crystal lately? Have you chanted your mantra? Is your Ying out of synch with your Yang?

Well, I have a game for you! Billed as the first "New Age Game," Accolade has come out with The Game of Harmony, a game to relax you, rather than raise your blood pressure. Actually, the idea is pretty neat. I personally am growing tired of "shoot-em until the entire population is destroyed" games. There are far too few games where the objective is not to kill and destroy. Harmony is a step in the right direction.

The idea of Harmony is very basic: push similar colored orbs together, cancelling each other out, and when all the orbs of a screen are eliminated, move on to the next level. The manual calls this synergy. Sounds easy, but like any good game, a simple idea can sometimes get complicated.

If two unlike colored orbs hit, they make an altogether different colored pod. You can grab the pod and get more energy. But if you let them lie too long, then you have to cancel them out by pushing them against a similarly colored orb.

Still with me? It gets more complicated. There are barriers of all different configurations (fifty in all) that prevent you from moving forward. Also, spheres can be "rubber banded" together, so where you push one sphere affects the one that is attached to it. If you push them together in such a way that they keep hitting each other over and over, well, they create more pods, more spheres, and on and on.

How Hard Can It Be?

Okay, so what? Well, you have to get out of a screen before the spheres explode with tension. The more spheres you get on screen, the less time you have to cancel out each color. It can really get out of hand if you have 20 or 30 orbs all getting ready to explode. When the explosion happens, you lose a life. You have 4 per game.

Okay, how do you push all these spheres together, how do you collect the energy pods? Well, you control a sphere of your own (called a "seeker") that can be controlled by the joystick or keyboard. It will go in the direction you tell it, and the direction is pointed out on top of the seeker. Be careful though, you only have between 10 and 30 seconds per level.

You can move on to bonus rounds, where you acquire more time, more lives or more energy. There is even a random pod that pops up and if you run it over, you get a new life. Sort of a reincarnation if you will.

Getting Down to Specifics

The manual is very brief, as it has the loading instruction for all versions of the game and takes six of the thirteen pages to tell you how to start. The instructions are brief and hold to the theme of "New Age"; you are reminded to relax and not to breed tension. You could easily figure out the game from the onscreen instructions appearing in the demo mode.

There are three modes: demo, mantra and normal. Demo is self explanitory, but as I said, does have good instructions.

Mantra mode is known in most worlds as practice. No scoring, you can't be eliminated, the spheres do not explode with tension and you can go through all fifty levels if you wish.

However, don't expect to play the normal mode as you did the practice mode. In practice, the pods do not appear as in regular mode, and there is no time limit.

The game is not copy protected, and *may* be placed on a hard drive. This is a nice touch. However, you must get through the copy protection scheme and match a screen picture with a list of pictures on a separate piece of paper.

An interesting note: The paper for the copy protection screens is a very dark red color and cannot be duplicated with a photo copier. This is a very smart move by Accolade. However, it is so dark the actual screens on the paper are most difficult to discern. I guess they knew that would happen, because they give you three chances to enter the correct screen number.

Do I like Harmony? Yes. It isn't the greatest game I have ever played, but it is very pleasant to play. It is, as it claims, relaxing to play.

The sound is very nice, and comes out really loud and clear when you have it hooked up to speakers on your STe. The colors used are all pastels, not seen too often in games. Very pleasant to look at.

Sick and tired of killing games? Then check out The Game of Harmony. After a hard day at work, you deserve it.

Batter's UP!

Irwin Brooks (LACE)

Ladies and Gentlemen, it's the bottom of the ninth inning with two outs when the Atari TT steps up to the plate with the bases loaded.

On 3rd base we have the Atari 8bit, the ST is on 2nd and the rookie Lynx is on 1st. The scoreboard shows the grim situation in this David and Goliath game of computer survival. The opposing IBM team has scored five runs in the last eight innings with the Atari team scoring their only run in the very first inning.

It looks like the Atari lineup is faced with impossible odds at this late point in the game. However, scouting rumors bring us tales of the power and speed of this newest Atari team member, TT.

For more than a year now, we have learned tidbits of information on the flexibility, versatility, speed and outright brute strength of this newest champion of the Atari lineup. Doubts were squelched when a muscle flexing sneak preview was done. What remains to be seen though, is the ability of TT to square off against the aggressive opposition to rally the Atari team and give them a fighting chance.

I have to admit, morale is at an all time low in the Atari bullpen. The squabbling and infighting have really taken its toll. Managers, coaches and team members have been fired almost before being played. Even now, the cheerleaders are dozing on the benches and the Atari fans are leaving early, counting this game as another in a long list of defeats.

But wait, all eyes are watching TT move into batting position. All activity in and around the stadium ceases. There is a long pause followed by a loud sigh when the first pitch is thrown. It looks like a curve ball going for the inside corner. The crowd holds their breath and TT pulls back the bat and narrowly misses the ball. *"Strike!"* yells the umpire.

It looks like the catcher is talking to TT, trying to stir him up. The pitcher winds into the pitch and releases what looks like a low slider. Again, the eyes of the crowd follow the ball down the alley. With a flex of his muscles and a move of his foot, TT swings the bat for another strike.

The Atari coach, Sam Tramiel has called a Time Out and is now walking toward TT. Folks, let's take this moment and talk about some of the things that have been troubling the Atari team.

The Atari team is the first team in history that has tried to make the transition from the minor to the major leagues. The Atari team is not a newcomer to baseball, dating back to the late seventies.

However, their biggest problem seems to be rooted in the fact that they are still playing by minor league rules. What used to work there is child's play in the majors.

Atari team spirit is a big fat *zero.* Heck, new members don't stay long enough to get acquanted let alone become a team player. With a turnover like that, it's no wonder words like team- work, cooperation and planning are foreign.

One of the rumors that keeps cropping up is the inevitable withdrawal of the Atari team from the majors. An Atari loss of this game certainly could validate this rumor.

It seems the fate of the Atari team is resting squarely on the shoulders of TT. However, even if he is successful in hitting a grand slam, the score will still be only a tie. Victory will still be a run away. Although somewhat unlikely, it will send the game into extra innings, where the deciding points can be gained or lost.

Back to the game, where the coach is now leaving TT. It looks like he fired up ol' TT. The umpire has resumed the game. The fans, myself included, have crossed our fingers for this next pitch.

The long pause is broken by the sly smirk on the pitcher's face. The wind up is released into a fast, dead-on pitch headed straight down the alley.

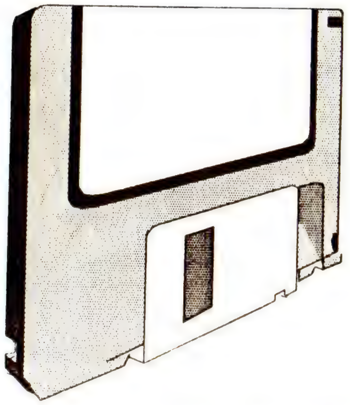
TT eyes the ball with unflinching determination and swings at precisely the right instant to send the ball shooting out toward center field. The ball continues its climb, sending the center-fielder back toward the fence. It starts its descent while the center-fielder starts climbing the twelve-foot fence for a possible intercept.

My guess is it will be a close one, with the ball definitely headed over the fence. It looks like it will be close enough that the center-fielder could reach it from the top of the fence.

So, ladies and gentlemen, it looks like a race to the top of the fence. A lot rides on the outcome of this play.

Will it be intercepted or a game-saving GRAND SLAM?

Stay tuned to your local Atari information source to find out the outcome of this exhilarating game.



AIM Disk of the Month November 1990

All files on AIM Disks of the Month are self-extracting LZH archives. To use these programs, simply copy the files onto a disk with plenty of free space and double click the files. The files automatically unARC themselves into the runnable programs.

Here's a short description of the files found on the November '90 disk. For more complete documentation, see the text files contained within most of these archives.

ARCLZH23.TOS—Allows conversion of ARC <-> LZH files. Version 2.3 adds an error log reporting and backwards formatting. You can now format a disk backwards and abort if you change your mind. This will keep you from destroying the disk's FAT & Directory tables. Also added is the ability to convert a single file.

CHEATS2.TOS—Cheats for 53 ST games. These cheats were not verified by the author, so they may or may not work. If you're stuck in a game, these just may help you out.

CHEATS.TOS—Various cheats for 49 ST games. Cheats range from level codes to unlimited lives, energy, extra weapons and level skips.

COWS_70.TOS—Cows v7.0 is a text adventure game that should run with virtually any BBS software that allows doors programs. Can also be run from the desktop. Cows contains graphic violence (a graphic violence text adventure?) and borderline adult language, so it may not be for all. However, if you're not easily offended, chances are you'll LOVE this game. It has GREAT humor throughout..."Nothing fancy, but then cows are stupid anyway."

DTERM99F.TOS—This short term program, has Xmodem, Ymodem, Ymodem-G and Zmodem protocols. Other features include 5 editable macros, and a resizable capture buffer.

EDHACK2.TOS—Version 2.0 of what used to be called DIARY, the text editor written by Craig Harvey, President of the Washtenaw Atari Users Group. It takes 77K of RAM minimum when run as an ACC, but lets you edit files up to 99 megs in size on a 512K machine! Runs in low, med, and high resolution as an ACC or PRG. Shareware.

ENCH_FOR.TOS—This game is a variant of 'Shutes and Ladders' and 'Candyland'. It's suitable for children 3 and above. The game options are configurable to make it easier for younger children. Shareware. Color ONLY.

FASTGIF.TOS— Fast GIF allows you to view/convert GIF pictures. It converts to DEGAS .PI1 files. Fast GIF is better and faster than any other GIF viewer. This program is shareware...and well worth it!

GRAB_BAG.TOS—Three little programs... DRIVE.PRG sits in your AUTO folder and checks for viruses when you boot your computer. DRIVE2.TOS lets you check piles of disks for viruses as fast as you can cram them in. SCREEN_D.PRG is a screen to disk dumper. The C source code for all three programs is included.

HDFREE.TOS—HDFree Pro v2.0 displays useful information about your hard drive partitions, including Used Space, Free Space, Total Space, File Count and Folder Count, Percent Free/Used. You can display info in bytes or megabytes! GEM Based.

IGCLIP15.TOS—A DEGAS to Instant Graphics! converter. Allows online viewing of DEGAS pics or portions thereof to be viewed online with the Instant Graphics! setup (supplied on the Oct. '90 AIM disk).

KALEN.TOS—Dual language English/ German program which calculates weekday of a given date, holidays within a given year and tells about their significance, calculates Julian days, dates of Easter, number of days between given dates and more.

KV_MATCH.TOS—Flip over squares to match baby and parent animals. Names of animals are spelled in upper and lower case. Each match found helps complete the picture. Color ONLY.

LEONARD6.TOS—Leonard6 (named after the movie "Leonard - Part VI") is a replacement for the system bomb handler. Install it in your system and instead of bombs appearing after a crash, little heads with ones and zeros will appear. Works in any resolution and on the TT.

LTRHUNT.TOS—This matching game will help young children learn the alphabet. There are three levels of difficulty. Color (low rez) ONLY.

MOUSE_DB.TOS—Mouse Doubler 3.0. Scales up your mouse movements, to make it easier to move the mouse pointer around the screen. Has 5 modes: Doubling, Tripling, Quadrupling, and two levels of exponential acceleration.

NEVER750.TOS—Mount Neverest v7.50 online multi-player game. Put this game on your BBS (Forem, Express, anything) and people play it against other people. Players climb a mountain, cast spells and try to get to the top first and become powerful. Once at the top, you have to try and stay there, because there are new players who try and get you. Crash-Safe coded. U.S. edited trivia file included. Time limits enforced within game.

OUTERLMT.TOS—Fast, action-packed arcade game written in GFA Basic 2.0. Shoot the alien ships and defend against meteorite storms. Written by Rich Betson, President of the San Diego Atari Computer Enthusiasts.

REORGTUT.TOS—Program accompanying Robert Arp's article on hard drive fragmentation and reorganization, this tutorial graphically shows how file fragmentation slows down a drive and how defragmentation works.

SUPRPOLY.TOS—The best "psychedelic emulator" yet! Yes, it has swirling, shifting colors and gliding, changing shapes! Lets you set parameters "on the fly" and select from 5 inherent cyclical animation palettes or loadable, savable user-defined palettes (84 colors!) Color ONLY.

TLC_ATTR.TOS—Change any file's attributes. Change a file to 'Hidden' status, a 'Read Only' status, a 'System File' (won't be shown on desktop), etc. Even change the date and time when the file was created. Runs as an ACC or a PRG.

TLCPLAY.TOS—Play any sound format file. You can amplify, soften, stretch, or squeeze a sound. There are three save options: Digisound format, SoundOff! (ST-Replay) or raw data file. Excellent manipulation tool. Written by Tom Hayslett from Germany.

YMG125.TOS—This is the fastest transfer protocol currently available for the ST. For use with error-correcting modems or null-modem setups.

ZMODEM14.TOS—Version 1.4 of two Zmodem programs for up- and download. They report the file name, up/download time, etc. in a GEM dialog box. You can use them from the desktop or from other programs (like Flash), or even from command shells.

Readers can purchase the November '90 Disk of the Month from their local AIM Participating users group or by sending $6 ($5+$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108. Please specify the November '90 disk when ordering.

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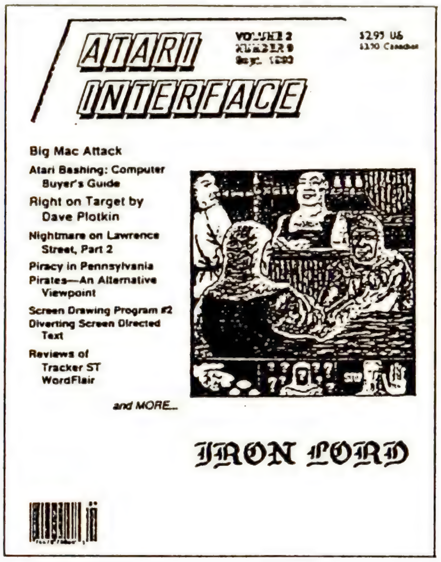

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General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.

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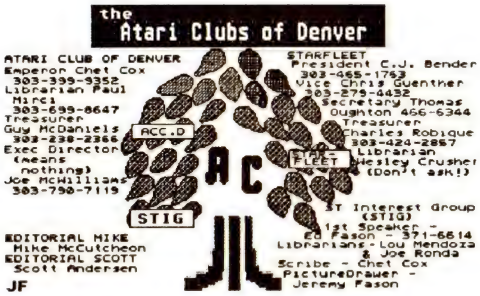
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STarfleet Meeting Minutes by Thomas Oughton September 14, 1990

Officers present: Guenther, Robique, Oughton

The meeting started with a total of seven members present. Anyone who wants to attend our meeting, we meet at the Denny's at about 79th Avenue on north Wadsworth in Arvada, Colorado.

We started with a discussion of printer triva. If you own an 800XL, 65XE, 130XE, or XEGS two or more printers can be simultaneously connected to your system. Just like two or more disk drives can be attached to the system and addressed by D1:, D2:, D3: etc. The printers can be addressed by P2:, P3: etc. As the printers don't have switches, like the disk drives, each type of printer or interface has it's own number.

Printer/interface	Number
850	P2:
1025	P3:
1020	P4:
1027	P5:
1029	P6:

Of course, each printer interface will still respond to P: or P1:. If There is a need to use a printer and a plotter in one program, this is one way to do it.

Next we talked about the Atari Clubs of Denver's Bulletin board. Mike bought a 256K MIO to attach to our 130XE. We then voted on the purchase of a hard disk and controller to attach to the MIO. It was decided that all member clubs will pay part of the cost of running the board.

Next was the demonstration of Fooblitsky, even though it is no longer being made, some stores still have copies. In this game 1 to 4 players play and each player is a dog in the city of Foobltsky. The object is to find four objects before the other players find them. The items are found in different stores located around town. There are four locations for each store, this allows all players a chance to get all the items. There are several things that are placed to hinder the players quest. Amoung these are cars on the streets, and the "chance man." This game is good fun for a family that wants to play together and dislikes shooting aliens.

We next demonstrated The Halley Project. This game is very accurate in the placement and size of the planets in our solar system. It does not include some of the moons found by Voyager and no planets include rings. The mission is to fly from Halley's comet to a named planet. This is very educational as you must know things like Charon is the moon of Pluto, and where pluto is in the solar system. The major problems with this game is once completed, there is no reason to play it again. The second problem is that the ship will not automaticly orbit any of the planets. This makes landing really tricky. This game is still available from Thunder Mountain software.

The Meeting broke up at 9:45.

A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
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Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

Many topics came up for discussion at the September meeting. If any member has an opinion or wishes to vote on the following motions, come to the November meeting.

It's been suggested to make all memberships come due the same month. Right now it's up in the air which month. It's likely to be May or October. Some members think a different meeting day (such as Wednesday) would bring more members to the meeting. Some feel on Monday most people have too much to do.

WE NEED PEOPLE to work the Computer Fest In November. Volunteer your time or your system or part of your system or All of the above. If you can't come to the meeting to Volunteer. Call Dave and tell him what you can do and bring. Bring an Idea if nothing else.

Kevin Rutherford reported Genie has gone to a flat $4.95 a month for certain sections, such as the message bases. Other sections are a flat $6.00 an hour for 1200 and 2400 bauds.

That's all for this month. If this get's in before our October meeting, Remember October is Election month. Be there! You might get elected for something if you're not!

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
ACORN Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809

October Hi-Lites

At our September meeting, Sysop Chris Freemesser set up our BBS on the club's ST, and hooked up another system to demonstrate how the BBS worked at both ends.

Written ballots were collected for the vote between permanent meeting places - Brighton High School, Sunset Recreation, or Rochester Institute of Technology. As of this writing, the final vote had not been determined.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan

Atari Federation Meeting -- Sep 10, 1990

This month's turn out was pretty slim, only 10 members showed. Of course that is typical of a holiday month. Bob Ribortone briefed the changes at GEnie. Both the good and bad points, overall it was agreed that the changes were for the good. However, there is a minimum monthly charge now of $4.95.

Phil Rominger briefed some Atari news: The Glendale Show is next week. Calamus and Universal Item Selector III are not compatible. And there is a new 80286 emulator out for the ST. (I saw it at the Glendale show, it's called the AT-Speed.)

Doug Hadland talked about his new HP Deskjet. He is very happy with its performance. To prove how well it works, he brought in several sample prints, very impressive. (I use an HP Laserjet II at work, and the Deskjet looked just as good!)

This is an offer to Clubs with MIDI Sigs

M & D Enterprises... (Micheal & Donna Calvin) would like to offer free of charge (except for postage) our 2 Demo Disks of Sequences in MIDI Standard Format. This is a single disk ARC package. Included are the Pagestream files to create the labels.

This is a one-time, limited offer and expires December 1st, 1990. If you are interested send a SASE (business size with 85 cents postage *please!*) with your club and either your Librarian's name or your President's name to us at:

M & D Enterprises
7700 N.E. 120th Ave
Vancouver, WA 98682-4129

We will send the disk package along with catalogues of the sequences presently available.

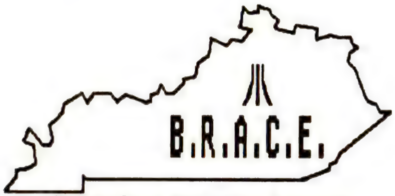
Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844

As there was no August meeting, there's not much to report this month. However, it's time to think about elections. We need to fill the postions -- nominations will be in October and elections will be held during our November meeting. Consider giving the club some of your time -- run for office today! By the time you read this, the revised PD library should be available, both at our regular meetings and through the mail. More details in the next BOAST Quarterly.

Central Connecticut Computer Club

Hi dere... Notice that all this text is going to be referenced to as future. Such as, Joe Mirando WILL be bringing a 520STe and his 1040 with P.C. Ditto II installed to the September meeting this month.

This is to be the first official meeting of CCCC held out of Eastern Computer Video. All members are being notified of the change, although I really don't think that anyone will show up at Joe's store anyhow! It appears that to survive as a club, new blood is needed. Does anyone know of a store left in Connecticut still selling Atari so that we might be able to beg a customer list off of them?? I know that they are out there....

Atari owners, that is...got to be a few of them still around that could benefit from a users group. Appears that all our previous members know everything there is to know about Atari and have moved on to other challenges, such as Unix and Messy-Dos. Whatever. CCCC will remain until buried. I guess that means we will be here till I decide to quit.

Reminder to all those still breathing—Boston Computer Society has a meet at the U-MASS Boston Harbor campus on Saturday, October 27th from 9am to 4pm. Good 'ol Bob Brodie will be in attendance along will most of the East coast developers.

Sour Note—Why is GEnie holding all of us hostage?? As of October 1st, they are beginning a new service offering all kind of freebies for a low monthly price of $4.95. To someone who has a need for unlimited Email or whatever else was offered, this is great. HOWEVER, there are going to be a lot of us who have *no need whatsoever* for this service and *if you do not join, you are thrown off the service!!*

Am I nuts or is this extortion, plain and simple?? We go on GEnie for various reasons, myself mainly to use the Conference system and keep in touch with as many of you as possible. But I don't use Email unless I am responding to someone else's mail. I would prefer to use the telephone, fax or even (shudder) an answering machine! SO in effect, I would be paying a $5 surcharge a month merely for the pleasure of remaining on GEnie as a subscriber, and would be responsible for that payment per month even if I didn't log on all year!

Is General Electric doing so bad that they now have to jack their rates?? If so, I would prefer they do it up front. Reminds me of our water company in town. We had a dry year, so to boost efficiency of water use they jacked the rates. A higher rate would make people more cost concerned, they figured. They were right. We slowed right down. Lawns browned, cars stayed dirty, and we saved money. THEN...they noticed they weren't going to make enough of a profit that quarter, so to offset the fact people weren't using enough water, they raised the rates again! Ohhhhh, never before have so few needed lynching by so many before!! Jeez, I don't normally even use 2400 baud. For me it's either 300 or 9600.

And GEnie doesn't even have the tech in place to forseeably offer 9600...ever. I may have to eat crow and return to Compuserve, where it is now a cheaper alternative (for now). My solution is "Let those who wish to subscribe do so, and leave the rest of us to enjoy GEnie as we always have." .

And please GEnie,.....I hate crow!

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

COAC

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

The summer has been lean for members attending club meetings. All that summer fun stuff: vacations, fishing, camping, family get togethers. Some of our younger people have summer jobs that they work. Am I the only one comming to the meetings regularly? The September meeting turned out pretty good actually. Jim Bergen brought a synthisizer and hooked it up to an ST and demoed the new "Band In A BOX" sofware along with showing off his musical equipment. I don't know anything about it, but I was impressed anyway. More people came than I thought would. We even got a newcommer, Greg Coleman, brought along by Mike Viegas. Greg bought one of Mike's STs and is going to use it to help him with his construction business. He is looking for the right software to use and seeing what's available.

I hope that our members are keeping track of when their dues are due. Look at the label on your AIM magazine. You can pay your dues early if you like, your membership will just be added on.

Andy Gray has back to school again. Back to Harvy Mudd College where he begins his third year of computer science courses. Norman's son, David Moore, is also leaving for college, this is his first year. David Powers is moving back to California.

BBS -- go'n online

By the way, for those who don't know, Andy has set it up so that there is an Atari section on a local Bend bulletin board. We can have access to the Bit Bucket at 503-389-5404. This BBS has files and information for IBM, MAC, other Apple computers, and thanks to Any Gray, Atari ST. You will have to do a log on, and I think, a waiting period before full access. Call them up. Me, now that I also have a PC clone there is more for me to look into. Oh my, I may have to join a PC club also! Naaaah!

As you may know, we were visited by Steve Braun from Braun's Computers out of Beverton. I'm sure he will like this advertising for him, but, the point is, being so far away from any dealer, even Steve, we do almost all our business by mailorder anyway. So why not support one in Oregon. Steve is willing to sell to club members at 12% over his cost, This puts prices about the same as you can get from other mailorder outlets. Give him a call at (503) 646-8241. His business address is 3803 SW Hall Blvd. Beaverton, OR. 97005.

See you at the meetings.

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733

FACCS Secretary's Report: New Meeting Place!

Wow! Finally! Important news! The next FACCS meeting will be on Thursday, October 11, 1990, at 7 p.m. at a brand new location! Eugene Bergstrom of Eager Beaver Computers has graciously offered us the use of the basement at his store at W. 920 Garland Avenue, next to the Garland Theater, with access to a nice large parking lot at the back.

In honor of the move, your officers have decided to celebrate with a Game Night for the October meeting! Fun for the whole family guaranteed! Feel free to bring your computer and your PD or original Atari game disks, ST or 8bit (no pirated stuff, please!) and we'll see if we can stage some competitions! Plus, if Gene will "lend" us a phone line, we plan to have a real time demo of the Atari Zone and some popular 8bit modem programs for those of you who are interested (an ST demo will be scheduled in the near future)!

Meanwhile, the annual Northtown Mall Computer Fair has been scheduled for Saturday and Sunday, November 10th and 11th, so mark your calendar and be sure to come! This has always been our biggest yearly event, and those of you who are new members and have never attended are in for a real treat! If you need more information, call one of us and we'll fill you in!

My condolences to all of you who missed the Bob Brodie event in August. Our thanks to Mr. Brodie and to RACE of Montana, RACE of Idaho, and A2-D2 of Tri-Cities for insuring most of us had a great time! We made a lot of new friends in the other northwest clubs, and hope we can make annual meetings with them all a tradition.

Lastly, in general club news, we've decided to make Sundays "FACCS members only" on the Atari Zone BBS, and to limit daily time on the popular on-line game of LFV, as modified by SysOp Greg Morse, in an effort to allow those members who always find the line busy to call in. We're also discussing the option of holding our yearly elections in February instead of November, both to coincide with the renewal date of most of our members and to avoid the confusion of changing leadership in the same month as the Mall Show.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 September 1990

Welcome to another month in the life of a user group president. This month I have been exploring a BBS in Ohio, much to the dislike of my wife who gets the phone bill, and have found a lot of good programs to add to our library. We have also received our copy of Daisy-Dot III for the library, which will be available at the next meeting also.

In a couple days, there will be an officers meeting to discuss the upcoming meetings now that summer is on the wane, and attendance is again on the rise. There should be a full report at the next meeting. If you have some special request for a demo or study project, don't hesitate to ask, for it is your needs that we are tring to satisfy. It is by a request that we will cover the use of SpartaDOS again. Most members have SpartaDOS, but because of the unfamiliarity with the way which this command type DOS functions, many have yet to begin using it on a regular basis.

We are also in need of someone to do the demo on Daisy-Dot III for the whole group. If you are interested, let me know at the next meeting or just give me a call, and you can have the job.

I am looking forward to a very interesting and rewarding computer season this year, and hope many of you will join in. Welcome back.

See you at the meetings, and bring a friend.

Tim

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM.

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings: November 14 and December 12, 1990.

Attention LACE Club Members: A new rule accepted in the September club meeting now allows for a $5 discount for one year's membership when a new member signs up as a LACE member. The signee must not be a existing or former LACE club member and you must extend your membership at the same time. This offer is good for only one discount per member per year but saves you 25% of your annual dues. It's a great way to save money and a good way to build your favorate club member list.

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

Meeting Minutes—August 1990

The August meeting of MACE got underway at 7:40pm. Vice-President Ted Newkumet began by informing that the officer elections were comming up next month, and asked the members to consider taking an officers position in the club. After this, Ted gave everyone the latest Atari news and held a discussion about how MACE was operating.

A very short Q&A session then took place. Jonathan Bailey then gave a demo of the new Supercharger IBM emulator. This device lets STers use non-protected IBM programs on their machines. Next up, ray Simmonds gave demos of two games for the 8-bit machines after which Bob Retelle showed off the A.I.M. disk of the month. The members took a short break to examine some of the items shown at the meeting, and then Jonathan Bailey returned with a demo of the I.G.S. emulator. The meeting officialy ended at 9:32pm.

FOR SALE

ST Software: Revolver $5, Outrun$10, Crash Garrett $5, Hippo Computer Almanac $5, Thunder Blader $5, Defender of the Crown $5, Bermuda Projec) $10, Indiana Jones & the Last Crusade$15

8Bit Software: Eastern Front 1941 $5, Final Legacy $10, Atari Programming with 55 Programs & Disk $5, Mannesmann Tally 140L (Unisys) Printer, Wide Carriage Printer $100

Michael Bonkowski (313) 427-3157 after 7 PM

Middle Georgia Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

. September Meeting

The September meeting had a good turnout with a lively discussion on all things Atari. We discussed whether we should join up with the Atari Users Association. The Atari Users Assoc. will attempt to unite all Atari Users and Users groups under one banner. No conclusion came about as to whether we should join or not. I may wait to see how some of the larger Users Group respond before I decide on if we should join. Jim Menegos from the Atari users group in Atlanta also came to the meeting, I always am glad to see him show up.

As a result of the computer show we picked up yet another new member. Marc Lynn and his family showed up at the meeting for the first time and we are glad to have them as new members. Marc has a 1040ST and plans to purchase a printer in the near future.

Mall Show

The mall show went off without any major problems, except for the president (more on that later). We had 6 members show up with their computers for a fun day. Whether we sparked any local interest may be open to question but we answered a lot of questions and handed out a lot of brochures to anyone who appeared interested. One member described the show as "Kind of like an all day Users Group meeting." This was probably an accurate description of the various activities. We did manage to drag out some of the members of the club that I haven't seen in quite some time and we did pick up one new member so to me it was worth the effort.

As far as myself, I had "one of those days." First of all, I was going to show the tutorial tapes that the club has including the Antic CAD 3D demo tape. However my VCR decided that although it had been working fine for the last 5 years that now was a good time to ask, no demand, that the heads be cleaned. Well after eating my CAD 3D tape and making the tutorial tapes hardly able to be seen, I gave up.

Well, I gave up on that and decided to hook up my computer and start doing some PageStream work. When I hooked up the computer and turned it on -- colors on the screen and a no go. I then used up the next 2 hours trying different cables, drives, extension cords and anything else that I could think of with no help. So I finally gave up on this also and used another member's computer for the duration. To top off things nicely, I was suddenly called in to work and had to leave the show early. So things didn't quite go according to plan for me. When I got home I found that the EZ Ram II ram expansion that I have installed had shorted out against the RF Modulator box. So with a little screwdriver work and adding a little extra insulation on the bottom of the ram board everything is on the up and up.

On the Atari front, the stock is way down but so is every computer stock. Atari had planned to market some new products in the near future. The TT is shipping to developers with a 16Mhz clock, Atari will soon market a new lazer printer for under $1000. There are also rumors that the Stacy has now passed the FCC for use in the home. There is also a rumor that Atari has fixed the problem with the STe and hard drives.

Do to the computer show and the mailing of brochures and information packs, I was unable to have a newsletter or Disk of the Month in September. Hopefully everything will be back on track with the next meeting at the usual time at the library on November 11. I hope that you will be able to attend and that you can bring a friend.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

N.A.U.G.

Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PAC

Annual Dues $25.00
Newsletter ONLY (year) $10.00

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Portland Atari Club and the original Eugene ACE

President	Paul D. Gittins	503-667-2403
Vice-President	Ben Smith	
Sec. Treasurer	Mel Anderson	503-232-7231
Membership Sec.	Paul Karczag	503-256-4199
ST Disk Librarian	Randall Leong	503-246-6354
8-Bit Librarian	Jon Johnson	
Sargeant at Arms	Dutch Leanard	
Advisor	Bill Pike	503-646-4471

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is from 7 pm till 9:30 pm.

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dytmire	(602)861-1903
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. September 8, 1990 by Jim Keho

The meeting was called to order at 10am. There were only 12 members and visitors in attendance. It's the record low turnout of the year!! Come on... Where were you? It should be cooling down now so Come On Down!! I don't think you'll want to miss the next two meetings either!

On with general business...

YES, The swap meet is ON for Oct. 13th!! Officially! It will be a Swap Meet & Expo. It will be a combined swap meet with the 8bit group, so if you got an old 400 collecting dust in your closet bring it down too!<grin> ALL Atari computers! There'll also be systems up and running, So if you'd like to bring your system down, bring it! The swap meet will be Sat. Oct.13,1990 9am. to 1pm. at the same meeting address above. COME ON DOWN!

And if all goes as planned we will have one of the Codeheads as our special guest speaker here at the Nov. 10, 1990 meeting! Should be one you won't want to miss! Also coming up is that time of year again, time for new officer nominations. There's going to be a few openings, so if you'd really like to support your club plan on attending and running for an office. You are needed!! I think there needs to be some changes in PHAST this next year to keep it afloat, the sooner the better! So please try to attend and run for an office, or at least be present to vote for who you think will keep PHAST going! Your club needs your participation and support in order to continue! COME ON DOWN! Well that's it for this time, see you at the Swap Meet Sat. Oct.13th!

PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

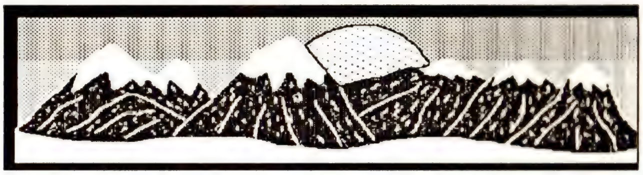
Due to the fact that a new security system was being installed at our old meeting place, September's meeting was held at the Tom Meierotto residence. We held the business part of the meeting in the dining room, and the hardware portion in two of his rooms on the top level. With the Meierotto's home barely a month old, it was courageous of them to invite us over. Thanks for the pleasant evening!

I ran across something for our 8bit users last week. There are some great 3-D animations circulating out there. Also, there's a new program available called Colorview. It is capable of displaying 4096 colors on your XL/XE/XEGS. That's all I know for now; do some detective work!

Shipping September 4th is the DeskJet 500, replacement for the older DeskJet models. Retailing for $729, it includes 4 typefaces and will ship with HP's new water resistant ink. HP plans to make these new ink cartridges available for its entire line of DeskJet printers in December and they will sell for $20. This may well be the most affordable quality printer available today.

I just received my Fall '90 catalog for J&R Music World. They offer the full line of Atari ST computers and accessories. The 1040STE sells for $599 and the 520ST-FM sells for $329. Great deals! Give them a call at 1-800-221-8180.

My source tells me there is another retailer selling Atari Lynx's in the Duluth area. See them at Childrens Palace near the Miller Hill Mall. Also, profits are up slightly at Atari Corp so business can't be that bad for Atari... or could it? Our next meeting will be October 21st at 6:30. I'll contact everyone as to the location.



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

It's time to start thinking about next year's slate of club officers. We will be looking for volunteers to run for the offices shown in club masthead. If you are willing serve, please let one of the current club officers know. We will be holding club elections at our annual combined meeting in December.

For those of you who aren't GEnie subscribers, there have been great changes in GEnie subscription costs. First, the hourly rates have gone down. Non-prime time is $6/hr for all baud rates. Prime time is $18/hr for all baud rates. On top of that, there is a manditory flat $4.95 fee for Star*Services which includes unlimited, non-prime use of GE mail, shopping services, single player games, genealogy SIG and EAASY SABRE to name a few. The features not included are Atari Roundtables and Software Libraries (bummer) and other specialized services. All in all it is a pretty good deal.

The October ST meeting will be demonstrations of high end productivity programs. VP Steve is attempting to obtain demos of DynaCADD, Word Perfect and Calamus. It should be an interesting meeting.

The September 8bit SIG was captivated by John "What other piece of hardware can I buy this month" Sandgren's in-depth presentation of Computer Eyes. One of the most amazing parts of the demonstration was when John imaged Peter Eaton's head and the neither the camera nor the computer broke. Continuing his tradition of bringing new hardware to the masses, John also demonstrated the Game Link which connects two computers through the joystick port for interactive gaming. The Game Link cable is easy to build and the software to drive the ports is public domain and available on GEnie (or from John for that matter).

At the November 8bit SIG, Rick will demonstrate the upgrades to Diamond Write and Diamond Paint both of which operate with the Diamond Graphic Operating system which uses an ST mouse. Textpro 4.55e will also be exhibited.

We have moved the club libraries (8bit and ST) to Citadel Computers, 1835 S. Nevada (behind El Pollo Asada). Remember to return the disks you check out. Say hello to member Cindy Stimits who works there.

R.A.C.E.

Welcome to the second edition of R.A.C.E. Notes via Atari Interface magazine! I hope that everyone is enjoying the magazine, the people at Unicorn Publications definitely have a lot to offer our club. October should be a very exciting month for our club. The Atarifest will be held on October 6-7 in Reston, Virginia. The majority of the club is going to the show and we should see many interesting things there. RACE will be taking 19 people and the Fayetteville users group will be taking 6 people. October is the projected release date for the TT from Atari. Hopefully, they'll get it out the doors in time. Keep your fingers crossed gang! The month of September was a very busy month for the officers but not a very active month on behalf of the club. No one is calling us anymore, no one is interested in our mini-meetings, what's going on gang? Due to a lack of interest, the mini-meetings have been scrapped until further notice. If any of you want to get in touch with us for any reason, please call us anytime.

Eric Schofield 851-5134 Desktop publishing, multi-sync monitors, STe computers, Atari magazines, telecommunications, general information. Brian Casper 851-8092 Memory upgrades, hard drives, Atari hardware modifications or upgrades, IBM emulation, general information. Tony Manino 851-8092 Macintosh emulation, games, telecommunications, programming in C or Pascal, general information. Barry Clayton 362-7835 Club library, good deals on where to buy ST's & peripherals, general information.

Just give one of us a call, we are here to help you and we are all committed to making the club the best that it can be. If enough of you call in a specified amount of time, we can get together one day and have a "mini- meeting". The R.A.C.E. disk subscription is now in effect. For only $24 a year, you get 2 disks each month. These disks contain 8 issues of popular ST online magazines, games, utilities, clipart, and demos! We'll save you tons of time from downloading yourself and lots of money off service charge fees from

GEnie or Compuserve. For more information, give Eric Schofield a call at 851-5134. Next months meeting! October 23, Richard B. Harrison Library Auditorium1313 New Bern Avenue 7-9 p.m. Please notice that the 23rd is a Tuesday, not a Wednesday.

October's program will feature Spectre GCR, the Macintosh emulator! Don Nelson will show us the ins and outs of this incredible device on his Mega ST! You don't want to miss this one!

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City, SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

HEAR YE, HEAR YE! ELECTIONS & SWAP MEET!

Well, it's that time again. Time for elections. The month of October brings many things with it including cooler weather, fall colors, Columbus Day, Halloween, and the RACE Election and Swap Meet Gathering. All of these were in order of increasing importance, of course. Bring your nominations, votes, and involvement to the meeting. We will be doing the changing or keeping of the guard as the case may be and then get on with the swap meet. Which brings me to the next urgent announcement.

Bring those dusty hardware and software items to the October swap meet and get them in the hands of some handy hacker who really needs or wants them. If you have none of the above, then bring your money and take advantage of some real bargains. I'm still using a great flight simulator, reference book, and etc. obtained at a swap!

There was some very interesting interaction and discussion about use and capability of spreadsheets at the September meeting. Iron sharpens iron. We all gain much from each other.

By the way, whether I am replaced or continue as the prez, it's been a great year. Thanx for the support!

Rick Burton

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

San Diego
Atari
Computer
Enthusiasts

General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are $18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud,68MB		(619)689-8157

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)964-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

Minutes for September 15

The Meeting convened with 12 attendees. Marc reported that CopperState Business Systems in Chandler is closing out its line of Atari hardware and software, with remaining software at 80% off list. The members voted to purchase a 520 ST for $279.00 to set up a club BBS to be operated by Lee Whiteside.

Several of us are planning a trip to COMDEX at Las Vegas during November 12-16 to check out the new stuff being sold to dealers this year.

GEnie has announced a new price structure with a $5 a month minimum that includes many services at no extra charge including E-mail. All computer roundtables and software libraries (the most profitable areas) will be $6 per hour at 300-2400 bps. This is clearly an attempt to compete with the Prodigy service. We are still planning a demonstration of the GEnie service for our November 17 meeting.

The demo of the day was a face off between the MiGraph and Datel Rio hand scanners using the Handi Scan software supplied with the Datel unit. Both regular and gray scale scans were tried with each scanner and printed out using Pagestream on a Deskjet printer. The MiGraph scanner appeared to have a slight edge in output quality. Tim also brought his Marstek 105 scanner. It comes with only an IBM interface. All three units appear to be OEMed by the same manufacturer.

From FACCS to All Computer Enthusiasts

Please Help us so Craig can achieve his goal!

Craig Shergold is seven years old. He has a tumor on his brain and has very little time to live. His last wish is that he be recorded in the Guiness Book of World Records as receiving the largest number of Get Well cards by an individual. Would you join me in sending Craig a card or letter? His address is:

Craig Shergold
36 Shelby Rd
Carshalton
Surrey, England SN8 1 LD

SAGINAW/TRI-CITY ATARI USER GROUP
STAG

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

Problems with Group Notes: I am sorry that you did not get any notes for the last issue due to a communication problem at my house. My phone lines have been getting noisy and my modem can not connect to an outside BBS. While I am trying to solve that problem, I will enlist several other members to transfer my notes to AIM every month so we can tell the outside world how great the meetings have been lately.

August Meeting: Well, there were six members present and one of those was a new member, Darryl Ziegler, who just signed up. There was disappointment expressed by one member concerning the future of the Atari Corp. and his desire for our club to do something that will "make a difference" in Atari's operation. I wish that we could do something but FIRST we need to take care of ourselves to preserve our club's existence! To help in reminding our members to show up for the meetings, I will try to implement a "postcard reminder" program, in which a postcard will be sent to the members about a week before the meeting. The postcard will have a brief list of upcoming demos, an "equipment-volunteer" reminder note, and other important information.

I submitted a new logo for our club. With the small audience that we had, the membership that was present approved for the use of the new logo. Hopefully, you will see it in this newsletter.

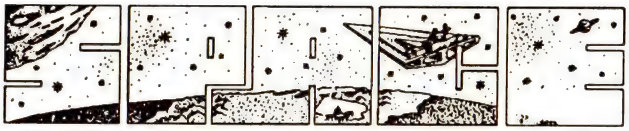
September Meeting: We had 15 people show up for the September meeting (a pretty good crowd). The "postcard reminder" system appears to have worked out quite well and a number of members mentioned that they really like that sort of reminder. We will expand this "postcard reminder" to some old members that have not renewed, in hopes that they come back. Other incentives discussed for bringing in new members (and will be implemented) are giving a free floppy that contains a listing of all the files in our public domain library to all members. The listing will be in a database form that can be used with the cataloging program, STDCAT, which will also be included on the disk. These catalog disks will be passed out at our October and November meetings. A hardcopy list of the catalog will also be present at all meetings.

Telecommunications was the topic for the ST and home filing systems for the 8bit. LeRoy Valley demoed the following programs for telecommunications: HagTerm Elite v3.3, Flash , Interlink, and Stalker. By the way I would like someone else to volunteer for demos in future months so LeRoy can take a break from all the demos that he has performed in the past year (and the year before that, and before that, and before that). Check the features and the price differences of the other programs to see what features that you would want to pay for. Remember, you pay for want you get.

The 8bit group focused on a Home Accountant program from the Atari Program Exchange. The program was on 4 disks and included business expenses accounting and the ability to write checks.

Thanks to the Equipment Volunteers for September 15th: Thanks to Al Jennings for his ST and Bryant LaFreniere for his monitor. For the October Meeting: games demo meeting: Neil Demo will demo StarFlight and Al Jennings will demo Space Ace for the ST. Ted Beauchamp will demo Mini-Golf for the 8Bit. Equipment Volunteers for October 13th are Jim Fleming with his ST and Larry Hennard with his color monitor. LeRoy Valley will conduct the meeting.

Future Meetings: On November 17th, the group will have a hard drive tutorial meeting for the ST. Equipment Volunteers for November 17th are LeRoy Valley with his ST and hard drive and Bryant LaFreniere with his monitor and hard drive. The December 15th meeting will feature our annual swap meet.



All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) meets at Shoney's at 6551 Peachtree Industrial Boulevard at 7p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

ST CLUB EL PASO

The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year. To become a member of the ST Club of El Paso, call 915-821- 2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Salinas Valley Atari Computer Enthusiasts

President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Tresurer	Charles White	449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

TACE
Tinker Ace of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova
Sargeant at Arms	Barry Miller
ST Librarian	Dick Chacklin
8bit Librarian	John Lindquist

WACO
Westmoreland Atari Computer Organization

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows from Washington to Toronto as well as having a booth at all Pittsburgh shows.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The September meeting of WAUG was held on Tuesday, 9/11. Craig called the meeting to order at 7:40pm and, while other helpful persons busied themselves with the logistics of setting up systems for Games Night, Craig brought us up to date on club business.

October will feature a demonstration of the SuperCharger IBM emulator. Bill and Pattie will give us the grand tour of their new toy. November we'll be honored by a visit from Tim Purves, a senior programmer for Michtron and author of the Michtron BBS system. December will be the annual Christmas Party/ Entertainment event with door prizes. 4) January we will be looking at the MiGraph hand scanner along with the TouchUp graphic utility.

Craig described new progress in the planning for the Windsor-Detroit Int. Atarifest and announced the next planning meeting will be held on Saturday, 9/22, so that interested members could also attend.

The remaining PageStream package donated by SoftLogic will be raffled in October. Tickets will sell for $.50 each.

Much of the rest of the evening was dedicated to demonstrations of game packages for both the 8bits and STs. In between demonstrations ST Librarian Bill Rayl described the contents of the disk-of-the-month. Eightbit games demoed included Age of Adventure, Ali Baba and the 40 Thieves, Naval Battle, R.O.T.O., Buried Bucks and a few others I don't remember. ST games included a variety of new demoes of games from the UK that Bill had collected in his travels around the networks: Aquanaut, Fred, Resolution 101, Rotox, Cloud Kingdoms, Back to the Future II, Thunder Strike, and Gran Prix. Jay Skotcher also gave us a few quick crashes with his Hard Drivin'.

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

Mike, announced the resignation of Marty, our secretary/ treasurer, for personal reasons. The office of treasurer was filled by the appointment of Dave Shane to the position after he volunteered to execute these duties. The office of secretary was filled by the appointment of John Kasupski to the position after responding to a request of volunteers.

Mike, Don K (and a cast of thousands) tried to demonstrate Print Shop and Print Shop Companion. Don K. (and others) then demonstrated AtariWriter 80 with the Atari XEP-80. The Split Club jackpot was won by John Tally.

President's Notes: The demonstration of Print Shop and Print Shop Companion was a disaster. I was planning on using the XEP-80 as the printer interface for Print Shop and PS Companion. I have been using a TRAK disk drive with the builtin printer interface and was thinking the XEP-80 had the same kind of builtin printer interface. I was in shock when Don plugged the XEP-80 in the joystick port. We'll have to reschedule the Print Shop demonstration. I would like to inform the user group that we're not on a desert island. Lonnie Hudkins knows we're alive. He directed an Atari user who needed help with his Atari. I would like to thank Dave Shane and John Kasupski for volunteering to fill the offices.

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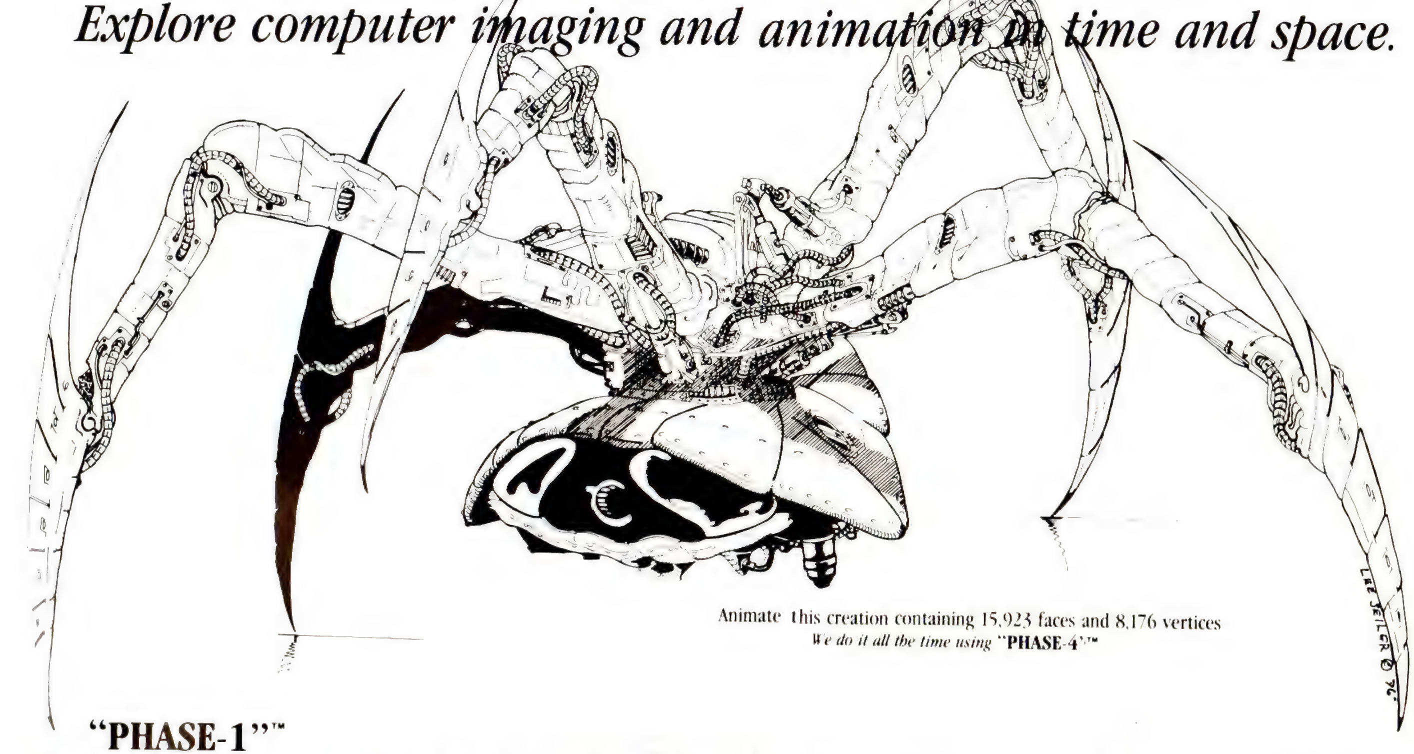

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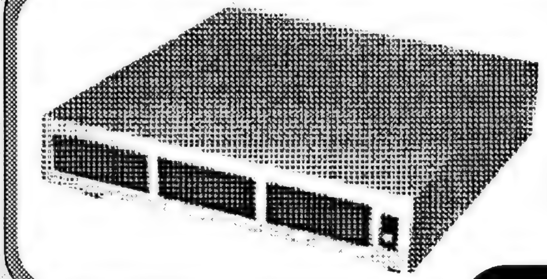

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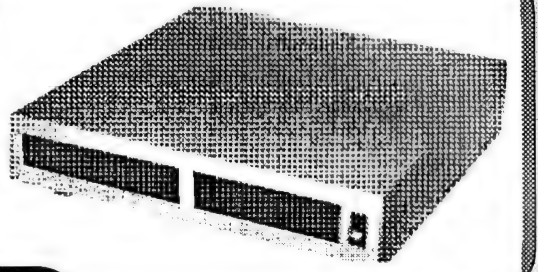

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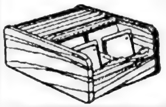

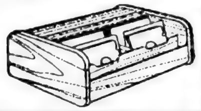

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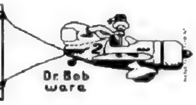

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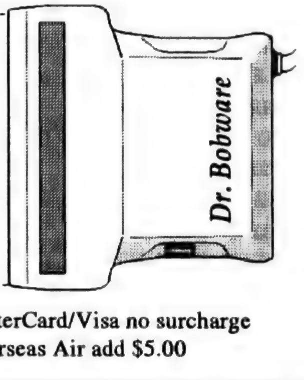

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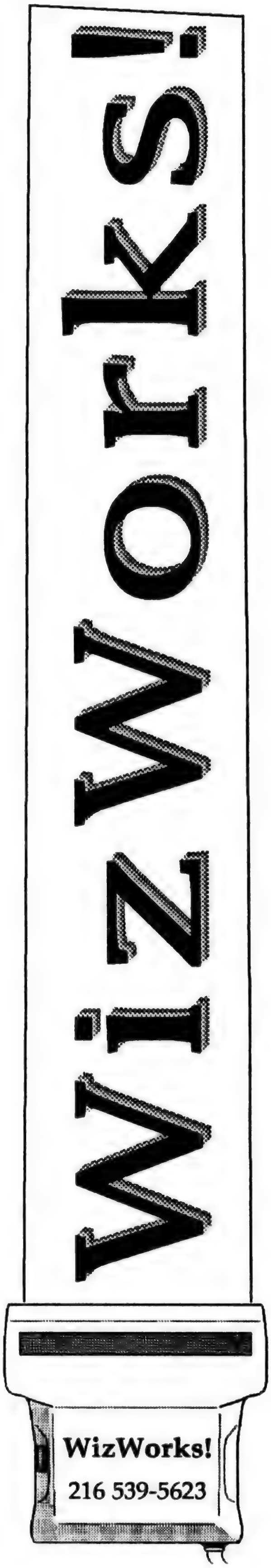
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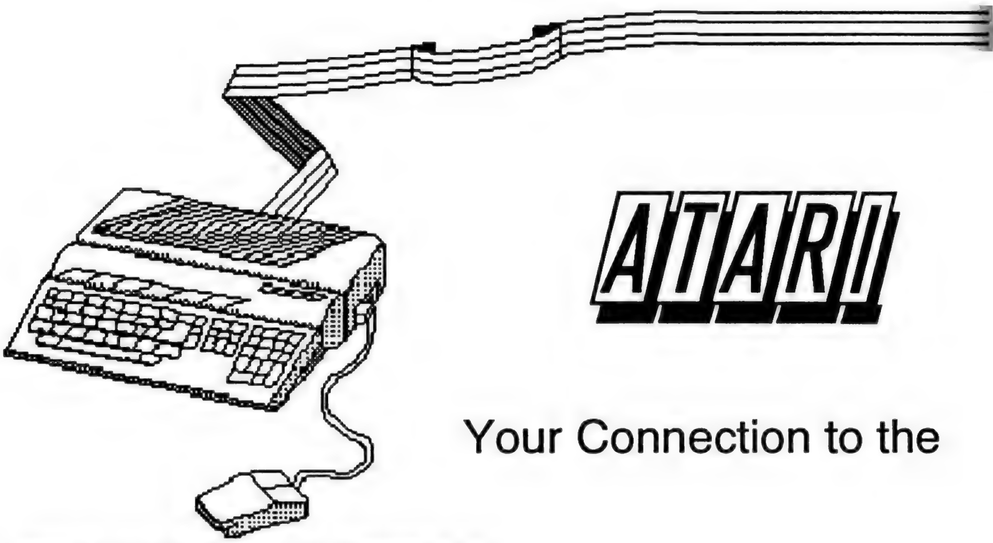

ATARI

Your Connection to the

Volume 2

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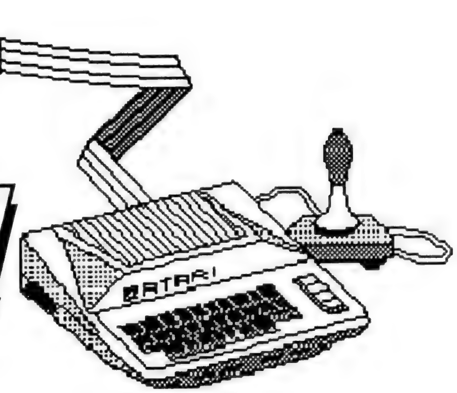
INTERFACE



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Number 12

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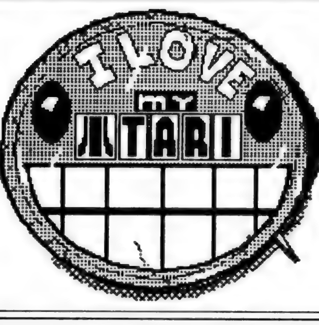
On the Cover

Seasonal artwork from an unknown artist.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Gary Klugman, Joe Mirando
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge, PageStream and Calamus.



ATARI BULLETIN BOARD

by Bill & Pattie Rayl

As winter approaches, the personal computer market is heating up like a summer day in the Sahara. This column doesn't normally focus on the industry as a whole.However, recent events may have a direct impact on Atari's future in the market.

Apple has revamped their line of Macintosh computers and slashed prices in a bid for market share. The low-end Mac Classic is a repackaged Mac SE with a suggested retail of $1495. The Classic is selling for as low as $729 to $795. For that price, you get a 68000 machine with two megs of memory and a 20 meg hard drive.

The 68030 Macintosh IIsi, the new top-of-the-line color model, has a suggested list price of about $4900 but can be purchased for $3800 or even less. The mid-range 68020 color Mac LC is not yet available, but has a suggested retail price of just over $3000.

Apple currently has about a 10 percent share of the entire PC market, with IBM itself having only around 15 percent, according to Dataquest figures. Although the new strategy from Apple is aimed to knock IBM out of the number one spot, it could have a negative impact on Atari's and Commodore's ability to sell machines in the low price PC market. You can now buy a Macintosh for less than a comparable Atari or Amiga system.

What's NeXT?

At the same time, the NeXT machine is reportedly ready for its US assault. The low-end monochrome NeXTstation has an announced retail price of $4995. It comes with 8 megs of RAM, a 25 MHz 68040, 105meg Quantum drive, 2.88 meg floppy (not optical) drive and built-in Ethernet capability.

The NeXT also has a chip that can function as a FAX modem or normal modem. The chip can also generate CD quality sound. The NeXTstation also comes with display Postscript, the NextStep interface on top of a Unix operating system and a good "starter kit" of software.

The NeXTstation color system comes with a 16" color monitor, 12 megs of RAM, and a 16-bit color display. Retail price is $7995.

The monochrome machines are scheduled for quantity release in November, with the color systems coming in the first quarter of '91. Already available for the NeXT are packages such as Word Perfect, Adobe Illustrator and a talking spreadsheet from Ashton-Tate. Soft PC for the NeXT allows for IBM emulation as well!

What about Atari?

Although very few details are coming from Atari, there seem to be big plans for COMDEX in mid-November. Bob Brodie, Ken Badertscher and others have stated the TT will be publicly available in time for this show.

It is unknown to us if the TT has FCC approval and no one we spoke to at Atari could (or would) say.

It has also been hinted that Atari will announce major reorganization plans and marketing strategies at COMDEX, but what these plans and strategies are is uncertain.

Also uncertain at this time is the status of Elie Kenan at Atari. Kenan had been put in charge of "Atari North America" and was seen by many as Atari's "last best hope" to make a dent in the US market. Kenan returned to France for a major computer show, and it is rumored he will not be coming back to the US.

Gregory Pratt, an Atari Corp. vice president and chief financial officer, has reportedly moved into Kenan's position. It is unknown if this is a permanent move. No official announcement has come from Atari at this time.

Jim Fisher is also gone from Atari. Fisher was in charge of sales and marketing and was also "publisher" of Atari Explorer.

Atari US has been renamed to Atari Computer. In recent messages on GEnie, Atari's Bob Brodie has mentioned the change.

New TT Desktop on the ST?

The new TT desktop has a multitude of enhancements, making it more like the Mac desktop or desktop replacements/enhancements from developers.

As reported last month, "bootleg" copies of the TT desktop that run on the ST are being circulated. Atari has, indeed, created a disk-based version of the TT desktop that runs on the ST. The bootleg version floating around is reportedly not the final version.

Atari met with alternative desktop developers CodeHead Software, Gribnif Software and Double Click and discussed release of the disk-based version. Messages on

GEnie from Atari's John Townsend began to imply that Atari would not release the new desktop to current ST owners. The reason given was that it would adversely affect these alternative desktop makers.

In response, CodeHead and Double Click uploaded their opinions on the matter to GEnie. They feel Atari should release the new desktop, as it would help sell more computers and thereby help them sell more software. Apparently, these opinions were originally voiced to Atari in private.

Atari has announced that they will make no final decisions on the new desktop distribution for STers until after COMDEX.

Developer News—DTP Style

Users of PageStream looking for third-party fonts may find just what they need from Dennis Palumbo. Palumbo produces a line of professional, high quality fonts for PageStream. Each disk contains three complete fonts with all foreign and special characters. Postscript and "Dot Matrix" versions are included. Retail price is $34.95 per disk. All of Palumbo's fonts are registered with Soft-Logik and come with a 90 day warranty! Dennis Palumbo, 104 Barrymore Blvd., Dept. B, Franklin Square, NY 11010, (516) 535-7316.

Another excellent source for PageStream fonts is Computer Safari. Jay Pierstorff of Computer Safari designed many of the fonts found on Soft-Logik's own font disks. Computer Safari also markets a series of EPS Clip-Art packages. These graphics can be loaded into PageStream and printed on Postscript printers or phototypesetters. Suggested retail for the clip art is only $29.95. Computer Safari, 606 W. Cross St., Woodland, CA 95695, (916) 666-1813.

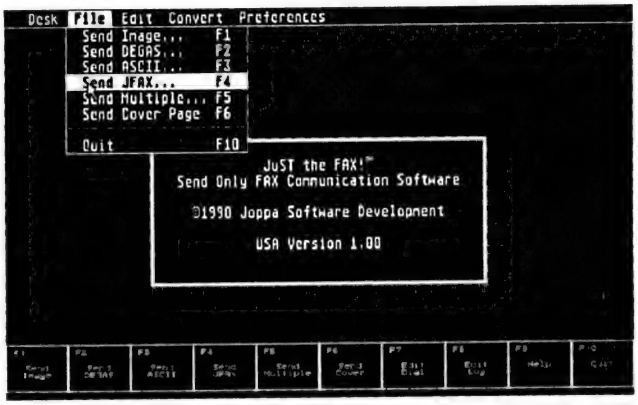
Calamus users also have a few excellent sources for quality third-party fonts. Cherry Fonts produces fonts that "add some of that designer touch to your Calamus documents." Each "Fontpak" produced by Cherry Fonts would be a welcome addition to any professional desktop publisher's "type drawer." Retail price for a Fontpak is $42.95 US or $49.95 Canadian. You can also order any single font and its matching italic version for only $24.95 US/$28.95 Canadian. Cherry Fonts, 2250 Tyner Street, Unit #4, Port Coquitlam, B.C., Canada, V3C 2Z1, (604) 944-2923.

If you're looking something special or out of the ordinary in a Calamus font, M-S Designs is the place to look. From Old English to advertising fonts and various script fonts, M-S Designs has something for everyone.

Currently, M-S Designs has eight font disks, called Groups. Each group contains at least three fonts, with three of the disks supplying four fonts. Retail price is $39.95 per group. You can order all eight Font Groups for only $150, saving over $80. M-S Designs, 611 W. Illinois, Urbana, IL 61801, (217) 384-8469.

FAX Modem from Joppa

Joppa Software Development, a division of Joppa Computer Products, has released JuST the FAX, a 2400 baud modem which also works as a Group III compatible FAX.



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The hardware is the same as the SendFAX available in the IBM world. The software from Joppa is what makes this send-only FAX a bargain for desktop publishers on a budget. JuST the FAX comes with printer drivers for both PageStream and Calamus. You can create documents, complete with graphics, and print them to disk using these drivers. Then, JuST the FAX can send this file to one or more locations. All this and a 2400 baud modem, too, for only $169.95! Joppa Software Development, PO Box 226, Joppa, MD 21085, (301) 676-1948. [Ed.: We'll have a full review of this product in our next issue.]

Online News

In mid-October, Lexicor Software held a formal conference on CompuServe. Lee Seiler, Lexicor's president, announced a year-long graphics and animation tutorial to begin soon after the Lexicor area opens in the AtariVendor Forum. This tutorial will consist of weekly lectures/classes, homework assignments and much more. Designed to take a novice through the entire graphic drawing and animation process, these classes are open to the public at no cost above normal CIS connect charges.

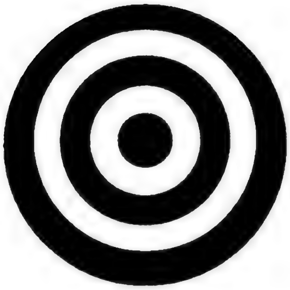
To see what Lexicor's software is capable of producing, check out this month's cover. The artwork was created by Lee Seiler for this issue. Also, take a look at the animation from Lexicor included on this month's AIM ST/Mega disk. We'll be featuring other Lexicor animations on future disks, as well.

Late-Breaking News

Michtron, rumored to be for sale for several months, has finally been sold to Creative Computers. They will be taking over the MichTron name and inventory, and will continue to support MichTron's line of products.

There is no word from Gordon Monnier about his future plans, but Aladdin, the ST's online navigation software for GEnie, was written by Griffin Software and Tim Purves. Gordon is also involved in English Exhibitions, a company to help promote English shows to American exhibitors.

Right On Target



David Plotkin

One of the really nice things about the Atari ST is that you can hang quite a lot of accessories onto it to get it to do what you need. This is surprising in light of the fact that Atari seems to have designed the ST without regard to expandability. At least, you don't have available the "card" slot configurations available on PC-compatibles and the newer Macs.

There *is* the cartridge port and (on the Mega) an expansion bus, but each of these can hold only a single device at a time. Further, there are limits to what you can plug into the cartridge slot, as it is not a full bus.

Developers in the ST world seem to be more inventive than most, and have figured out ways to do things Atari never anticipated. The down side of this is there seem to be more versions of STs around than there are species of insects, and doing things that Atari didn't anticipate means that sometimes (perhaps too often) the hardware doesn't work quite right.

Most of the hardware changes from Atari are "minor" revisions, such as a slightly different version of a chip, or a chip that is soldered in on one version and socketed in another.

Still, it is just these kinds of inconsistencies (usually done to effect some minor cost savings) that cause hardware developers fits. The saddest story of all is pcditto II, which is off the market as far as I can determine. Because of timing differences between different models of ST, it didn't work in a significant number of machines, causing havoc and untold damage to Avant Garde's reputation.

The developers keep trying, however, and success stories are even more astounding than the failures. JRI is a good example. They produced the first high quality, workable genlock for the ST, and it is in general use in a variety of professional environments.

Zubair Interfaces' Zkeys lets you connect a PC keyboard to an ST. Why would you want to do such a thing? Well, for many, the 520/1040 ST keyboard is less than ideal. Its response is flat, and the angle causes some wrist problems for people who must use it for lengthy periods of time.

With the wide variety of available PC keyboards, anyone should be able to find an acceptable replacement keyboard.

Moving on to Monitors

Another area of activity is monitors. While the Atari monitors are decent, you do need two if you want both the rock-steady monochrome image and color. Further, here again the quality varies, depending on what version of a particular monitor you happen to have purchased.

This is especially noticeable in the color monitors. Early ones (like I have) were excellent, but later ones suffered from Atari's hunt for additional profits—they are lower cost (to Atari, *not* to you and me) and the color saturation and quality suffers.

Also, monitor availability can, at times, be problematic. There was a long stretch of time when no monochrome monitors could be had at all. When they finally did become available, color monitors were in short supply!

The first answer to this came from the folks at Talon Technology in the form of an external box for STs to plug into multi-synch monitors.

Multi-synchs are sophisticated monitors that can synchronize to different video signals. Without getting too technical, what this means is that you can do monochrome *and* color on a single monitor.

Good quality multi-synch monitors are not cheap (starting at around $350 and going up to $2000) but they are easy to find (PCs use them also) and are available in a range of screen sizes up to about 19", so you are not stuck with Atari's small screen size. Further, many ST owners are also PC owners (including yours truly) and *already* own a multi-synch monitor.

Of course, there are other ways to go about getting an alternate screen. Moniterm monitors are large monochrome monitors that are just a joy to work on, especially when using desktop publishing or CAD packages.

Because the screen is large, you can see far more information. That is, of course, if your program is compatible with the software driver that powers the Moniterm. Most of the important ones are, or updates have been released that are compatible.

Even more intriguing is the ISAC board, which basically does a "color Moniterm." Again, a software driver and interface board are required, but you can now use color on a big, high resolution screen. Far fewer programs are compatible with the ISAC board, primarily because it functions in low resolution color mode, and many "serious" programs don't work in low resolution. The ISAC board also requires a very high resolution color monitor that goes beyond the "normal" multi-synch range. These can be expensive.

Let's see, what else do we have? Oh yes, disk drives. The hottest thing in both the PC and Mac markets are high density 3.5 inch disks, which can store 1.44 meg on each disk. This is pretty incredible—you can back up a 40 meg hard drive on only 29 disks. Unfortunately, we don't have 1.44 meg floppies available for the ST. Or do we?

DreamPark Development has a board called the "PowerDrive" that will allow attaching a 1.44 meg floppy to your ST, either externally or by replacing the internal drive. This board does require replacing the disk controller chip, which is a bit tricky because it is soldered in.

Also, as of this writing, machines equipped this way can no longer read/write Mac-format disks when working with Spectre GCR, though Dave Small is said to be working on this.

The disk drive you use to connect to this board must be one of a limited number of brands. Apparently some of the high density drives don't do a density detect properly and thus won't work with the Powerdrive. There is even rumored to be another option that doesn't require replacing the disk controller chip, though I haven't seen it myself.

Increasing Memory on the ST

Quite a few companies have gotten into the memory upgrade business. You need to be careful though—there are more horror stories surrounding memory upgrades and the companies that do them than any other upgrade (except perhaps for pcdittoII).

I have had personal experience with two companies that make memory upgrades—JRI and Zubair. Both make excellent, well-engineered products. Zubair, in particular, has a line of solderless upgrades that are exceptionally well put together. Depending on your machine, you may need to disconnect some resistors, but this is quite simple, even for someone with no soldering prowess.

Accelerators are another hot topic. Although the 68000 microprocessor that drives the ST was great for its time, the natural progression of users to more power and speed has led to an effort to enhance the ST's performance. Initially there were two accelerators available. The first, from JRI, only provided about 10-15% speed increase, though the processor itself was running at twice normal. This is because everything else in the ST was still tuned to the original speed. Every time the processor had to go "outside" to memory or a support chip, it had to wait for this outside support to catch up.

Jim Allen did JRI one better by bringing out T-16, a board that provides 30-50% speed increase. It does this by keeping a small cache of very fast memory on the board itself. This memory is fast enough to keep up with the fast processor.

What happens is that when the T-16 loads instructions from regular memory, a certain amount of those instructions are stored in the fast cache. When the processor needs more instructions, if those instructions are in the cache, then the T-16 doesn't have to wait while regular (slow) memory responds. It makes quite a difference. This scheme is used in fast PCs and Macs as well.

Quite a few additional accelerators are just about to hit the market, including a rumored one from Gadgets by Small that uses some sophisticated memory management techniques and a 68030 processor. Such an accelerator board has been seen recently in Germany, but no plans are in the works to bring it here. Gadget's board could conceivably even outrun the TT (at least, in its original 16 MHz configuration). It should be interesting to get ahold of one.

One caveat, though. Compatibility will suffer on machines equipped with a 68030—because this chip does do things differently than a 68000, and programs that "broke the rules" (sometimes ya gotta!) won't work. But then, that will be true of the TT, also.

Well, it looks like we're out of space for this month, so we won't get to talk about such niceties as internal hard drives and such. Maybe next time. See you then.

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UnderMonitor/ICD...$835
ICD host, 2 slots 15"w x 3"h x 14"d
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PageStream in Color

Bill Rayl

Recently, we've taken a good overall look at Soft-Logik's PageStream (see June/July and November '90 issues). This article focuses in on one of PageStream's finest qualities—its four color process capabilities.

PageStream is the first package to bring full color desktop publishing to the Atari ST. And, it does so with a flexibility and ease of use that outshines most other desktop publishing (DTP) packages on *any* computer.

Color Definition

The PageStream manual gives a pretty good overview of color and the various color definition systems the program uses. You use these systems to define your own colors and add them to PageStream's list. PageStream can recognize over *282 trillion* colors.

Although you can define more colors than you'd ever possibly need, PageStream can only display four colors in medium resolution. Of course, on a monochrome monitor, you only get black or white. This is due to the ST's own limitations. Because of this, PageStream allows you to tag a screen color to the actual color you've defined.

For example, the predefined color Dark SL Blue appears black on a monochrome monitor. That's because Dark SL Blue is tagged as black, so all objects in this color are displayed in black.

Using a color monitor, you can tag Dark SL Blue with, for instance, blue. This doesn't give you exact color representation, but it does allow you to get an idea of the *balance* of color on the page.

Because Soft-Logik thoughtfully predefined several colors, you may never need to add your own at all.

Adding Color to Your Document

The actual process of adding color to your PageStream document is quite easy. First, PageStream will maintain the color palette of any artwork you import, such as DEGAS or Amiga IFF pictures. The picture appears on your screen as only black and white, even on a color monitor. Don't worry, though. The colors are still there.

Adding color text is nearly as simple. Once you've entered your text, select it by dragging the mouse over the text while holding down the left button. This highlighting allows you to perform most of PageStream's attribute setting options on the text. This includes setting text color. From the Object menu, choose Color. If you're into using keyboard equivalents, use the Alt-K sequence instead.

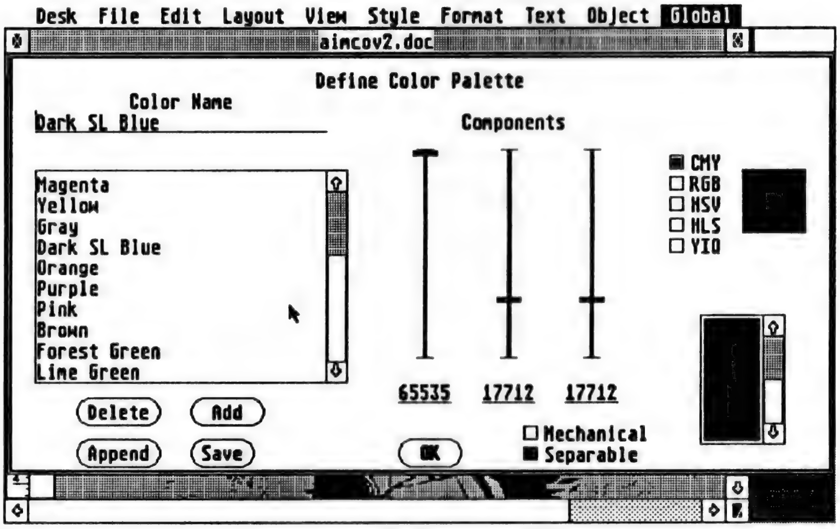
Once at the Color menu, click on the color you want from the presented list. Use the scroll bar/arrows to move up or down the list as needed. Clicking OK sets the highlighted text to the selected color.

Don't worry if text no longer appears on your screen. Remember the above discussion of tagging actual colors to screen colors? Well, some actual colors are tagged with a screen color of white. If your text was originally on a white background, it will look as if it disappeared. In fact, it's just displayed in white on a white background.

As with text, you can add color to columns, lines and graphic objects like circles, arcs and boxes.

Color Printing

Once you've created your color document, it's time to get it printed. If you're using a color printer, printing is very simple...in fact, it's the same as printing to



Define Color Palette

Color Name
Dark SL Blue

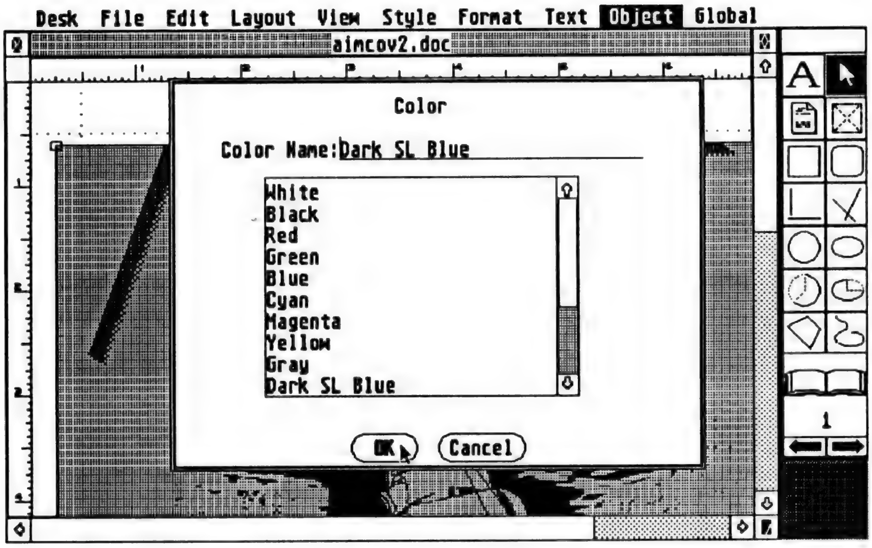
Magenta
Yellow
Gray
Dark SL Blue
Orange
Purple
Pink
Brown
Forest Green
Lime Green

Components

65535 17712 17712

■ CMY
☐ RGB
☐ HSV
☐ HLS
☐ YIQ

☐ Mechanical
■ Separable



Color Name: Dark SL Blue

any other printer. You just load in the proper printer driver and print.

Some print and copy centers have a color printer and they charge a per page fee. If you plan to use one of these, you can print your file to disk, using the proper printer driver. Then, you can take in the disk or possibly even upload the file to the copy center.

If you're planning on having your work printed on an offset press, there's a little more to printing your master pages. First, you need to determine if you're doing spot color or if a four color separation is necessary.

If you have no full color pictures on your pages and you're only using one or two colors for text, spot-color separations are probably all you'll need. They're also usually more cost effective than full color separations for one or two colors.

In PageStream, you can print spot-color separations by selecting "Mechanical" on the Print Document dialog box. This will print a separate page for each color used in your document.

Four Color Separation

When using full color pictures or color backgrounds beneath color text, four color separation is the only way to go, both from a cost and quality of print standpoint.

In a four color separation, each page is split into four pages—one each for cyan, magenta, yellow and black. Printers call this *process color separation* and often abbreviate the process as CMYK. When printing a four color separation, PageStream prints the cyan page first, followed by magenta, yellow and black. The black page gives contrast to the full-color page when printed on an offset press.

When doing full color work, you should realize that 300 DPI just isn't good enough for your master pages. The dots on the page are too large to blend adequately on the final printed page. That means you'll need to output to a Linotron or other high-end pagesetter. These are Postscript devices that can output from 1,270 to 3,000 DPI or even higher. You should load the Lino printer driver supplied with PageStream to take full advantage of these devices.

Angles and Frequencies

When doing full color separations to Linotrons, you should also use PageStream's ability to set screen angles and screen frequencies. Screen angles help to smooth out the color blending to avoid moire patterns. Screen frequencies determine the number of lines per inch (LPI) output.

You can, and should, set screen angles and frequencies for your document. Although the PageStream manual mentions *how* to set screen angles and frequencies, it doesn't tell you *what* to set them to and why.

The traditional angle settings, along with the newer settings recommended by Adobe, are presented in the following table:

	Cyan	Magenta	Yellow	Black
Traditional	15	75	0	45
New	105	75	90	45

You can use either set of angles. Both are fairly effective, with the newer angles possibly gaining a slight edge on 1,270 DPI output.

As for screen frequencies, quality improves as the number of lines per inch increases. Newspapers tend to use 85 LPI for their color work. Magazines, which require higher quality, use 133 LPI or higher.

If you plan to output at 1,270 DPI, you should be aware that you will not get true 133 LPI output. You'll get 127 LPI, which is generally acceptable.

If you're a purist, though, you'll need to output at a higher DPI.

You set the screen frequency and angles in PageStream via the Printer Configuration dialog. Just below the area for setting page dimensions, there's an unobtrusive thin line. Clicking above this line will give you a text cursor.

You enter the screen commands here in the following format, assuming you wanted a full color separation at 133 LPI:

```
f[133,133,133,133], a[105,75,90,45]
```

The PageStream manual states that you can enter these commands in any order. Some pagesetting hardware, however, seems to work only if you enter the frequency command first, as shown above.

Service Bureaus

Now you're ready to print your master pages! Chances are you don't happen to have a $40,000 Linotron in your basement. That's where a service bureau comes in. And, choosing one may be the most important decision you make in the whole printing process.

Most problems you're going to meet in this whole color printing process are now about to begin! First, printing Postscript color separations to disk can easily eat up 500-900K of disk space. That means they won't fit on a floppy disk. Since most service bureaus use Macintosh computers, the only compression they allow is Stuffit. There is no compatible compression utility on the ST. Unless you own a Mac emulator like Spectre, you could be in serious trouble.

Most service bureaus have bulletin boards to receive files via modem. Unfortunately, most of these systems have only one upload protocol—straight Xmodem Checksum. A lot of errors creep into uploads to service bureaus. Having to reupload your large file two, or even three, times is not unlikely.

Luckily, there's a way for PageStream users to avoid this headache. There is at least one service bureau that accepts PageStream files...and they speak Atari! Sonata Typographers of Fairfield, Connecticut is a truly great service bureau. With a toll-free BBS, very reasonable rates and excellent technical help, Sonata lives up to the name *service* bureau. [Ed.: Sonata Typographers, 2490 Black Rock Turnpike, Fairfield, CT 06430, Voice: (203) 368-4559, BBS: (800) 365-5745, FAX: (203) 374-2917]

NOTE: You cannot use PageStream's Registration Marks feature without turning on the Tiling feature. You should *not* use the Registration Marks feature of PageStream unless you're aware of what Tiling will do to your document. After countless tries, and many calls to Soft-Logik's Customer Service, I gave up and created my own process.

Commercial Printing

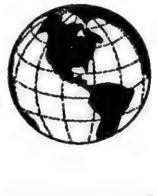
There are many printers who can do full color work, some at very reasonable prices. You should decide which printer you're going to deal with *before* printing your master pages. Your printer will have specific recommendations and requirements for what you submit. For example, some printers prefer "positive" pages, while others charge less if you supply the negatives. (Linotrons can output to photographic film or paper.) Also, your printer may require "right read, emulsion side down" or "emulsion side up" if using negatives. You'll need to give this information to your service bureau so they print your master pages correctly. Always remember to have your printer explain any terminology they use you don't understand.

Conquering the world of color desktop publishing is well worth the effort and pitfalls. Like an artist moving from charcoal sketches to oil painting, a desktop publisher opens a whole new world of possibilities by adding color to the DTP palette.

EPS Clipables

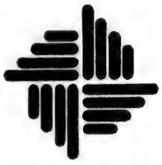
Computer Safari offers some very excellent collections of EPS clip art for PageStream users, or anyone using UltraScript.

EPS stands for Encapsulated Postscript. These are just about the highest quality graphics available. Since they are Postscript graphics, they can only be printed on a Postscript printer.

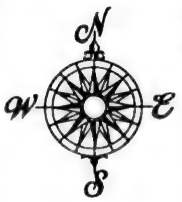


WORLD.EPS

The samples shown here are from Computer Safari's EPS Clipables Disk #1—Professional Logo Serics. These can be used as the basis for more complicated company or product logos. If you design business cards, this is one handy collection! The Professional Logo disk contains over 30 EPS graphics. The disk contains everything from artist tools to religious and education logos to graphics for a wide variety of business uses,



MISC3.EPS



COMPASS

Suggested retail for EPS Clipables is only $29.95 per disk. Computer Safari, 606 W. Cross St., Woodland, CA 95695, (916) 666-1813.

Q: What's the Most Versatile Way to Print Your Documents and Text Files?

New! Version 1.1 for Command Lines!

A: **Use the Presswork's Assistant Version 1.1!**

Stop wasting time loading a wordprocessor or desktop publishing program just to print your files. The Presswork's Assistant loads quickly to give you access to the printing features you need. The intuitive **GEM** interface allows for easy control of margins, headers, page numbers, and other features--all with simple mouse-clicks. You'll never have to touch the keyboard again! Ideal for "*.DOC", "*.TXT", and "README" files, or most any quick printing job. Online **HELP** is always just a mouse-click away (GEM mode only). And now there's even a command line version for shell users--perfect for programmers and MicroEMACS users. The Presswork's Assistant version 1.1 is available now for just $10.00 (US).

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Denver, CO 80221-6564

A9011

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The Migraph Hand Scanner has the powerful features desktop publishers want most: A scanning window over 4" wide. Four scanning resolutions — 100, 200, true 300, and true 400 dots per inch. Adjustable contrast. Three dither settings for scanning photographs. Plus a special setting for line art.

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Other scanners come with software that can do a few basic tasks. Our scanner comes with Migraph Touch-Up, the *complete* image editor and design tool.

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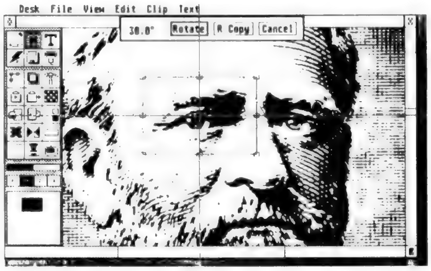
Its versatile editing functions include all the standard commands, plus powerhouse extras like rotate by degree and scan to clip area.

And Touch-Up is outfitted with a complete paint program, a full set of editing tools, and an array of special effects. It even offers scalable outline fonts in popular typefaces.



Editing features like rotate by degree give images that professional touch.

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Size is no object for Touch-Up. It can handle images of almost any size and resolution (based on available hard-drive storage space, of course). And its editing tools — which work at all four zoom levels — extend beyond the size of the screen.

Compatibility is Touch-Up's specialty. It imports *and* exports files in IMG, Degas, PCX, and others. So Touch-Up is compatible with programs like Calamus and PageStream. And you can export images for use on the PC, Mac, and Amiga, too.

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Our scanner is the equal of any in its class. Teamed with Touch-Up, it's in a class all its own.

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For Atari 1040 ST, Mega 2, and Mega 4 systems with monochrome or color monitors (including the Moniterm monitor). Touch-Up also runs on an Atari 520 ST with 1 MB memory and a double-sided disk drive.

Migraph, Inc. 200 S. 333rd, Suite 220 Federal Way, WA 98003 (800) 223-3729 (10 to 5 PST) (206) 838-4677

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Design Basics for Desktop Publishers

Creating Professional Looking Headlines

Todd A. Johnson

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How do they make those ad headlines look so professional? You've used the same typeface, even gone to the trouble and expense of having your document output on a Linotronic Imagesetter at 1270 dots per inch resolution, but that one in the glossy magazine still looks more professional. Here are some techniques that make a world of difference.

One technique used to create a spiffy looking headline is to adjust space between adjacent characters so the words become single, easily recognizable entities. The act of adjusting space between character pairs is called kerning. The amount of space between lines of text is leading (pronounced ledding.)

Kerning with Calamus

Calamus lets you kern very easily. Simply adjust the screen view so you have a good view of the headline you'd like to adjust. Plant the text cursor inbetween the two characters you are adjusting, and use the <shift> *left arrow* key to bring the right-hand character toward the left-hand one.

The space between the characters has now been reduced. You have kerned! Likewise, you can use the <shift> *right arrow* key to spread the characters apart if you feel they are too close. If you need to move in larger steps, use the <control> *arrow* keys instead of the <shift> *arrow* keys.

Closer Inspection

Let's have a look at what you are trying to achieve. As I mentioned earlier, it's important that words are easily recognized.

When words are printed out very large, the space between the letters grows by the same proportion as the letters themselves. The words can start to look more like a bunch of individual letters than a single word.

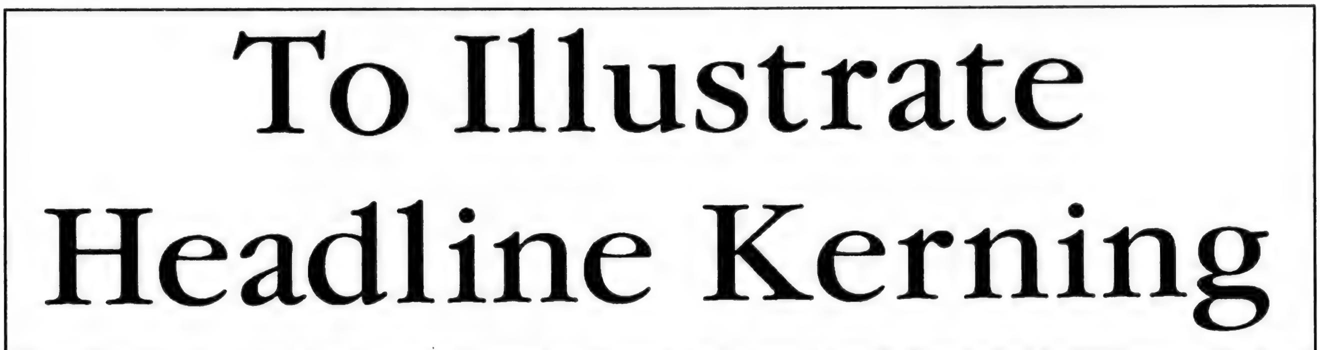
It's hard to say exactly how close the characters should be, but one simple rule is that the larger the letters, the closer they can (and should) be to each other. The ultimate goal would be to have an [optically] equal amount of white space between all character pairs within a single word.

Different character pairs need a different approach to spacing. Two lowercase "o"s, when touching, have a considerable amount of white space left above and below where they meet. Conversely, two lowercase "l"s, would have little or no white space between them if they were to touch. They would obviously require a greater distance between them to achieve our goal.

The spacing between a curved character and an adjacent straight character must again be treated differently. Splitting the difference with both of the earlier examples is usually an effective treatment.

Leading

Tight vertical spacing between the rows of text is also crucial to a professional looking headline. Too much white space will erode the unity that is necessary if the individual lines are to be considered one full sentence. Again, there is no set rule to be followed. Head-



To Illustrate
Headline Kerning

Figure One—An untreated headline set at sixty points. There is the Calamus default of two points leading between the rows of text. The character pairs are spaced as they should be for text sizes near twelve point. There is too much separation between all elements of this headline.

To Illustrate
Headline Kerning

Figure Two—The same sixty point headline, professionally kerned by Baird Advertising's Executive Art Director, Gregg Rodgers. The spacing between character pairs and adjacent words has been vastly reduced and the leading is now set to minus 10 points. The desired unity has been achieved.

lines should be set with much less leading than the smaller body text.

White Space

Choosing the appropriate type size for your headline is another item that deserves attention. The headline has to breathe. Cramming it into a confined space makes it look as though it's been crammed into a confined space.

Surround it with ample white space. The contrast brought about by doing this will more than make up for the smaller type size you may have to use to accomplish it. If you need more impact, try a bolder weight of type. Be careful when using boxes around headlines. They are rarely useful and usually infringe on the relationship between the type and the surrounding white space.

Headlines in the Real World

Take a moment and scan through some glossy magazines. Look at the full page, full color ads. You can bet these were handled by professional art directors at advertizing agencies.

These people are extremely meticulous about the spacing within their headlines. The first thing you'll discover is that often characters will not only touch, but be overlapped! This is something that should be done very cautiously. Have a reason for it (such as the lack of room.)

While you're still looking through that magazine, have a look at the article headlines. These are generally not spaced quite as tight as ad headlines. The reason is simply that ad headlines are designed to attract attention plus convey the charisma associated with the product they are selling. Article headlines are usually designed to be inviting to read but at the same time have a newsy, less flambouyant look.

Putting It All Together

There are hundreds, even thousands of kerning and leading situations that will arise. Every character pair requires a different approach and every headline will have its own challenges—both technical and artistic. Your awareness of 'white space' is the biggest step you can make towards achieving a professional looking headline. Keep your eyes peeled and apply what you learn. Before long, your headlines will take on a noticeably professional look.

[About the Author: Todd Johnson is a professional recording engineer, an avid writer, designer, desktop publisher and the proprietor of Cherry Fonts (for Calamus).]

For your budding journalist:
KIDPUBLISHER *PROFESSIONAL*
a desktop publishing program for young writers

- ☆ publish your own illustrated stories, posters, etc
- ☆ four built-in font styles, and parent or teacher can create a fifth
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- ☆ title page, LOAD options
- ☆ word wrap feature, underlining, and mouse control of cursor

The day was humid but windy and the kids were playing on the playground. The kids were laughing happily as they played on the swing and in the sand. Suddenly, the wind blew a big cloud over the playground.

Page 1

Recommended for ages 5-11. Only $35.
Atari ST/STe/Mega with color monitor required.
Printer must accept an ST screen dump.

Your child will love it!—we mean it!

kidprgs by D.A. BRUMLEVE
☎ 217 337 1937

DMC

OUTLINE® ART

Outline Art is a vector- oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

Outline Art supplements the Calamus desktop publishing system with a great number of new functions and effects. An extract from the extensive list of functions include:

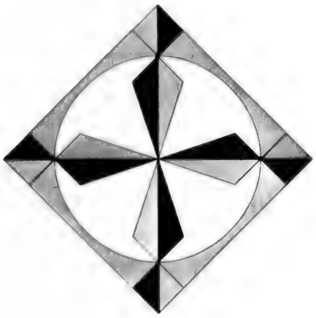
- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie; from a font to a central point.
- Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:
    - rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
    - circular text and text along a freely-defined vector path...
    - projection of raster areas and text on vector outlines...
    - conversion of text into vector objects...
    - kerning functions...
    - Functions can be freely combined and applied to all Calamus fonts.
- Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:
    - shift, rotate, mirror, enlarge/ shrink, project onto a sphere (globe, cylinder, cone), etc..
    - An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
    - loading and saving in .CVG format (Calamus Vector Graphic), making possible the integration into and optimal printing through Calamus on all supported output devices in all resolutions.

Convert 2X, our new program to convert CVG (Calamus Vector Graphic) to EPS (Encapsulated PostScript®) or PS (PostScript®) file format is included with Outline Art.

Note : **DynaCADD**, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG), which can then be output through all devices supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

AYERS ROCK

M



Outline Art with Convert 2X retails for US $289.95.

To place your order, contact your local Atari Dealer or ISD directly at:

ISD Marketing, Inc,
2651 John Street, Unit #3,
Markham, Ontario,
Canada, L3R 2W5,

Tel:	(416) 479–1880
Fax:	(416) 479–1882
GEnie at	ISD
Compuserve at	76004,2246

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Calamus

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Bill Rayl

Ask a new Calamus user to sum up the program in one word and you'd hear many of them say "complicated" or "intimidating." Ask someone who has been using the program for six months or more and you're likely to hear "powerful," "slick" and "super."

The Power of Calamus

Those comments do a good job of describing Calamus. The program has one of the toughest learning curves I've ever encountered. Once you're over that initial process, Calamus proves to be a very powerful desktop publishing package.

Picture yourself as a first-time driver. The instructor hands you a "driver's manual," leads you to a Ferarri Testarosa and tells you to hop in and take it for a spin on the Autobahn. That should give a good idea of how a new Calamus user feels.

Now, imagine what it would be like behind the wheel of that Testarosa once you're a proficient driver. That gives you a good idea how an experienced Calamus user feels.

When I first started using Calamus, I was struggling. The user interface, with its multi-layered icon approach, seemed cumbersome and unintuitive. With the help of the supplied 36-page tutorial, I picked up the bare essentials necessary for using the package.

But, that was about as far as I could get. I found the manual a bit hard to follow at times, as well. The lack of an index didn't help. (The manual's index was printed in the separate tutorial booklet.)

To the Rescue

Then, ISD came out with *The Guide to Calamus Desktop Publishing*. This book, available only to registered Calamus owners, was a godsend!

Well written, informative and organized quite differently from the manual, this book was a big help. The book has sections dealing with Calamus, the Calamus Font Editor and Calamus Outline Art. There's even a chapter for users totally unfamiliar with GEM. And, yes, there's an index!

After nearly eight months of using Calamus and putting it through its paces, I've become very comfortable with the whole package—user interface, manual and all.

I'm still not what I'd call an "expert" Calamus user. I'm much more at home in PageStream, but there are times when I'll turn to Calamus instead. When Calamus is upgraded to Calamus SL and can do full-color work, I may switch to preferring Calamus.

Calamus Output

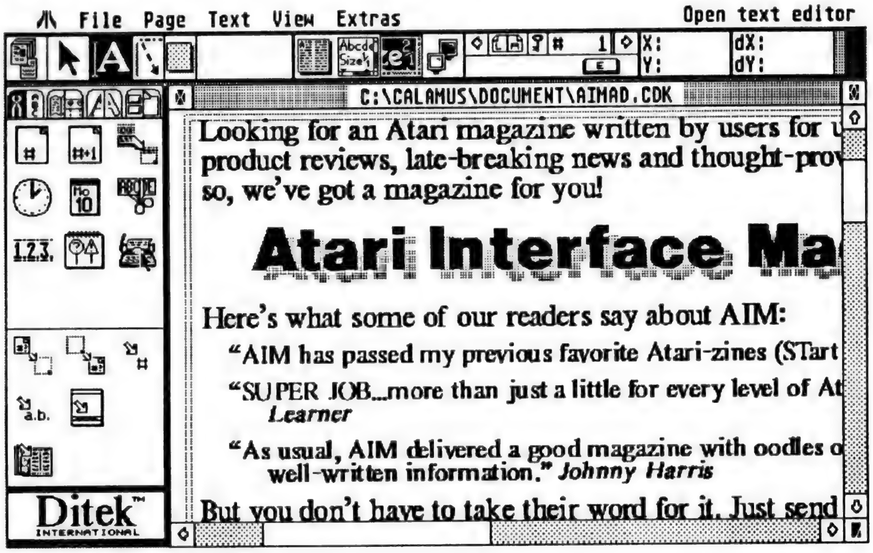
With all that said, let's get on to the program itself!

Calamus is, without question, the most advanced desktop publishing package available on the Atari ST. Anyone in the market for a complete page design system should seriously look at this software.

This power, however, does have a price. Besides the patience to get over the tough learning curve, you'll need at least two megs of memory.

If you're using an Atari SLM-804 laser, a four meg machine is practically a necessity. (Anyone publishing anything larger than one-page flyers should have at least two megs of memory, no matter what software is used!)

If you've heard about Calamus but never used it, you've probably heard it has an outstanding screen



Looking for an Atari magazine written by users for u
product reviews, late-breaking news and thought-prov
so, we've got a magazine for you!

Atari Interface Ma

Here's what some of our readers say about AIM:

"AIM has passed my previous favorite Atari-zines (STart

"SUPER JOB...more than just a little for every level of At
Learner

"As usual, AIM delivered a good magazine with oodles o
well-written information." *Johnny Harris*

But you don't have to take their word for it. Just send display. Calamus vector fonts give about the truest "what you see is what you get" display possible. One of the viewing modes gives you exact 1:1 screen to printer display ratio.

Calamus beats the competition hands down here, with smoother screen display and redraw.

Speaking of fonts, ISD markets a complete line of Compugraphic fonts for Calamus. These fonts are just about the highest quality you can get anywhere.

When I worked for a book publisher, we used Compugraphic fonts on our publishing mainframe—at $400 a disk! These fonts cost around $79 to $99 from ISD; quite a bargain if you need the extra professional touch these fonts can give.

There are also some very good third-party fonts available from M-S Designs and Cherry Fonts. Calamus ships with only variations of Times and Swiss (Helvetica).

The output from Calamus on a standard HP Laserjet II is the best I've seen from any desktop publishing package, rivaling Postscript output. Calamus supports most 9-pin and 24-pin printers, as well as the HP Laserjet and Deskjet series and Atari's laser. Calamus falls short when it comes to supporting Postscript. You cannot print directly from Calamus to a Postscript printer such as a QMS laser. There are, however, a few service bureaus that accept Calamus files directly and print them on high-end typesetters. ISD itself offers to "lino" your files for a reasonable fee.

There's a Word Processor in Here!

One of the nicest features of Calamus is its Text Editor mode. With most DTP packages, users go to great lengths to avoid typing text directly into a frame. That's because most packages respond sluggishly to typed in text and are *painfully* slow at screen redraws.

Calamus solves this problem by incorporating a full-speed-ahead text editor that works like a mini-word processor. You can actually enter your text, along with DTP formatting codes, from within Calamus without wincing.

The text editor allows you to copy text from a frame into the editor and flow text from the editor to a frame, so editing those pesky missed typos is a breeze. From the editor, you can access the Edit Style dialog, where you can set font, point size, attributes and text color (black or white only until Calamus SL).

You can define blocks of text and manipulate them while in the editor as well. In all, the text editor is quite useful. I wish the other DTP packages I use—PageStream and Ventura—had this feature!

Text Features

Along with the standard ability to set text bold, italic, underlined, shadowed, and various other attributes, Calamus gives you a few other options. Since most other DTP programs also support these options, I'll only mention a couple that most others do not. At least, not quite the same way.

Cherry Fonts for Calamus

Professional-looking fonts can make a world of difference in your documents. Whether you're printing your pages on a 9-pin dot matrix printer or a phototypesetter, Cherry Fonts will "add some of that designer touch to your Calamus documents."

Here are a few samples of the excellent fonts available from Cherry Fonts:

FONTPAK #1

Facade Regular
Facade Italic
Unifont*49
*Unifont*49 Intalic*
Gotcha!

FONTPAK #2

Cherry Garamond
Cherry Garamond Italic
Suisse Compact
Suisse Compact Italic

FONTPAK #3

Ice Medium
Ice Italic
Ice Bold
Ice Bold Italic

FONTPAK #4

Cherry Time
Cherry Time Italic
Cherry Time Bold
Max Bold
Max Bold Italic

FONTPAK #5

Pompeii Book
Pompeii Book Italic
Fura Bold Condensed
Fura Bold Condensed Italic

FONTPAK #6

Cherry Baskerville
Cherry Baskerville Italic
Cherry Baskerville Bold
Cherry Baskerville Bold Italic

Each Fontpak is available for $42.95 US or $49.95 Canadian. You can also order any single font and its matching italic version for only $24.95 US or $28.95 Canadian.

Cherry Fonts
2250 Tyner Street, Unit #4
Port Coquitlam, BC, Canada V3C 2Z1
(604) 944-2923

You can rotate text in Calamus. But, first you have to place the text in a "Rotated Text" frame. Calamus is very picky about this kind of thing, and there's a different type of frame for everything in this program...a vector graphics frame, a raster graphics frame, a normal text frame, a rotated text frame, a footnote text frame, etc. When first starting out, that's one of the frustrations of the package for anyone who has had DTP experience with some other program.

The DMC programmers didn't just create all these different frame requirements simply to frustrate Calamus users. There are some very nice benefits to this approach. With rotated text, the benefit is this: Whenever you are in "text mode," the rotated text "unrotates." This allows you to easily read and edit the text. As soon as you leave text mode, the frame automatically re-rotates. Pretty nice!

As a shortcut, you can simply select the rotated (or any text) frame and hit Alt-E. This puts you into the text editor, allowing you to make changes without unrotating the frame.

Another nice touch is the way Calamus allows you to not only change the fill patterns and gray-scaling on text, but also on the text's shadow. In fact, Calamus gives you about as much control over how and where a shadow falls as it does over the text itself! The shadow features aren't limited to text only, either. You can do the same thing with lines and geometric objects. This may seem like a pretty small detail to you, and it is. The fact that Calamus gives you this kind of minute control here is indicative of how much power is available to you throughout.

Rulers

To set left and right margins, paragraph indents, tabs, line spacing, justification and spacing between paragraphs, Calamus uses what is called a "ruler line." By selecting appropriate icons and clicking on a ruler line, you set the desired option. You can also select a block of text and define a ruler line setting to affect only that block. Calamus inserts a ruler at the start of the text using your special settings and places a ruler with the previous settings after the text block.

At first, the use of rulers was a bit confusing to me. But, I quickly caught on with a little trial and error. If you really mess up, the "Delete Ruler Line" icon makes cleaning it up easy.

There's even a special clipboard for ruler lines! You can store a frequently used ruler line in the clipboard and later insert it into your text.

Hyphenation

The way Calamus handles hyphenation is quite nice. A Hyphenation Exception Dictionary stores, as you might guess, hyphenation exceptions. You can save multiple dictionaries, allowing you to create specialized technical dictionaries. You can search for a specific word in the dictionary and add or delete words.

Fonts from M-S Designs

If you need a Calamus font that's a little out of the ordinary, eyecatching or just plain fun, M-S has just what you need.

With eight different Font Groups from which to choose, you're sure to find a font that's just right for your special needs. And at $39.95 per Group, they won't break your bank account. You can even buy all eight groups for only $150!

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HoBow

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Old English

Old English Condensed

Rhiner Script

Gill Ko

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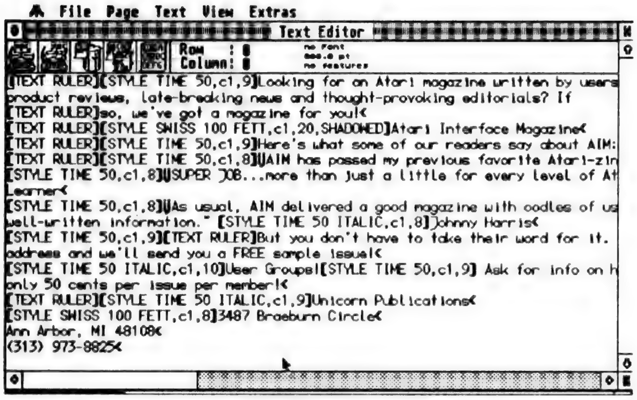


```
[TEXT RULER][STYLE TIME 50,c1,9]Looking for an Atari magazine written by users
product reviews, late-breaking news and thought-provoking editorials? If
[TEXT RULER]so, we've got a magazine for you!<
[TEXT RULER][STYLE SWISS 100 FETT,c1,20,SHADOWED]Atari Interface Magazine<
[TEXT RULER][STYLE TIME 50,c1,9]Here's what some of our readers say about AIM:
[TEXT RULER][STYLE TIME 50,c1,8]"AIM has passed my previous favorite Atari-zin
[STYLE TIME 50,c1,8]"SUPER JOB...more than just a little for every level of At
Learner<
[STYLE TIME 50,c1,8]"As usual, AIM delivered a good magazine with oodles of us
well-written information." [STYLE TIME 50 ITALIC,c1,8]Johnny Harris<
[STYLE TIME 50,c1,9][TEXT RULER]But you don't have to take their word for it.
address and we'll send you a FREE sample issue!<
[STYLE TIME 50 ITALIC,c1,10]User Groups![STYLE TIME 50,c1,9] Ask for info on h
only 50 cents per issue per member!<
[TEXT RULER][STYLE TIME 50 ITALIC,c1,9]Unicorn Publications<
[STYLE SWISS 100 FETT,c1,8]3487 Braeburn Circle<
Ann Arbor, MI 48108<
(313) 973-8825<
```

Calamus differentiates between normal hyphens and hyphens between parts of a compound word. It's preferable to hyphenate compound words between the individual parts, and Calamus is smart enough to know the difference!

In the same icon submenu as the dictionary items, you can set auto-hyphenation during import of text. This will hyphenate incoming text automatically.

Graphics

Like any good desktop publishing software, Calamus allows for importation of graphic objects. Unlike most others, the program differentiates between vector and raster graphics.

Vector graphics refers to GEM graphics, which are built up from many tiny objects that retain their individual properties. Programs like Migraph's Easy Draw can create such graphics, and Migraph sells a very nice set of these in their DrawArt package. ISD also offers GEM clip art disks for only $49.95 each. The three disks currently available total over 1,000 graphics!

The special Vector Graphic Frames have an "Ideal Size" feature. Using this feature automatically sets the graphic to the best vertical to horizontal ratio within the frame.

Raster graphics are more what we think of when discussing clip art. These are scanned or bitmapped images, such as IMG files produced by Migraph's Touch-Up or WizWork's MultiViewer Graphica. This group also includes DEGAS pictures.

Raster Graphic Frames also have a few special features. You can have Calamus "optimize" the graphic's size for the printer you're using or for the screen. Selecting "Optimize to Integral Enlargement" will do for raster graphics what the "Ideal Size" option does for vector graphics.

Head to head on a standard HP Laserjet II, output of graphics from Calamus seems to have the same edge over the competitors as in text output.

Clip, Clip

Calamus has five text and five frame clipboards! Basically, these function in the same way. For example, you can copy text to one text clipboard. Then, you can copy more text to another clipboard without affecting what's in the first one. You can move or copy to a clipboard and copy or delete from a clipboard.

These clipboards can be very handy for moving text or graphics from one document to another, or somewhere else in the current document.

Physical vs. Virtual

When copying frames, you can make a physical or virtual copy. Making a physical copy is the way most software works. The new copy is an exact duplicate of the original, but it is totally independent from its "parent."

A virtual copy is something quite different. It looks the same as a physical copy. However, if you later make a change to the parent, all virtual copies automatically change to match. Not only can this save you a lot of time, it saves memory as well!

Macros

One of the most important features found in Calamus, in my opinion, is its ability to define macros. Macros are nothing new to DTP packages, but they are often overlooked or ignored by users. In Calamus, these macros make it easy to bypass many complex procedures. You can use macros to set text styles, define special characters or combine multiple commands into one keystroke.

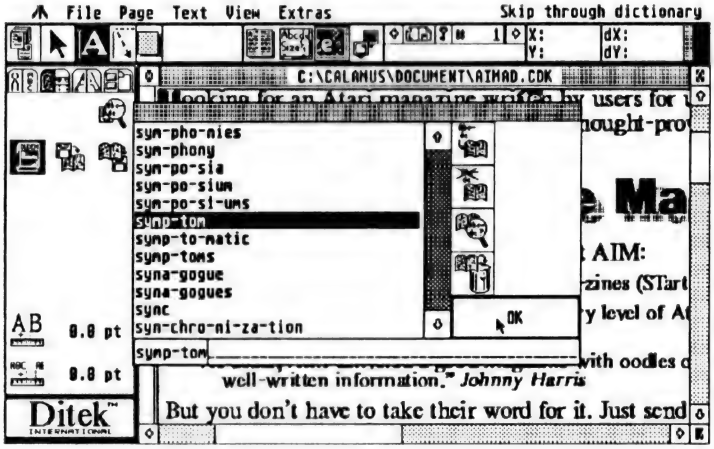
You can define 22 macros per "macro list," and you can save/load macros at any time. This allows you to set up custom macros for individual jobs, or to define more than the 22 limit. With most other DTP packages, this isn't possible.

Calamus also comes with a multitude of predefined keyboard equivalents. You can redefine these "hotkeys" to suit your own taste.

I highly recommend that anyone learning to use or struggling with Calamus take the time to get familiar with Calamus macros.

Miscellaneous Neat-o Features

There's lots more to Calamus I haven't mentioned, like Index and Footnote frames. These can really help



```
sym-pho-nies
sym-phony
sym-po-sia
sym-po-sium
sym-po-si-ums
symp-tom
symp-to-matic
symp-toms
syna-gogue
syna-gogues
sync
syn-chro-ni-za-tion
```

symp-tom

in technical book and manuscript publishing. Although I've only played with these features, it's nice to know they're there if I ever need them. With Calamus, adding footnotes or an index to a document isn't a major hassle.

If you ever need to refer your reader to something on a preceding or following page, Calamus has a handy "page reference" feature that's just for you.

Finally, there are what I call "cursor sensitive help messages" that appear in the top right corner of the Calamus screen. These short messages give information concerning the icons and other Calamus features. You can edit them to suit your own needs if you wish.

Having only scratched the surface of what Calamus can do, I think you can see just how powerful this package is. It is definitely a strong contender for best overall package in the desktop publishing market. When combined with Calamus Outline Art, you have one killer DTP setup!

The upcoming Calamus SL adds even more features. Most importantly, it can do full-color DTP! SL's "modular approach allows later addition of enhancements. Other features include paragraph tagging, horizontal and vertical text balancing and the ability to have up to seven windows open at once!

ISD's support, both voice and online on GEnie and CompuServe, is second to none. Demo versions of Calamus and Outline Art are also available online or directly from ISD if you want to take these babies for a test drive.

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Glendale Show Report

Gary Klugman (SVACE)

The four-engine English commuter jet that I was flying in started its descent toward Burbank airport.

Normally, I wouldn't have looked up from my isle seat. This time I did, only to see us descending into the brown smog haze held in by the mountains surrounding the San Fernando Valley.

Knowing the quality control common to English manufacturers, I wondered if the jet could really fly into this muck. I took comfort in the fact that the small jet had four engines. That's probably the English way of making sure the plane will make it from one place to another without crashing. With four engines, you have at least a couple to spare.

I also took comfort in knowing that if we landed safely, I would be in Atari-land, the Glendale Show.

Actually the Glendale show is more formally called the Southern California Atari Faire, version 4.0b. It was cancelled last year due to a conflict in show scheduling. If it hadn't been cancelled last year this would have been the fifth consecutive show.

This show was sponsored by the HACKS Atari Computer Club with John King Tarpinian chairing the show. John is an amiable, enthusiastic, capable and camera shy Atari user.

All show attendees passed under the black Jolly Roger. This one had the skull and crossbones with the universal 'No' symbol over it. The message was clear to everyone, even an English jet mechanic. Software pirates were not welcome at this show.

The Glendale auditorium worked out fine for the show. It was obviously built to have stage shows on the main floor. The floor that would ordinarily seat the audience held the exhibitors. Above the floor was the stage. It held Atari Corporation's exhibits.

Jimmy Hotz

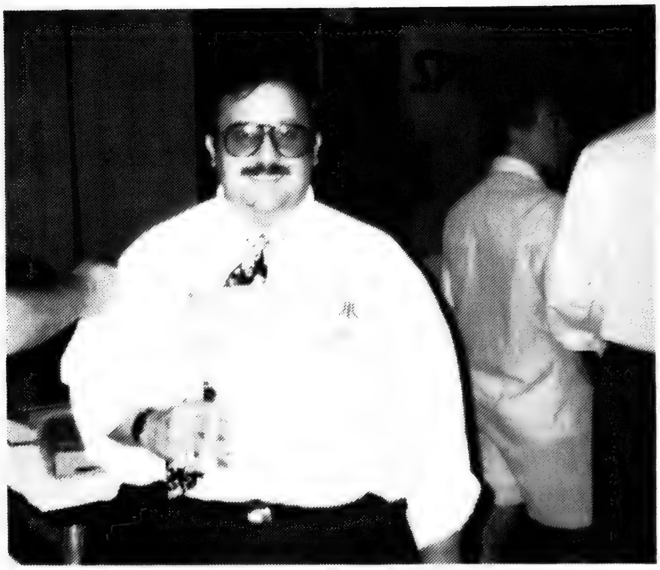
The basement was apparently a disco arrangement with step-down dance floor surrounded by a rail. The seminars were held there, with the audience seated on the dance floor and the speakers at a podium above the dance floor.

At the Atari display, Jimmy Hotz demonstrated the Hotz box. Jimmy is as comfortable with music as he is with English. He found it difficult to describe the Hotz Box without using it.

Since my experience in music rests with turning on a radio, I found it difficult to understand Jimmy. After watching him and reviewing my taped interview, I can tell you the Hotz Box is an extremely touch sensitive, membrane board that does not create its own sound.

Rather, it uses different sound sources to create new sounds that might not be otherwise possible. There are two models now available—one that retails for $5,500 and another for $3,300. There will also be software available for it for around $200.

The pricing makes it geared to the professional musician, but



John Tarpinian

Jimmy would like to see models available for the mass market. It was amazing to hear the sounds Jimmy could create with a membrane keyboard. We've come a long ways from the Atari 400 keyboard.

Dave Small gave one of his usual fine seminars. If you haven't heard one, don't miss the opportunity. I walked in late to a full audience. I could hear Dave's voice but couldn't see him. I knew this couldn't be a taped talk. I looked around the lectern and the front tables. No Dave Small standing, sitting or otherwise visible.

OK, well everyone else is seated there, so I'll come in and sit down too. There's Dave! He is sitting on the stairs going up to the lectern. He is sitting below his audience. He is talking about his can of diet soda again—same subject as the Anaheim World of Atari. And the audience is spellbound.

Abu Zubair with Z-scan

He also spoke about the Spectre GCR's increased compatibility with Macintosh hardware/software, the 68030 turbo board and computer programmer's pallor. His bent techie humor captured the audience as he gave out real information.

Zubair Interfaces was showing their Z-Scan, which is a Logitech scanner. They will sell the software with or without the scanner. The software is a German import called ReproStudio. ReproStudio will handle up to 32 grey scales. It has many image manipulation features, as well as different save formats.

It was not available at the show. When the package is ready to ship, it is expected to retail for under $400 with the Logitech scanner and under $200 without. Abu Zubair expects to start selling it at the October WAACE show. They also have a German IBM 286 board they expect to ship in October. It has a Norton factor of 6.7. It will do CGA and Hercules Graphics and runs all the popular 286 software. It is a compact internal board about 3" by 2". It is expected to have a suggested retail of $355.

John Townsend (back) and Ken Badertsher (far left) at the Beckemeyer Booth

Talon Technologies was showing their new software enhancement for the SuperCharger external IBM emulator. They can now run SuperCharger as a desk accessory from the GEM desktop.

This allows true multitasking because the SuperCharger has its own microprocessor and RAM. I watched as the SuperCharger was run as an accessory, and a GW-Basic counting program was run. We returned to ST mode, moved some files around and then went back to the DOS accessory. The counting program was still running and obviously had been running while we were in GEM.

ICD was showing their AdSpeed accelerator. It is a 16 MHz board that switches between 16 and 8 MHz on the fly. You need to have a socket installed for the 68000 CPU to put in the accelerator. After that, there are no wires to attach. ICD says AdSpeed does not have mouse, I/O or blitter conflicts. It has its own on-board high speed cache memory.

Software Development Systems was showing DATADESK. At the time of the show, owner Scott Sanders thought it would be two weeks from shipping. It is a complete home entertainment management system.

It catalogs CDs, DATs, albums, singles, VCR tapes, cassettes 8-tracks and sheet music. It does this by creating its own desktop with icon images for each subject. The user is able to add a module editor, recipe filer, comic book cataloger and stamp collector. Software Development Systems will, or has by the time you read this, come out with Deskjet Utilities, a telecommunication program and a bulletin board system.

In addition to their other fine software, CodeHead Software introduced CodeKeys, an easy-to-use and flexible macro utility. The user can record key presses and mouse movements, even the time between key presses. It can be used inside of GEM or TOS programs.

This program is especially useful for redundant keyboard sequences that we all do. An additional interesting option is that it will record a macro from within a macro. It holds sets of 32 macros, and allows the user to use any key or combination of keys to call up a macro. You can even have it run periodically, so you can do things like save your work.

Other Goodies

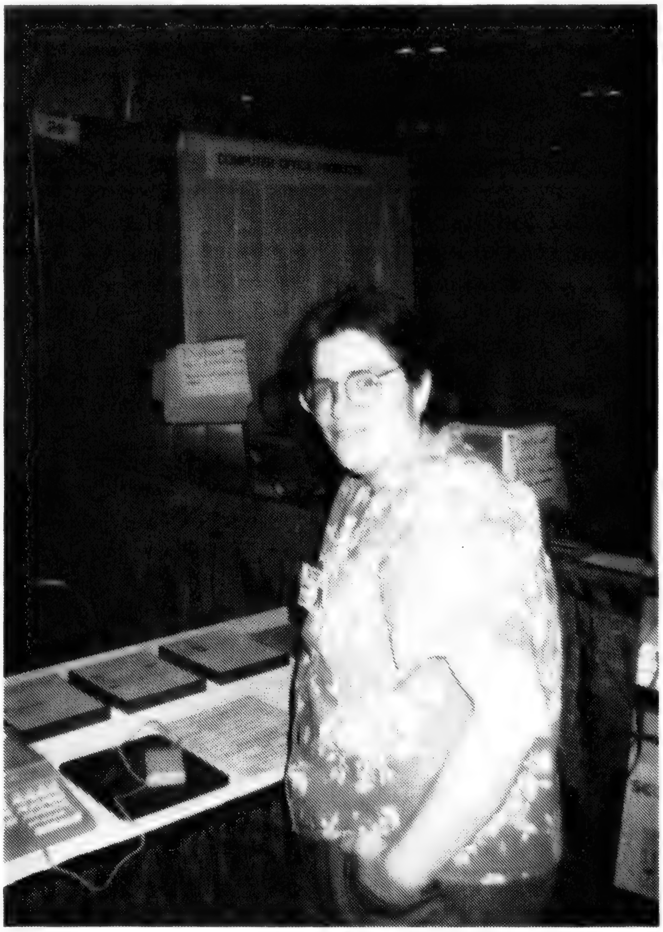
Michtron had their 286-based MS-DOS emulator board for the ST. They also had Fast FAX, an ST add-on that can send and receive FAXes. Goldleaf updated Wordflair—it is now smaller, faster and has improved display and WYSIWYG printing. It also has keyboard shortcuts and can import more graphic formats. Branch Always had an updated Quick ST II and Double Click updated their DC Desktop.

SliccTop by Sliccware, a very different (and multitasking) approach to the desktop, was on display. Xoterix had a 20 meg hard drive for the Portfolio. Sprockets showed their hardware to allow 520/1040 users to attach a Mega keyboard. They also have nice cases for the Lynx, Portfolio and Stacy.

Leonard Tramiel spent Saturday at the show. He spoke at a couple of the conferences. I found his approach somewhat smug and sarcastic. This was a definite improvement over his demeanor at the San Jose WOA. At any rate, his appearance was appreciated.

Ken Badertscher, John Townsend and Bob Brodie

Lynx Display at the Show



KidPrgs Author Dorothy Brumleve

also spoke. Most of the questions were about the TT. I don't have any revelations about it, other than a 32 MHz TT that is highly ST compatible will be introduced at COMDEX.

Atari has signed up a new distributer of computers called the ASKEY Group. The 400 retail outlets are not called ASKEY. The dealer might be called Joe's Computers, but it is affiliated with the ASKEY Group.

Atari's Elie Kenan held meetings with developers all day Saturday. He had a private room and developers were ushered in and out. My impression was that the developers were impressed by him. They also felt it was refreshing to have a high official at Atari genuinely interested in them.

What better place to meet a large number of developers than at one of these shows?

We didn't get the Saturday morning crush of people that is usual for these events. Usually, you can't get close to a booth without waiting in line until Saturday afternoon. At this show, you could get to a booth with only a short wait, if at all. The crowd was steady all day Saturday and steady, but lighter, on Sunday.

Attendance probably reflected the actual number of people actively using the Atari computer in the area. Vendors seemed happy with the show. They were also generally unhappy with the sales of Atari peripherals and software over the past year.

Overall, I learned a lot, thoroughly enjoyed myself, spent too much money and will make a special effort to go again next year.

An 8-Bitter's Look at the Glendale Show

Lonnie Allen (LACE)

I've had my 8-bit Atari for two years, and my only complaint is...no support. (Okay, when I bought it, I knew that would be the case.)

When I got to the show, I found it to be smaller than I had imagined it would be. I started to look around to see if there were any 8-bit booths, and I found a computer club's table. All it had was a public domain copying service. That's cool...I looked it over, but as you know, PD is just PD—no thrills.

So on I went from booth to booth looking for 8-bit support, and all the major software companies had no 8-bit things to offer. Then I saw it. The Best Electronics booth—8-bit game cartridges, books, joysticks, trackballs and a lot of other parts for 8-bits and STs. That booth was packed with good stuff and people were all over it. My hat is off to Best Electronics for their great support, especially to the man who cares to please his customers. Their satisfaction is his best asset.

That's how I saw the 8-bit side—very slim. It made me take a step back and look real hard at my XE. Is it worth it? For now, yes. But the ST is a fine-looking piece of equipment.

The Hotz Box

The main thing that caught my eye was the Hotz MIDI Translator!!! This display was on a stage surrounded by the Stacy 4, Portfolio and the new STE—all fine looking machines, but you've probably heard a lot on all of those.

The Hotz was demoed by its inventor, Jimmy Hotz. I stood in amazement at the fantastic sound quality coming out of an Atari computer with the translator. It was great! It made me wish I had an ST and the money to buy a Hotz Translator.

This machine can be used as a learning tool. Its most amazing aspect is that it doesn't allow the player to play a wrong note (out of key, scale or chord). Special modes can be customized for writing songs, performing, sound effects, teaching and recording.

The translator can be as simple or as complex as the user desires. About thirty screens are involved. Together, they create a very flexible, powerful and truly intelligent controller. The only limit is the quality of the sound modules used.

Imagine what this means to musicians as well as non-musicians. Non-musicians can sound great the first time they play with the magic box. Music can now be more fun for the young and old, as well as the handicapped.

Well, that's an 8-bitter's look at the Glendale Show. After this long, hard look at the 8-bit support, I purchased a 520 ST within two weeks after returning from the show.

The Hotz Box

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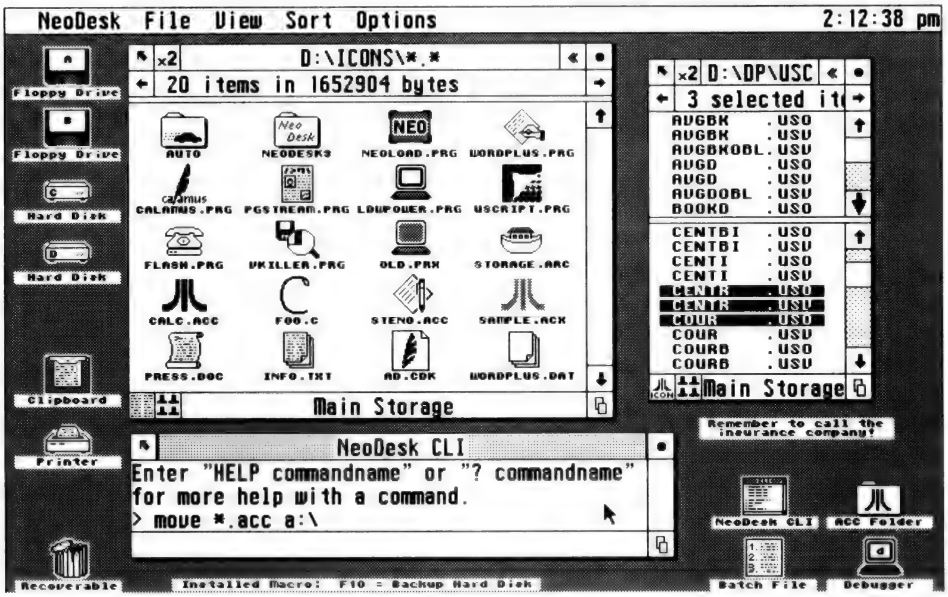
NeoDesk File View Sort Options 2:12:38 pm
D:\ICONS\*.*
20 items in 1652904 bytes
AUTO
NEODESK3
NEOLOAD.PRG
WORDPLUS.PRG
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AD.CDK
WORDPLUS.DAT
Main Storage
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AVGBK .USO
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COURB .USV
Main Storage
Floppy Drive
Floppy Drive
Hard Disk
Hard Disk
Clipboard
Printer
Recoverable
NeoDesk CLI
Remember to call the insurance company!
NeoDesk CLI
ACC Folder
Batch File
Debugger
Installed Macro: F10 = Backup Hard Disk

```
Enter "HELP commandname" or "? commandname"
for more help with a command.
> move *.acc a:\
```

NeoDesk™ 3 is a complete replacement of the boring, built-in desktop that comes with the Atari ST. Its advanced, yet intuitive, graphical interface will make your computer both easier to use and much more powerful.

It is the easiest and most affordable way to realize your Atari's true potential. Many have called it "the ultimate upgrade for the Atari ST".

NeoDesk introduced the idea of placing your commonly used programs directly on the desktop while pioneering the concept of assigning different custom icons for individual files and folders.

Now NeoDesk 3 takes you a step further, introducing several new and original concepts which will make you want to scream "I want my NeoDesk 3!".

In addition to keeping commonly used files and programs on the desktop, you can now also keep folders on the desktop. And not to limit your creativity, with NeoDesk 3 you can even write *Desktop Notes*™ right on the desktop itself.

Only NeoDesk 3 allows you to look at two different parts of the same window, thanks to its amazing *Split Window* feature. Of course, each window can be set to display text or icons, independently of any other window. Each window can even have its own sorting and text options.

NeoDesk is also smart, using all of its available memory for file copying so that as many files and folders that will fit into memory are read in at once. No more useless disk swaps, even hard drives benefit from its speed and efficiency.

Add some of the other NeoDesk 3 features, such as a brand new Icon Editor, keyboard equivalents, desktop picture, file templates, *Active Icons*, and *Hot Keys* (execute your favorite program with a single key), then you have more than enough reasons to buy NeoDesk. But for those of you who need a little more, read on.

NeoDesk 3 now offers a unique *File Clipboard*™ which lets you temporarily hold files and folders in memory while you are busy doing other things. In a way, you can think of it as an automatically expanding and shrinking ramdisk.

You now also have the power of *Macros*, with which you can automate any series of desktop operations like opening windows, copying files, running programs, etc. These can also have *Hot Keys* assigned to them.

NeoDesk 3 even has special support for 5 1/4″ floppy drives and formats all disks with the correct information so they work on most MS-DOS computers.

From low resolution to ultra high resolution, NeoDesk 3 supports up to 10 different resolutions in each system.

Of course, these features would not be useful unless they were easy to use. Rest assured, NeoDesk 3 has been designed to be "upwardly compatible". Use NeoDesk just like you used the original desktop, no need to forget all that you have learned.

It doesn't stop there. The included *Recoverable Trashcan* lets you recover files deleted with it at any time in the future. It was created using the *NeoDesk Developer's Kit*, which opens a whole new world of possibilities. There's also the *NeoDesk CLI* (both available separately), a complete window based command line interpreter which allows you to create pop-up menus, automate file operations, and much more.

No matter who you are, NeoDesk 3 has something for you. From helpful search capabilities to a powerful file reorder function. Thanks to its ability to remove itself from memory, it only needs about 35K of memory. Of course, there's lots more, which you can discover by ordering today!

NeoDesk 3 and the NeoDesk CLI are available from your local dealer, or order toll free by calling (800) 284-GRIB and get FREE 2nd Day Air (US only). Call or write for upgrade and other information.

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WAACE DC AtariFest

Joe Mirando (CCCC)

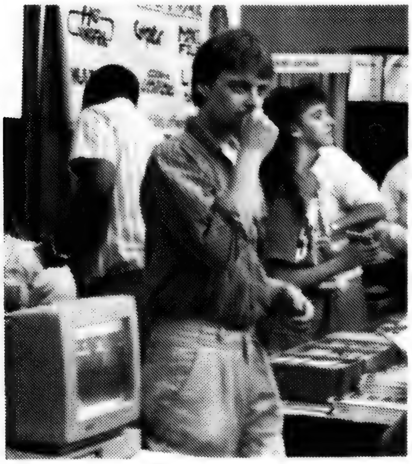
I have often heard people say "Everyone who is anyone was there," and wondered if it was just a figure of speech or a way of making one's self seem important to whoever was listening. After the WAACE DC AtariFest, I can honestly say I'll never think about that phrase the same way.

While it may not be true that *everyone* was there, most of the major names in software and hardware were well represented.

Because of the sheer magnitude of this show, as well as a schedule limited by Amtrack's arrival and departure times, I'm afraid I missed not only most of the seminars given on popular aspects of ST computing, but also some of the vendors and developers. The following is a short overview of what I was able to see.

Gribnif Software

Dan Wilga, Rick Flashman and Tricia Metcalf were busily showing off the latest version of Neodesk (3.01). If you haven't seen this program, you are doing yourself and your ST a gross disservice.



Dan Wilga

It replaces the built-in desktop with a multitude of functions that can be called by using either the mouse or convenient key combinations. It also adds functions not available in the original desktop such as a printer queue, recoverable trashcan, custom icons, custom fonts, graphics and text windows on the same screen, multiple templates as well as many other features.

Double Click Software

Double Click also acquired a crowd by showing off their entry in the desktop category, DC Desktop. DC Desktop does not replace, but augments, the existing ST desktop with many new features.

One of the nicest features of DC Desktop is the ability to not load portions you have no need for. This saves memory and also affords a measure of expandability (just add new modules as you want or need them). It also insures that you don't have to buy a whole new version of the program just to get a few new features.

These are just a few of DC Desktop's features: Custom icons for programs and drives, the ability to view picture files just by clicking (double clicking, that is) on the file, a show option for text files that allows scrolling and paging up and down through text, an arc utility that allows you to view or extract from an arc, cabinets that allow you to group programs together for easy access no matter what drive or folder they are actually in, and you can also boot-up with the desktop picture of your choosing.

Mike Vederman

As much as by the abilities of this program, I was impressed by the enthusiasm of Double Click's Mike Vederman.

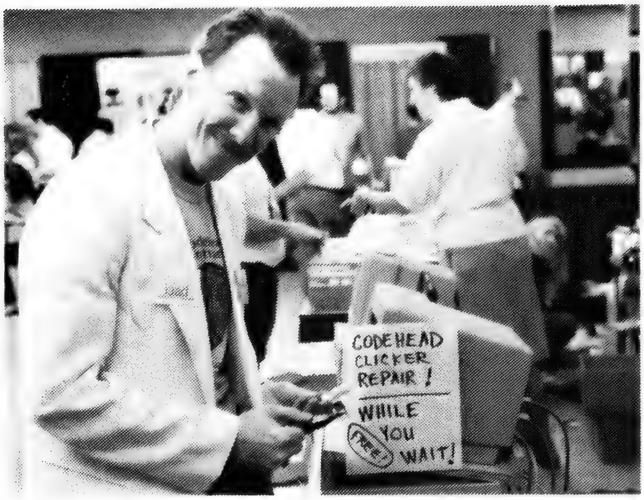
As he was showing me the multitude of features packed into this package, I could tell he was proud and excited about it. Every time I thought the demo was over and started to say "thanks," he would smile and say "But wait, that's not all! Watch this." He would then proceed to show me yet another feature.

Keep up the good work and the good attitudes, guys.

CodeHead Software

The inimitable CodeHeads arrived bearing their offerings: CodeKeys, G+Plus, HotWire, MultiDesk, MaxiFile, MIDIMAX, Look-It, PopIt and CodeHead Utilities. Because the CodeHeads are well known for their utilities, I'll only cover some of their programs here.

MultiDesk lets you load more desk accessories than the GEM



John Eidsvoog

limit. MultiDesk is itself a desk accessory. Its function is to load other desk accessories into itself. By loading MultiDesk into itself, and then loading other accessories into these sub-MultiDesks, you can load as many accessories as memory allows.

HotWire allows you to assign keyboard combinations to call up programs. This means you don't have to go hunting through drives and folders to find and run a program. All you have to do with HotWire is use the key combinations that you yourself have decided on for each program.

LookIt offers the ability to view ASCII files using the mouse or keyboard with fast, flexible search features along with the ability to edit binary files in Hex or ASCII. PopIt, essentially, allows you to "HotWire" your desk accessories.

Aside from being ingenious, the CodeHeads, C.F. Johnson and John Eidsvoog are fun-loving, personable folk. After seeing several children walk past with the 'clicker' favors given out by Double Click Software, Mr. Eidsvoog put a sign on the side of their computer monitor that read: *"Codehead Clicker Repair! Free While You Wait!"* To Charles and John, I can only say "Keep it coming!"

Branch Always Software

Branch Always Software had a new version (2.2) of their software accelerator, Quick ST. This version offers an even greater speed increase than earlier versions. Among the files included in the package is an accessory to change the default options of the accelerator itself and a utility to test the performance of your machine as compared to a "stock" ST.

Darek Mihocka of Branch Always Software said although he had plans for a version of Quick ST optimized for the new Atari TT, they do not yet have a TT to begin working with. If their past performance is any indication, we can expect great things in the future from Branch Always.

D.A. Brumleve

D.A. Brumleve's kidprgs showed that you're never too young to use a computer. The three programs demoed—Kidpainter, Super Kidgrid and Kidpublisher Professional—showed intelligence, forethought and an uncommon understanding of what kids (ages 3 to 11) need in order to grow into computer-literate young adults.

KidPainter is an art program with easy-to-use options allowing you or your child to create anything from paper dolls to coloring books.

Super Kidgrid allows your child to build creative thinking skills through the creation or modification of designs that can be turned into color-by-number pictures in fourteen colors.

Kidpublisher Professional is just what it sounds like—a publishing program for kids. It can be used to make posters, storybooks or anything else your child can dream up. Although the options in Kidpublisher are simplified for children, they are designed to get kids ready for grown-up word processors and publishing programs.

Watching several kids play with these programs, I noticed it was an adventure for them. To parents and teachers: This is education. But don't tell your kids; they think it's just fun. If you have an ST and you have kids, take a look at Dorothy's kidprgs.

Hardware

Hardware companies were also well represented at the show by such notables as Fast Tech, Gadgets by Small, Talon Technology, ICD and Zubair Interfaces.

Fast Tech's Jim Allen, accelerator guru of the Atari World, was there to display Turbo16 and Turbo16e.

Turbo16 is a 16 MHz accelerator for 1040, 520 and Mega STs. Turbo16e does the same thing for Atari's STe computers. Although Fast Tech had the Turbo16e board on display, he did not have an accelerated STe because, according to Jim Allen, "I received my STe, literally, an hour before I left home [in Massachusetts] to come here. There was no time to install the unit and run the necessary tests and benchmarks."

Although Gadgets by Small was well represented by Doug Wheeler and Dave and Sandy Small, I regret to say I did not have time to stop and see a full demo of the latest version of Spectre GCR, *the* Macintosh emulator for the ST line of computers.

Displayed in the Gadgets by Small booth was a Tee-shirt with a picture of a Stacy portable ST with Spectre Cartridge and bold letters above it that said *"I Want My Mac ST."* Also displayed was Dave Small's latest 'toy', a Telsa Coil. Although it was prominently displayed, I have no idea what Dave had done with it, or had planned to do with it. Perhaps Gadgets had it there as a salute to Telsa himself who, in Dave's words, "Was the greatest hacker of them all." Quite an endorsement from the likes of one of the ST world's greatest hackers.

Talon Technology had, among other things, Omniswitch and their entry into the MS-DOS emulator market, SuperCharger.

SuperCharger is a small, external box that connects to the DMA port of your ST. From the moment you activate the program provided, you are in the world of MS-DOS. You can switch at will between ST and IBM modes without having to re-boot your computer. Another nice feature of SuperCharger is that, since it provides its own memory, you can use the SuperCharger memory as a RAM disk in ST mode. Multi-tasking can be done between the two modes and, best of all, you do not need a dealer to install it for you as with pcdittoII or PCSpeed. You just plug it in and go!

ICD was there showing off their new, STe-compatible hard drive host adaptors as well all the other goodies—like the FaST tape backup drive—we've come to expect from these folks.

Zubair Interfaces had plenty of Z-Ram 3-D boards, the unique "double decker" memory upgrade that fits inside the video shifter box in any ST or Mega computer and provides up to four megabytes of memory. Because of the unique design, you can be sure it will fit into your machine.

Dealers

Dealers did a brisk business on both days with almost every item imaginable for your ST on sale. Best Electronics offered everything from MegaClick keyboard springs to magazines to replacement mice. Best boasts one of the largest selections of Atari-related items around. Toad Computers had Portfolios, STe systems, Rainbow TOS, removable hard drives and many other items ready for sale.

Michtron was well stocked with their new offering: ATSpeed, the follow-up to their very popular PCSpeed IBM emulator, as well as all the other programs that have made Michtron famous in the ST world. ATSpeed boasts the same compatibility as PCSpeed, but runs faster than other popular emulators.

GEnie's New Aladdin

GEnie was well represented by Darlah Pine, ST Roundtable sysop. For those of you who are wondering, yes, Darlah is as nice in person as she is online. She was more than willing to take the time to talk with any and all.

GEnie's big news should be warmly received by ST users. In the near future Aladdin, GEnie's online navigation system, will be available to ST users. According to Darlah, all a user will have to do will be to download the appropriate file. Aladdin users have told me the online navigation commands it provides will save users time and money. Look for information about Aladdin on GEnie soon (By the time you read this, Aladdin should be available and in extensive use...watch for it).

Atari's Booth

On the other side of the partition from GEnie was Atari's booth. The most impressive aspect of Atari's presence was not the machines they brought to the show, but the people that manned the booth.

Among the list were Bob Brodie and John Townsend, both well known for their presence on GEnie. Also attending were so many knowledgable people I don't think that I could list them all. Although I didn't see him myself, I was told Elie Kenan, Manager of Atari North America, was at the show for a short time.

Although Atari had no TTs on display, they did have Portfolios and two STe systems. Demos designed to show off the STe computer's graphics and sound capabilities were running. The sound was surprisingly good and the graphics were excellent.

Perhaps the thing that surprised me most about the show was that everyone was so friendly. I had expected the dealers and developers to be personable—that's a part of their job—but I was not prepared for what I found in every nook and cranny: There was an atmosphere of camaraderie that comes from owning a machine you know is truly great, but never seems to get the recognition it deserves.

Only time will tell if Atari will finally market computers in the U.S. in the way we all know they deserve to be marketed.

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A-T-A-R-I
Answers, Tips And Relevant Information

Paul Alhart (AFED)

Some time ago a friend was having trouble when using AtariWriter+ with SmartDOS.

We found that her P.R. Connection printer interface was booting the RS-232 "R:" handler over parts of DOS. This caused lots of strange things to happen. It also would reboot the R: handler whenever returning to AtariWriter+ from the Proofreader, compounding the problem.

Since she never used the RS-232 capabilities of her interface, the fix was simple. A jumper was placed across the two pins labeled "R Off" on the P.R Connection circuit board. This disabled the R: handler.

Recently, another friend who was having the same problem called. He however, was using an Atari 850 interface.

Sure, he could turn off the interface until AtariWriter+ had loaded. But if he forgot, the system would lock up and he would have to reboot from scratch.

He also had to remember to turn off the 850 when returning from Proofreader or risk a program crash. An inconvenience to say the least. There is no jumper in the 850 to disable the R: handler so I decided that it was time to modify AtariWriter+ again.

I located the code that tells the R: handler to boot and disabled it by making its first instruction an RTS (Return from subroutine).

Now, the R: handler is not loaded by AtariWriter+ and the problem is gone. If required, the R: handler can still be loaded by using the RS232.ARX program provided with SmartDOS.

This will eliminate memory conflicts with this DOS. (Most DOSes have their own RS-232 handler loader program for this reason.) This modification will work with the P.R. Connection and for other DOSes as well.

Making the Fix Yourself

To make the change yourself, use a sector editor and find the byte string [A9 50 8D 00 03]. It is located in the 21st sector of AP.OBJ (48K version) starting at byte $61. It can be found in the next to last sector of AP.OBJ (130XE version) starting at byte $68. Change the first byte [A9] to [60].

If you don't have a sector editor or the idea of modifying a program with one scares you, don't fret. Next month I will present you with a short "Type-In" BASIC program that will allow you to painlessly enable/disable AtariWriter+'s RS-232 handler loader routine as well as change the default screen colors of AtariWriter+.

RANA Drives

With a little help from my friends at Best Electronics, I found a direct replacement head stepper band for the RANA Systems 1000 disk drive.

The Atari 810 with MPI drive mechanism used the same band. Atari part # FA10034. Also, the head stepper motor (CB101145) and drive motors (FC100520) are the same as those used in the Atari 1050s with the Tandon drive mechanism.

Best Electronics (an AIM advertiser) is one source for these parts. Give Best a call and be sure and ask for a copy of their latest catalog.

PS: I am still looking for a source for Drive Belts for the Rana. If you know of one let me know and I will pass the information along to my readers.

Putting in a Write Light

While I'm on the subject of RANAs. Would you like yours to have a "Write Light?" Trak drives have a LED that lights whenever data is being written to the disk and your RANA can too.

You might be surprised how little time the drive is actually writing data. Connect an LED in series with a 330 ohm resistor between +5 volts and the junction of U7-8 and U10-13.

NOTE: The cathode of the LED should be toward U7-8. The LED can be mounted wherever you choose. I converted the semi-useless "Power" indicator on my RANAs to be a Write Light.

To do this J8 has to be unsoldered and removed from the board. With the connector removed, cut both ground traces that connect to J8 pin 11. Replace J8 and run a wire from J8-11 to U7-8. You might also want to replace R1 (330 ohm) on the front panel display board with a 160 ohm resistor to make the LED a little brighter and easier to see.

You can find more RANA tips as well as schematics, alignment instructions and waveforms, and repair hints in my book—The Rana Repair Guide.

To order your copy, send $18 (check or M/O) to:

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AtariWriter+ The Final Chapter

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

As you may have guessed this is it. The lazy one is going into retirement for the rest of the fall as a writer. Perhaps if our worthy leader is nice to me this winter I will review indepth something else.

So here we are at <pg68> Building A Subset. Now there is an interesting word—SUBSET. For our use, it is a file within a file. Let's say that as writers we are very prolific and we write science fiction (SF) about computers, about rockets, about little green people and large green people. We write about four different types of SF.

For the sake of illustration, there are several different publishers for each of these four types of sci-fi. From our file of sci-fi publishers we will attempt to set up four subsets.

To keep this simple, I am going to use the default format as an example. In attempting to use this subset system for purposes of writing this article, it left a lot to be desired. The book is very ambiguous with its directions.

The one thing I could not figure out was how to save the subset once you created it. Next, you would have to have some sort of code on each of the various publishers in order to get to the four various types. If you have created a format (remember <pg66>?), that format will appear on the screen because the way you start this whole process is to load a file.

So let's start—first load your file with coded publishers that has your own format. After the file is loaded and the menu reappears on the screen, you raise your finger in high expectation and aim at the [B] key and zero in on it with the precision of a mosquito. OK, Bunky I know, I know—On with punching the letter [B] to build a subset.

There on the screen resides your format but in a slightly different form. The left-hand column is labeled FIELD NAME, and to the left of the field name is a number (more about that in a minute). In the center column is a column of dashes (as you set them up) labeled LOW VALUE. On the right is a duplicate column of dashes labeled HIGH VALUE.

Let's say you have gone back and very tediously coded each of the four types of publisher names with a number (remember UPDATING A FILE <pg65>?). Either you incorporated it into an existing field or you created a new field.

For the sake of ease, let's say we created a new field and it is number nine (9) in the left-hand column. The cursor is on the first dash of the first field. Hit [RETURN] until you are at the first dash of field number nine.

At this point, you type in [1] for the code of the first type of publisher and right arrow [SHIFT][*] over to the first dash under HIGH VALUE. Here type in a [1] and hit return.

Since number nine was your last field and since the cursor now sets on the first dash of a line labeled SEQUENCE BY FIELD NUMBER _ _ , do not type in a nine. That will result in a terse little message that refers to the low I.Q. of the typist. Over the first dash type a zero. Over the second dash type the all important nine.

To see your subset in all its glory, smash the [ESC] key with delirious fervor. Before your eyes there is a list of names I have no vague notion how to get off the screen and onto a piece of paper via your printer.

Now there is one of those little bits of information that is labeled *important*, only the second sentence makes any sense to me.

So for the first, last and only time and without the author's permission, I am going to quote verbatim what is printed in this wonderful little tome of information:

"Important: If you build a subset, only those records that fall into the subset will be available when updating records. To erase the subset, enter [0] [0] for the SEQUENCE BY FIELD _ _."

With that, we shall forever close the book on subsets unless someone wants to tell me how to do the things that I cannot do, that render this whole mess useless as far as I am concerned.

Data Base Merge Character

Now here is a nifty and useful part of this program that if I had read it a long time ago, and especially before writing this, I would not have said a subset was useless. I guess I should go back and rewrite the whole article but I did not get the nickname "the lazy one" by rewriting whole articles.

With this agreeable little utility, you can take that subset and put the publisher's name and address in the proper place in your form letter that you are sending to all of those editors that are going to read your latest SF manuscipt.

This DATA BASE MERGE CHARACTER has the appearance of a little heart. You know, Bunky, the one that appears on your screen when you hold down the [CONTROL] key and the [,] key. Well, you get one every time you hold down the [OPTION] key and the [M] key.

Remember those little numbers on the left side of the subset format menu? After you get the little heart on the screen, type in the first number that would be the name and hit [RETURN]. The next line would be the street address, so type [OPTION][M] and the next number, then [RETURN]. To get the lines to appear as an address should look just hit [RETURN] after each [OPTION][M] and field number. Failure to do so will result in that field not being printed!!!

Remember that if you want ten addresses printed, you will need to type in a ten (10) when prompted as to the number of copies of your letter you want printed. This will not type your entire file, only a subset, but it is easy enough to turn your entire file into a subset if you want to address Christmas envelopes.

Well, folks, this epic has been a year and a half in the making and is now finished. It has been fun and I hope not too confusing and hopefully has been of help. Bunky and I must move on to other topics of importance. Bye!

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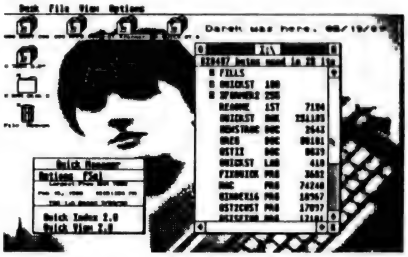
The screen shot on the right shows a typical ST desktop with Quick ST's desktop background feature installed. Supports .PI2 and .PI3 DEGAS pictures.

Also shown is the Quick Manager tool manager, free with Quick Tools.



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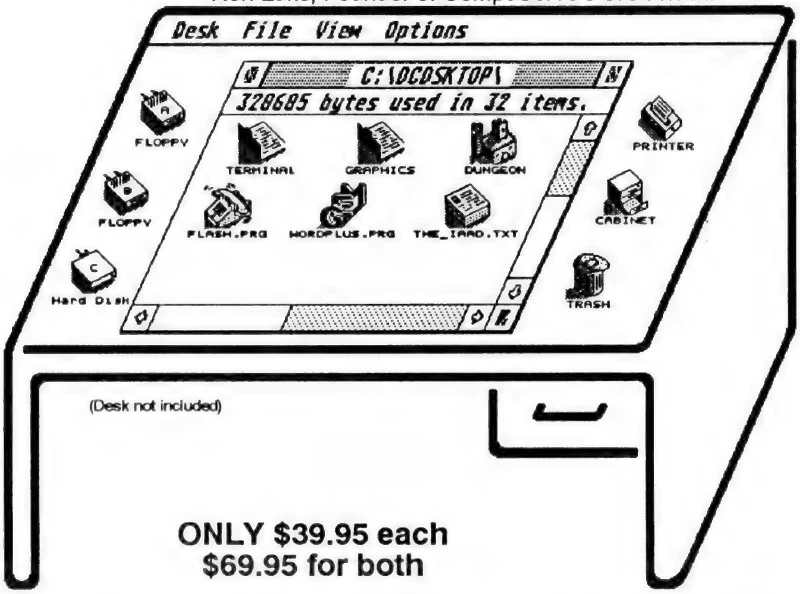

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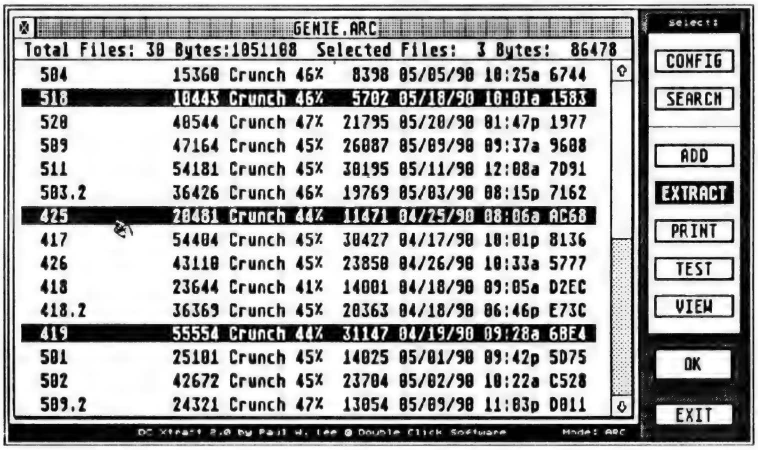

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GENIE.ARC
Total Files: 30 Bytes:1051108  Selected Files:  3 Bytes:   86478
  504           15360 Crunch 46%   8398 05/05/90 10:25a 6744
  518           10443 Crunch 46%   5702 05/18/90 10:01a 1583
  520           40544 Crunch 47%  21795 05/20/90 01:47p 1977
  509           47164 Crunch 45%  26087 05/09/90 09:37a 9608
  511           54181 Crunch 45%  30195 05/11/90 12:08a 7091
  503.2         36426 Crunch 46%  19769 05/03/90 08:15p 7162
  425           20481 Crunch 44%  11471 04/25/90 08:06a AC68
  417           54404 Crunch 45%  30427 04/17/90 10:01p 8136
  426           43110 Crunch 45%  23850 04/26/90 10:33a 5777
  418           23644 Crunch 41%  14001 04/18/90 09:05a D2EC
  418.2         36369 Crunch 45%  20363 04/18/90 06:46p E73C
  419           55554 Crunch 44%  31147 04/19/90 09:28a 6BE4
  501           25101 Crunch 45%  14025 05/01/90 09:42p 5D75
  502           42672 Crunch 45%  23704 05/02/90 10:22a C528
  509.2         24321 Crunch 47%  13054 05/09/90 11:03p D011
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DC Xtract 2.0 shown. *Throw away your ARC shell!*

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Their Finest Hour

Rich Scheidel (CCCC)

It all started eight months ago when my boss asked me if I had ever heard of a game called "The Battle of Britain." Huh? He was looking in one of those IBM or Commodore game magazines that proliferate at the stands.

"I doubt it'll ever be ported over," I said. I looked at the magazine and ruefully shook my head. "Look at this," I said. "Holy cow! This looks fantastic." I looked further and read and reread...and wished.

When Wishes Come True

I just went to Derric's in Hamden, CT and...behold! There on the cover of an English magazine was a WW-II flight program that looked a lot like "Battle of Britain."

I ripped it off the rack, skimmed the table of contents and there it was..."Their Finest Hour." Lucasfilm Games' new name for Europe's "Battle of Britain." Wow!! They did it!

"Is it in stock?" I asked? "No, but check back during the week."

Seems I wasn't the only one to ask. A fitful week went by, but come Saturday, it was on the car seat next to me heading up the Wilber Cross Parkway at an unreasonable speed.

For the next three hours, I ignored wife, telephone, dog and the world, and read into "Their Finest Hour." Ohhh...this is great! This is gonna be the source of many a late night.

For starters, Lucasfilm has no copy protection on "Their Finest Hour" (to be referred to as "TFH" herein). They use a Radio Frequency wheel with many codes built in as their protection.

You also need the manual for small tips, which, if you don't read, the game will go on but as "Crippleware." Neat! So that's great news for hard drive owners, as the screen updates will be fast.

I did something different. I don't have a hard drive. I loaded the entire game into a RAMdisk! You want to talk about fast screen updates?? Ha!

Getting Started

When you boot TFH, you have the option of being either an Allied or Axis pilot, with more options on the Axis side.

Your choices as an Allied pilot are two models of Supermarine Spitfire or two models of Hawker Hurricane aircraft. The Hurricane has an excellent ability to sustain incredible damage and has moderate performance. The Spitfire has fantastic performance, but you gotta watch your damage level.

As an Axis pilot, the choices are immense. Fighters, fighter-bombers and bombers! The Messerschmidt Bf109 E is heavily armed, heavily armored and fast as hell.

They also have the Messerschmidt Bf110 C-4, a fighter-bomber, two dive bombers, the JU-87 Stuka and the Junkers JU-88. Also included are the two most widely used bombers by the Germans in World War II, the Dornier Do 17 and the Heinkel He 111-H.

The fighters perform as expected...fast. The bombers let you switch from pilot to gunners at the mash of a key! Trying to keep the bomber on target while under attack is tricky, but then...you mash yet another key and turn the aircraft over to the bombardier!

He (you) will guide the aircraft on final approach, but you can still jump to a side or nose gun and wail away at the British fighters that continue to try to blow you outta the air. Incredible!

Graphics are awesome (especially pouring out of a RAMdisk!) Tracers fill the air, chunks and pieces of aircraft fall off as you stitch up the enemy with machine guns or switch to cannons! Smoke trails and flames belch out of doomed aircraft.

Even Make Movies of Your Fight

Record the action for later viewing with onboard cameras!

It's a replay camera that will record the entire sequence from an outside point of view, use it just like a VCR! Rewind, play, stop, forward, zoom in, rotate from a different angle, whatever you like. Somebody did their homework on this one!

This is very different from Falcon, in which you could lock a missile on the enemy and fire without ever seeing the guy! Everything is close up.

In fact, it has to be. You might be shooting at a friendly if you act too quickly—which brings up the problem of identification.

Both sides use camouflage paint schemes and it's up to you to properly identify that oncoming plane. I've got to get further into the game to get better at that. I'd swear I've shot at friendlies, but nothing has happened because of it...so far.

Like I said earlier, the game is not copy-protected. If you are going to play using floppies, make backups the normal way...put your originals away.

If you only have single-sided drives, you can get the game on single-sided disks from Lucasfilms. You can control the game by keyboard, joystick or mouse, with mouse providing superior control in my humble (HA!) opinion. Make up another disk to use as a mission save/pilot data disk.

To wind this up, I'd just like to say I'm real happy to see Lucasfilm port this over. I didn't think they would do it, especially with the experience they had with their 8-bit offerings.

This is a "most excellent" game that had me hooked from the moment I saw it...eight months ago.

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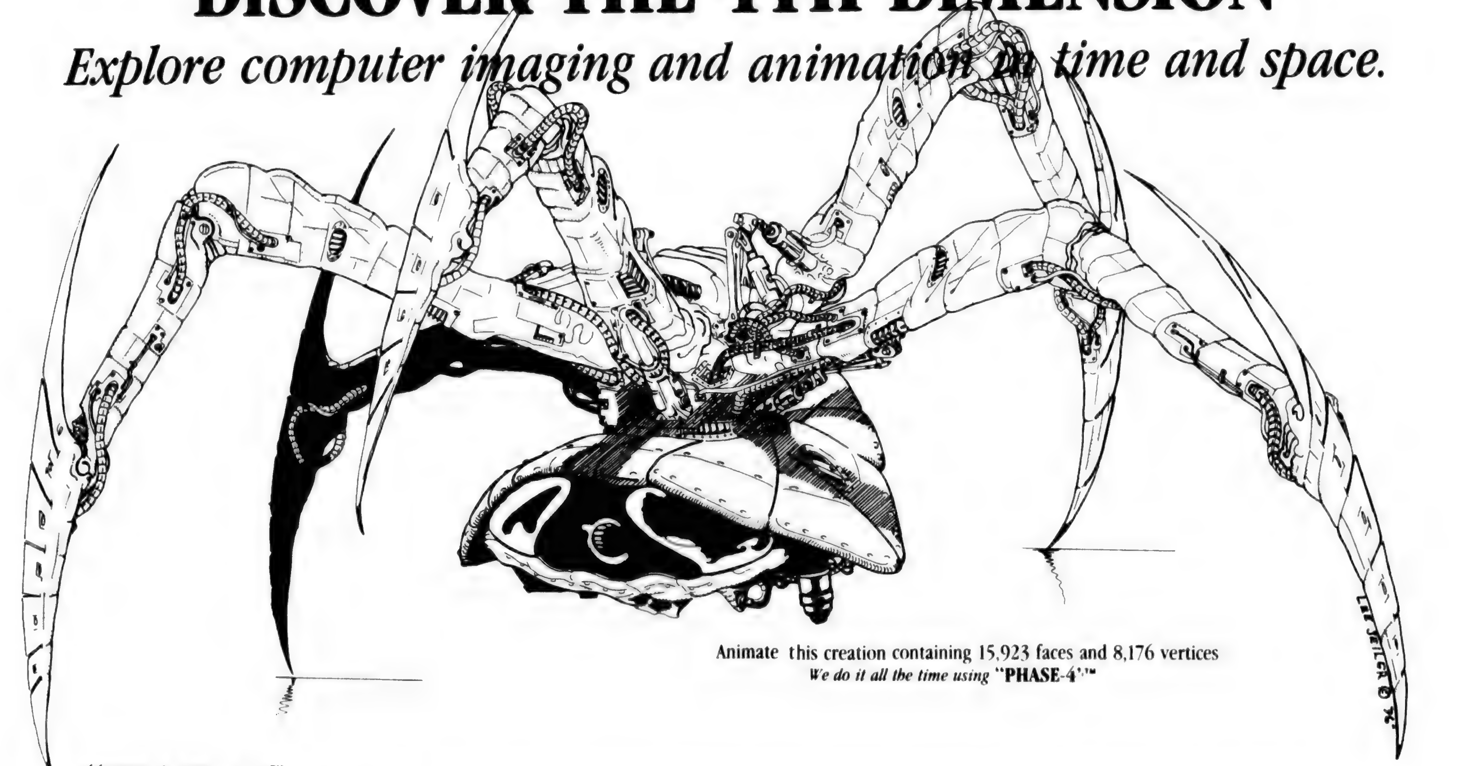

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Developer Beware!

Robert C. Arp, Jr.

Prefacing the documentation of some software packages you will find a disclaimer; in other packages you will see a limited warranty that includes one or more guarantee options. Perhaps you have wondered why those responsible for the design, implementation and/or distribution of software find it necessary to use these disclaimers and limited warranties as instruments to disassociate themselves from the purchase and use of that software.

After all, is it not the buyer who faces the danger of expense sans recompense? Well, I'm sure that we've all suffered the "pisses me off" syndrome connected with the purchase of software which did not meet our expectations.

And it's true that often the snit in which we are cast can be attributed to one or more of the entities involved in the exchange of payola for computer guanola. But of course, there's more to the story than guanoware; otherwise there'd be no material for discussion.

There is a Frankenstein's monster atmosphere associated with software production. Programmers can easily slip into paranoiac listlessness as they confront each possibility of user misuse and execution environment incompatibility.

One instance of inappropriate behavior by a user could sentence a programmer to months of ridicule on bulletin boards across the world.

I doubt kitchens get any hotter than those in which Atari ST software is cooked. I'm willing to bet that the software produced by ST developers is exercised and scrutinized within the most hostile and volatile of all computer execution environments.

Each program executed from the Auto folder; each resident desk accessory; each added piece of after production equipment; each of these aberrations twist the ST environment into a mutinous mutilated mutant waiting to devour even the most carefully crafted algorithms. It's a jungle in there.

ST software developers must navigate this jungle with the grace of a ballet dancer, while wearing the hide of a rhinoceros, because ST users are formidable, nitpicking ass-chewers. Like disciplined marine drill instructors shouting, "I can't hear you!" they whip and cajole production of the best software for the cheapest price.

Slackards don't last long in the ST development environment. What happens to programmers wrung and hung by the ST community? They transfer to another outfit—to work on Apples, or Amigas, or IBMs.

So, if you, as a potential ST developer, are viewing the ST community as a berry patch for easy pickings—beware; them ain't berries, they's briers.

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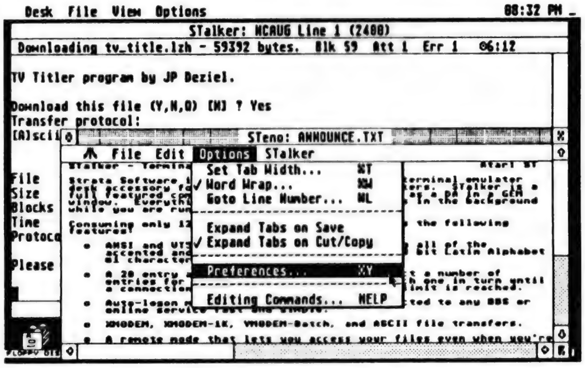

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Mega Click Products became available December 26th. Place your order now!

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Basically Speaking

Jeff Summers, ACORN

Sometimes, when programming in BASIC, you will need a fixed set of numbers loaded into memory.

An example of this is a reference table like the XYZ tax tables (this being just after a big tax debate, I figure this is on everyone's mind). BASIC's most convenient way for storing a related series of numbers is the array, but you have to fill the array with numbers. One way would be like this:

```
10 DIM X(10)
20 X(1)=25
30 X(2)=32
40 X(3)=45
(etc.)
```

That method is tedious. What we need is a way to fill an array with a set of known numbers. BASIC allows this by use of the READ and DATA statements.

READ is used very much like INPUT and has the same restrictions. The only difference between INPUT and READ is where they get their information. INPUT will get data from the keyboard or other device, READ gets its info from DATA statements within the program. The equivalent set of using READ and DATA would be:

```
10 DIM X(10)
20 FOR I=1 TO 10
30 READ A
40 X(I)=A
50 NEXT I
60 DATA 25, 32, 45, ...
```

A few important things to note: First, the program ends up being much shorter (or would be if I had written all ten assignment lines in the first example).

Second, all the data is in one place and therefore is easy to find if you need to make a modification. Third, like when using INPUT, you can't READ directly into a dimensioned variable. In this example, I read the data into A and then transferred it into the X array in the next line.

If you have several sets of data that you may want to read into the same array depending on conditions, READ/DATA allows for this also. The method used for this is to use the RESTORE statement to specify the line where you want READ to start getting its data. Here's an example:

```
10 DIM X(5)
20 PRINT "Which Data Set Do You Want"
30 INPUT S
40 RESTORE S*100
50 FOR I=1 TO 5
60 READ A
70 X(I)=A
80 PRINT A
90 NEXT I
95 GOTO 20
100 DATA 1, 2, 3, 4, 5
200 DATA 23, 42, 61, 17, 8
300 DATA 21, 20, 19, 18, 17
```

Now, the first thing to notice is that we have calculated depending on the user's input where we want the data to start. RESTORE sets the "data pointer" to that location. Each READ will then pull data from that line, and the subsequent statements fill the array and print the data to the screen (so you can verify that I'm not lying).

The last point I'd like to make is that, like with INPUT, you can also READ strings. This is most useful with RESTORE as, if you simply wanted to assign a set of characters to a string, it would be just as easy to declare it as READ it— remember there are no true string arrays in ATARI BASIC.

However, with RESTORE you may select which set of characters are loaded into your string. The first obvious application of this is in quiz type programs where you can read a response dependent upon user input—"Great job!" or "That's close but you forgot..." Another obvious use for this is in error handling routines. Depending on the error, you could read an appropriate message into a string and print it to the screen.

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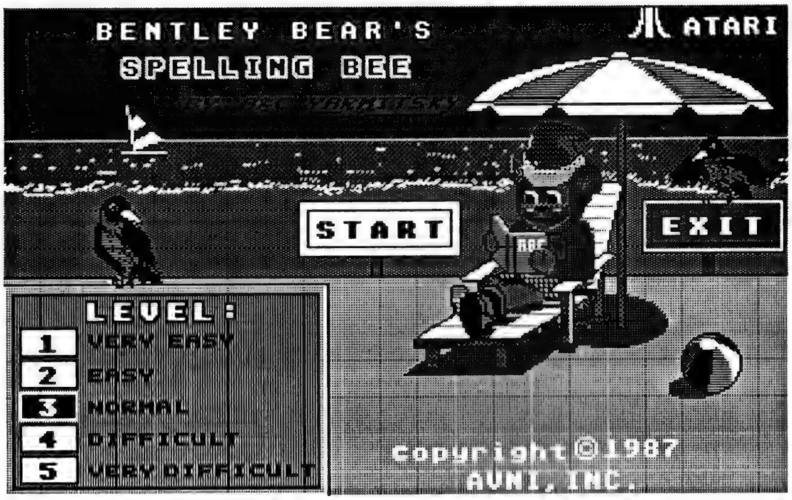
Bentley Bear's
Spelling Bee & Magical Math II

Nancy Kanski (COAC)



The Bentley Bear Spelling Bee and Magical Math II programs were designed to be used on the Atari Mega and ST computers, and I could hardly wait to show these programs to my eight-year-old daughter, Amy.

I was impressed with the colorful, hard-bound folders the disks and booklets came in. The instructions were clear and easy to follow. Amy was eager to get started, so without waiting to figure out how to use the program, she immediately turned everything on and inserted the Spelling Bee disk. Two disks were provided, one for monochrome and one for color monitors.

Amy was impressed with the seaside scene and using the mouse, she chose Level 1—Very Easy to begin with. Then clicking on Start, she was greeted with Bentley Bear standing in a pool, with a honey cooler and a seagull nearby.

To help Bentley, she had to choose a letter from the alphabet to complete the word at the top of the screen. Everytime she missed, the seagull hopped closer to the drink. When she couldn't figure out the word, the bird would drink the honey cooler. Bentley, being as smart as he is, didn't give the seagull much opportunity!

Amy did try all five levels with level three being a challenge to her and five impossible at this time (this version, grade level 3-6). We both were amused by the antics of the seagull and Bentley's expressions and enjoyed the animation and lively tune throughout the program. This makes guessing words fun, encourages your child to sound out letters in each word that appears and also increases the words in their vocabulary.

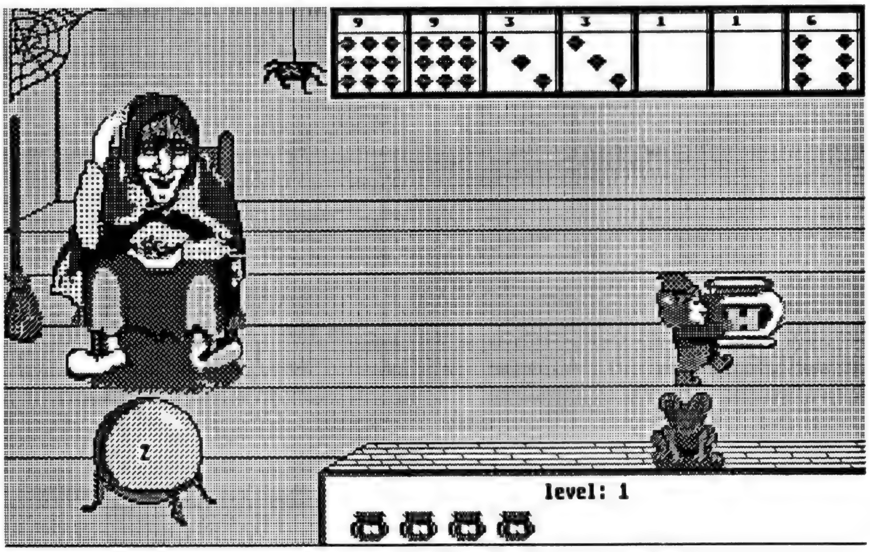
There is a separate UPDATE. PRG which can be used to add or delete words used in the program's dictionaries. Each level of difficulty has its own dictionary. It was hard to stop playing, but we had decided to investigate...

Bentley Bear'S Magical Math II! Here Bentley is dressed as Robin Hood and he has come to claim his pots of honey in the witch's cabin. In exchange, Bentley has to give her the correct number of jewels. To get the jewels, you must add the right numbers in the windows, press the mouse button to release the jewels from Bentley's bag and take them to her. If your answer is correct, Bentley walks away with the honey. You must be careful, for a Black Widow comes down to take away the honey pot if you take too long.

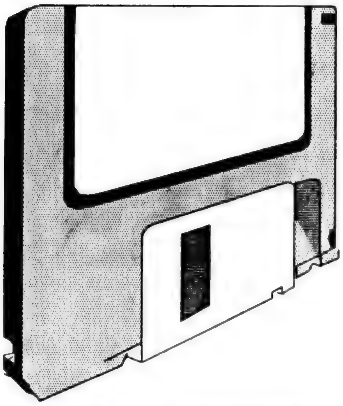
Amy and I really liked this program and found it to be a delightful challenge and comical as well. The witch's expressions, the frog that croaks (this frog is full of surprises!), and the spider tha can come down as fast or as slow as you desire all add to the program.

You can also choose one, two, or three digit numbers to add. It makes math fun!! This program was designed for Grades 2-3 and can be used on monochrome or color monitors.

Here, Bentley Bear is walking off with the honey pot after successfully picking out the correct amount of gems (2), then giving them to the witch.



Aim Disk of the Month
December, 1990



All files on this disk are self-extracting LZH archives created with Double Click's ARC program DC SEA! To use these programs, simply double click the files. Then, click on *Extract* and select the drive/folder to which you want the extracted files saved. Click on *Verbose* to get a list of the files in each archive or *Exit* to abort.

Here's a short description of the files found on the December '90 disk. For more complete documentation, see the text files contained in most of these archives.

CHAME117.APP—Chameleon is an ACC that loads any other ACC at runtime and allows for unloading of the loaded ACC at any time. PD from Germany. English docs included.

CHEETAH3.APP—Version 3.0 of the super fast file/disk copier. Shareware.

COUNT3.APP—A versatile counter for writers. Counts number of words, sentences and more. Generates a handy report. Written by Dave Stuart.

C_BURST2.APP—Color Burst is a paint program allowing use of 200 palettes per screen. Dynamic interlacing allows over 3000 colors on an ST and over 29700 colors on an STe. Source code in Laser C included. Color *only!*

DCMENU.APP—DC MENU v1.0 is the *first freeware* extension for Double Click's DC Desktop. DC MENU allows you to assign keystrokes to execute programs not placed on the desktop. Uses capabilities *already* existing in DC Desktop. Requires DC Desktop from Double Click Software.

DCPICK.APP—Another *freeware* extension for DC Desktop. DC PICK can run as a program or accessory, and allows you to pick any file for viewing with the installed SHOW modules. When run as a desk accessory, you can view text, ARCs, pictures (and more soon) while in any program. Requires DC Desktop.

DELTA_X.APP—Feature-packed disk labeler from Germany. Mono *only.* Don't worry about the bombs displayed when exiting this program...the author has a weird sense of humor! Docs in German only.

DIABLO.APP—New, fixed version of the Diablo emulator for the Atari SLM-804 laser. Copyright 1990, Atari Corp.

FS1_02.APP—This Fileselector shell offers versatile access to the file selector on your system. Features include color palette definition and ability to run programs directly from the shell. From Artisan Sofware. *Join The Revolution... Use An Atari Computer!*

FUJIDESK.APP—Places a 3-D spinning Fuji logo in the top left of your screen. Program by Chet Walters of Wiz Works.

HSPD_232.APP—Set your serial port to higher baud rates than 19,200. Especially useful if you have an HST high speed modem or do a bit of null modeming.

MAZ.APP—A one- or two-player maze game. Use joystick, mouse, keyboard or any combination thereof to guide your mice through intricate, randomly generated mazes. Choose from four different games (including a ravenous cat and the bloodthirsty PARANOIA option), four different maze types (Regular, Grid, Invisible and Hidden) and twenty-five different game speed combinations. You can even cover your tracks as you go! *Color Only!* Shareware from J. Weaver, Jr. (author of Michtron's CARDS)!

PAKICE.APP—Allows packing of programs and data files. NOTE: This program doesn't save the original file, it deletes it! Backup the original program before packing it!

QST22DMO.APP—Quick ST 2.2 Demo. Contains mono and color versions and the Desktop Customizer. Order this demo *free* from Branch Always...they'll even supply the disk! This demo is so fast, it beats earlier commercial versions. *Feel The Speed!*

RHOCON.APP—A replacement for the standard Atari Control Panel, this ACC from Germany adds several nice features such as a mouse accellerator and VT-52 terminal emulator built-in. English docs included.

SHREDR.APP—SHREDR Plus v2.0 is the ultimate file deletion utility. When your deleted files must remain private, use Shredr Plus to ensure they are truly deleted. Shareware from Do Not Stamp Software.

SUIZA.APP—Complete Swiss and Swiss Italic font for Calamus. Freeware.

sys_Info.app—Displays TOS ROM version and creation date, total amount of RAM, Free RAM, System Boot drive and more. Shareware from Catspaw Software.

TIEMPO12.APP—A full Tiempo font family for Calamus, with bold, true italic and bold italic. Complete font, shareware.

TLC_BOOK.APP—Powerful address book/date minder. Too many options to mention. *Very Fast.* Another *must have* program by Germany's Tom Hayslett.

XLATE.APP—XLATE is a powerful file conversion program. Any file can be converted to Word Writer ST, First Word or converted ASCII format! X-LATE can strip control characters and even strip out excess spaces (such as indents)!

Readers can purchase the December '90 Disk of the Month from their local AIM Participating User Group or by sending $6 ($5+$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108.

Please specify the December '90 disk when ordering.

The New

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Alamo Area Atari User Assoc.

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. Presently, there are about 50 Regular and subscribing members, some also own Atari STs. We hold General Membership meetings on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm in San Antonio, from 6:30 to 9:30 PM. General meetings feature a presentation of general interest and small group problem solving. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation.

AAAUA maintains a public domain library of about 700 disk titles as well as a sizable hard copy library of magazines and newsletters. We also hold Special Interest Group (SIG) meetings on the second Monday of each month at the same location and times, on such subjects in which interest is expressed. In addition, we conduct an "Introduction to Atari Computing" class one or two times each month at Atari-ville, our local Atari store, 1015 W. Hildebrand, (512) 736-1405.

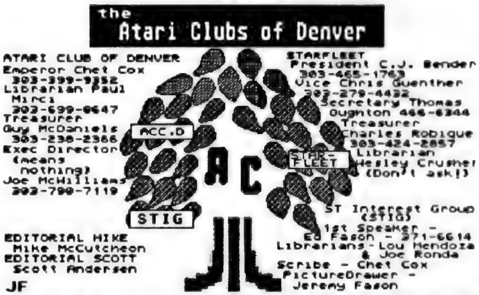
Each month we publish (FR)ANTIC, our user group newsletter, covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. A "Subscribing" membership is also available for $12 a year which entitles the member to a subscription to AIM and (FR)ANTIC, and access to our P.D. Library. For further information about AAAUA, write to the above address or call Al at (512) 492-6633, or Gino at (512) 826-3689.

Presidential Ponderings by Alvan Sherrill

AAAUA has just become a Participating Atari user group member with this issue of AIM. When I first saw a copy of the magazine, I was impressed. AIM certainly fills a crying need for independant, unbiased reporting on Atari news and views, as well as being a source of information on equipment and software reviews. There is also a need for tutorials and technical information on Atari computing. AIM has great potential to fill these needs that are no longer being adequately covered in other publications. But, to help AIM continue to grow in fulfilling this void, we all must contribute our expertise and know-how.

Let's face it. The Atari computer has been largely abandoned by most computer publications. If we are to continue to grow with our computers, we Atari users must stick together and share what we know and learn. Also, when a large user base becomes known to software and hardware producers, it is more likely they will be persuaded to give us the support that has been so lacking in the past. This is especially true of the CLASSIC Atari 8-bit.

So, user groups throughout the land, let's band together, for in numbers there is strength!



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Librarian Paul Mirci
303-699-0647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

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Scott Andersen
JF

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303-465-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robigue
303-424-2857
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker - Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

It was a dark and stormy night, and all of the faithful ST users had gathered to attend the monthly meeting. Alas, they lamented, "where is our 'beloved' 1st Speaker Krazy Eddy?". As if on cue, or a little later a wretched looking 1st Speaker wandered in out of the rain. Immediately crushing the aspirations of the rebel librarian Krazy Eddy whipped out his clipboard and started the meeting. Krazy held an impromtu demonstration of ST Data Manager and Publishing Partner. After this masterfully handled meeting we were sent on our way by our 'leader??' into the cold, dark night.

ABLE

The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.

A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

From the Prez,

I'm back (again!). We're going to try this again this year. We held our elections last month (October). Many of our membership have wondered just when the h--- this club is going to get off the proverbial ground. Well, I really thought that last year was going to be it, but I was *wrong*. I unfortunately have a job that requires some long periods away from home (I'm writing this from my hotel room in North Carolina), which dumps a lot of things into my VP's lap and then if he's tied up with college stuff then things really go haywire. Sooooo, this year I am going to make a super effort to get the board of directors together soon (November's meeting or thereabouts) to plan (what a concept!) our program for 1991. October was also the month for the ComputerFest sponsored by our friends in the Commadore computer club. A word of thanks to them for the invitation again this year.

We have invited the members of the other Atari club in town to form a joint club that could benefit all, I hope it happen because they have some top notch folks there.

The topic for the November meeting will be computer storage devices, from tape drives to hard drives and how they work for you. November's meeting will still be on the second Monday (the 13th) since there was some confusion as to which Wednsday we wanted to change to (was to have been voted on last meeting) so come one come all and help me get the ball rolling. Until next month.

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter. the ACORN Kernel and to Atari Interface Magazine.

Atari Computer Owner's Resource Network

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning at 10 AM. Annual membership dues are $18 which includes access to our library of 8-bit and ST software, magazines, books, and hardware; member's privileges on the BBS; the monthly newsletter; and a membership card good for discounts at some of the local stores.

Eric Converse	President
Scott D. Schaffer	8-Bit Vice President
Scott Sorg	16-Bit Vice President
Kim Stahn	Treasurer
Karl Fadus	Librarian
Ken Helms	Secretary/Newsletter Editor
Our BBS	(219) 744-1396

CALENDAR: The November meeting has been cancelled. The next regular meeting will be December 1st. The first meeting in 1991 will be January 5th.

Minutes of the Last Meeting: With the ICE conference the last Saturday in October and Pentacon on our regular meeting day in November, it was voted to skip the regular meeting in November. It was also voted to restructure the meeting agenda to combine 8-and 16-Bit demos, keep them short, and leave more of the meeting time "unstructured." Bob Kelley demonstrated WordUp 3.0.

Plans for Upcoming Meetings: The focus of the December meeting demos will be graphics. The January meeting will be our usual after Christmas Gamefest. Come and join the fun.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan

Happy Halloween Trick or Treat wipe your feet

No one is home right now so leave your name, opps wrong place. Anyway we had a good meeting on the 8th, people showed up and everything. Phil started off with all of his news from the Atari world some good some some not. Next we took a break and everyone milled arround for a while. Then we were called back to order(?) so the demos could start, Paul Alhart avid 8-bit fan shoued us one of his favorite utilities, the name of which I can't rember right now, but it was real neat (Paul said so) and we have a copy in the library. This program will fix missing/messed-up data tables. For the ST folks a head to head comparision was made between Quick ST2 and Turbo ST, we found Turbo ST faster (with Mike running the stop-watch) but Quick ST2 came with some utilities that Turbo ST didn't, so it all depends on what you are looking for, to quote one club member " 6 of 1 1/2 dozen of another". It was not too long after this that the meeting ended with more milling and mingleing outside after the bank closed.

Please remember NOVEMBER 5th is ELECTION day come to the meeting and VOTE.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

Central Connecticut Computer Club

Well hi! Still here as you can see. Sepember meeting came off good. Joe Mirando brought the 1040STe and his own machine with P.C.Ditto II installed and working. Joe ran us through a quick guided tour of the (shudder) IBM system as we all watched.

I ripped off some parts of my wife's stereo system for the next demo. Yup...hooked up the 1040STe to a 120 watt Kenwood system that just happened to be sitting in my garage. Sounded great, the game Joe demoed on the STe was Dragons Lair done by Don Bluth whose last acheivement was Space Ace.

Meeting progressed to discussion of WAACE show and who was going. Gary (Too Tall) Jones was going to try to go with video camera and maybe Joe Mirando. Also, If anyone knows the phone number to the 8-bit club in Hartford, drop me a line....I have letters from prospective members for them.

OK...that about duz it. Next month...The Battle of Britain, and hopefully a showing of a " production" NeoDesk 3.

Yankee "no longer on GEnie" Rich, Prez!

CDACE

Capital District ATARI Computer Enthusiasts

Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

If you look at the calendar perhaps you will notice that December is fast approaching, and that means it's... ELECTION TIME. Oh Boy! I know everyone is excited about that. We need everyone's help and input during elections so that we can choose just the right persons to fill our high offices. People who embody the high standards and helpful traditions of our club. (It's get'n deep here) People who can give us forthright leadership. People who care beyond the call of duty. People..... who. Well, maybe we're asking too much! Come to the meeting anyhow, we do give away things and we have a good time.

Thank you Nancy for bringing the goodies to eat. Your fruit cakes were delicious.

We did give away some things. Bob Kanski won a T-shirt. He had to give it to Nancy though, it wasn't quite big enough. Marc Hitson won a game for his 8-bit. Yea! Marc. It seems the odds are pretty good for the 8-bitters, there were only two there. 50/50 ain't bad. We decided to go ahead with the purchase of the Migraph Hand Scanner. Some members are pitching in $25 each and the club will pick up the rest. The unit will then be rented out to members. No rental rate has been set yet, but it will have to reflect the cost of the unit and return a profit to the club.The total cost is $250, something no single member has enough need to invest in.

We had a good turnout for the October meeting, good seeing you all. We may not be a big group, but we are a pretty happy group. December marks the beginning of our 5th year. Happy birthday COAC! And thank you members.

See ya latter dudes...glenn

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876

GRASS

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GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM.

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next meeting: December 12, 1990.

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

M.A.C.E. MEETING MINUTES -- SEPTEMBER 1990

President Ed Hanson called the September meeting of MACE to order at 7:55pm. Bob Retelle got things rolling with the latest word from Atari, and continued by showing off the AIM disk of the month, as well as a disk of Tiny format cartoon pictures donated by Bill Boles and a disk of games donated by another member. After this, our regular Q&A session was held.

Next up was the main topic for the evening.... ELECTIONS!!. After much begging and pleading, the following chumps (Er... persons) came forward to take command:

President—Ed Hanson; Vice-President—Ted Newkumet; Meeting Coordinator—Jon Bailey; Recording Secretary—Mark Tappen; Membership Officer—Bill Boles; Treasurer—Jim Nichols; Coresponding Secretary—Mark Tappen; ST Disk Librarian—Bob Retelle; 8-Bit Disk Librarian—Ray Simmonds; Newsletter Editor—Jon Bailey. A well deserved thank you to all of our new officers. After elections, the members took a 10 minute break. Finally, to close the meeting, Jon Bailey gave a demo of the Instant Graphics program. The meeting was called to a close at 9:30pm.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

October Meeting—The October meeting kicked off at the usual time. Turn out was good with three members from the Atlanta ST users group including their president showing up at the meeting. We are glad that they decided on the 100 mile trip to attend our small meeting. Bob Blackshear was nice enough to bring his computer to the meeting which was a boon in that we had some lively discussions.

Atari has a lot of things on the horizon but whether that will help Atari U.S.A. is still a toss-up. The TT is supposed to shipping at this time with the 32Mhz clock instead of the 16. It will also have an extra bonus in a new desktop that has a lot of features found in NeoDesk.

Speaking of NeoDesk, Atari Canada, is offering several bundles of software including NeoDesk. The Atari CD ROM has finally been released to the puclic for under $600. Two Atari disks have been released including a disk of Public Domain software and a disk of Clip Art. Atari is also selling a 520STe in Europe, no news if or when it will be offered in the U.S. Atari is also marketing a new monitor to take care of the STe's sound. The new color monitor will have stereo and is an entirely new monitor.

On the software front we have some new software that promises to be a boon on the Atari front. M1 Tank Platoon from MicroPose will be released soon and should be a must have for Strategy gamers. For Wargamers there are two new releases that may be of interest, Universal Military Simulator 2 and Halls of Montezuma are for hard core Wargamers only.

We had the drawing for ACCESS at the meeting and Jeff Vincent was the lucky winner. Another ACCESS program will be given away at the November meeting. You MUST be at the meeting and be a payed up member to qualify for the drawing. Jeff was also nice enough to bring his new game BATTLE OF BRITAIN from LucasFilm to the meeting. Also at the meeting was LEE MAVITY with his new 85 Meg hard drive from D&P Computers. The hard drive featured an under the monitor style case and has a clock, fan and room for an additional drive. All this for a under $600 -- a great price. If you are thinking about a hard drive you may want to give D&P a call.

The next meeting will be on December 9th at the library at 1 PM. I hope to see you there and Why don't you bring a friend.

N.A.U.G.

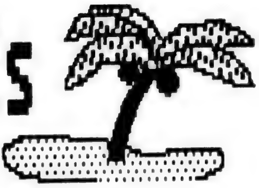
Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor Walt Sullivan (615) 228-7353

O-ACEs



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PAC

Annual Dues $25.00

Newsletter ONLY (year) $10.00

The Portland Atari Club with the Original Eugene Atari Computer Enthusiasts

Portland Atari Club and the original Eugene ACE

President	Paul D. Gittins	503-667-2403
Vice-President	Ben Smith	
Sec. Treasurer	Mel Anderson	503-232-7231
Membership Sec.	Paul Karczag	503-256-4199
ST Disk Librarian	Randall Leong	503-246-6354
8-Bit Librarian	Jon Johnson	
Sargeant at Arms	Dutch Leanard	
ACE of America		503-285-4417

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is from 7 pm till 9:30 pm.

By the time you read this we will have completed the elections for the new board and they will be anxiously looking forward to their terms of office for the new year. Many of the board positions are going to be filled by current members and perhaps we can look forward to some new blood as well. After serving as President for the last few months I can honestly say that I am looking forward to a rest. For the coming year I will be serving as Advisor, a post usually filled by the outgoing President. Let me take a moment to thank all of you for the support you have given me and for what I consider a successful term.

For the coming meeting in December we are planning a Christmas party. PAC will supply the beverages and it will be a pot luck. The only rule for the pot luck is if you plan on eating be sure you bring something to share. We will also have a raffle and give away something nice. We don't know what just yet, but I'm sure we can find something good. Let's take a few moments to invite all your Atari friends and family for a good time.

I would also like to invite all the dealers and marketing people who would care to come. In particular we would welcome the people from Supra Corp., Branch Always Software, and Migraph. I believe the people from Diamond Back also are our neighbors and they are certainly welcome. If you are near or far and would care to join us please feel welcome.

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...Is that snow I see outside? Standard equipment to have in the house during a "white alert" is your 8bit/ST, a good word processor, spreadsheet and game! This Christmas, make an effort to support your favorite shareware author, or buy that long sought after software package, just to let the world know that Atari supporters still use their machines and purchase software. Do it!

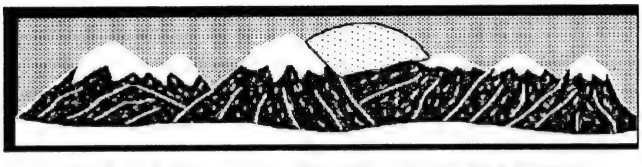
We've received a few items of interest in the mail this month. Soft-Logik's newsletter describes its new releases for the Amiga (ha!). MiGraph sent an interesting proposal to user groups. For $250, they will send us a single MiGraph Handscanner and TouchUp software bundle for the ST. Also, they are calling on "All Atari Pirates!" For $79.95, they will send you a legitimate copy and manual of their TouchUp software, provided you mail them your pirate copy. Hmmm, I might be missing something here, but couldn't you copy TouchUp easily? The protection was that without the hardware key, the program was rendered useless. I have information on an Atari 8bit to IBM PC connector that allows your 8bit to access stored Atari programs on yes, your PC hard disk!

Our club couldn't be running smoother. Our AIM subscription has been a rousing success. New members are joining and interest is again mushrooming, finally! The meetings will be held at the Androy Hotel in Superior, WI for now. Robert Whiffen will be your host. See you November 18th!

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dytmire	(602)861-1903
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631

The Prez Sez by Rick Reaser

For some reason, the article we submitted in August for the September mailing of the October AIM didn't get printed. Hopefully, these comments which I am typing in the middle of October will be printed in the December AIM. I will repeat some of the things you might have missed in the missing October AIM article.

The new and improved LASERNET BBS (591-4620) is now up and running wit TurboBoard. It is *HOT*, so check it out. We post Club News and so forth on the board. For those of you who haven't heard, Computer Express! has folded and the 8-bit and ST public domain libraries are now at the Citadel Computer store on 1860 S. Nevada, behind El Pollo Asado. The Citadel Computers near the Citadel Mall is up and running now. They have ST hardware and software in this location now. Two British ST magazines (with disks) have been a hit there. Support your local retailer.

Our annual picnic was a moderate success. Twenty-six people attended in all. The weather was fabulous. The publicity was not. You probably received the flyer for the picnic a week after the picnic. We mailed it in a month and a half before then. In the future, we will be mailing time sensitive stuff out ourselves, direct to the membership, as well as posting it on LASERNET. Here are some things to mark you calendar with, if the December AIM gets mailed on time. First, the November ST SIG will meet on the fifth Thursday, 29 November at the normal place. The fourth Thursday is Thanksgiving. Second, the December 8-bit and ST SIGs are combined for our annual election meeting/party. Both SIGs will meet on 4 December which is the 8-bit SIG meeting day, at the normal place. We will send a direct flyer out for both of these events, in case something goes wrong with AIM.

Here's the update on SIG happenings. At the June 8-bit SIG we demoed Atari Artist with the Touch Tablet, Atari Graphics with a Light Pen, Rambrandt, Diamond Paint with an ST mouse and several public domain graphics programs which are in the Club library. The October 8-bit SIG was essentially rained out. The troops were directed to go to Dave Koster's house after assembling at the Mall. Sorry, if we missed you. We didn't want to risk carrying our computers through the rain. Since Steve Leser was sick, the July ST SIG was led by fearless Dave Koster. Most of the time was spent looking at Aquanaut and some Dr. T. demos.

The September ST SIG highlight was the demo of TOS 2.0. It was very fast, but it did require a few workarounds. Hope to see you at the next SIG meeting.

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331

R.A.C.E.

Hey gang! I hope that you are enjoying Atari Interface magazine. It seems that most of the people in the club really enjoy receiving it every month. Switching to the magazine did cause certain problems with our club though. Because of the lead time that's involved with producing a magazine such as this, we are unable to inform you of the next club meeting in a reasonable amount of time, and we can't even tell you about the happenings of our last club meeting. If you want to know when the next club meeting is, simply call 851-5134 (Eric) and a message will be posted telling you about the next meeting. The officers of the club will also call all of the members about 1 week before the meeting to remind you when the meeting is.

The Atarifest was a great success this year. R.A.C.E. took 21 people while A.C.U.S.O.F.t. from Fayetteville took 4 members. Combined, the clubs easily spent over $4,000! There was so much to see, so much to buy, and so many people to meet. Many club members got to meet Bob Brodie, John Townsend, and Ken Bradenshire from Atari Corporation. Elie Kenan was present as well. There were numerous vendors and 2 of the vendors had the TT on display!

I could go on for many pages about the happenings at Atarifest but I just don't have the time to do it. I'm in the process of planning for our October meeting which will feature Mac emulation via Spectre GCR and the 1040STe. This meeting will be designed to impress the public since the public has been openly invited. A public announcement spot is being aired for us by WRDU 106.1 FM, an advertisement in the News & Observer has been placed, an editorial in the North Carolina State University newspaper is being run, flyers are being posted, and even the Mac users groups in town are being invited. Hopefully, we'll have a decent turn out.

I hope to see you all at the next club meeting. Give me a call to find out when it will be held!

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9am-12:00 noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)964-1949

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are $18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud,68MB		(619)689-8157

During our September general meeting, 6 lucky members were able pick up their TOS 1.4 chips, courtesy of ATARI's user group coordinator, Bob Brodie. Bob visited SDACE back in June and offered to donate the chips as door prizes. Richard Betson picked up the chips from Bob at the HACKS ATARI computer show in Glendale during September. Congratulations to all winners.

The October general meeting announced upcoming elections for SDACE officers, to be conducted in November. By the time you read this, the SDACE reins may have been turned over to some new volunteers. Although the club size has stabilized around 100 members, over 3 times that many attend meetings or use the BBS. Hopefully we can get some of these "unencumbered" individuals to join in the support and direction of the group. To this end, SDACE will be kicking off a major membership recruiting drive over the winter months.

In December, SDACE will hold it's annual Christmas party vice the regular general meeting. There will be food and drink for all, and drawings for software/hardware prizes. We cordially invite all SDACE members to join us for this event.

The date for the SDACE ATARI swapmeet is still being considered. Due to the anticipated large number of items to be made available for swap/purchase, we are looking for another location to hold it in vice the North Park recreation center. The location and date will be passed to members as soon as possible.

In November, SDACE will participate in the San Diego Computer Fair. As a participating user group of the San Diego Computer Society, this is our opportunity to demonstrate to the IBM and Macintosh owners the exceptional power and ease of use of ATARI machines at DTP, word processing, games, CAD, MIDI, and multitasking in IBM and ST modes or MAC emulation. We usually draw a lot of looks of disbelief as the unfamiliar visualize the capability of our "game" machines.

Support your local user group and dealerships!

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

SAGINAW/TRI-CITY ATARI USER GROUP STAG

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

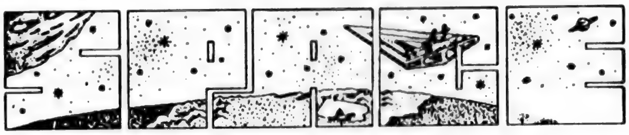
OCTOBER MEETING: We had 8 people show up for the October meeting. The 'postcard reminder' system has been getting praise from our members. I will keep sending those reminders and hopefully pick up some new members. If anyone wants a particular disk in our PD library, they should fill out a form for LeRoy at the meeting (or call before the meeting) and LeRoy will bring your requested disks to the next meeting. A hardcopy list of the catalog will also be present at all meetings. As an incentive, all new memberships and renewals will be accompanied by a free PD disk of your choice from our library.

Games was the topic of the month. Starflight was demoed by Neil Demo at the meeting. Al Jennings could not get Space Ace to run on any computer but his. Two programs, Altered Beast and Shadow of the Beast, were two fanastic high-res games for the ST. Fun was had by many especially with the surprise appearance of the STACY. NOTICE: There is a possibility that the TT might make a surprise visit to a STAG meeting in the near future.

NOVEMBER 17th MEETING: Hard drive meeting: The group will have a hard drive tutorial meeting for the ST. ICD Utilities, Cache programs, dissections of a LIVE hard drive are some of the many activities that will be directed by LeRoy Valley at the meeting.

EQUIPMENT VOLUNTEERS for November 17th are LeRoy Valley with his ST and hard drive and Bryant LaFreniere with his monitor and hard drive.

FUTURE MEETINGS:The December 15th meeting will feature our annual swap meet. Also, remember that a January appearance at the Fashion Square Mall in Saginaw by the STAG group is a possibility so I will be looking for volunteers to be at the booth during that special weekend.



All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) meets at Shoney's at 6551 Peachtree Industrial Boulevard at 7p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

ST CLUB EL PASO

The Atari ST Club of El Paso is the only official Atari ST user group in the El Paso southwest. Meetings of the ST Club are held once a month at the Richard Burges Library, 9300 Diana in the NorthPark Mall Parking lot. Each meeting is at 12:30pm on the second Saturday of each month.

Meetings feature demos of the latest ST products, as well as help for those that might have a computer problem. Voting membership in the ST Club is $20 per year, and includes a years subscription to this magazine. Newsletter only memberships are $18 per year. Members also recieve special access to the STE-EP BBS at 915-821-9220. To become a member of the ST Club of El Paso, just drop us a line to: 10953 Yogi BerraEl Paso, Texas 79934

ST Club executive committee 1990-91: Steven Bruck L.R. (Pete) Rosh Tim Holt

Prez talk... Well, if you went to the Amigo Airsho intead of the club meeting in October, here is what you missed:

We are having a drawing for a Christmas giveaway of a LYNX Handheld game system. Donations of $2 get you a ticket for the drawing. A packet of 15 tickets will only set you back $20! Support the club, and I encourage all of you to try to sell at least one packet of tickets. It is a fund raiser for the club, and you might win a nifty Christmas present. Drawing will be held at the December 8th meeting.

The December meeting will also feature our now famous club auction. If you have some excess stuff that needs to go, try to sell it at the auction. Get as much as you can, and the club gets 10% of your final price. We have had some doosies in the past with these auctions, and I know for a fact that WordPerfect will be on the block, as well as a ton of games. Get some money for the holidays, or get few good deals. It's all for a good cause: us!

October's Stealth Fighter meeting saw the best of PD databases, and we also looked at some of the new? mags from Europe that Jenkin's is now selling. Made me want to cry when I saw all the stuff they have over there that we can only dream of having...

Anyway, buy some tickets, and have a happy turkey day. I will see you at the December meeting, it promises to be a real winner!

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

STUN is happy to be included in AIM for our first issue! Putting a club newsletter together can be a lot of work. It will be great to fit in with such a great publication as Atari Interface Magazine.

Our recent meeting which centered around educational software was fun. It was a special treat to see some of the programs that our own club members have developed. We needed to have some of our kids there to do the demos and show how it's really done. Thanks to all who helped.

Ralph Porter and Brad Davis have shown their STacy laptop computers at our meetings. The accessories that Brad's company has been developing will help STacy owners protect their portables and make them even more portable. STUN takes pride in their members that succeed in adding valuable 3rd party products to the ST line.

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. It supports both the 8-bit and ST computers. There is a free disk of the month for all attendants, bring your own disk. Dues are $12 per year and includes Atari Interface Magazine.Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings. SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President Gary Klugman (408) 758-4894Vice-President Dale Meisenheimer (408) 449-7750Secretary/Treasurer Charles White (408) 449-8986BitStream BBS (408) 449-2150

Our last meeting was late in starting, and we didn't get reminder cards out. Although attendance wasn't great, we had a great demonstration. By combining hardware from different users, we were able to scan things and print them on a deskjet. We all learned things about desktop publishing.

The next meeting (which may have happened already) will be putting two ST's together with a null modem cable. We should be able to demo telecommunications programs and games that users can play over a modem.

Like always we are dependent on volunteers to bring things in to demonstrate and help out. All of us have expertise in different areas, and can share them with the other members.

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

S.W.A.G. Meeting Minutes September 23, 1990

First order of business was discussion of letters mailed to vendors promoting the combined area club's November '91 Atari fair. Search for an building continues. The building must have enough space, and it must be in Oregon for tax reasons.

The A.I.M. editor explained the format and submission requirements for those wanting to write articles for the magazine. A local deadline (the 5th of each month) has been set to allow time for local editing. We then raffled the Practical Solutions Monitor Master. The monitor Master was substituted for the Cordless Mouse which had died and was being replaced. John Moore was the winner.

Steve Traxler then demonstrated his STE with a new stereo and enhanced color demo program. He also showed us some of his commercial software that doesn't work properly on the STE. He doesn't know if the problem is with the hardware, or if the software authors took shortcuts (ala the 800 to XL problems).

Mike Calvin mentioned the problems he has been having with his older 520 since he converted to 1 MEG. It seems the MMU chip is dying. Another has been ordered, and he will let us know if the problem is fixed.

TACE

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The October meeting of WAUG was held on Tuesday, 10/9. Craig called the meeting to order at 7:40pm announcing the feature topic would be a demonstration of the SuperCharger IBM emulator from Talon, courtesy of Bill and Pattie Rayl. Craig gave an update of progress in planning for the Atarifest, noting that we still needed a volunteer to run the club booth during the two day show (as most of the officers already have other duties to perform...)

While waiting for the computer to be set up to start the demonstration, Craig also listed upcoming meeting topics:

Nov - Tim Purves of Michtron will speak. Dec - Christmas Party/Games Jan - MiGraph hand scanner Feb - Printers (we'll attempt to show printouts of .IMG pics created with the scanner...)

Craig presented an idea to change election night from June to another month, suggesting December as having the largest member turnout. April was also considered, but due to lack of interest/concern on the part of the attending membership the topic was tabled for further consideration by the officers.

Bill Rayl gave a great demo of the SuperCharger, noting its compatibility with all models of STs AND the new TT. Mike Olin followed Bill's demonstration with the "Atari" IBM program that reads from/writes to 8-bit Atari diskettes in a standard IBM drive. This program is in the Public Domain and has been used by many ex 8-bit owners who have moved into the world of MS-DOS (gag me with a CLI!)

Craig announced the raffle of the last copy of PageStream, and last-minute investors were given a final chance to buy tickets. The drawing was then held, and Russ Crum was the lucky winner. Congrats Russ!

Bill gave a description of the files on the latest AIM disk, after which Craig adjourned the meeting.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM. as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WNY AUG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
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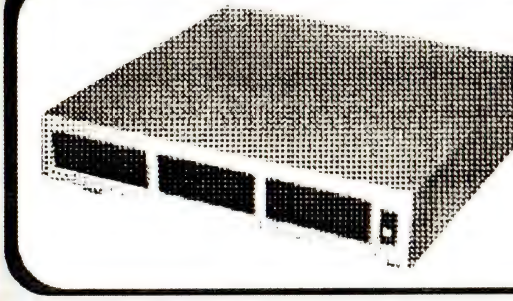

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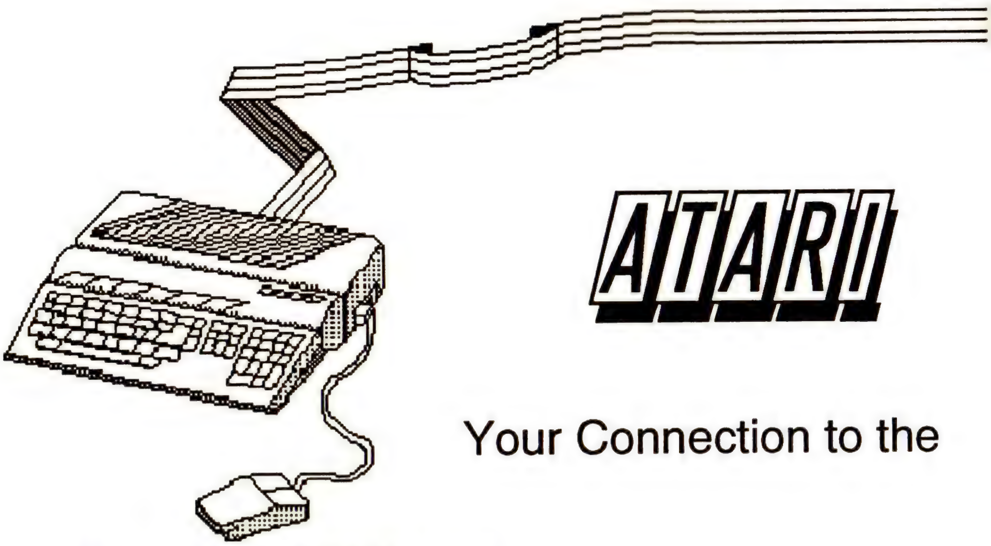

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INTERFACE

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Number 1

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On the Cover
The *New "MegaSTe"* as shown at Fall 1990 COMDEX. Courtesy Atari.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Gary Klugman, Pattie Rayl
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge, PageStream and Calamus.

From The Reader's Viewpoint

Dear Bill & Pattie—

Hi to all of you! AIM is an outstanding magazine. It's a pleasure to enjoy the products of people who do a good job. My thanks to each of you.

Enclosed is a letter to Tim Craft of CACE. Please forward it to him.

Dear Tim, Enjoyed reading your article 8bit Q&A in the October issue of AIM. I have a problem. My Atari computers are 1200XL and 130XE.

Many printed (or listed) 8bit programs have a READ statement. The ensuing DATA statements contain a series of numbers, eg 243, 22, 199, etc. What are those numbers? Where does a programmer get those numbers? How do I learn to use such numbers in my BASIC programs?

Some articles and manuals list PEEK locations followed by strange words such as VDSLST, VINTER,SIOV, etc. (See page 31, October issue of AIM.) What do those words mean?

Atari Friendly,
Joseph Hicswa (JACG)

AIM:

I don't know where else to turn. The Atari 800 still remains a breakthrough as far as I'm concerned. It is the *only* computer I know of that has *four* joystick ports useable by durable, inexpensive joysticks. This is important because I and the neighborhood gang can't get enough of four-player games.Competitive or cooperative, arcade or strategy, we love them to death! We starve for more!

Please, tell me how/where I can get more four-player games. Any multi-player games will do also. These games are tough to find. Not to mention Atari 8bit software as a whole. Please include cost and ordering info also. Thanks!

Larry Nocella
Woodbury Heights, NJ

[Eds: Can anyone who reads this help Larry out with multi-player games, either PD or commercial?]

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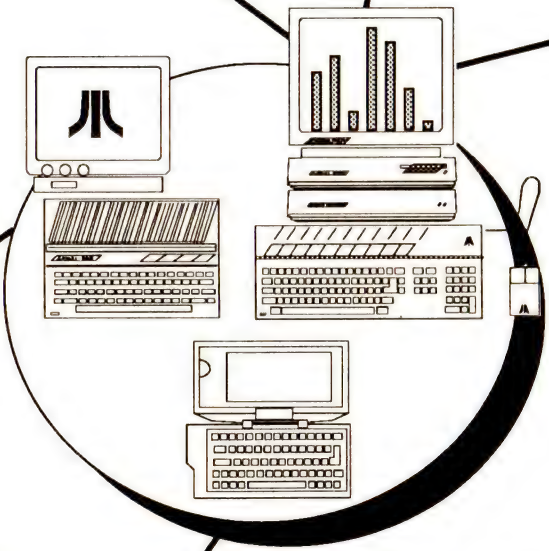

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Right On Target

David Plotkin

The first raindrops of autumn are just starting to fall on a *very* parched Northern California as I write this in mid-November, 1990.

It is certainly welcome—another dry year and we'd have had a new round of water rationing. The rain is going to make moving difficult, though. Yes, I sold my house and bought a bigger one with a mortgage to match.

The pressure from my spouse for more room finally wore me down. And though you may have heard that the real estate market in California had gone flat, such things are relative. True, real estate here is not escalating at the insane rate of past years—but this affects buyer as well as seller, and selling a house (like anything else) is just a matter of pricing it right. Mine sold to multiple offers in six days—I guess I priced it right.

Misfortunes of Moving

The job I am going to like least about moving is moving my Mega ST. The tangle of wires behind my nice, neat workdesk is beyond belief.

In fact, the new buyer, inspecting the house, questioned if I had not had to modify the house circuitry to handle such an incredible load. I had not, of course, since everything plugged into the outlet is a low power device.

With everything on at once, the lights don't even dim—which I can't say about the times my wife fires up her iron.

The wires aren't all electrical—as I have detailed before, my system is chock full of switches for external drives, printers, monitors, even RS-232 switches. I have a modem, and a Video Key, and a Mouse Master...well, you get the picture.

Untangling the Tangles

I've been scratching my head for some time over two things. The first is how to even untangle the mass of wires. They seem to have multiplied over time, like some nest of incestuous snakes, and their number seems to increase every time I look back there.

It ain't pretty, folks. The second problem will be hooking everything back up correctly. I'm not sure I can remember how everything goes together any more. I puzzle over this every time I modify my system.

The answer, it occurs to me, is to label each cable and wire with the name/description of its termination point. As I pull each wire off, I'm going to put a piece of tape on the end and use indelible ink to write where it plugs in. This ought to work, and actually presents an opportunity to neaten things up behind my desk. I'll let you know how it works out.

The tangle of wiring is an unfortunate necessity with the Atari ST. My PC, which is equipped with nearly all the same equipment as the ST, has very few wires.

The reason is that most of the equipment on a PC (drives, controllers, switches, tape backup, modem, etc.) can be mounted internally in the case and wired directly into the bus. I happen to have a big case on my PC—a full-size tower that still has empty slots and drive bays. It's really too bad the ST can't be packaged in a larger case that can carry many of the peripherals internally. I have heard rumblings of such things from Europe, but have yet to see anything appear here. So, I guess, for the meanwhile, we live with it.

AIMing High

I got my latest issue of AIM today, as well as Current Notes. Once again, I have been struck by just how fine these periodicals are.

The real thing that stands out is that they are definitely labors of love. This is not to say that they aren't professional—they are. And though both magazines are run as businesses, there is an underlying something that says "we like what we do." I find this extremely refreshing.

I read a lot of computer periodicals, from very dry publications like Computerworld and PC Magazine to some small local mags like Computer Currents and Microtimes. These last two are indigenous to Northern California, although I hear versions are springing up around the country.

Many of the periodicals are simply put out to turn a profit (unfortunately, I begin to feel STart is falling into this category). But the ones that are put out because the editors and contributors really *want* to put them out shine.

Bill and Pattie Rayl of AIM and Joe and Joyce Waters of Current Notes are not getting rich doing this—Joe/Joyce and Bill/Pattie don't even earn their "real" livings producing their respective publications. Nevertheless, the world would be poorer without them.

I look forward to receiving

these magazines every month, as they let me know what is going on in the world of Atari in a personable, yet professional, manner.

Making Mac ROMs

Have you ever wondered where all the Mac ROMs were coming from? I mean, the ones that you buy to pop into a Spectre cartridge. After all, Apple doesn't exactly produce lots of extra ROMs. And it isn't like a dealer needs to stock ROMs as spare parts—ROMs don't go bad and never have to be replaced.

In fact, the only source I know of for "spare" Mac ROMs is upgrade kits for Macs. That is, people who have older Macs that use the original 64K Mac ROMs can upgrade at an authorized service center.

Among other things, the 64K ROMs are replaced with the newer 128K ROMs. That, by the way, is why 64K ROMs have always been relatively plentiful—they are left over from Mac upgrades.

A little simple arithmetic, though, will show that something is amiss. I don't know how many Spectre and Spectre GCRs Gadgets by Small has sold, but it's a lot. I would guess the number is now nearing 10,000. Now, there aren't many un-upgraded Macs in the world any more, so Apple doesn't produce many upgrade kits. Those they *do* make, they keep pretty careful track of. So where the heck do all the Mac ROMs come from?

As it turns out, a very inventive fellow in the Midwest has been making bogus Apple ROMs. That is, he was actually burning ROMs copied from Apple, and even silkscreening the Apple logo right onto the ROM, so it looks like the real thing. These were then sold to unsuspecting dealers (at least, I assume they were unaware they were involved with fraud), who sold them to eager Atarians.

As you can probably imagine, the guy made a fortune. His cost to manufacture the ROMs was probably on the order of a few dollars, and he was getting close to $100 each for them.

When he was caught (yes, crime does not pay!) he was in possession of a half million in cash and a weapons arsenal (guess he was expecting trouble!). He is in jail now.

As Dave Small has commented many times, it doesn't pay to mess with Apple's lawyers (unless you're Microsoft or Hewlett Packard, who are successfully fending off Apple's latest legal maneuvering). But for the little guy, it's not a good idea. The question in my mind now, though, is where are we going to get Mac ROMs for future purchasers of Spectre?

See you next month!

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COMDEX FALL 1990

Michael Drysdale

As an Atari dealer and reseller, I probably look at COMDEX a bit differently than the press or a user. Here, only somewhat organized, are my views of this major computer show.

Off the Bat...!

The first stop in the Atari booth was Spectre 3.0x on a TT connected to a MEGA with an 030SST (Gadgets' much talked about 68030 upgrade for the ST) via AppleTalk as demoed by Doug Wheeler of Gadgets.

Bob Brodie cruised by and I latched onto him for a tour of the exhibit. Next stop was PageStream 1.8x on a TT. Fast? Yes. But even better was the display—TT hi-res 640x480 in 16 colors.

They were sending output in Postscript format to a QMS color printer. Full color DTP to slobber over. Next to that was Migraph, showing TouchUp's new ability to load/save grey scale TIFF and PCX files and thus print true grey scale from PageStream.

On a surprise visit to the Atari booth was Beach Boys' Bruce Johnson and James Grunke, keyboardist who uses C-Lab's Notator for everything but live performances. Story was they provided passes to Atari for their Las Vegas show.

I spent lots of time with Jeff Williams, GEnie SysOp. He showed me how to use Alladin on GEnie and gave me a copy of same. Listen up people, it is time to stop using CompuServe.

Augie Ligourie stopped me and asked how I liked the Portfolio which I was using to make these notes. Well, that was his mistake!

I promptly pounced on him for a discussion of Stacy marketing and configuration. My only impression was of Teflon; he's heard all the dealer feedback before and it just doesn't stick.

Don Thomas of Atari talked about new application cards for the Portfolio. Look for Spellchecker, Thesaurus, Language Translator, City Guide Book, Expense Tracker and more.

What hardware did Atari have at their exhibit? Some products we can talk about, and some we can't.

The New Mega STe

First what we can't tell you about. The MEGAe (a Mega STe). Yes, Atari showed lots of them.

When can you *buy* one? Not any time soon (wait at least three to six months). When (*if*) it arrives, it will offer all the features of an STe plus: Math co-processor socket, VME bus (which is more standard than the MEGA bus, which it won't have) and a 16Mhz 68000.

Remember, the units at COMDEX *weren't* final products. Therefore, anything you read about them could be changed by the time they actually go on sale in mid '91.

Everywhere in the display (and on dealer price lists) was the TT. List price is $2999 for 2mb RAM and 50mb hard drive. The PTC-1426 color monitor runs $549. I'll not repeat here what you must have read months ago about it.

Not shown and not available (or in the foreseeable future) for US distribution was the CD-ROM drive. The few Stacys there appeared to be owned by developers. Atari said little about it.

Portfolio

There were lots of Portfolios. Shown was its ability to connect to Mac, ST and IBM machines. Nifty stuff was a portable 20MB hard drive and an A-D converter. This was clearly the product Atari is pushing. Watch for over $1 million of advertising for it this holiday season.

What products were on display: Pagestream, Calamus, Dynacadd, Spectre, LDW Power, WordFlair, Tracker, Hotwire, GEnie, ATspeed, and Talon Technologies' IBM emulators.

Noticeably missing were WordPerfect, games, color drawing/animation programs and anything for video production. Unlike many other booths, there were no knock-your-eyes-out sight and sound demos.

"Will there be any advertising for the TT or STe?," I asked of a very high-ranking executive. *"No,"* was the answer. He suggested it was up to dealers.

Little known fact: 30 percent of Atari's business is in educational markets. An Atari executive hinted there may be a promotion aimed in that direction.

Here are some tidbits for you hardware dwe...uh...specialists. Does the TT have a Genlock port or will the VME bus do? Do the TT and MEGAe have a clock? They act like they do, but no mention in the specs.

The MEGAe keyboard is neither an ST or MEGA keyboard; it's something else.

An offhand comment from an Atari employee (possibly a techie) revealed the TT has a 1.44MB drive but the drive controller chip only formats to 720K. However, the chip is socketed. So get out your chip pullers and....

Does the MEGAe have an internal DMA or SCSI port? Or is that TT case misleading? Why doesn't Atari sell a version of the TT without the math coprocessor and hard drive and less RAM? A lower price might encourage more people to upgrade. Of course it might take sales from the MEGAe which won't be here till...

Did you know the TT will accept 26 meg of RAM! The MEGAe will(?) have TT TOS, so why not the STe? There's no Blitter in the TT. Hopefully someone will explain why a 68030 doesn't need it. Is the MEGAe so similar to the TT that one could fit it with a 68030 or is the case again misleading?

What you may read about what Atari said at the show about various products will vary depending upon: 1) who said it, 2) who they thought knew what or 3) what they thought they were authorized to say and to who. In other words, if you get conflicting information about COMDEX, don't be surprised.

Other Sights

I could not help but notice a kiosk prominently displaying all of Atari's products in front of the main entrance to the Las Vegas Convention Center.

Video Toaster—if you have not heard about this product on the Amiga (and soon MS-DOS), listen up. Go and seek out info on it; go see it. It will change the way you think about computers and video.

The POQUET palmtop was available from distributor Ingram Micro-D. To be a dealer, you must order 25 units or $40,000 minimum order. With dealer demands like that and a $2000 price tag, Portfolio should continue to outsell it 14 to one.

Why do Intel, IBM, Apple, Compaq, HP ($3 million to be a dealer), etc. bother to exhibit? They have all the dealers they want. Must be the prestige of having more money than you can spend.

There was a long line of people waiting for an autographed copy of a net-working book. How dweeby.

I watched a Mac II play back segments of Star Wars and Roger Rabbit better than regular video.

For those of you who think a trip to a convention in Vegas is exciting, I must make reality clearer. This is a working trip. As sole proprietor of a store, being in two places at once (East Detroit and Vegas) is difficult. If I'm in Vegas, the store must close. So, to minimize this inconvenience, I travel at night.

This is my second time to Las Vegas and COMDEX. Vegas is beginning to seem much like a plain, middle-aged hooker. The makeup and sequined dress looks glamourous and promises decadence; but underneath, things are wrinkled and sagging.

A Second Look at COMDEX

Irwin Brooks (LACE)

The Atari booth was the largest or near the largest on the Sands convention center floor. It was located adjacent to the entrance doors and was highly visible to all passers by.

Atari TT

The Atari TT030/8 runs TOS (and Unix?) at 16MHz [Ed: The TT CPU runs at 32MHz, while the rest of the system clocks in at 16MHz]. As of 11/14/90, the TT was in its 3rd week of FCC testing for Class B (home use) certification.

The TT was planned to be available and shipping by COMDEX time. However, initial first design tests of the TT showed that its electronic emissions were over the allowable FCC limit. This resulted in the case being redesigned to eliminate the RF shield and use brass-coated covers instead.

Mega STe

The new Mega is much more than just a repackaged Mega in a TT case. The Mega STe is now a 16MHz, Blitter-equipped Mega with all the other advantages of the STe. The Mega STe now sports stereo sound, 4096 colors and the TT's desktop. Plus, the Mega STe can be equipped with an optional 68881/2 floating point math coprocessor for even more speed.

If that's not enough, how about Genlock for your multimedia video processing? This is quite the needed upgrade for the top-of-the-line ST computer series. Enough of an enhancement to get me thinking another ST could be put to some good uses.

Stacy

The Stacy laptop failed FCC Class B approval. So now, the word is the Stacy will no longer be offered for sale in the US. Atari is allowed to sell Stacy only to music distributors that sell to music retailers. And, who do you think would buy a music computer they can't sell to musicians, since Stacy can not be made available to any end users?

The Stacy product outlook is anybody's guess.

Portfolio

Yawn...the Portfolios at COMDEX seemed to draw some attention, but it was not a hit. Contrary to some beliefs, Atari does not have a corner on the palmtop market. In fact, there were palmtop computers at about every other booth, most with more features than the Portfolio. I wish Atari luck in this, since they could use the capital for more important things.

Software

Hot Wire—Charles Johnson and John Eidsvoog of CodeHead Software were there all three days answering questions and helping educate others on the benefits of this powerful desk utility.

NeoDesk 3—It's as good as the reviews have said, but unless you've seen it you can't imagine the difference. NeoDesk 3 is the desktop Atari should model all future revisions of TOS after!

HyperLink—The Atari Mega/ST's lookalike to Apple's HyperCard. HyperLink is a shell application standard program. It, in itself, can be developed into an indispensable desk tool but "stacks" must be written to work under HyperLink.

Graphics, database and spreadsheet data are easily handled by HyperLink. Look for this to be the shot in the arm the ST market needs to gain notoriety and respect.

WordFlair—Wordflair 2 is expected to be available at the end of November. Wordflair 2 is a new kind of software on the ST computer. It's not a word processor nor a desktop publishing program but a document processor.

A document processor was explained to me to be a word processor with selectable fonts, graphics import capabilities like a DTP but also it has a spelling checker and the speed of a word processor. *[EDs: See the Sept. 1990 issue of AIM for a review of Wordflair.]*

SoftLogik—PageStream 1.82 was on display running on an Mega STe. Softlogik has informed me the TT version is available free for TT users. (For version 1.83, registered PageStream 1.82 owner need to contact SoftLogik.) PageStream version 2 is in the process of being ported over to the Atari ST. It is already available for the Commodore Amiga. Expect PageStream 2 to be available in late first quarter of 1991.

Hardware

Gadgets by Small, Inc.—Gadgets had the GCR running on the TT. The AppleTalk networking was being demoed between the TT and a Wallaby (portable Macintosh). The speed on the TT was impressive. The TT with the GCR compares to a Mac SE!

DreamPark Development—Our local guys (from Salt Lake City, UT) were there promoting the Power Drive (1.44bM floppy modification), a LapMate 720K floppy disk drive (allows the same drive to be used on the Atari STs and a PC laptop) and a yet un-named DMA to SCSI convertor to allow Macintosh peripherals to be directly plugged into your ST.

That is about all that comes to mind from the Las Vegas COMDEX held from November 12 to 17. I hope I didn't miss anything or anybody. If I did, I apologize. This was one of the most impressive displays of Atari unity and cooperation I have ever seen. Let's hope this is a sign of renewed life for Atari.

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The Right Brain

Living with a Multiple Personality Defect in Your Machine

Paul D. Stampfli (El Paso)

As I write this in mid-November, I see that is happening in the pages of AIM.

Billy Bob Ray stunned a few folks with his outspoken, albeit anonymous, editorial, and many of our contributors took offense. Some even took the time to think.

I am not going to comment much on this issue, except to say David Plotkin was, once again, "Right on Target," and Steven Leser made some excellent points with his comments on software pricing.

Software piracy is going to be around for a long time, and I think Billy Bob makes an excellent point with the advancement of demos of programs. I know I certainly hate to be stung by a very bad program. (Can you say Turbo Outrun boys and girls?) Shareware is the best way to go, in my opinion, and I want to throw my two cents in to remind everyone to register their shareware and support these hard-working programers.

Of course, I don't want to appear to condone piracy. I don't condone auto-theft, either.

Ok, off the soapbox. I had an interesting conversation with a lady at work just the other day. I gave her a copy of a lesson plan of a professional class I had presented a couple of months previously.

She was very impressed with it, and commented that the Macintosh sure made "things look pretty, but it just isn't compatible with the standard Zenith's that the Army uses." Of course, being who I am, I just couldn't pass up the opportunity to talk about the STIBMAC. So I casually said something to the effect of, "Yes, I printed it on the Mac laser, but I typed it up on the Zenith and got some of the graphics from the Atari bulletin boards here in town."

She was *quite* interested, and we chatted for about 15 minutes about the STIBMAC, and all its capabilities and how "intracompatible" its products can be.

She finally, of course, got around to asking what the basic platform was. When I told her it was an Atari, well, I had to go get my coat. The temperature dropped a good twenty degrees in the room. She stiffened up, and with something of a superior air, excused me from her presence saying she had "important work" to do. She did, however, keep the copy of my lesson plan to use as a reference.

NOTE: For those of you who don't know it, STIBMAC is the term used to identify the ST-IBM-Mac multiple personality computer. That is, an ST with two emulators running. This name was coined, to the best of my knowledge, by Jim Jenkins of Jenkins' Computer, and is about the best label I've heard of for this beastie.

A year ago, I would have been furious over this incident, but today I just shrugged it off and got back to business.

You see, I have found that the world is ready for a machine with multiple personalities, it's just not ready for that machine to have "Atari" on the label. Because Atari means game machine, Atari means 8-bit, 2MHz technology. And, even though you can prove otherwise, the mindset is "it's not compatible, and don't try to confuse me with facts!"

So, I just smile a lot and continue to turn out whatever is needed, in whichever operating system (or personality) is most appropriate, and I wait for the world to catch up with me.

I know there are others doing the same thing that I am, and possibly some more thinking about giving their machines multiple personalities. I say to these people, "GO FOR IT!!!"

You won't regret it for a minute. Oh yes, you'll have to put out some bucks, and some brain sweat, and maybe spend a few late nights trying to fix some things. But, in the end, it will be well worth all your effort and cash.

Suggestions

Before you start this project, get as well acquainted with your products and support as possible without parting with the green stuff. You will need a hard drive; I recommend something in the 60 megabyte range as a minimum.

If you don't have an Atari dealer in the area that you *trust* to get inside the guts of your machine, is there a hardware hacker in your club or area that is very good with a soldering iron? Will your dealer take things back that don't work? Will he stand behind his products? Is mail order better (be careful!)? What is the least expensive route for you that will meet your needs?

Hard questions, the last being the hardest because you don't really know what your needs are until you actually start using the different OS (operation system) and find out what you *can* do with it.

Upgrade your RAM. I have a

Mega 2 and it's getting too small. While DOS isn't too much of a problem, the Mac is super RAM and disk intensive. That's another good reason to go with a hard drive (faster is better, down to about 21 msec. Faster than that is pretty much wasted), as Mac mode will give you tennis elbow swapping disks.

Get a monochrome monitor if you are going to use the Spectre. Although it will work in color, it's not very good, and the graphics and screen quality are stunning in mono. I recommend a monochrome anyway, if you do anything other than play games.

IBM Emulation

I have PC Ditto II for the IBM personality. I got Ditto I early on, and ordered the upgrade *months* before it was ever up and running. PC Speed isn't as flexible, and Supercharger, as far as I know, doesn't support sound, and is much more expensive. Of course you get the extra RAM with Supercharger, and it looks nice, and you don't have to solder it to the 68000 CPU. I haven't got a handle on the 286 they are supposed to be releasing, but if you're reading this (Talon Technologies), I would be very happy to beta test or review a unit for you! *Hint Hint.*

The large board size with PC ditto II means that you will most likely have to put Ditto II outside the case. Of course, you can remount your ST in an IBM style case. This is a pain, but not as much of a technical problem as you may suspect, and gives you a great place to put your very own (personally designed) STIBMAC logo, as well as all the drives and cables you'll ever need. It also clears up your desktop, especially if you go with a tower case.

When running in IBM mode, use at least DOS 3.3, and make a backup of your system disk. Then, you can experiment all you want with autoexec.bat, config.sys and all those other fun things IBM forces on you. Then, even if you screw up in a big way, you can always start over again with your back-up.

Keep your IBM stuff in a separate partition of your hard disk and let it be. While it's much more convenient, and *usually* safe, to move IBM files with the mouse from the GEM desktop, MSDOS doesn't always like the results! The best thing is to leave that IBM partition alone except for data files you are moving to another OS. By the way, always save a backup copy of data files in the original OS, as they can easily get trashed in conversion.

Specifics

There are some things you just don't want to do, trust me! Let me warn you about the ones I know about. MSDOS is a command line nightmare, but it allows you to write, from that command line, your own batch files as well as configuring your system and telling the computer how to boot up. It even allows you

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to define your own prompt from the command line. MS-DOS can be very trying, but it can also give you a very deep feeling of satisfaction to master it.

Use the autoexec.bat file to tell the computer which programs to run at boot-up, and in what order. Also, specify if you do/do not want to reset you date/time on the computer.

If you'd like to see more, without an IBM emulator, you might consider .ACCess! from Rock Digital. This Command Line Interpreter works from GEM and gives access to many of the strengths of an IBM while still keeping your ST a one-personality deity.

Spectre

Which brings us to the Spectre and Dave Small. This guy is a pure, unadulterated genius and has my utmost respect. He started out with Data Pacific and the Magic Sac. Gee, what a hippie, Dave! A computer board in a brown paper bag that was stapled shut! Ah yes, the old days!

Anyway, you can choose the Spectre 128 or the Spectre GCR. I recommend the GCR because it will run Mac disks right out of the box. You will need to buy the cartridge and the Apple ROMs. These can be had for less than $400 total if you shop hard.

Don't overlook the Mac personality just because you have a mouse and a desktop. A Mac is *not* an Atari. I overlooked this OS for too long a time before I woke up and got on the ball. It's a great OS, with a lot of very fine applications written for it. And, while it's true that the Spectre emulation is a Mac Plus (a computer no longer supported by Apple), the Plus was the PC of the Apple world for a number of years, and most applications will run in the Plus environment.

Specifics

The Mac has some *super* software written for it. Support from Gadgets is the best in the business, on a par with WordPerfect. When you consider the size differential of the two companies, what higher praise is their? Most all Mac software will run on the Mac Plus emulation of Spectre. The emulator set-up software allows you to make the Mac partitions of the hard drive invisible to the other operating modes. This is a good thing, as otherwise wholesale HD destruction would occur.

Moving data files from ST to Mac is accomplished through the Transverter software provided, but you have to get your own System. System is the Mac software OS and can usually be procured cheaply, (or free) from the same place you got the ROMs for the cartridge. I strongly recommend that, if you have the space, make a small (one meg or so) Mac partition as MFS. Trust me. MFS is an "old style" Mac format, but is what is supported by Transverter, and doing this will save you a ton of time in transferring files.

What about word processing? Well, there's MS Word, Works, MacWrite, WordPerfect and on and on and on. And *all* of these allow the direct importation of graphics into the document, even in the most basic versions. And fonts, *wow*! There are more fonts than you can shake a stick at.

The only limitations are your memory and your imagination. Take it slow. I've had some *very* frustrating times in the world of emulation. Do not kill your machine, or throw it out the window. Just turn it off and come back to it later.

And something to dream on is this: When Atari delayed and delayed the TT, Small has started producing the 68030 board for the ST. While not a TT, it is reportedly very fast! When Atari says, "we'll have so and so by this and this date," and fails over and over again to deliver, Dave Small says "We can't do that, it's impossible, the stuff is all incompatible." And generally within the year, it is sitting on your desk.

I just got the Spectre newsletter, and I was heartened by reading Dave's comment in response to the question "Will we have a Mac II emulator on the TT?" Says Dave; "No. The 256K ROMs aren't available, NuBus would have to be completely changed, the monitor memory map is incompatible, and so on and so forth."

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PowerDrive

Paul Gittins (PAC)

When I saw the new ad by DreamPark Development of Salt Lake City, Utah for their PowerDrive, my first thought was that what they were saying couldn't be done.

The Floppy Disk Controller (FDC) chip in the ST simply is not capable of doing formats of the density required for 1.44 megabytes of disk storage. You know how things always seem to be too good to be true.

Naturally my curiosity was peaked and so a few minutes later I was on the phone talking with Howard Abrams about their new product. He agreed with me that a normal ST FDC is not capable of high density and that is the heart of their new package.

What they have done is remove the original FDC chip and replace it with a newer style chip capable of the desired operation. I must hasten to add that you cannot simply unplug the old chip and replace it with a newer one.

First off, the FDC is soldered into place and has about forty pins to deal with. Second, there are some control lines dealing with the higher density and drive selection which need to be considered.

The PowerDrive takes care of these problems, as it comes on a small circuit board about two inches square with the new FDC chip and a couple of associated components. The board design is very neat and the quality is quite good.

To install the PowerDrive controller, the original FDC chip must be removed and a socket is provided which is installed in its place. A small socket adapter board is provided which plugs into the chip socket and provides a couple of jumper selections as well as a cable plug-in assembly. A ribbon cable is plugged onto the adapter board and run to the PowerDrive board.

Installation

The installation of the PowerDrive circuit will take a competent technician from one to two hours depending on the condition of the computer and where the board is installed.

I was quite pleased with the overall installation. On the newer 520s and the 1040s, there is a very nice spot for the circuit board between the disk drive and the power supply, almost like it was left there for this purpose.

Did I forget to mention the high density disk drive? You will also need to obtain a high density drive. This can be obtained from DreamPark or you can "roll your own."

I recommend getting the entire package from DreamPark. The HD drive can either be installed internally as drive A or externally as drive B. Using the drive internally will require some artwork (carving) on the case of your ST as the eject button will probably not match the case of your computer.

When using an external HD drive, there needs to be a way to let the computer know which type of disk is being used, normal or high density. This is done by running a control line from the disk drive to the computer.

There is a small square hole in the opposite corner from the write protect notch which is used to identify a high density type disk. The drive senses the high density disk and then provides a signal to the computer via the control line.

This line must be wired from the drive to the FDC where it is recognized by the PowerDrive circuitry. Unfortunately, this means a small hole will need to be made in the case or your computer to accommodate this wire.

Extras

The software provided with the PowerDrive is both attractive and functional. Not only does it format at 1.44 megabytes, but will actually extend the format up to 1.7 megs. It works and it works well.

The PowerDrive has the ability to switch between step rates, which means you can use also use 5-1/4" drives. Also, the data transfer rate is faster, which means programs load quicker and disk write functions are faster. The speed increase is on the order of 25 percent.

If you should decide to "roll your own," I strongly suggest using a TEAC drive. Not only is the quality very high, but this particular drive has functioned very well under all tests.

When I installed the PowerDrive, I used another type of drive and found I needed to do a little work on the drive to find the Density Select line. Had I used the TEAC, all the work would have been done for me.

The price at the time of this writing is $259.95 for the PowerDrive board and External HD Drive, $189.95 for the board and internal HD drive and $119.95 for the board only.

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Support

I had occasion to talk with the people of DreamPark and I must report their philosophy of doing business is very refreshing. They are totally committed to quality and top-notch customer service. They went to a lot of trouble to write a clear and usable manual, and as a result, my installation experience was very good.

If you have the need for higher density or just the desire to reduce the size of your archives and backups, then this could be your solution. Once it is in place, it is transparent until you actually require its use, then it works. Using it is simple and trouble-free and I recommend it highly.

I must add one final caution. I have repaired a few ST computers in my time and very often I have seen hack jobs performed by incompetent would-be technicians. Do not attempt this installation unless you have anti-static soldering and desoldering equipment. You must also use good craftsmanship if you want this to work. It is not hard to do permanent damage to the ST, especially while removing chips. Many times, when STs need repair they are sent back to Atari for board exchange. If there is visual evidence of hacking, Atari may not accept the board and you are then the proud owner of an unrepairable ex-ST.

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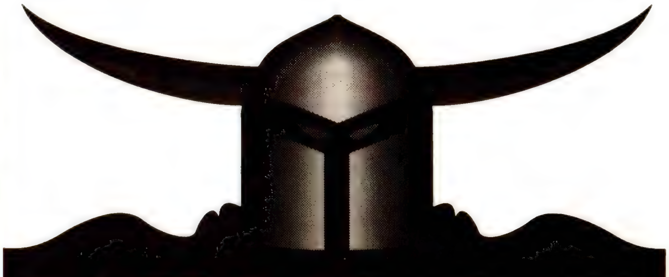

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Hewlett Packard DeskJet 500

The Inexpensive Laser Alternative

Micheal A. Calvin (SWAG)

Looking for a good quality graphics printer, we had narrowed the field to a Panasonic 1124 dot matrix or the Hewlett Packard DeskJet. We were impressed by both printer's output.

The Deskjet had only one drawback, the ink was not waterproof. Cost was another consideration, as the Deskjet was about three times the cost of the Panasonic.

On my way to work one day, I heard an ad on the radio for the "New DeskJet 500 with waterproof ink." So far, so good! Then they said the price was $509! Whoopee!.

Three days later, we went to Portland with Allan Coker to a Hewlett Packard dealer he knew of. The dealer said: "Yes, we have the new 500's, but don't have one unpacked for display." I asked if they had any literature on the 500 and was told they did. We looked over the literature and asked the price. "$485 out the door" was the answer. "Sold" said we and paid for it.

We've had the 500 for four weeks now, and are very impressed. The 500 has three resident fonts—Courier, Letter Gothic and Times Roman. It also sports a 16K internal buffer and slots for additional memory, font and emulation cartridges. It feeds sheet paper or envelopes.

The print resolution is 300x300 and compares favorably with laser output. Print speed with the resident fonts is 240 cps draft and 120 cps Letter Quality, or about three pages a minute in draft.

Most of our software supports the 500 (sometimes as a LaserJet!). We have only had three programs that don't support it, and they are all GDOS programs.

Word Perfect installed with no problems using the Deskjet *plus* drivers for each of the fonts. MVG has a Deskjet setting. Pagestream 1.8 has a Deskjet driver.

The 500 will also operate as an ASCII printer, allowing you to print *Readme* files and *Doc* files from the desktop. If one really wanted to get total compatibility, there is an optional Epson FX emulation cartridge available ($70-$80).

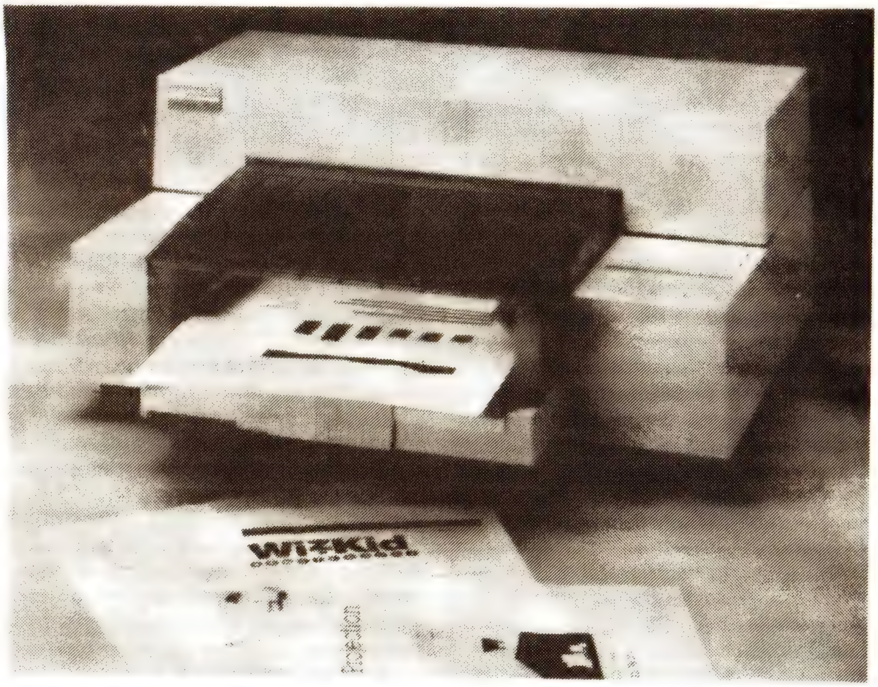
We are using the Deskjet 500 for almost all of our printing. It is faster and quieter than the Panasonic 1091. The only thing the Panasonic does now is print labels, as labels are quite speedy. The Deskjet will use all labels and paper that are made for the laser printer.

Ink cartridges will last for around 300-400 pages with mixed text and graphics. If used in draft, and printing text only, you should get about 600 pages from a single cartridge.

Replacement cartridges (and this replaces the head at the same time) have a suggested list price of $19.95, although you can find discounters and mail-order firms selling them for much less. This calculates out to about 5 cents a page for good quality graphics, and about 2 cents for text of laser quality.

Summary

For less than half the cost of a laser printer, you can get the quality of a laser. There is a sacrifice in speed, but the cost more than offsets that. The ink is really as waterproof as any ribbon ink; it will weep a little if the page is soaked.



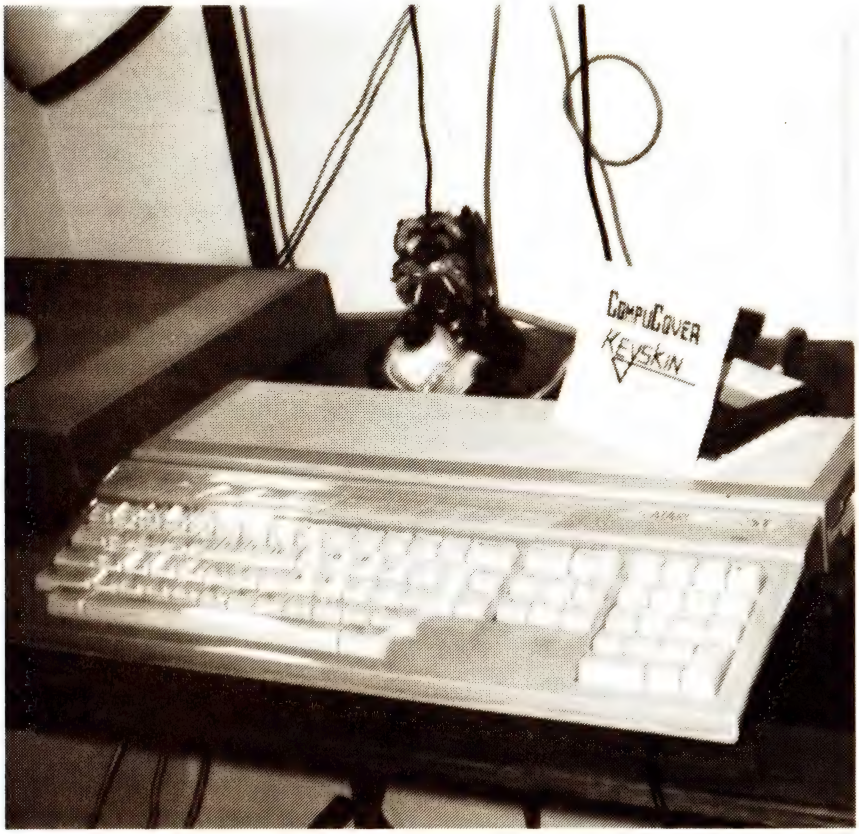
Keyskins—Protection for your ST

Patricia Snyder-Rayl

Looking for "safe typing" on your ST? Computer Supply House in Alaska has the perfect solution for you—Keyskins. These little plastic covers for the ST keyboard fit over your keyboard, including keypad and function keys.

Getting Started

Installation is a breeze, requiring only the plastic cover and your ST. The Keyskin comes with strips of clear, double-stick tape already attached to the cover at strategic points. For us, the hardest part was thoroughly cleaning our STe before putting the Keyskin on!



Slight Modifications

Since there was a bit of a gap in placement of the double-stick tape, we put some extra tape on to try to minimize any "bubble" effect.

We also put a couple extra pieces of tape on the cover at the "home row" keys, so now it's easy to find the home row when typing.

I talked to Computer Supply House about the possibility of putting some sort of bump on the F and J keys, so you would know without looking when you're on the home row keys. Richard Sitbon (owner of Computer Supply House) agreed this would be a good addition, if his manufacturer can offer it to him.

Key Responsiveness

The feel of typing on the keyboard was altered somewhat by the plastic cover, but the Keyskin is made of very flexible plastic, so I was able to get back up to speed once I adjusted to the different feel.

People have complained about the "mushiness" of the ST keyboard, and this will make it a bit "mushier" than before, but definately useable. Protecting your ST or Mega system from spills and such more than makes up for loss of crispness in the key response.

Inexpensive Insurance

At the recent November Chicago show in Gurnee, IL, the Keyskin on our STe received a lot of comments! Not the least of which was:

"My friend sure could have used that a few weeks ago. A can of pop fell off a shelf and landed upside down and emptied into his keyboard. The repairs cost him $300."

The Keyskin retails for $25, but Computer Supply House is offering it for a limited time at only $19.95. This is definately one of the best "insurance policies" you can get your computer!

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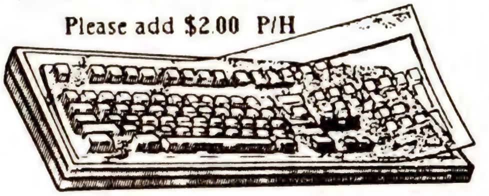

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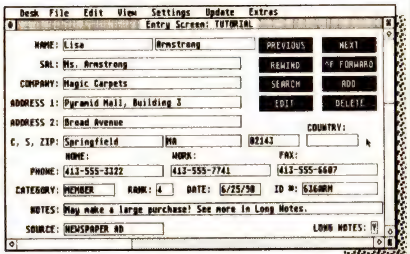

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Mega Click™

For the Atari Mega 2 and Mega 4* Computers

BEST ELECTRONICS

New Product Announcement

Have you ever felt that something is missing from your Mega* computer? Those who have used other brand computers for work or school agree something is missing! When asked, any touch typist who owns a Mega computer will tell you right away! It's the Click in the keyboard key they miss!

Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **$64.95**, and for the 10 Kit is **$21.95**.

Mega Click Products became available December 26th. Place your order now!

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THE BEST TRACKBALL

Gary Klugman (SVACE)

I envision a computer interface will sometime come along that requires little, if any, physical movement—perhaps just a slight movement of the finger, or just eye movement.

Imagine a Star Trek interface like just speaking in the room and the computer answers. Better yet, how about controlling the computer with your thoughts? Some day, not that far away, I believe we will have these things.

Until then, I will just have to settle for the best hardware computer interface and the most user-friendly software.

Right now I use a mouse, GEM, various shell programs, powerful utility software and the best productivity software I can find for the ST. At least I did, until I recently started using an "upside down mouse."

Brad Koda from Best Electronics called me and asked if I would like to try a pre-production model of the Best Trackball.

A trackball is essentially an upside down mouse—instead of moving the mouse, you move the ball. The Best Trackball was to be introduced at this year's COMDEX. As of this writing, COMDEX just opened.

Brad said the model I received is exactly the same as the one that will be produced, except the cable will be a different color and the lettering will be different.

It plugs into the mouse port of your ST just like your mouse. The color is battleship gray and beige, so it matches your ST. It is 6-1/8" by 4-1/8". I found it compatible with all utility, productivity and game software I tried.

There's no reason why it would not be compatible; it is essentially just another mouse.

It is ergonomically very well designed. I liked using Atari's Mouse Accelerator 3 with it, since I prefer to move the ball as little as possible. With the mouse accelerator there was no need to spin the ball.

You can move the cursor anywhere on the screen without having to lift your thumb off the ball. A ridge on the right button separates the left and right buttons. This makes it easy to find them without looking at the trackball.

Your hand rests on the flat area of the trackball and your wrist rests on your desk. There is no need to lift your wrist unless you need your right hand for the keyboard.

There is no need to look up at the trackball to find the proper hand position. You can feel it. The buttons are easy to use, with a definite click. Double clicking is easy.

As you might imagine, I really liked the Best Trackball. Moving the cursor and clicking on icons without moving my elbow and wrist was almost like controlling the computer with my thoughts.

There might be some games where the user would prefer a mouse, but other games would feel better with the trackball.

Of course, I had to take it apart.

That was easily done by removing four Phillips screws. The trackball is built like a tank. The internal parts are easily replaced and the ball is easily cleaned. Since Best Electronics specializes in replacement parts, you can be sure replacement parts, if needed, will be readily available from them.

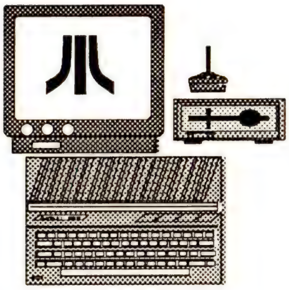
In any review, I feel obligated to say something negative. After all, how many perfect things are there? What comes to mind is the Best Mouse costs a bit of money; the suggested retail is $54.95.

If you have a lack of space, you need this trackball. If you are a gadget person, you will want it. If you are perfectly happy with your mouse, find an opportunity to try out someone's Best Trackball.

It should be available by the time you read this from your favorite dealer or Best Electronics.

SIO2PC

PUTTING THAT IBM TO WORK FOR YOUR ATARI 8-BIT



Bob Woolley (SLCC)

Regardless of any human qualities we may attribute to our machines, a computer is just a device taking data from a source, manipulating it, and sending it to a destination.

I prefer an Atari 8-bit because the real differences in computers are the sources and destinations available to the user and how easily they can be programmed. My Atari has lots and lots of nice input/output—sound, graphics, joysticks, paddles, etc. Where the Atari falls down is in its data storage hardware.

An IBM, on the other hand, is geared to large, fast data transfers. For those who have both systems, using the IBM as a disk subsystem could work wonders! Which is exactly why Nick Kennedy hacked together the SIO2PC hardware and software.

His hardware circuit connects the SIO bus from any 8-bit Atari to the RS-232 interface of any PC. His PC software then emulates an Atari disk drive or printer, allowing Atari files to be stored or printed on the IBM. In addition, Atari files can be converted to IBM format and vice versa!

The complete package of software and construction details is available as shareware ($10), in a kit ($30) or assembled and tested ($50).

Complete (and I mean complete) documentation is included with the product, as well as a willingness to assist users with any stumbling blocks they may come across. This may change in the future as his project gets wider distribution, but Nick has certainly done an outstanding job in the past. (So, let's not burn him out, OK? And, don't forget to send him something for his efforts if you roll your own.)

I got mine from him as soon as I heard about it—only called him once (twice?) during the week it took it to arrive (grin). Normally, the T1000 Toshiba I carry for work stuff pretty much keeps my spare tire company while I'm at home. Now, it has a new purpose in life!

As an indication of how well the SIO2PC is done, I opened the box, plugged it in and cranked it up immediately.

The system is menu driven and has very few functions that don't work exactly the way you would expect them to. The only awkward pieces are those dealing with the PC operations and even those are trivial. So, let's go through the SIO2PC features one at a time.

RAMdisks

The device is basically a RAMdisk that operates on the normal Atari SIO bus. What's a RAMdisk? That's memory (in the IBM) that acts like a disk drive to the Atari.

The hardware portion of SIO2PC is a cable that connects to the SIO on your Atari and the RS-232 interface on your IBM. Running the SIO2PC software on your IBM allows the IBM to "talk" on the SIO bus as if it were an Atari disk drive.

When the Atari reads a sector from an active RAMdisk, the data is really coming from the PC's memory, not a diskette. Although the data is still transferred over the SIO bus at 19,200 baud, there is no disk rotational delay or track seeking time before it can be read.

This produces a continuous stream of data rather than the beep-beep-beep of a normal drive (reading a 707 sector disk from a 1050 takes 85 seconds, from a RAMdisk it takes 55 seconds).

There are four partitions available in the PC—D1: thru D4:—that can be used as RAMdisks on the Atari. These disks can either be created as blanks and formatted from the Atari or loaded from the PC's drives.

There are four sizes available—64K, 92K, 143K and 184K, in either 128- or 256-byte sectors. Once loaded, the RAMdisk displays its size, filename and whether it has been altered since the last save (a very handy feature for those of us who can't keep anything straight).

These RAMdisks are not entirely "safe" until you store them to a PC floppy disk, so keep that in mind while using them. My portable is battery operated, which makes it almost bulletproof. Your PC may not be so lucky!

Any partition that has a "diskette" loaded will become active on the SIO bus as a RAMdrive. Consequently, any physical drives on your Atari system that share an address with an active RAMdrive must be powered off. This is not so easy on the XF551 with its power switch in the back.

One SIO2PC function swaps RAMdrives with each other, allowing you to boot from RAMdrive D1:, swap it to RAMdrive D2: then power up a real drive to use as D1:.

To get yourself going, you will create RAMdrive diskettes, format them, write your favorite DOS and copy Atari files to them. After that, everything will be stored on your IBM drives as PC files, one IBM file per Atari diskette.

My laptop does not have a hard drive, which would hold a *ton* of diskettes, but it does have 720K, 3.5" drives that can store six or seven single density Atari disks. If you're like me, you have multiple copies of some file you were creating scattered over a dozen or more diskettes. Wouldn't it be nice to have time/date stamps on them? With SIO2PC, all my Atari files are managed by the IBM, which has a time/date field on every file! Even Atari disks with no DOS on them will be logged!

I tried a number of utilities and unprotected programs on the RAMdisks and all worked as they should with a few minor exceptions. Protected commercial software will not boot from a RAMdisk, of course, but their data disks will work just fine.

MYDOS 4.5 does not seem to be able to properly calculate the number of sectors on the RAMdisk and formats everything as 1040 sectors. I was able to use VTOCFIX.COM to correct the count, but I got unpredictable results on some attempts. If you see a message about error 138 on sector 257, just try again or swap the address of the RAMdrive. It always works out eventually. Keeping a formatted, blank disk "on file" eliminates the necessity of formatting additional disks, anyway.

BobTerm, AtariWriter (in 2.0D, even!), anything I tried worked fine! The reason for this is there are no patches to any of the Atari hardware or Operating System. No memory is stolen, no drivers loaded, nada. The SIO2PC works right down to the command buffer level of SIO, no kidding.

Printing

The SIO2PC can also intercept the P: device on the SIO. Strange as it seemed, I could print to *both* my DeskJet printer and the PC at the same time (this is not a supported practice, but it doesn't hurt anything). The data sent to the PC can be output to the PC's printer, screen or an IBM-formatted file (printing to the screen does a nice job of previewing your AtariWriter files in 80 columns).

Along the way, you can convert the Atari EOL character to the ASCII CR/LF and/or strip off the high-order bit. This is one way to port an Atari text file to a PC or ST. You just specify the destination on your PC as a file and convert the EOL. Voila! I tried to send an object file this way, but the P: handler sticks a couple of extra spaces here and there which kinda wrecks the file. If a guy were to replace the P: handler with a smarter device handler, it would work great!

File Conversions

Along with printing an Atari file to a PC disk file, the SIO2PC package has an Atari utility (FILE2PC.OBJ) that converts an Atari file directly to an IBM file through the SIO2PC interface. There is a companion PC utility (MAKADISK.COM) that will create an Atari file on one of the RAMdisks from an IBM dataset on disk.

As a test, there just happened to be an Atari utility posted on CompuServe to display Degas picture files from an ST on an 8-bit. In order to use such a program, you normally need to download the ST Degas picture to your 8-bit using a modem or whatever. Since the ST and IBM are compatible disk-wise, I tried sending a picture over from the PC to the 8-bit thru SIO2PC. Worked just fine. Took 15 seconds. No special hardware, no waiting. Just for kicks, I sent it back to the IBM. The file was still intact! In fact, this article will get sent to AIM thru the SIO2PC. Where have you been all our lives, Nick?

Ramblings

Sound like a neat product? How about a remote capability so the Atari can send commands through the SIO to the PC that execute all these console commands? He did that, too! Whatta guy.

Anything not so nice? Well, a couple of little things. Like, the MAKADISK program will create an Atari filename with lowercase characters (if you aren't smart enough to type in caps). When you get it over in your Atari, you can't read it! The FILE2PC program does

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not handle a disk full error too gracefully. Nit-picking stuff. Atari should do half as good as this guy.

Who is this Nick Kennedy? He is a young Electrical Engineer from Arkansas who enjoys his Atari and wants to do good things with it. He started out two years ago by interconnecting two Ataris and worked his way up to an Atari and a PC. Much of his earlier experimentation is also included in the SIO2PC documentation if you are interested.

The Atari community is lucky to have such a generous citizen, and for what he is asking, the SIO2PC is a steal. Get that old IBM out of the closet, dust it off and send Nick a check! He can be reached at:

Nick Kennedy, 300 South Vancouver,
Russelville, AR 72801

Power T1000 on. I raise the Toshiba's screen and hit the space bar to abort the powerup memory diagnostics. No Atari disk drives come to life...just the DeskJet, monitor, 1200XL and the PC are on the power strip. The AtariWriter File disk slides into the 3.5" drive on the laptop. I type "A:" - Enter. "SIO2PC 2" - Enter.

The status line announces "Disk Emulator now running." I press "L"oad, "1," "AW2D" - Enter. 184K of data is loaded into RAMdisk 1. Over to the 1200XL, the AtariWriter cartridge goes into its slot. I power up the 1200XL. Continuous SIO data transfer until the AtariWriter menu appears. "L"oad, "AIMJAN" - RETURN. More continuous SIO data. "E"dit. The Happy 1050 is silent, empty. The XF551, XF35 and US Doubler 1050 mimic the Happy. Bending to the task, I begin to type...."<cntl>-C", "SIO2PC"...

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Mac/65: Enhancements and Bug

John McGowan

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MAC/65 is a good assembler for the 8-bit Atari, but it does have one bug of which I am aware and a few more capabilities than are mentioned in the manual.

Bug!

Avoid forward referencing in macros if possible. As an example, try the following code in MAC/65:

```
      .ORG $6000
      .OPT OBJ
      .MACRO IN
      JMP @F
@F    NOP
      .ENDM
      .MACRO OUT
      JMP @F1
      IN
      IN
@F1   NOP
      .ENDM
      OUT
      OUT
      .END
```

Assemble the code with ASM,#- and then type DDT and go to address $6000. You will find:

```
$6000    JMP $600B (correct!)
         JMP $600A (should be
                    $6006!)
$6006    NOP
         JMP $6006 (should be
                    $600A!)
$600A    NOP
$600B    NOP
$600C    JMP $6017 (correct!)
$600F    JMP $6016 (should be
                    $6012!)
$6012    NOP
$6013    JMP $6012 (should be
                    $6016!)
$6016    NOP
$6017    NOP
```

What happened? We should have done a JMP to the next NOP address in the calls to the IN macro from within the OUT macros, and yet we didn't!

However, we did *not* jump to an address from one assembly of the OUT macro to the other but got the wrong address within the proper OUT macro!

The problem is the (incorrect) statement on page 54 of the manual, "another expansion...will reset the labels." Apparently this was true for the expansion of the OUT macros, but *not* for the expansion of the IN macros *within* the OUT macros. In fact, another expansion of an outermost level macro, *only*, will reset the labels!

To do the assembly properly if a macro call is seen, MAC/65 should do a third pass to resolve internal forward references. If another macro is seen within, it should do a fourth pass to resolve the inner macro's internal forward references...etc.

However, as the manual states on pg. 54, the assembler goes to the third pass but doesn't dig any deeper. So, with regard to resolving forward references, MAC/65 *assumes* there are no macros used within other macros!

In particular, in assembling the first OUT macro call, MAC/65 expanded it by calling IN and noting that @F took the value $6006. Then it expaned IN for the second time inside this first call to OUT and reset @F to $600A and *did not tell us* we had a redefined label!

Having gotten the label values, the assembler went back to put in the values. In the first expansion of IN, it used the current value (just derived) of $600A (wrong!). MAC/65 then went along further and noticed the redefinition of @F to $6006 (before the second JMP), reset @F to $6006 and used that value in assembling the code for the second JMP. MAC/65 then continued on and finally reset @F to $600A again, but never used it!

NOTE: MAC/65 *did not* go to the second OUT call until it was finished with the first, since they are different outermost macros!

Now, you may feel this is so strange a bug that it has never come up in your programming, but it has if you use IOMAC.LIB from the manual!

Consider, to jump over a data set, would you use form1 or form2 below?

```
form1
      JMP @F1
@F    .BYTE "My string",0
@F1

form2
      JMP *+3+9+1
@F    .BYTE "My string",0
```

In form2, the 3 is the length of the JMP absolute command, the 9 is the length of "My string" and the 1 is for the 0 byte.

No one in their right mind would assemble as in form2 (having to do hand assembly and count the number of bytes in the string) and yet...we do not have form1 in the @FL macro on page 88:

```
      JMP @F1
@F    .BYTE %$1,0
@F1
```

But the @FL macro *does* use form2:

```
       JMP *+4+%1
@F     .BYTE %$1,0
```

And we have just seen the reason! If form1 was used in the

@FL macro, every expansion uses forward referencing. And so, if form1 were used, the @FL macro could not be used twice with literal strings within one outer macro. Supposing form1 were used, then

```
   OPEN 1,4,0,"D:FRSTFILE"
   OPEN 2,8,0,"D:SCNDFILE"
```

would work (the OPEN macro on page 90 only uses the @FL once, and we have two outer macros to reset @F1). One may write a copy routine using such code and debug it.

Then take the code and insert a .MACRO COPY in front of the code and a .ENDM at the end to create a COPY macro, changing the code to OPEN 1,4,0,%1 and OPEN 2,8,0,%2 (and later I will talk about why this is *not* necessarily %$1 and %$2!).

You can debug this and note that it works! As long as at least one of the parameters in COPY is the address of a filespec. Then a year later, you use COPY "D:START","D:END" and it bombs! For now, *inside* the COPY macro we have two uses of the @F1 label, forward referenced (the label @F1 only shows up in the expansion of @FL if a literal string is used!). Now—a hypothetical year later after writing the COPY macro—try to debug it! This is why form2 is used in the @FL macro.

I had been writing a routine to do FP (floating point) addition using string versions of FP numbers. (Actually I was debugging a set of FP macros and routines downloaded from a BBS...I was working on the code and trying, somehow, to get it to work.) I had a macro to convert a string to FP and put it in FR0 which did a jump to the OS code and included:

```
     BCC @FP
     JMP FPERROR
@FP
```

This was done because the OS routines flag a bad conversion with the carry flag (like if someone tried to convert "this is not a number" into a FP number). I couldn't just use BCS FPERROR as the FPERROR code might have been far away...The macro worked fine.

The routine then moved FR0 to FR1 and loaded another number to FR0 and then did the addition. The routine worked fine.

Then, I put it in a macro called ADD...and it bombed! *Again* it was a use of the loading routine which used forward referencing twice in the ADD macro (NOTE: It is the fact that the LABEL @FP showed up twice, not that the load routine showed up twice...if you have two different macros used in one outer macro and they use the same label, and use forward referencing, you will bomb).

Another example...the BUMP macro on page 58 of the manual will conditionally assemble

```
     BNE SKIPHI
     INC %1+1
SKIPHI
```

if used with one parameter. Now, this is quite a useful macro and you can have a routine which does a BUMP REG1, then later BUMP REG2 and the routine works fine. Then you put the routine in a macro and...bombs away!

Again, a forward reference used twice...works fine in debugged code *until* that code is inserted to be used in a MACRO!

What to Do?

We can take a hint from the @FL macro in the manual. Do not use forward referencing in *any* macro that may be used twice in another macro and give unique label names to labels used by distinct macros. For instance, don't use @F as a label in a PRINT macro and a LOAD macro if 1) it uses forward referencing and 2) these two macros may sometime show up within one outer macro!

The FP load routine above can be corrected by changing the BCC @FP to BCC *+5 (the 5 coming from the two bytes used by the branch, and the three bytes used by the JMP FPERROR).

You can try the same thing in the BUMP macro, replacing the BNE SKIPHI with BNE *+5 (two bytes for the branch and three for the absolute addressed INC). But, what if the INC is *not* absolute addressed, but zero page addressed? Then it should be BNE *+4!

The trick here is to change BNE SKIPHI in the BUMP macro on pg. 58, line 37 to BNE *+4+[%1>254]! This will use absolute addressing when %1>254. That is, %1+1>255 (%1+1 is the address used in the skipped INC) or %1+1 is not a zero page address! Make this change in the BUMP macro and it will work, even if used with one parameter more than once in another macro.

What if you have code with a BCC @LABEL to a forward label and there is a lot of code between...some may be zero or absolute, some conditional assembly, etc.? Then, you cannot easily assemble by hand to find the correct offset used to correct the problem. Use forward referencing in this case, *but* put a comment in the macro code that the macro *must not* be used twice within another macro!

(A short note: AMAC, the AtariMacroAssembler has its own bugs and problems, not the least of which is that it is still in version one on a copy protected DOS2.0 disk and is incompatible with SpartaDOS). But AMAC does *not* use local labels in macros, but instead uses unique global labels. This takes up label space, but AMAC has *no problem* with forward referencing of labels used within macros used within macros).

This *is* a bug in MAC/65. And the code for the @FL macro indicates that some of the programmers at OSS were aware of it, but the BUMP macro code indicates that not all were aware of the problem. It is (as far as I am aware) undocumented until now.

And this bug can be severe, especially when debugged code works, then—when put in a macro—works sometimes and bombs sometimes (as in using a version of @FL in form1 above, where only one reference to a parameter is a string...then it works...but not if two are references to a literal string). MAC/65 will give *no* error message as to the duplicate use of the label! *Beware* of using forward referencing in macros in MAC/65!

%(LABEL)

Now that I have covered the bug, let me describe an enhancement. On page 57, the manual notes %(LABEL) is legal. This trick is used in the XIO macro on page 89:

```
@@IO  = %0
      @FL %$(@@IO)
```

We will see that %(@@IO) works as well in the next part of this article, but here is an undocumented item...%(expression) works as well. Try the following code:

```
      .OPT OBJ
      .ORG $6000
TEMP  .EQU 4
      .MACRO IN
      .BYTE %$(%0+3-4)
      .BYTE %$(1+1*1)
      .BYTE %$(TEMP-4)
      .ENDM
      IN "testone ","testtwo"
      .END
```

Assemble (ASM,#-) and go to DDT at address $6000...use the "W"indow command and note that memory contains "testone testtwotesttwo." In particular, on page 89, we can eliminate the need for the definition of @@IO by changing line 2240 of the code to @FL %$(%0) [or even %(%0) as we will see later].

Parameter Passing

Try the following code:

```
.OPT OBJ
.ORG $6000
.MACRO IN
.IF %1<256
.BYTE %$1
.ELSE
.WORD %1
.ENDM
.MACRO OUT
IN %1
IN %$1
.ENDM
OUT $1234
OUT "test"
.END
```

Now assemble and investigate address $6000 from DDT. There are two calls to IN inside the OUT macro. For the OUT $1234 call, one would expect the IN %1 to work. But, the first four bytes at $6000 are $34,$12,$34,$12...that is *both* versions of the call IN—including IN %$1—give the *same* result!

This is used in the XIO macro on page 89, which uses @FL %$(@@IO). This will work even if the last parameter in the XIO call is the address of a string!

But look at the next set of bytes. The call to IN %$1 in the second call (OUT "test") is expected to work. But, we get "testtest" (use the "W"indow command in DDT to check the ASCII values), so the IN %1 call did just as well!

Thus, we can pass a parameter using %1 or %$1 *ad libitem.* Though, when it is *used* rather than passed, it is necessary to use the correct form...in the sample above, we could not have used .BYTE %1 in IN and expect the proper result!

In particular, in the XIO macro, line 2240 could have been @FL %(@@IO) or @FL %$(%0) or even @FL %(%0).

Thus, one can simplify the OPEN macro on page 90 by replacing the entire set of lines from 2470 to 2500 with either XIO COPN,%1,$2,%3,%$4 or even XIO COPN,%1,%2,%3,%4

Endnotes

In the IOMAC.LIB code in the MAC/65 manual, the programmers did indeed correct for the bug mentioned above. But, in the description of building macros (in particular the BUMP macro on page 58 and the PRINT macro on page 61) the manual is silent on the bug. Apparently it was known and corrected for in the IOMAC.LIB, but the documentation on writing one's own macros is strangely silent on the problem.

The IOMAC.LIB does use one of the enhancements (parameter passing) in the XIO macro on page 89, but, strangely, not in the OPEN macro on the following page! The form @FL %$(@@IO) is used rather than %(@@IO), but the alternate form was known to the programmers at OSS since the equivalent macro (called SGET) on the toolkit disk uses SGET %3 rather than SGET %$3 or the useless code used in the OPEN macro as presented in the manual.

It seems the manual presents enough material to use MAC/65 (though some code may be buggy), but does not take the time to fully explain the bugs corrected in the IOMAC.LIB or the use of the @FL %$(@@IO) in the XIO macro. Nor does it explain the parameters printed in a listing (what does %1763 IN mean when assembling with a macro called IN?).

The description of the use of %$ on page 60 is incomplete [as the possibility of using %(@@IO) rather than %$(@@IO) in the XIO macro and the material on parameter passing, above, shows].

All in all, it is a manual enabling you to use MAC/65, but the deficiencies above are quite notable. I hope the material I've supplied here will enable other MAC/65 programmers to write bug-free code more easily.

Please consider this an addendum to the MAC/65 manual...material that should be known by every MAC/65 programmer.

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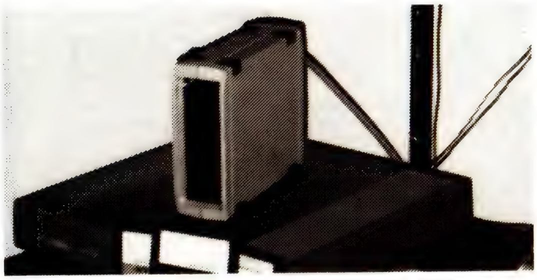

Bill Rayl

Sometimes, it's tough being an ST owner in an IBM world. IBMers have access to thousands of very specialized software the likes of which we may never see on an ST. At least, not in "native" mode. That's the reason STers have been so intrigued by IBM emulation almost since the beginning.

The first attempt at IBM emulation, MS-EM from Paradox, was just that—an attempt. MS-EM almost, but never quite, worked right. Then came Avant Guarde and pc ditto and STers had a solidly working, albeit slow, IBM emulator.

Now, the ST market is nearly flooded with hardware-oriented IBM emulators that give full-speed (or better) emulation and excellent compatibility. Nearly all of these involve some kind of modification to your machine. It might be as simple (relatively speaking) as soldering to the 68000 or as nerve-wracking as cutting up your ST case!

SuperCharger, from Talon Technology (and RIO/Datel...more on this later), is currently the only available IBM emulator that does not force you to open your ST to install it. Just plug it into the DMA port on your ST (or on your hard drive) and away you go!

What You Get

SuperCharger is like a miniature IBM in a box that plugs into your ST. Inside the SuperCharger case is a well designed board containing an NEC V30, expansion bus, one meg of memory (socketed) and a socket for an 8087 math coprocessor.

There are a couple options for powering the SuperCharger. First, the hardware originally came with a cable that plugs into the ST's joystick port and allows SuperCharger to draw power directly from the ST.

However, there was a notice in the package from Talon that they did not recommend this setup with modified STs or a one meg SuperCharger. Since all SuperChargers are now, to my knowledge, being shipped as one meg units, this power method may not be too useful. It is a nice option for Stacy owners, though!

I got SuperCharger with an external power supply. It means yet another thing to be plugged into the power strip, but it's the only practical choice with my 2.5 meg ST.

The manual that comes with the package is pretty sparse, to say the least. It tells you how to set up the system and gives a diagram of the board in the SuperCharger case. No software compatibility charts are presented and very little info on how to set up your CONFIG.SYS or AUTOEXEC.BAT files is given (the installation software on the supplied disks does this for you). The manual is almost more a set of reference notes than a user's guide.

SuperCharger comes with three disks, two of which are the System and Utilities disks containing MS-DOS 4.01. Not PC-DOS or any other substitutes, but real MS-DOS. You don't get any of the MS-DOS manuals with the package, unfortunately.

If you're unfamiliar with the MS-DOS world, don't expect the SuperCharger package to teach you anything about using DOS.

On one of these disks is a nice program called DOSSHELL. This little IBM program lets you do file manipulation and lots more using cursor keys or even the mouse. It ain't GEM, but it's pretty nice.

Of course, you can always run DRI's GEM/3 under SuperCharger...or even MicroSoft Windows 3.0! Both are commercial packages you can buy from any IBM dealer.

The third disk you get has all the ST utilities for SuperCharger. These include ABIO.TOS and ABIO.ACC, which actually initiate the IBM emulation. These are currently at version 1.4, with version 1.5 recently announced as "coming soon." You can also set a program allowing you to use the SuperCharger's memory as a RAMdisk in the ST.

One of the nice features of emulation under SuperCharger is that you can switch from ST to IBM mode (and vice versa under ABIO 1.4) without resetting either the ST or SuperCharger. Consequently, you can be running programs *concurrently* on both platforms with no problems!

Compatibility

I'm happy to say SuperCharger has run every piece of IBM software I've thrown at it. That includes packages like CrossTalk, Procomm Plus, Norton's Utilities, Ventura Publisher, Lotus 1-2-3. Word Perfect 5.1, Right Writer and numerous PD and shareware programs. Some of these I brought home from work just for testing purposes.

Although SuperCharger does

seem to run most IBM software, there are some pitfalls. For instance, when I first tried running Procomm Plus under SuperCharger, it would lock up every time.

A call to Talon revealed I needed to run Procomm's setup program and redefine COM2 to have the same HEX value as COM1. After doing this, Procomm booted up with no problems. I had, in the past, used Procomm Plus under pc ditto without needing to do this. Proof that all is not equal under IBM emulation.

There have been a number of reports from users having some problems with the desk accessory version of ABIO. The system would randomly lock up from time to time. Switching to ABIO.TOS clears up the problem. The problem has been acknowledged by Beta Systems (the programmers over in Germany) and will reportedly be fixed in version 1.5.

Speed

Speed is such a relative thing, so I'll try to approach it in relative terms. First, ads for SuperCharger claim to have a Norton SI rating of 4.4. In relative terms, a standard IBM XT has a rating of 1.0 and my IBM AT at work has a 5.9 rating. That means, according to the Norton SI rating, SuperCharger runs nearly as fast as an AT. Pretty good.

On a program-by-program basis, though, there seems to be a bit of a difference in speed. Programs like Lotus 1-2-3 and Ventura seem to run as fast as they do on my AT. Some software—mainly graphic-oriented—seems to be a bit jerky. Procomm doesn't seem quite as snappy under SuperCharger as it does even on the XTs at work.

In comparison to the software-only pc ditto, SuperCharger is blindingly fast. It's like the tortoise and the hare, only the hare doesn't waste any time in crossing the finish line! Switching back to pc ditto, as I did when testing my problems with Procomm Plus, was almost a painful experience.

Sound and Graphics

The two weakest points concerning SuperCharger's emulation are in the area of sound and graphics. As for sound, there isn't any. The IBM has never been known for high quality sound effects, but not having system beeps or any sound whatsoever is a bit disconcerting, at least to me. The Beta Systems engineers have reportedly gotten sound to work, but it slowed the emulator down. There is current discussion of making a plug-in speaker card. However it's done, adding sound is on the list for future upgrades, but it's not available now.

As for graphics, SuperCharger supports standard CGA or Hercules monochrome graphics. In CGA mode, you only get four colors instead of the 16 you'd get on a real IBM. I've never been a big fan of CGA graphics to begin with, and I have Super VGA (1024x768x256 colors) on the IBM at work. With only four colors, many IBM games are going to be disappointing on this emulator.

The Hercules monochrome is quite usable and very similar to the ST's own monochrome mode. The Hercules resolution is 720x350, while the ST's is 640x400. In order to give you "true" Hercules monochrome, SuperCharger centers the monochrome IBM output on your monitor. You can then press a key to shift from side to side to see the pixels that don't fit on the screen.

Upcoming Products?

According to announcements from Talon Technology, work is being done on a VGA card that will plug into the expansion bus inside the SuperCharger. Hey, this really is just like a miniature IBM! No definite release date or price has been announced, though the VGA card has been discussed since April 1990.

Talon has also announced that an 80286 upgrade would be available in early 1991. The upgrade would come as a daughter board that replaces the NEC V30 on the SuperCharger motherboard. The upgrade would "probably" have a socket for an 80287 math coprocessor, since the 8087 coprocessor will not work on a 286 machine.

Already available is a software package called TC!Power. This program allows users to "build Expanded Memory from Extended Memory, hard disk space or both." The program will work with any IBM emulator on the ST. Under SuperCharger, you get the added option of using the ST's internal memory as Expanded Memory on the IBM. Some programs, like Ventura Publisher, can take advantage of this extra memory.

Talon or RIO/Datel?

When SuperCharger first hit the US market, Talon Technology was the only company selling and supporting it. Since then, RIO/Datel has begun SuperCharger support as well. RIO/Datel is a branch of a German company that sells SuperCharger in Europe. A number of magazines have also been running SuperCharger ads from *both* Talon and RIO/Datel lately. This has caused some confusion in the market as to what is really going on and who to buy from.

At this time, both RIO/Datel and Talon continue to sell SuperCharger. According to RIO/Datel employees, they are currently the only US distributor of SuperCharger and everyone (including Talon) now buys the emulator from them.

Recently, Talon has obtained exclusive rights to import PC-Speed and AT-Speed to the US and Canada. These products, which compete directly with SuperCharger, were originally marketed in the US and Canada by Michtron, which has been sold. Whereever you purchase SuperCharger, the planned upgrades (being done by Beta Systems in Germany) should occur.

If you're looking for sturdy IBM emulation with an emphasis on productivity, SuperCharger is the best available. If the VGA and sound card and 286 upgrade become available, this package will be hard to beat.

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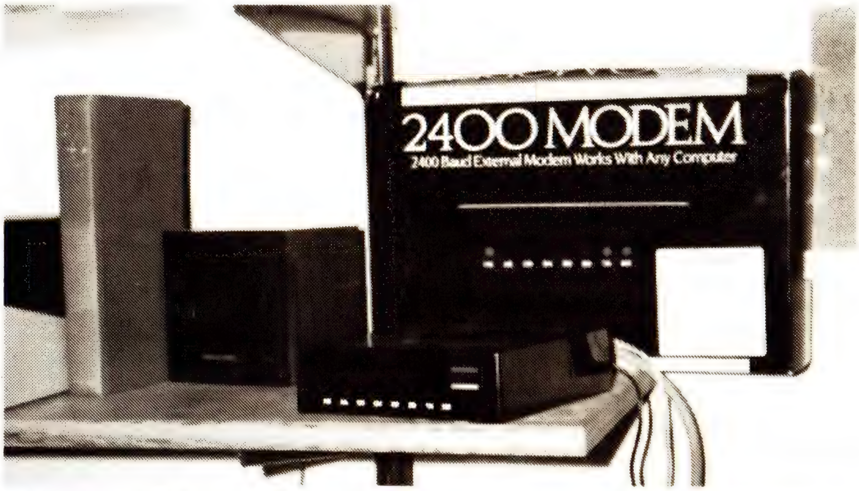

Patricia Snyder-Rayl

It was a dark and stormy night. The detective moistened his nub of a pencil once again to take notes. "Just the FAX, ma'am. Just the FAX?"

"Yes, detective. This FAX is just too good to be for real."

"Well, ma'am, Joppa has served the Atari Community very well for the past four or five years. I know Mark at Joppa, and he's a very upright kinda feller. Their new FAX-modem is an excellent value, not a cheap come-on."

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Shaking his head in wonder, the detective says, "It's one of those mysteries of the modern computing world."

Not Just a FAX

The Joppa FAX is a FAX machine and modem all in one. To use it as a FAX machine, you need Joppa's software and your ST computer.

The Joppa FAX will work right out of the box as a 2400 baud modem, and their software runs it as a 4800 baud FAX, with an optional upgrade available to take it to 9600 baud. This upgrade costs extra and requires replacing chips inside the modem itself. Joppa will do the upgrade at your request.

The Joppa FAX plugs right into the ST's serial port (the same as any other modem) and works fine with your favorite terminal package. I use Flash! with it all the time. It does everything any other modem can do.

However, the Joppa FAX can't do everything any other FAX can—it cannot receive FAXes. But, it sends FAXes with ease. You can even create your FAX letters in PageStream, Calamus or just use ASCII text or even IMG or Degas pictures. This is where the Joppa FAX software really shines!

In the software for the FAX are some conversion options to convert pictures or text to "JFAX" format. This is what the software looks for when sending files through the FAX-modem. Included in the package from Joppa are two printer drivers—one for PageStream and one for Calamus. Since all documents I FAX are in PageStream format, I use that particular Joppa driver.

Installing the driver for PageStream is as simple as installing the drive and choosing the Print to Disk File option. Once the driver is installed and you're finished creating the document, just select Print Document and enter a filename. PageStream then goes on its merry way, printing your document to disk in JFAX file format.

Once this is done, just load Joppa's FAX software and you can either view this new document or send it to an awaiting FAX machine.

Once the FAX is sent, don't be alarmed by the message from the software saying it can't print out a little slip acknowledging the receipt of your FAX. Since the Joppa FAX can't receive, and the other FAX is trying to send, it's perfectly natural and doesn't affect the FAX you sent in any way.

A Few Options

Your FAX can be modified in a few ways, according to your preferences. If you'd like your document to be centered, more to the left or right, or even at the top, middle or bottom of the page, you can set that under the preferences options.

You can also set the resolution between fine and normal and whether the scaling on your graphics is normal, double or automatically adjusted. You also get to choose between sending/not sending a cover page and putting a header and/or page number and/or time stamp on each page you FAX.

The Dialing Menu is very like the menu used in Flash!, so those comfortable with that terminal program should be right at home using the Joppa FAX software. You can choose multiple numbers to FAX simultaneously (called Broadcast FAX) and you can send multiple documents as well.

You can also choose the time you wish the FAX to be sent. This comes in handy if the document doesn't have to be rushed. Using this option, you can send the FAX when phone rates are lower...and you don't even have to be around to send it! Just leave the modem on and the Joppa software booted.

For those who like to hit keys instead of mousing around the screen, Joppa has added "softkeys" to their software. This means all the major commands, such as sending a FAX or converting the pictures or text, are accessible via function keys or control-something keys.

Finally, Joppa FAX keeps a transfer log of all your transmissions for record-keeping purposes. If you're using the software and have a question about a feature, detailed on-line help is accessible by just clicking the small question mark in most menu boxes.

A Few Cautions

If you're using PageStream, like I do, you should remember to set the Density option in PageStream to 1 if you wish to send a "normal resolution" FAX. If you want to send a fine resolution FAX, the Density option in PageStream should be set to 7. You should then set the corresponding resolution in the Joppa FAX software. Problems can be caused when setting the Density high in PageStream and the resolution low (or vice versa)...your output may not be what you expect!

According to the Joppa FAX manual, choosing fine resolution produces a 200x200 DPI image (similar in quality to a Xerox), while normal resolution produces a 100x200 DPI image. Setting fine resolution increases the actual size of the file and increases the transmission time.

Summing Up

For close to what you might pay for a 2400 baud modem, you can get a Joppa FAX modem that gives you a modem and a FAX as well! If you have a need to send FAXes but don't wish to spend several hundreds of dollars for a device that will just sit around most of its life, get the Joppa FAX!

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PRINT ALL THE LANGUAGES OF 1ST WORD AND 1ST WORD PLUS

Don Schmidt (SWAG)

The original HEX file that comes with 1ST Word Plus is missing many of the characters available within the program and the ST keyboard. I chose to rewrite many of the codes and to add the missing characters.

PAN1080I.HEX is the result, and now is able to provide all characters shown in the Font Tables of 1ST Word or 1ST Word Plus. This HEX file is provided on this month's AIM disk.

Many of the characters are custom designs and appear to print in letter quality (actually, they are double struck) even in draft mode. Another flaw is they can't be printed in bold, underlined, italic, light, superscript or subscript.

You need to run the install program for 1ST Word or 1ST Word Plus and use the resulting 1ST_PRNT.DOT or PAN1080I.CFG. If you decide you like and want to use PAN1080I.CFG with 1ST Word Plus, just rename the file to PRINTER.CFG. (Remember to rename or relocate the PRINTER.CFG you are presently using.)

I hope this will be of some help to those who correspond with relatives and friends in the "Old Country."

P.S. Some of you more adventurous types might try using the CFG file with other wordprocessors (it has been successfully tested with Word Writer ST) and have the ability to print out 1ST Word DOCs as well as your own DOCs.

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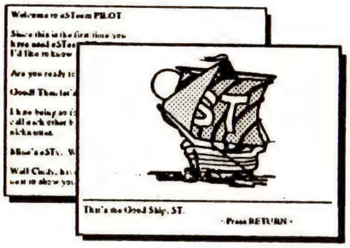

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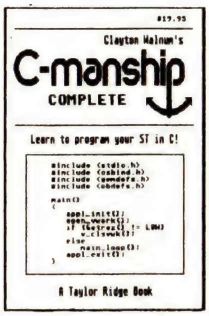

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Atari Lynx— No Pussycat!

Terry Thorn (BACE)

I assume most Atarians have, by now, at least heard of Atari's Lynx... the world's most advanced hand-held portable game machine. If you were like me, you heard of it *long* before you actually laid eyes on one. I really hadn't been too excited after what I read about it. Indeed, after reading a "review" of it in *Current Notes*, I was *much* less than enthusiastic about it.

Then I made the big mistake...I ignored the "review" and decided to look at it for myself when it became available in the area. After seeing the Lynx in action, I immediately bought one even though that was *not* my intent.

It was truly a portable color entertainment system with 16 color graphics (out of a possible 4,096 colors), four channel sound, 16 MHz CPU, high quality display and superb games cards that can hold up to, I believe, one megabyte!

The Lynx package comes with a California Games game card. I must admit California Games was quite good, contrary to the "review." What's more, California Games contains the COMLynx option which allows Lynx units to connect for *multi-player* gaming!

Being the inquisitive type, I decided to dismantle the unit. Basically, the design is quite simple. There's just one circuit board with a Citizen LCD screen on top of it. Below the circuit board is a small flourescent light for backlighting the screen. The functions are controlled by some conductive rubber buttons.

There's an joypad that's *very* responsive. Additionally, there's "A" and "B" action buttons and two option buttons whose functions are defined by the game being played. By pressing an option and pause button, the screen display will rotate 180 degrees to facilitate left-handed play!

The Lynx also has jacks for the COMLynx cables and, of course, headphones. The built-in speaker is quite adequate and can get *loud*, as my daughter frequently tests out the volume control.

As I stated earlier, the California Games card comes packed with the Lynx. It's a blend of four games commonly associated with California. There's Surfing, BMX, Half-Pipe, and Footbag.

When I bought the Lynx, I also bought Gates of Zendocon. This is a space shoot 'em up with 52 different levels that's as good as anything on the full-size game machines. Every time I play it, there seem to be aliens appearing that I've never seen before.

My latest acquisition is Blue Lightning which is an Afterburner clone which has gotten high marks in gaming magazines. The detail in Blue Lightning is quite astounding.

Other games available are Electro-Cop, Chip's Challenge, Gauntlet III and Slime World has recently begun shipping! More games titles have been announced such as...

Klax
Red Baron
Check'd Flag
Super Soccer
720 Degrees
A.P.B.
Stealin' Home
Rampage
Vindicators
3-D Barrage
Cyberball
PaperBoy
Rygar
Football
Grid Runner
Junkyard Dog
Time Lords
Pinball Shuffle
Ninja Gai Den
Turbo Sub
Masters Golf
Super Hockey
BlockOut
Ms. Pacman

Graphics on the Lynx are colorful, detailed and very smooth. To best describe the appearance, I'd have to say they're better than the 8-bit's graphics and almost as good as the ST's. The resolution is lower than the 8-bit, but the Lynx's scaling feature and 3.5" screen make it appear to be higher. There is a built-in sprite generator, so lots of objects can be on the screen and you won't notice any slow down.

The screen is easily viewed indoors, but suffers somewhat when viewed in bright light. Outdoors, the colors are washed out. In direct sunlight, you can't really see anything.

I'm very happy with my Lynx and I highly recommend it. I was a little apprehensive about buying it because of Atari's past track record of promoting their products. So far, they have been actively recruiting developers and produced both print and TV ads for the Lynx.

So, thinking about it, there may not be as many games available for the Lynx as for the GameBoy, but I've always preferred quality over quantity. After seeing the GameBoy in action, there's no contest.

The only drawbacks I can pass on about the Lynx are its inability to be used in bright light and its low battery life. But, unlike the GameBoy, the Lynx works very well in the dark and Lynx games are far better.

The Lynx is head and shoulders above the competition.

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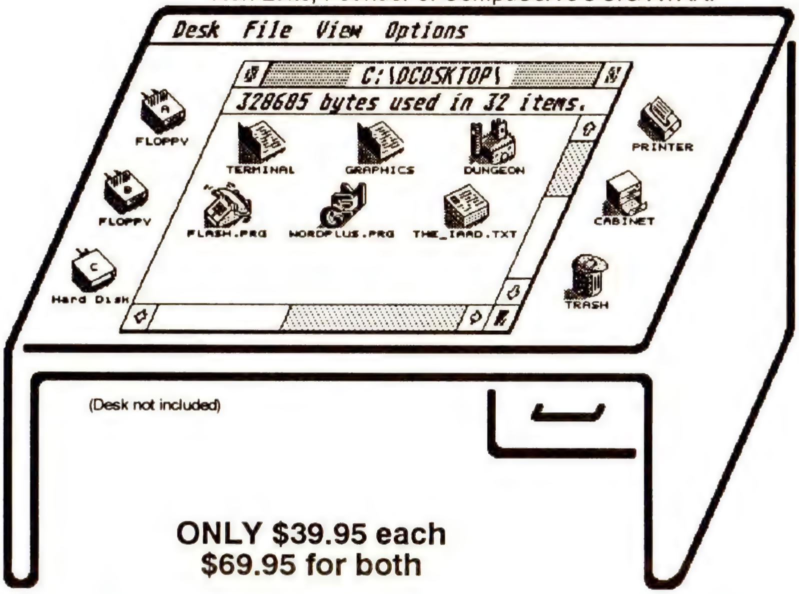

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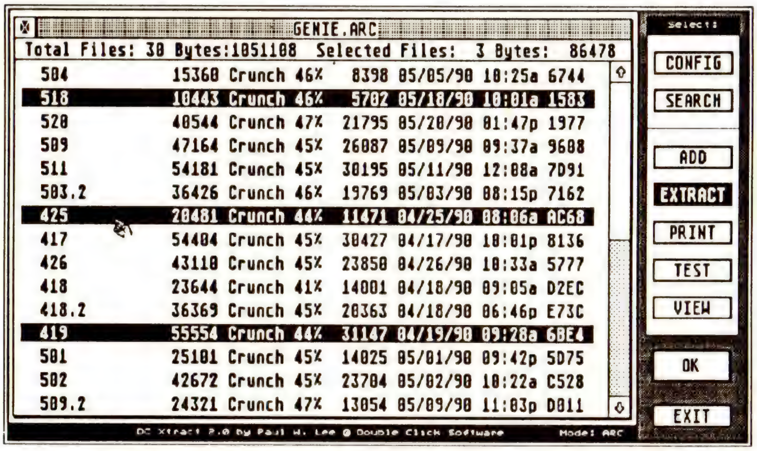

```
GENIE.ARC
Total Files: 30 Bytes:1051108  Selected Files:  3 Bytes:  86478
  504            15360 Crunch 46%   8398 05/05/90 10:25a 6744
  518            10443 Crunch 46%   5702 05/18/90 10:01a 1583
  520            40544 Crunch 47%  21795 05/20/90 01:47p 1977
  509            47164 Crunch 45%  26087 05/09/90 09:37a 9608
  511            54181 Crunch 45%  30195 05/11/90 12:08a 7D91
  503.2          36426 Crunch 46%  19769 05/03/90 08:15p 7162
  425            20481 Crunch 44%  11471 04/25/90 08:06a AC68
  417            54404 Crunch 45%  30427 04/17/90 10:01p 8136
  426            43110 Crunch 45%  23850 04/26/90 10:33a 5777
  418            23644 Crunch 41%  14001 04/18/90 09:05a D2EC
  418.2          36369 Crunch 45%  20363 04/18/90 06:46p E73C
  419            55554 Crunch 44%  31147 04/19/90 09:28a 6BE4
  501            25101 Crunch 45%  14025 05/01/90 09:42p 5D75
  502            42672 Crunch 45%  23704 05/02/90 10:22a C528
  509.2          24321 Crunch 47%  13054 05/09/90 11:03p D011
DC Xtract 2.0 by Paul W. Lee © Double Click Software        Mode: ARC
```

DC Xtract 2.0 shown. *Throw away your ARC shell!*

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–David Plotkin, STart Contributing Editor

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A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

Paul V. Alhart (AFED)

As I promised, this month I have a BASIC "type-in" program for you called DefaultWriter+ Companion #3. This program will allow you to Enable or Disable the RS-232 handler loader routine in AtariWriter+. It will also let you change the screen colors. This program will work on either the 48K or 130XE versions of AtariWriter+. Since these changes are written to your AtariWriter+ disk, some precautions are necessary.

Carefully type in DefaultWriter+ Companion #3. Double check your typing and save it to disk.

Make yourself two copies of the file AP.OBJ from the AtariWriter+ disk. One is for back-up (just in case) and the other is the "working copy" to be modified.

The working copy should be put on a blank, freshly formatted (single density) disk to insure that all the sectors are written contiguously to the disk.

Run DefaultWriter+ Companion #3. Place your working copy of AP.OBJ in drive 1 at the prompt and press RETURN. After reading the current settings, these settings and a menu will be displayed. The settings for an un-modified copy of AP.OBJ should be:

RS-232 handler routine
  Enabled
Character luminance = 15
Background color = 144

If yours are different, Press "Q" to Quit and recheck your typing.

Once you have made your changes and are happy with them, press RETURN to save them to the working copy of AP.OBJ. Copy the working copy of AP.OBJ back to your AtariWriter+ disk, boot it up and give it a try. In the event you have problems, copy your back-up AP.OBJ file to the AtariWriter+ disk and you will be back to where you started.

To make it easier for you to type in, DefaultWriter+ Companion #3 contains no "special characters" and was written to be short and easy to follow. Error checking is minimal for this reason as well. Feel free to "Glitz up" this program as you desire and give copies to your friends.

Merry Christmas and Happy New Year.

```
1  REM DefaultWriter+ Companion #3
2  REM by: Paul V. Alhart
3  REM AIM December 1990
10 ? CHR$(125):? "Place COPY of AP.OBJ in DRIVE 1":? :? "HIT
ANY KEY TO CONTINUE"
20 TRAP 310:OPEN #1,4,0,"K:":GET #1,A:CLOSE #1
30 OPEN #1,12,0,"D:AP.OBJ":NOTE #1,Q,W
40 TRAP 320:Q130=Q+208:Q=Q+20:W130=103:W=96
50 POINT #1,Q,W:GET #1,A:GET #1,B:GET #1,C:GET #1,D
60 IF Q<>Q130 AND B+C+D<>221 THEN Q=Q130:W=W130:GOTO 50
70 IF Q=Q130 AND B+C+D<>221 THEN GOTO 320
80 R=Q+95:T=108:T1=T+5:IF Q=Q130 THEN R=Q-77:T=88:T1=T+5
90 POINT #1,R,T:GET #1,E:POINT #1,R,T1:GET #1,F
100 POKE 764,255:GOSUB 200
110 G=PEEK(764):H=PEEK(53279):IF G=255 AND H=7 THEN 110
120 IF G=28 THEN A=169:E=15:F=144:GOTO 100
130 IF G=47 THEN 330
140 IF G=12 THEN POINT #1,Q,W:PUT #1,A:POINT #1,R,T:PUT
#1,E:POINT #1,R,T1:PUT #1,F:CLOSE #1:GOTO 30
150 IF H=5 THEN E=E+1:IF E=16 THEN E=0
160 IF H=3 THEN F=F+2:IF F>255 THEN F=0
170 IF H=6 AND A=169 THEN A=96:GOTO 100
180 IF H=6 AND A=96 THEN A=169
190 GOTO 100
200 ? CHR$(125):? "ATARIWRITER+ 48K VERSION":IF Q=Q130 THEN ?
CHR$(125):? "ATARIWRITER+ 130XE VERSION"
210 POKE 709,E:POKE 710,F:? :IF A=96 THEN ? "RS-232 HANDLER
LOADER IS DISABLED":GOTO 230
220 ? "RS-232 HANDLER LOADER IS ENABLED"
230 ? "CHARACTER LUMINANCE IS ";E
240 ? "BACKGROUND COLOR IS ";F
250 ? :? :? "START  TO ENABLE/DISABLE RS-232"
260 ? "SELECT TO CHANGE CHARACTER LUMINANCE"
270 ? "OPTION TO CHANGE BACKGROUND COLOR"
280 ? "ESCAPE TO RESTORE ORIGINAL DEFAULTS"
290 ? "RETURN TO WRITE THESE VALUES TO DISK"
300 ? " 'Q'   TO QUIT PROGRAM":RETURN
310 ? CHR$(125):? "File D1:AP.OBJ IS LOCKED OR NOT
FOUND.":GOTO 330
320 ? CHR$(125):? "UNABLE TO MODIFY THIS COPY":? :? "PLEASE
COPY AP.OBJ TO A BLANK DISK":? "AND TRY AGAIN."
330 CLOSE #1:POKE 709,202:POKE 710,148:POKE 764,255
```

Basically Speaking

Jeff Summers (ACORN)

The project this month is to write a program that takes ASCII text and converts it to be easily read on your Atari or printed on your printer.

The problem is this: many bulletin board services will, from time to time, carry news releases. These may be new product announcements from Atari, reports from Consumer Electronics Shows (held twice yearly, lots of products are unveiled at these industry shows) or other announcements.

These bulletins are usually in ASCII format, as most computers adhere to this standard. Our Atari 8-bits use ATASCII—short for Atari ASCII—which is not entirely compatable with ASCII. The result is that graphics characters are scattered within the text, there are no returns at the end of lines, and when printed to a printer, characters are chopped off and other problems occur. The greatest reason for this is that ASCII and ATASCII do not agree on what character should be used to mark the end of a line.

Simply stated, the problem here will be to write a program that converts the ASCII end of line sequence to ATASCII RETURN characters. To begin, let's break down the steps involved:

1) Find out the source filename (the ASCII file).
2) Open that file for input.
3) Find out the destination filename (the file that will be ATASCII).
4) Open that file for output.
5) Read characters from the source file. If they are an end-of-line, translate.
6) Write the characters to the destination file.
7) Continue until all characters have been processed.

Now, let's tackle these steps one at a time. First, we need to set up a string array for our filenames. So, for step one, we have:

```
10 DIM FNAME$(20)
20 PRINT "Input filename"
30 INPUT FNAME$
```

Now we have the filename stored in FNAME$. We now need to open the file for input (step 2):

```
40 OPEN #1,4,0,FNAME$
```

Here the 1 refers to which channel we are opening (you have the option of 1-5 for most purposes), the 4 means we are opening the file for reading, and the 0 is meaningless. Next, we will get the output filename and open it for output (steps 3 and 4):

```
50 PRINT "Output filename"
60 INPUT FNAME$
70 OPEN #2,8,0,FNAME$
```

Here the 8 in the open statement means we are opening the file for writing. If the file previously existed, the prior contents will be erased. Also note that we are using the same string. The string contents are changed by our new input statement, and therefore we can save a little memory by using the one string name for two different purposes.

Now we need to read characters from the input file and translate them if they are end-of-line characters. ASCII uses character number 13 to signify a carriage return and character number 10 to advance a line (the ATASCII character 155 combines these functions). So, we need to change all character 13s to 155s and ignore all 10s (step 5):

```
80 GET #1,X
90 IF X=10 THEN GOTO 80
100 IF X=13 THEN X=155
```

Line 80 GETs a character from the input file and places it in variable X. This will be the ASCII value. If it is 10, we ignore it and get another value (line 90). If it's 13, it gets changed to a 155 (line 100). We next dump the character to the output file (step 6):

```
110 PUT #2,X
```

PUT prints the single character with the value specified (in this case X) to the channel specified (in this case 2). Finally for step 7 we need to loop until the whole file has been transferred. But how do we know when the whole file has been transferred? If we simply add

```
120 GOTO 80
```

the program will loop until all characters have been transferred and an error is generated. However, at that point an ERROR - message appears on the screen and you would have to manually use the CLOSE statement to close the files to complete the transfer. Very tacky. Instead, we have the TRAP statement that will catch the error when it occurs and transfer us to another program section. Adding the lines:

```
75 TRAP 130
130 CLOSE #1:CLOSE
   #2:END
```

Now, when the error occurs at the end of the file (the error occurs because you try to read from the file when there are no more characters to send), the program jumps to line 130. At this point the files are closed and the program ends.

I hope this entices you to try working on a few projects of your own.

USING GFA BASIC AND THE RESOURCE CONSTRUCTION SET

Brent Edstrom (ACORN)

I bought my first computer, an Atari 1040 ST, about 15 months ago. Since that time, I have developed an interest in programming. If you are interested in learning how to program, I would strongly recommend getting GFA Basic 3.0 with the compiler.

It has been an absolute joy to use. The editor couldn't be better. GFA Basic 3.0 is also a structured language. This means there are no clumsy line numbers to work with. It also means many of the techniques used are applicable to other structured languages as well.

I wrote the Folder Maker code to show two programming techniques: writing a program for an accessory application and using dialog boxes created from a Resource Construction Set. I would point out you don't need to have a million lines of code to create useful applications.

The Folder Maker listing is fairly short, but I have found it to be a helpful little accessory. I decided to write this program because of an inconvenience I was experiencing when using Word Writer-ST.

Word Writer lets you specify a path name that data can be saved to, but if you forget to set up a folder while at the desktop, you must, as far as I know, save your work to a pre-existing folder or the root directory. Folder Maker lets you create a new folder from within a program such as Word Writer. When selecting this accessory, you can also check the available memory on a disk drive or hard drive.

A word of warning: This program doesn't do any error checking for connected drives. If you try to create a folder on a non-existent drive, your computer will most likely crash! Also, since this program was meant to be run from within another program, Folder Maker, will not update the drive windows. This means you can create a folder from the desktop, but you will not see the folder until the next time you access the drive.

Creating a Dialog Box

To use this listing, you must have GFA Basic 3.0 as well as the GFA Compiler. The first step is to load the Resource Construction Set (RCS2.PRG) from your GFA Basic disk. You will need to create two dialog boxes with the following items and names: Accept the default name of 'tree1' for the first dialog box. Open the dialog and drag two buttons into the box. Name them 'Cancel' and 'OK'.

I find it is most helpful if I use the same variable name as the button text, so type in 'cancel' and 'ok' for the respective item descriptors. The RCS program will automatically assign an '&' for these items.

Drag one more button into the dialog box and label it 'space'. Next, select 'exit' and 'selectable' for each of these buttons. You must have at least one 'exit' button in the dialog box, otherwise the computer will lock up. You may also want to make one of these buttons a 'default' button.

In addition to the buttons, drag two editable text boxes into the dialog. Label the first one 'drive' and the second one 'folder'. For the 'drive' object, leave only one space for text (this will show the current drive). I chose to use 12 text spaces for the 'folder' object, as I wanted to have the ability to make a folder with eight letters, a period, and a three letter extension. You may want to use the following syntax for this item:

```
PTMPLT>
ENTER FOLDER NAME:------------
PVALID>
------------------PPPPPPPPPPPP
PTEXT>
------------------____________
```

Note: the 'P's are used to limit any text entry to valid TOS filename characters.

Create another dialog box ('tree2') and enter the following items: An 'exit/default' button with 'return' as the variable name, a text box with 1 text space titled 'chkdrive' and an editable text box (eight text spaces) with 'memory' as the item name.

At this point, the dialog boxes are complete. For some reason, the RCS2.PRG doesn't automatically create a list file, so you may want to select 'list' as an output option. This will create code that may be directly merged into your program. In the Folder Maker listing, anything with a 'Let' in front of it was merged from the RCS. Select 'Save As' in the file menu and save the resource as FOLDER.RSC.

All that remains is to type in the listing, compile the program and rename the compiled program with an .ACC extension. I hope this source code will be helpful in clarifying some of the techniques involved with using the Resource Construction Set. Perhaps this will inspire you to add some new functions. A disk formatter might be nice, or how about a searching utility?

(Listing on next page)

```
  Folder Maker
   $m15000
   ap_id&=APPL_INIT()
   IF ap_id&=0
     ALERT 1,"PROGRAM ONLY RUNS | AS AN ACCES-
SORY.",1,"Return",dum%
     END
   ENDIF
   IF RSRC_LOAD(DIR$(0)+"folder.rsc")=0
     DO
       ~EVNT_TIMER(-1)
     LOOP
   ENDIF
   LET tree1&=0 !RSC_TREE
   ~RSRC_GADDR(0,0,tree1%)
   LET drive&=4 !Obj in #0
   LET folder&=1 !Obj in #0
   LET ok&=2 !Obj in #0
   LET cancel&=3 !Obj in #0
   LET space&=6 !Obj in #0
   LET tree2&=1 !RSC_TREE
   ~RSRC_GADDR(0,1,tree2%)
   LET chkdrive&=1 !Obj in #1
   LET memory&=4 !Obj in #1
   LET return&=5 !Obj in #1
   me_id&=MENU_REGISTER(ap_id&,"  Folder Maker")
   DO

      ~EVNT_MESAG(0)
     IF MENU(1)=40
       CHAR{{OB_SPEC(tree1%,folder&)}}=""
       CHAR{{OB_SPEC(tree1%,drive&)}}="A"! Default
to drive A
       ~FORM_CENTER(tree1%,x%,y%,b%,h%)
       ~WIND_UPDATE(1)
       ~OBJC_DRAW(tree1%,0,3,x%,y%,b%,h%)
       REPEAT
         ex%=FORM_DO(tree1%,0)

folder_name$=CHAR{{OB_SPEC(tree1%,folder&)}}
         drive$=CHAR{{OB_SPEC(tree1%,drive&)}}
       UNTIL ex%=ok& OR ex%=cancel& OR ex%=space&
       ~OBJC_CHANGE(tree1%,ex%,0,x%,y%,b%,h%,0,0)
       IF ex%=space& AND drive$=""
         ALERT 1,"YOU MUST ENTER A DRIVE NAME
|BEFORE SELECTING THE DISK- |SPACE OP-
TION",1,"RETURN",bla%
       ELSE IF ex%=space& AND drive$<>""
         CHDRIVE drive$
         memory$=STR$(DFREE(0))
         @update_window
         CHAR{{OB_SPEC(tree2%,chkdrive&)}}=drive$!
Selected drive
         CHAR{{OB_SPEC(tree2%,memory&)}}=memory$
         ~FORM_CENTER(tree2%,x%,y%,b%,h%)
         ~WIND_UPDATE(1)
         ~OBJC_DRAW(tree2%,0,3,x%,y%,b%,h%)! 2nd
dialog box
         REPEAT
           ox%=FORM_DO(tree2%,0)
         UNTIL ox%=return&

~OBJC_CHANGE(tree2%,ox%,0,x%,y%,b%,h%,0,0)
       ENDIF
       IF ex%=ok& AND folder_name$="" OR drive$=""
         ALERT 1,"YOU MUST ENTER A FOLDER AND
|DRIVE BEFORE SELECTING OK.",1,"Ok",dumm%
       ELSE IF ex%=ok& AND folder_name$<>"" AND
drive$<>"" AND drive$<"Q"
         CHDRIVE drive$
         folder_search$=folder_name$+CHR$(0)
         r%=GEMDOS(78,L:V:folder_search$,&X10000)
         IF r%<>0
           MKDIR drive$+":\"+folder_name$
         ELSE
           ALERT 1,"THERE'S ALREADY A |FOLDER WITH
THAT NAME!",1,"RETURN",gunk%
         ENDIF
       ENDIF
       @update_window
     ENDIF
   LOOP
   PROCEDURE update_window
     ~FORM_DIAL(3,0,0,0,0,x%,y%,b%,h%)
     ~WIND_UPDATE(0)
   RETURN
```

The CASE Structure in GFA BASIC

(or In CASE of Fire, GOSUB Extinguisher)

Micheal Calvin (SWAG)

Before we start on CASE, a correction for a previous article: TRIM$ does work! My ANTIC manual had the syntax printed incorrectly. The correct syntax for TRIM$ is: a$=TRIM$(b$). Thanks to Mike Sieben of the Atari Federation for letting me know. Mike also pointed out a second error. The "%" variable declaration is a 32-bit integer, and the "&" variable declaration is a 16-bit integer.

Before release of the 3.x series of GFA Basic, the CASE structure was only available to the 'C' and PASCAL programmer. CASE takes the place of a series of IF/ELSE statements and is very useful for menu and shell applications. If there are three or more choices, CASE is better used. CASE uses less code and compiles and runs faster than IF/ELSE.

The syntax for CASE is as follows:

```
SELECT x - x may be a string or numeric variable
CASE y[TO z] or CASE y[,z,..] - y and z may be constants
CASE TO y - from 0 to y are accepted
CASE y TO - y becomes the lowest value
DEFAULT - if none of the defined conditions are met, use
      this option.
ENDSELECT - end of structure
CONT - Insures that the DEFAULT or CASE conditions are
      jumped past if a condition is met.
```

The following program gives an example use of CASE, and how IF/ELSE would be used in the same situation.

```
 ' In CASE of fire GOSUB extinguisher'
 DO ! Think structured
  '  PRINT "[Y]es, [N]o, or [Q]uit?"'
  REPEAT
    l$=INKEY$ ! Wait for user keypress
  UNTIL l$<>""
  ' Using IF, here's the way we'd have to do it....'
  IF l$="N" OR L$="n"! is it N or n?
    PRINT "No"
  ENDIF
  '
  IF l$="Y" OR L$="y" ! is it Y or y?
    PRINT "Yes"
  ENDIF
  '
  IF l$="Q" OR L$="q" ! is it Q or q?
    PRINT "Quit"
  ENDIF
  '
  IF l$=>"a" AND L$<="d"
    PRINT "Why did you press ";l$;" ?"
  ENDIF
  '
  IF L$<>"N" AND L$<>"Y" AND L$<>"Q" AND L$<>"n" AND
L$<>"y" AND L$<>"q"
    PRINT "Key not allowed"
  ENDIF
  ' Okay, using the same input, here's the CASE way'
  SELECT l$'
  CASE "N","n" ! More than one condition, separated with
a comma
    PRINT "No"'
  CASE "Y","y","J","j" ! Multiple conditions (Ja is yes
in German)
    PRINT "Yes" ! I didn't even try to find j in the IF
group!
    '
  CASE "Q","q"
    PRINT "Quit"
    END

  CASE "a" TO "d" ! a range of conditions, defining upper
and lower
    PRINT "Why did you press ";l$;" ?"'
  DEFAULT ! OTHERWISE is an alternate keyword and more
mnemonic
    'PRINT "Key not allowed" ! None of the selected con-
ditions'
     ENDSELECT
     ' Doesn't the CASE method seem more elegant and
easier to decipher? Think of how easy it would be to pick
from a whole bunch of user inputs.......'
   LOOP
```

?? What is ??

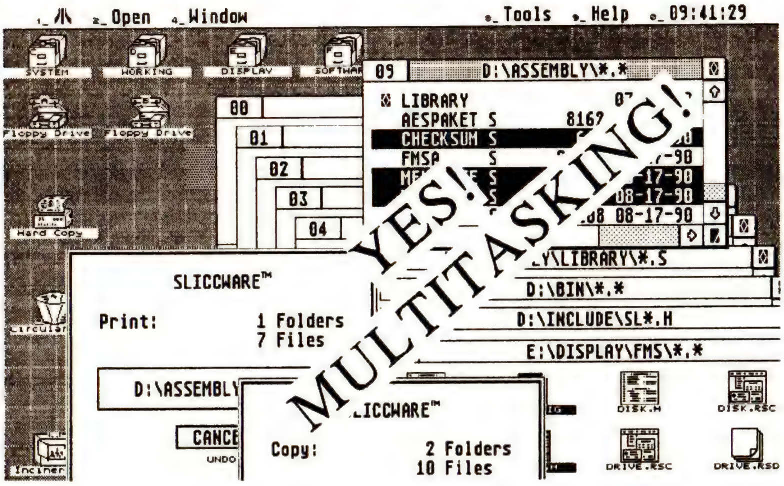
SLICCTOP™

MULTI-TASKING

DATA SHARING

CODE SWAPPING

CODE SHARING


1_ Λ 2_ Open 4_ Window 8_ Tools 9_ Help 0_ 09:41:29
SYSTEM
WORKING
DISPLAY
SOFTWAR
Floppy Drive
Floppy Drive
Hard Copy
Circular
Inciner
00
01
02
03
04
09
D:\ASSEMBLY\*.*
LIBRARY
AESPAKET S 8162
CHECKSUM S
FMSA S
-17-90
08-17-90
08 08-17-90
Y\LIBRARY\*.S
D:\BIN\*.*
D:\INCLUDE\SL*.H
E:\DISPLAY\FMS\*.*
DISK.H
DISK.RSC
DRIVE.RSC
DRIVE.RSD
CANCE
UNDO
YES! MULTITASKING!

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SLICCWARE™ introduces new product !

By Randy Foster
President of SLICCWARE™

The introduction of SLICCTOP™ signals the entry of a small high-tech software firm into the micro computer marketplace. Not simply a desktop replacement program, SLICCTOP™ is an integral part of an extremely advanced co-resident, multitasking operating system. As such, SLICCTOP™ can offer a great deal more than any desktop.

No longer need a user abandon the desktop to enter an application. Support is provided for special desktop applications to run concurrently on the desktop with full data sharing. In addition, the user may toggle back and forth between the desktop and any program which uses a standard menu bar -- while applications on the desktop continue their processing uninterupted.

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Like organization? SLICCTOP™ allows the user to organize his working environment by installing up to 144 applications, data files and windows for quick access from the menu bar.

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SLICCTOP, P.O. Box 2609, Kirkland, WA 98083

The Ultimate Article

Robert C. Arp, Jr.

When this article has been written and published, no other need be written nor published. After you have read this article, you need read no other. Thenceforth, we should expect every magazine to cease publication and every magazine writer to seek some other activity in which to while away the hours.

An absurd idea? Well, such conceit is characteristic of those who proclaim their products to be the "ultimate." Actually, the only thing "ultimate" about those individuals and organizations is their egocentricity.

Is there, perhaps, a particular function that fails within the brain of these egotists—a failure which permits them to imagine that their (usually mediocre) efforts cannot possibly be surpassed by anyone?

I am now looking at the cover of a GFA Basic 3.0 manual which declares, "The ultimate programming language just got better!!" What drivel! Obviously, this programming language was not the ultimate when originally proclaimed thus. Since the new proclamation of "...just got better!!" eradicates the original, the new proclamation is false by definition.

I singled out GFA Basic's claim as an example of a ridiculous advertising trend which seems to be gaining momentum in the ST market because I know the product is competent enough to withstand the criticism. Others I could finger are as worthy of a critique.

I am not trying to generate much ado about trivial matters here—my time is too valuable for that; but I am calling attention to lapses in decorum towards ST consumers. After all, this type of advertising gimmickry reflects the advertiser's assessment of our collective intellectual ability.

Furthermore, I do not rest on my condemnation of the descriptive "ultimate." I also question the proliferation of more modest proclamations such as "fastest," "best" and "most." These, at least, permit consumers to assume that advertisers are claiming such distinction only until the next "fastest," "best" or "most" appears.

However, there can be only one "ultimate" of a thing within the life of the universe—I certainly hope none of the available ST products have reached that plateau. I am amused by the frequency of updates generated for these "ultimates."

The impact of advertisements which depend on nonspecific superlatives is not as effective as those advertisements which emphasize particular product features. Contrast the "ultimate" genre with the ads for Calamus and DC Desktop.

I now turn your attention to ads which have no impact at all because of poor layout and design. The most immediate example I have is for the products of Innovative Concepts. In this case, my criticism is I that can't read the ad—the typeface causes too much eyestrain.

Another type of unreadable ad uses too much color; another type obscures text with an incompatible background. When these techniques are used within a magazine article, the article is not read. When used within an advertisement, the advertisement is not read.

Typeface too small—see the Good Backup Utility ad. Specificity of features lost via layout—see the Diamond Back ad. Typeface and layout utilized for maximum advantageous impact—see the ABCO Computer Electronics Inc. ad. *[Eds: Thanks Robert, since that's the only ad you mention that we had a hand in designing!]*

I've gone this far, so I might as well point out an ad that is too busy—Artisan Software; an ad that is not—Codehead Software; and an ad in the middle—Branch Always Software.

In conclusion, I suggest to competent developers that the use of nonspecific descriptives automatically attaches to your products the stigma usually reserved for the incompetent. How about exercising a little modesty—lest your hand be called.

Robert C. Arp, Jr.
278-1 San Tomas Aquino Rd.
Campbell, CA 95008
(408) 370-9039

Happy New Year

Fool's Errand

Bill Magro (CUSTUG)

If you're tired of games which rely on luck more than skill or you've played one too many shoot-em-ups, The Fool's Errand (TFE) from Miles Computing may be for you. TFE is an adventure game, of sorts, but it is unlike any adventure game you may have seen before.

Gone are the traditional annoyances of adventure games: there are no difficult-to-maneuver characters, you cannot 'die', and you aren't racing a clock to finish. Consequently, you won't find yourself constantly starting over. All progress is permanent, and since you won't finish in one sitting, games can be saved.

As the game player, you unravel the story of a fool wandering through a strange land in search of wisdom. Viewing the Prelude, you learn from the Sun that your goal is to recover the 14 Lost Treasures of the land. The Sun gives you a map of the land, but it is unreadable because many parts are missing and those that are readable are scrambled.

You, as the Fool, visit 80 places, each accompanied by a puzzle. Upon successfully solving each puzzle, you recover a piece of the Sun's map and another passage in The Story, which chronicles the Fool's journey.

The puzzles vary widely in nature but share one common feature. The solution to each is via skill and logic. Some are trivial; some will baffle you for a time. TFE has mazes, words and pictures to unscramble, cryptograms, word searches, a card game (the rules of which you must discover) and many others which are not easily classified.

Each puzzle comes with its own instructions, though the instructions sometimes tell you no more than to "solve the puzzle."

At the start, about 20 puzzles can be accessed. Solving a puzzle often gives you access to another place to visit. In this way, each of the 80 places (and puzzles) can be reached.

Even when all the puzzles are solved, your task is far from complete. The Sun's Map is, itself, a puzzle which must be unscrambled. Once put in order, the Sun's Map contains further puzzles. Using clues, which are embedded in The Story (and clearly set apart by blue or red letters), these final puzzles can be solved, revealing the names of the 14 Lost Treasures. Entering the names of the Treasures entitles you to view the Finale, which concludes The Story and the game.

Technically, the program is excellent. It is provided on four non copy-protected disks, which can be copied to a hard drive. Copy protection is afforded by means of a "code wheel," which sports three concentric disks that rotate to generate 1331 possible positions and result in 121 different codes. Looking up the access code is almost fun.

The program is very responsive, and seems to be bug free. Interaction with the puzzles is intuitive, with most screens accepting both mouse and keyboard input. Most of the puzzles contain striking screen art which is relevent to The Story and occasionally essential to the puzzle's solution. Tremendous effort was expended on the art and in the programming of this game, and the results are worthy of that effort.

Though a fine program, TFE is not without its shortcomings. The puzzles may disappoint you late in the game. They do not get much more difficult than the initial puzzles. Solving a few classes of puzzles becomes rather routine after a short while.

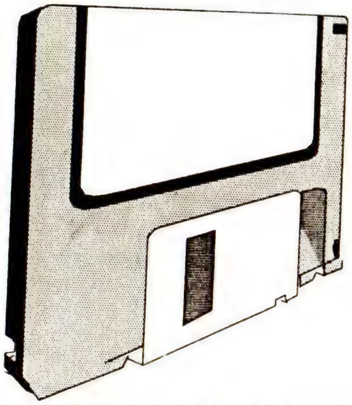
My partner, Lisa (a word puzzle wizard), and I finished the game in approximately ten hours.

The Story, too, is a trifle disappointing. Devoid of plot or message, it seems to exist solely as a medium for the provision of the final clues. It is chock full of nonsense words which are integrated quite roughly into the Story.

The game itself possesses a plot. The Story, however, does not contribute significantly. Unlike LucasFilm's Loom, you won't want to replay this game solely for its enchanting story.

The puzzles are the heart of this game, and solving them is where you will enjoy yourself. There are many different kinds of puzzles, and many are creative and clever in their solution. Hopefully, the next game in this series will incorporate more of these challenging and interesting puzzles.

The Fool's Errand is a game to be played with someone. You will collaborate when boggled and celebrate when you triumph. Though sometimes disappointing in its simplicity and unrewarding in its completion, it is, most importantly, always a lot of fun.



AIM Disk of the Month January 1991

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the January '91 disk. For more complete documentation, see the text files contained in most of these archives.

BACKUPST.APP—Hard drive backup by Fred Appleman of the University of Utricht in the Netherlands. Uses a proprietary data-stream format to create fast image backups but can backup/restore (interactively) individual files and folders. Full English docs included.

BIGBUX.APP—Answer your money questions! Does depreciation, mortgage, commercial paper, investments and much more. Shareware.

DC_SLICK.APP—DC Slick Shift, freeware from Double Click. Uses Control, Alternate or Shift keys to emulate mouse buttons.

DTERM1.APP—Dterm 1.0 terminal program, now with auto dialer, capture buffer/viewer and auto Zmodem. Scan dialing and unlimited redials, Macros and strings for each number. Shareware from the authors of Cheetah.

EASYTEXT.APP—PD Desktop Publishing package from England! Can use GDOS fonts, but works without them as well. Import Degas pics and much more.

GOGOST21.APP—GoGo->ST is a file executor that replaces the GEM desktop, speeding up your access to programs and documents. Version 2.1 allows lists to be loaded from a "button" on the main GoGo desktop. Shareware.

GSLAM231.APP—GramSlam Grammar Checker improves the quality of your writing. Looks for incorrect, awkward or wordy phrases, describes the problem in easy-to-understand terms and offers suggestions for improvement. Runs as PRG or ACC. DEMO (10 sec delay after each action).

KV_GEO2.APP—Explore the Sun/Earth/Moon relationship with animations and information. Includes an animation of the full Apollo mission, with descriptions of each stage. Low rez COLOR. Shareware from Knowledge Vine.

MONOMON.APP—English version of MonoMon 2.2. from Germany, a disk editor utility that also formats, copies and checks for viruses. MONO only.

MORTGAGE.APP—Mortgage/Loan calculation program with options for early payments and more. Submitted to AIM by the author.

NAMETUNE.APP—Name This Tune, for 2 players. Identify songs before your opponent. Use synthesizer or ST speaker. Includes a program for making music files. Medium rez COLOR. Shareware.

PAN1080I.APP—Printer driver for 1ST Word/Plus that accesses all foreign and special characters, from Don Schmidt (SWAG).

PINGAME.APP—Classic Pin Game as an ACC, written by Ed Smith of SPACE. GFA source listing included.

STATS.APP—The STATISTICIAN is a PRG/ACC that reports the status of your system and drives. Displays TOS version and date, GEMDOS version, Blitter, System time/date, floppy write verify/seek rate, Capslock, memory map with graphical display and info on all disk drives. Some options settable by the program. Shareware from Structured Technology.

ST_TYPE.APP—ST Typewriter lets you use your printer as a typewriter. Set Pica or Elite, DPI and more.

TUNES.APP—Disk (111 songs) of MIDI files set up for use with Name This Tune. Extract to a blank disk.

XYZ2.APP—XYZ transfer utility 2.0. Upload and download with XModem, YModem and ZModem. New options include estimated transfer time, support for running unattended, enhanced disk error recovery.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5+$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the January '91 disk when ordering.

DMC

OUTLINE® ART

Outline Art is a vector- oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

Outline Art supplements the Calamus desktop publishing system with a great number of new functions and effects. An extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie; from a font to a central point.
- Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:
  - rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
  - circular text and text along a freely-defined vector path...
  - projection of raster areas and text on vector outlines...
  - conversion of text into vector objects...
  - kerning functions...
  - Functions can be freely combined and applied to all Calamus fonts.
- Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:
  - shift, rotate, mirror, enlarge/ shrink, project onto a sphere (globe, cylinder, cone), etc..
  - An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
  - loading and saving in .CVG format (Calamus Vector Graphic), making possible the integration into and optimal printing through Calamus on all supported output devices in all resolutions.

Convert 2X, our new program to convert CVG (Calamus Vector Graphic) to EPS (Encapsulated PostScript®) or PS (PostScript®) file format is included with Outline Art.

Note : **DynaCADD**, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG), which can then be output through all devices supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

AYERS ROCK

Outline Art with Convert 2X retails for US $289.95.

To place your order, contact your local Atari Dealer or ISD directly at:

ISD Marketing, Inc,
2651 John Street, Unit #3,
Markham, Ontario,
Canada, L3R 2W5,
Tel: (416) 479–1880
Fax: (416) 479–1882
GEnie at ISD
Compuserve at 76004,2246

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AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA),P.O. Box 79-1426, San Antonio, TX 78279-1426

The AAAUA is an Atari 8-bit user group serving the greater San Antonio area. General meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, Texas, from 6:30 to 9:30 PM. General meetings feature a presentation and small group problem solving. Each third meeting we have a swap meet and computer workshop.

Members receive a subscription to AIM as part of their benefits. Dues for regular family membership are $24 per year or $15 for six months. Dues for "Subscribing" membership has been increased to $15 per year domestic and $18 per year for most foreign countries due to increased costs. Subscribing members receive a subscription to AIM and (FR)ANTIC, and have access to our P.D. Library. For further information, call Al at (512) 492-6633.

President	Alvan Sherrill
Vice-President	Billy Washburn
Secretary	Sheila Kepner
Treasurer	Joe Barth
Public Relations Officer	Bruce Davisson
Librarian	Russell Gibson
Newletter Editor	Manuel Garcia

Presidential Ponderings—November was election month for AAAUA. The new board consists of the names shown above. Thelma Sunvison and Ed Sekula were re-appointed as "Special Assistant to the President" and "Hard Copy Librarian" respectively.

My thanks to the membership for your vote of confidence in supporting me for another term. I could not have done my job without your support and without the support and hard work of your board of officers and appointees.

My thanks especially to Jose Borrero for serving as vice president for the six months remaining when John Hardie moved to New York. The cooperative and dedicated efforts of all of you have made AAAUA what it is today. My thanks to each and all! I also want to welcome newly elected Vice-President Billy Washburn and Newletter Editor Manuel Garcia to the board. I know you will do all in your power to continue making AAAUA the best user group possible.

The AAAUA/SALSA AtariFest held on Saturday, November 3rd, was a moderate success with a total of about sixty persons, including about twenty non-members attending. SALSA stands for the ST Atari League of San Antonio which was formed by a group of AAAUA members who acquired their STs around 1984. This was the first joint meeting of the two user groups.

Food was in abundance, thanks to Kyle Miller (SALSA) and Rose Marie Pettit (AAAUA). $200 worth of prizes were awarded to winners of the ST Midi-Maze and 8-bit BallBlazer contests. Everyone had fun playing a number of different games, playing midi-music and just generally enjoying good conversation. We have hopes of having a similar joint meeting next year.

Now, an urgent message to everyone, AAAUA members and non-members alike, regardless of where you live. If you want the Atari, especially the 8-bit Atari, to remain a viable computer option, then we, the Atari users, must band together and support it. How? By joining and participating in a user group, by supporting publications such as AIM, and by urging others to do the same.

Let's face it! Commercial support is sadly lacking. Many commercial outlets and publications have abandoned Atari in pursuit of what they perceive as "big bucks" in MS-DOSland. By default, the responsibility has fallen upon us, the users. So, JOIN the user group where you live. If there is no user group where you live, I invite you to become a subscribing member of AAAUA. Then, PARTICIPATE!

Write an article on any relevant subject, technical or non-technical, for publication in your user group newsletter and/or for submission to AIM. Let's spread our knowledge and expertise about computing and the Atari to all who would benefit by becoming part of the Atari community. This is the only way we can ensure the survival of our cherished Atari computer. Will you join with me in pursuit of this goal?

ABLE

The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.

the
Atari Clubs of Denver
ACC.D
A C
STAR-FLEET
STIG

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Librarian Paul Mirci
303-699-8647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
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303-790-7119

EDITORIAL MIKE
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303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robique
303-424-2887
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker - Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, room 314N. Before each meeting, a STarter class for the ST meets at 6:45 PM in room 242S and a Basically Speaking class for the 8-bit starts at 7:00 PM in room 314N.

ACORN operates a BBS at (716) 436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are $18.00 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Exec VP	Albert Yarusso	(716) 244-4487

December Hi-Lites—We held our annual auction at the November meeting. Many 8-bit left satisfied with the "new" programs they bought for their machines and the ST'ers we please with the bargains they got on hardware and software for their machines.

At the December meeting, Kernel Editor Candi Nelson will demonstrate PageStream and how the Kernel is put together.

The ACORN BBS is available to all Atari users. The number is (716) 436-3078 at 3/12/2400 bps.

Atari Computer Owner's Resource Network

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning at 10 AM. Annual membership dues are $18 which includes access to our library of 8-bit and ST software, magazines, books, and hardware; member's privileges on the BBS; the monthly newsletter; and a membership card good for discounts at some of the local stores.

Eric Converse	President
Scott D. Schaffer	8-Bit Vice President
Scott Sorg	16-Bit Vice President
Kim Stahn	Treasurer
Karl Fadus	Librarian
Ken Helms	Secretary/Newsletter Editor
Our BBS	(219) 744-1396

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Secretary's report: November's meeting was pretty light, mostly just a friendly bull session. However, Phil did manage to review some of the Atari world's news (nothing great this month). One of our members demo'd 'Assistant Chef'. The demo was good, the program could use some refinements. For a little extra entertainment, Phil demo'd a few of the programs on the disk of the month. To finish off the formal part of the meeting, we voted on AIM's future options. The vast majority would prefer AIM to maintain the same price and mailing and improve size and quality.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

BRAG ST—The October 18, 1990 meeting was called to order by Mark Pierro at 7:30pm; there were 20 members present.

We started out by explaining that the MIDI demonstration by Don Missel has been permanently canceled due to Don's inability to schedule a date with us. Club member Burt Royce then agreed to put on a demonstration at the November meeting. Thanks, Burt!

Nominations were opened for the four(4) Board of Directors positions whose terms were about to expire. Re-nominated were: Mark Pierro, Gerry Genson, and Joe Rogozinski. Also nominated was Dane Stegman. Voting will take place at the November meeting.

Mark discussed with the members the MiGraph Hand Scanner and Touchup software user group offer. Then the list programs available on the AIM Disk of the Month for November was passed around.

Mark then discussed with the club about buying a 20" TV/Monitor for presentations at club meetings. A motion was made and passed to spend up to $275 for a TV/Monitor. Mark said he would investigate into what brand would be the best to buy. Our first demo was "Space Ace", demonstrated by Mike Stringer. We all sat in awe as Mike breezed through the game - the graphics were fantanstic, like watching a cartoon! Then Mike showed us Speed Ball, in another excellent presentation. Next, shareware games from The Knowledge Vine, KVHouse, KVMatch and KVGeo were demonstrated by Mark. These are excellent learning games for children ages from 3 years and up. These programs are all available on AIM's Disks of the month. At the break, disk sales were brisk and our software raffle winners were: "Lucky" Joe Rogozinski, KillDozer; Burt Royce, Gauntlet.

An informal open forum continued to the end of the meeting, while members enjoyed cider and donuts in keeping with the spirit of the season. The meeting closed at 9:40pm.

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

A.C.E.

C.E.V

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held on the third Wednesday of the month and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, New York.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST-based disks are priced at $2 while the XE-based library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Jim Bage	518-583-2106
XE VPresident	Ian Herrick	518-465-8121
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071
BBS Sysop	Ed Lafortune	518-235-7044
ST Librarian	Bill Crowley	518-371-0416
XE Librarian	Ian Herrick	518-465-8121
Newsletter Editor	Bill Silverman	518-439-6465
CDACE BBS (300-2400)		518-237-1232

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326- 5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

Well, another month has come and gone and still we are waiting on any new word for any enhancements to the ST or the new TT.

Hope something happens soon. The general membership attendance at the meetings is still low. Any of you members out there that need help or just want to talk about your Atari come out and join the fun the 3rd Thursday of each month at 7 PM. Bring a friend. The meeting in December is our annual graphic's contest for all members. Last year was a lot of fun and we saw some really good graphics drawn by some young artists. Make sure you attend and bring any graphics you or your kids have drawn. Remember, they must be composed on any Atari drawing program and must be of original design.

I look forward to seeing everyone at the meeting. If you have any new information you would like to see included in our new newsletter, let me know by the 1st of the month so we can get it included in the President's Letter.

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 November, 1990—Merry Christmas everyone. It seems a little strange to be saying this before Turkey Day, but that's the way it goes when you write stuff more than a month ahead. I wish you all a happy and safe holiday, and hope you get at least some of the new toys you have on your lists.

I would like to report success repairing my broken XF551 drive, by installing some jumpers to the port connectons on the bottom of the board. It was not hard at all, but sure seems like Atari could have made these more secure so that the problem did not occur in the first place.

A little closer to home here, I have been told Childrens Palace has a few 8-bit titles for sale. Games, but then anything is better than nothing. Even mail order is getting tight, with only a couple places left with much of a selection. At least companys like ICD still have some great stuff for us.

January is vote time for GRASS, so make sure you come to the meeting to get your vote counted, you even have time to get into the running for your favorite office yet.This is your chance to get the group heading in the directon YOU WANT. Your opinion is important, the group is here for you, but you also have the obligation to make your views and desires known. Enough said.

See you all at the meeting, and once again, best wishes to everyone this holiday season.

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM.

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16(ST/Mega) computers.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next meeting: December 12, 1990.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are $7.50 per year for residents of Ohio, and $10.00 per year for others. A monthly disk subscription is an additional $3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional $24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

November Meeting

The November meeting saw another great turnout with 18 members able to stir themselves. Lee Benjamin was nice enough to once again bring his computer to the meeting. It seems that only a few people are willing to put the extra effort forward to make the meeting enjoyable. I beleive that everyone gets much more from the meeting when there are at least 2 computers present.

We voted at the meeting to purchase the AIM disk for the club instead of the club president, me (grin), working on the disk each month. I will still offer programs myself but I will not be compiling a Disk of the Month. The great people at Unicorn Publications (Bill & Pattie) asked members to vote on which direction that they would like to see the magazine to go in the Future. The members unanimously voted they would like to see the magazine expanded, even though it means it will still arrive a little late each month.

At the meeting we talked about which way that Atari is moving and I was hoping to hear of some new members this Christmas but I havn't heard of anyone mentioning buying a new computer. The Atari market in the U.S. (to me) seems to be on the down-hill, it seems like deja-vu of the old 8-bit days. On the up note though Atari seems to be still going strong over seas and we have all enjoyed some of the benifits of its popularity over there. According to Computer Gaming World 80% of all entertainment software is bought for IBM and 10% for Amiga. Atari was not mentioned. At the local discount wholesalers I have noticed a lot of interest in the Packard Bell VGA systems, the graphics are great.

Christmas is coming and there are a lot of sales going on especially at the club. We have about 20 programs (games) that we have for sale for $6 each. Most of them are old Epyx and Rainbird games.

What's New: Jimmy Wallace brought his new Sim City game to the meeting to demonstrate. Is it a game or a simulation? I'm not sure but it looks like it could be quite addicting, much like Empire.

At the next meeting I will have M1 Tank Platoon from Micropose. I just now got it so I haven't had much time to play it. I hope that by the meeting I will be a full fledged tanker.

Well that's about it for this month. I hope to see you at the next meeting and don't forget your blank disk so that you can get the AIM disk of the month. See you there !

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PAC

Annual Dues $25.00
Newsletter ONLY (year) $10.00

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Portland Atari Club and the original Eugene ACE

President	David Hunt	503-286-6276
Vice-President	Ben Smith	256-9974
Sec. Treasurer	Mel Anderson	503-232-7231
Membership Sec.	Randall Leong	246-6354
ST Disk Librarian	Teri Williams	771-7337
8-Bit Librarian	Jon Johnson	655-2092
Sargeant at Arms	Dutch Leanard	257-0481
ACE of America		503-285-4417

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is 7 till 9:30 pm.

The Portland Atari Club wishes to announce the results of the elections for positions on the Board of Directors. 8-bit Program Dir.: Bob Beck; ST Program Dir.: Paul Karczag; Sig Coordinator: Mel Anderson; BBS Director: Chris Healy. I would like to congratulate the lucky winners, and commend those who ran unopposed for their willingness to serve. Their dedication to the Atari Community is outstanding and they have done a fine job in the past.

In addition to having our annual elections, we also held our November swap meet and there were some very good bargains to be had. There were a couple of items I didn't even know existed! We also passed a revision to our club charter which essentially removes the extra year of free membership for board members. This passed unanimously.

By the time you read this letter we will have also had a hopefully successful Christmas party and will be looking forward to that new little Atari bonus under the tree. Maybe a monitor or printer, or how about a 9600 baud modem? Like they say the real definition of a computer is a hole in the desk you throw money into...Lots of money!!

There is a BBS you may call which contains information on and about the club. ACE of America at 285-4417, 2400 baud and under. The monthly AIM disk is also available from the librarian at a reduced price. To obtain the current AIM disk at the best price you must come to our monthly meeting where you can get this fine disk for $2 plus a blank disk in exchange.

Paul Gittins, Lame Duck President, Portland Atari Club

PORTS ATARI
P.A.C.E.
COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

Happy New Year! I know everybody had a jolly Christmas because your Atari computer keeps the whole family busy during the hectic holidays. The club wants to thank all who were considerate enough to purchase software for their Ataris too. We certainly need to be active in that department and every little bit helps. Besides, it t'was Christmas! I was quite pleased to upgrade Master Tracks Pro to version 3.62. Read all of the Atari journals you can get your hands on for more interesting software that is being developed. I'm certain that the coming year will bring us many demos of all these new software packages.

We renewed our subscription for another twelve installments of AIM Disks-of-the-Month. They were everything we had hoped for. Now, those who can't afford the commercial services for the latest in Public Domain, can enjoy new software each and every month on these disks. The European software is most interesting and proves that quality PD does not necessarily originate from the United States.

There has been some discussion that an 8-bit DOM may be available from our friends at AIM. Write to Bill & Pattie, and let them know you want a monthly disk for your machine. Their mailing address is at the beginning of your AIM magazine.

Next meeting will be on Sunday Jan 20th, at the Androy Hotel, Superior WI, in the mezzanine at 6:30. See you there!

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dytmire	(602)861-1903
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

You all should have received a complimentary copy of Current Notes a number of months ago (if you were on the mailing list when I sent it to them in August.) For those of you who haven't been to a meeting lately, let me explain. We are a registered club with Current Notes and as such, our members can receive Current Notes for $23.00/yr. I sent them a membership roster so they can verify members and they sent out a complimentary copy. Several members get Current Notes individually and the Club has a subscription which you can view/checkout at meetings. We also have a subscription to Puget Sound Atari News (PSAN). The Boston Computer Society Atari SIG also started to send us their magazine for some reason.

Speaking of newsletters, we need more of you to write up articles for AIM to keep it the high quality magazine that it is. Several of us have written articles already, and we hope to see more.

Be sure to check out LASERNET BBS (591-4620). User friendly is the buzzword on this board. The latest in Club News and happening are posted on it. There are also some great on-line games on it. I'm currently hooked on Movie Madness. If you don't have a modem, call me about borrowing the club's 300 baud Hayes "loaner modem" for the telecommunications deficient Atari owner.

The Club has been getting a lot of things in the mail lately. We pass around and discuss all the offers, sales, magazines, and other newsy items at the SIG meetings. This is a good reason to come just by itself. The Canadians have been sending us a lot of things of late. Hope to see you at a SIG meeting soon.

By the time you read this, we will have had the Club elections and the Christmas party. However, since I am writing this in mid-November, I don't know what happened, so I can report on it. Tune in next month for the complete results.

We had a good turnout at the November 8-bit SIG. John Sandgren is back, bigger than ever, with tons of tidbits for all. John demoed several fine and a few not so fine public domain financial programs. He even managed to educate a few of us (including me) in the process. We also looked at SPY VS. SPY and Kennedy Approach. Both are excellent games. We even had a "mid-air" during the meeting.

The October ST SIG was heavily attended. I am always amazed that no matter what the question is, someone in the peanut gallery will know the answer. Rick Mount, out ST Disk librarian, was back in town, buying supplies for Desert Shield from the True Value Hardware Store accross from where we hold the meetings.

Have a great new year!!!

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9am-12:00 noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Camille Changes Her Name! Now **"The Knights of Camelot"**

I have had a lot of trouble with my BBS since I took over Camille 2000. First I had a lot of trouble with my networking; it would dial and lock up. Sometimes it just keeps dialing and dialing. Other times it would just call and get nothing. My main problem has been some scrambled corrupt messages (VIRUS'?) coming through the network, and locking up the system, or worse trashing the hard drive!

I have been spending a lot of time trying to clean up my hard drive. It did not have anything of worth on it; only some IBM and Commodore files and the message bases. Nothing that bothered me. All I had to do was reformat the HD. About a month later another scramble occurred in the main drive, messing about 20% of the files. So I spent 14 hours arcing everything and moved it to another drive.

Then I moved it all back and unarced it. Well it lasted all of about a week and another scramble was back affecting everything again. So this time I removed very minimal stuff. Then reformated it and put what I had backed up on floppies. Well it has been running about a week and a half now without any problems. I just hope it stays up. Give us a call The Knights of Camelot *RACC BBS* (815) 226-2388. My handle on there is SysOp *Burt* or better know as King Arthur.

There is one thing I would like to say. I have been reading in AIM about people wanting them to start an 8-bit disk. I think the excuse that Bill & Pattie don't have the hardware (8-BIT) is a lame one. There are a lot of people wanting to get rid of their hardware. You could get it for a very small price. The computer clubs could donate a disk or two from their PD libraries to build a library for you. Try it, you may find it will bring some more interest to your magazine. I have some 8-bit users not wanting to get your magazine because it does not have enough 8-bit stuff in it. Well that is what I think.

Burt Luhman is 16-years-old and a Junior at East High in Rockford, IL. He is currently the Sysop of RACC BBS called "The Knights of Camelot." He is considering studying Computer Science, Repair or Programming once he graduates. The BBS is up 24 hours a day and can be reached at (815) 226-2388. 3/12/2400 Baud.

Prez Notes ver.2

I think Burt may have missed something in your comments about distributing an 8-bit disk Pattie. I know you have your hands full with publication of AIM and do not produce the ST Disks all by your little hands. [Eds. Andy, in this you're incorrect. We produce about 70 disks now each month, and each of them is copied by Pattie, by hand.] Your point being, nobody has come forward to package and distribute the 8-bit DOM, and besides all you own is ST gear anyway! (I read between the lines, "Who has time to do it on my staff, me, myself or I?!?!) Although I don't think he wants the job, why not let all the clubs contact Burt and encourage him to take up the banner!!!

I think everyone knows that, in a voluteer club like we have, once you complain about a job someone else is doing, you automatically volunteer to do that job. So, what do you say, BURT??

Rushmore Atari Computer Enthusiasts
(RACE)
3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	

President's Particulars **The Persian Gulf Crisis Hits Race!** Effects of the gulf crisis have reached even our club. Many of our members come from the Air Force Base and some have been, shall we say, relocated. Best wishes and prayers be with them. This has left fewer members at least for the present, but...the remaining Hard core Atari Hackers (HAH) will carry on with renewed vigor!

We had field commissions, oops, I mean held elections at the October meetings. Limited attendance caused us to move to have nominations and then vote on the whole block of nominated officers. The vote was unanimous! Yes, yours truly is still the President. Duane Charter took over the Vice Presidency. Ken Kayl is the new Treasurer and Joe Weigel is the new Secretary. Congrats!

There was a lively spur-of-the-moment SIG-style rap session about IBM emulation toward the end of the meeting.

Other miscellaneous items: A raffle was decided on (8 and 16 bit) for the near future. I was contacted by a serious Atari user from Nebraska who is planning on attending some meetings. He lives three hours away but saw us in AIM and called us!

Last but not least, **Our New Meeting Location Will Be Announced.** See all you RACEdrivers at the next meeting.

R.A.C.E.

Pres/Treasurer	Eric Schofield	851-5134
Vice President	Brian Caserp	851-8092
Sec/Librarian	Tony Manino	851-8092

Hey gang! How was Christmas? I hope Santa brought everyone wonderful Atari presents to fill your holidays with cheer! Perhaps you're wondering how we're able to get our newsletter up to date in AIM? The reason is because I'm actually writing this in early November! The advantages are simple. You get the magazine and you can also find out when our next meeting is in that very issue! No more waiting around for a telephone call! The obvious disadvantages are simple, it takes a LOT more planning on the officers behalf and the information that you get is obviously dated material. Oh well, nothing in life runs completely perfect I suppose.

The presentation we held in October was an overwhelming success! We presented the Spectre GCR and we had 52 people attending! We've done the Atari community well! Don Nelson showed off the Spectre GCR while I (Eric Schofield) basically showed off Atari and the STe!

We need someone to take the role of Secretary for the club. Barry Clayton graciously accepted the original libarian position but due to lack of time, he has asked me to find someone else to take the role. If anyone is interested in helping us overworked club officers out, PLEASE give us a call. The next club meeting will be held on January 22 at 7p.m. at the Richard B. Harrison library. We will be showing off the Blitz Cable that many of you may have heard of and we will also have one other presentation yet to be announced.

If you have any questions or problems, please feel free to give any of the above officers a call! We're here for YOU! See ya at the next meeting gang!

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are $18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud,68MB		(619)689-8157

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)964-1949

STAG
Saginaw / Tri-City
Atari User Group
'where the deer and Atarians play'
ST

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

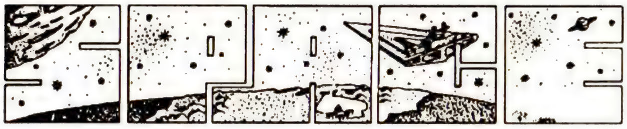
Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

ST CLUB EL PASO

The Atari ST Club of El Paso is the only official Atari ST user group in the El Paso southwest. Meetings of the ST Club are held once a month at the Richard Burges Library, 9300 Diana in the NorthPark Mall Parking lot. Each meeting is at 12:30pm on the second Saturday of each month.

Meetings feature demos of the latest ST products, as well as help for those that might have a computer problem. Voting membership in the ST Club is $20 per year, and includes a years subscription to this magazine. Newsletter only memberships are $18 per year. Members also recieve special access to the STE-EP BBS at 915-821-9220. To become a member of the ST Club of El Paso, just drop us a line to: 10953 Yogi BerraEl Paso, Texas 79934

ST Club executive committee 1990-91: Steven Bruck L.R. (Pete) Rosh Tim Holt

November 1990 Minutes-This was probably the boringest meetings ever held, BUT also the most productive meeting. We actually got the library into some order, and set a new record for most computer hardware plugged into one wall outlet: 4 STs, monitors, a hard drive, an external drive, Dave's two external drives, and a Lynx. I must say this about the library: for all the problems we have had there, they have a hell of an electrical system! Not even a flicker!

Well, we copied about 75% of all the ST library, that translates into about 83 disks full of pd stuff! No single sided stuff, Bubba, this is all Double sided, DD, and crammed to the gills with pd stuff from our former librarian's library. We still have a hell of a lot of cataloging to do, so anyone interested in helping Dave, give him a buzz.

Here is the scoop: When the library is in order, YOU will be able to access all the disks, or just one disk, simply by leaving a number and a file name on STE-EP. (Of course, you must be a club member for this benefit to occur.) Also, the entire library will be at every meeting, for you to copy your little brains out.

December will see the Lynx Giveaway, a vote on a club name: ACCEPT, the auction, and maybe, we will have the library ready. Keep your fingers crossed. Welcome back Mark and Dave Davis for another year. Also, thanks to all who have sold tickets. I know of several of you have bought whole packets: C. Klassen, G. Schleuter, T. Hodgeson, T. Holt, D. Davis, M. Davis, and S. Bruck.

We need the following demos in the future, so if anyone out there would like to volunteer, please let me know: Multisynch monitors, Non-Atari Laser printing, constructing a hard drive, computer electrical safety, databases, spreadsheets, the Portfolio and the ST: Is it a match? If anyone could do ANY of these, please drop me a line, so that I may schedule you for a month. Until next month!

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

STUN's last meeting was all about disk storage. Randy explained some of the special data on track zero of each disk that tells the operating system how the disk is formatted. For special applications a disk can be prepared with more than the standard free space through custom formats.

The November meeting will feature demonstrations of NeoDesk 3.0 and a new hardware item that allows direct use of Macintosh peripherals on the ST. DreamPark Development is the manufacturer (the ones who make the PowerDrive high density drives).

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) meets at Shoney's at 6551 Peachtree Industrial Boulevard at 7p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

ST.A.R.R. ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners is probably now the oldest continually running Atari user group in the state of Connecticut. The club was organized in March 1986 by one of the New Haven area Atari dealers and at that time we were strictly an ST club. As time went on, other Atari groups started to disband and we found ourselves in and among the 8-bit users.

We hold our meetings at Greater New Haven State Technical College, in North Haven, CT. Our meetings have traditionally been held on the first and third Thursday of each month. However, starting in January 1991, we will hold only one meeting per month and that will be on the third Thursday. The first meeting of the new year will be January 17th at 7PM. Hopefully, we will be in Room 307.

If you would like more information about ST.A.R.R., feel free to contact one of our officers listed below. And, do call the ST.A.R.R. BBS -- our sysop gets lonely sometimes.

Matthew Masserman	President	(203) 621-7007
Lou Demetriou	Exec VPresident	(203) 271-0452
Merrill Ross	VPfor 8-Bit Affairs	(203) 239-9403
ST.A.R.R. BBS (300 - 9600 baud)		(203) 421-486

We would like to take this opportunity to wish all of our fellow Atarians a very Happy Holiday Season and of course the best of New Years.

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Minutes for October 1990, S.W.A.G.

The meeting was opened by president, Allan Coker, at 6:30 p.m.

The meeting was held at our normal meeting place, Fire District #5's meeting hall. Eighteen members were in attendance. Our membership is increasing. Michael Bigham of Gresham, Oregon joined the ranks, bringing our total paid memberships to 31.

Member J. Gerber (president of STep) reported that Steve Braun (Braun's Computers) is seriously considering selling his computer business in Beaverton, Oregon.

Micheal Calvin donated a package of Micro/5 ComPak "Color Coder" 3 1/2" disk storage boxes to be raffled off. Member Tom Antolic held the winning ticket.

Gary Lentz demonstrated two programs: "LOOKIT & POPIT" from CodeHead Software and "MUG SHOT" for Wiz Works.

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. It supports both the 8-bit and ST computers. There is a free disk of the month for all attendants, bring your own disk. Dues are $12.00 per year and includes Atari Interface Magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings. SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

We have had interesting meetings lately. By combining hardware from different users, we were able to scan things and print them on a deskjet. We had another meeting and again by combining equipment we connected two ST's together with a null modem. We then had demos of games that can be played by modem and a telecommunications demonstration.

The next meeting (which may have happened already) will be on MIDI. We expect to have two keyboards a number of MIDI programs and a demonstration of Sierra-on-Line's use of MIDI sounds in their games.

TACE

Tinker Ace of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

TEAC
The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari computers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325

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This ad created entirely on an Atari ST Computer using PageStream DTP and a 300 DPI PostScript printer.

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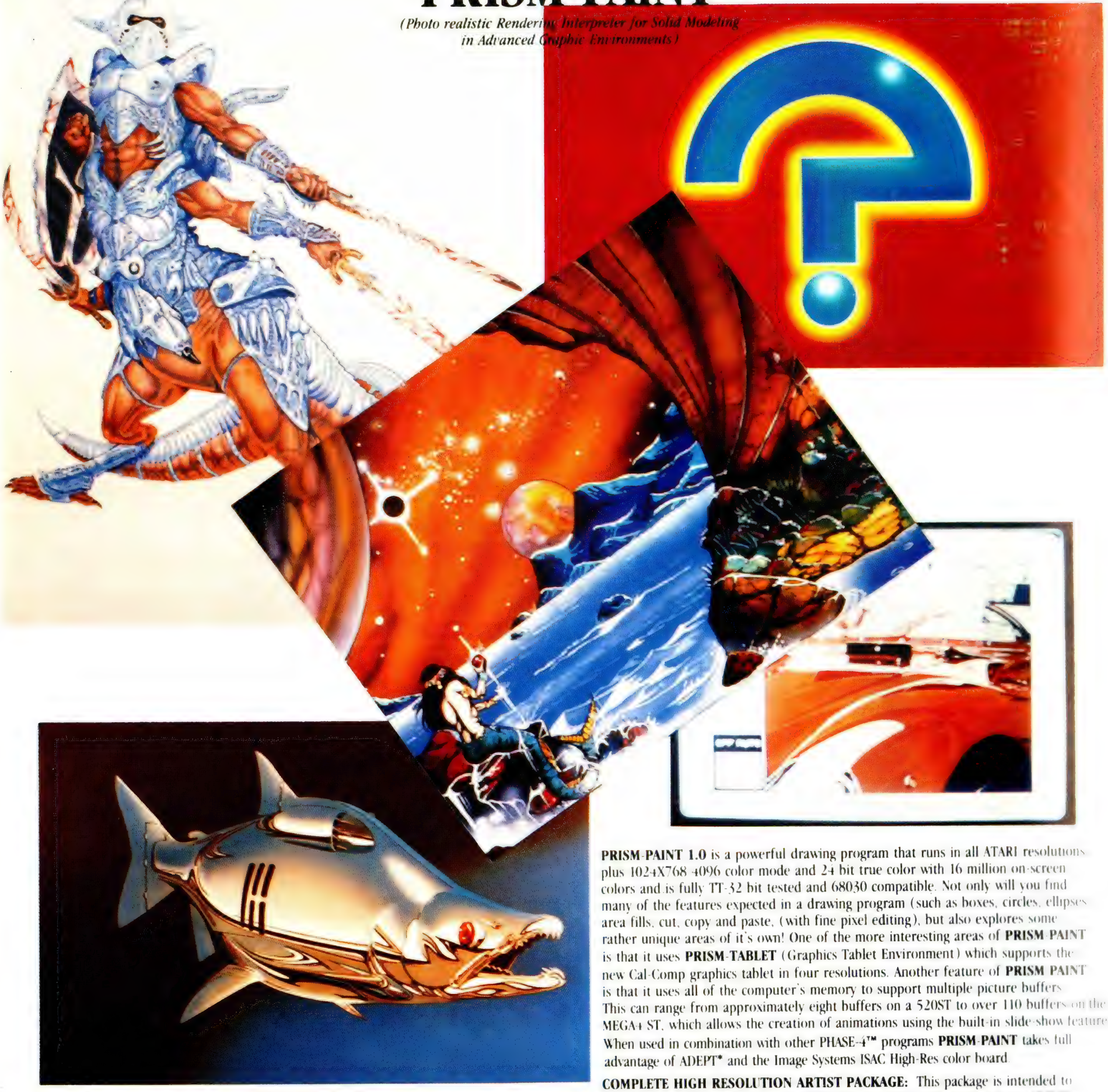

PRISM-PAINT 1.0 is a powerful drawing program that runs in all ATARI resolutions plus 1024X768 4096 color mode and 24 bit true color with 16 million on-screen colors and is fully TT-32 bit tested and 68030 compatible. Not only will you find many of the features expected in a drawing program (such as boxes, circles, ellipses area fills, cut, copy and paste, (with fine pixel editing), but also explores some rather unique areas of it's own! One of the more interesting areas of **PRISM-PAINT** is that it uses **PRISM-TABLET** (Graphics Tablet Environment) which supports the new Cal-Comp graphics tablet in four resolutions. Another feature of **PRISM PAINT** is that it uses all of the computer's memory to support multiple picture buffers. This can range from approximately eight buffers on a 520ST to over 110 buffers on the MEGA4 ST, which allows the creation of animations using the built-in slide-show features. When used in combination with other PHASE-4™ programs **PRISM-PAINT** takes full advantage of ADEPT* and the Image Systems ISAC High-Res color board.

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All Artwork Created with Prism-Paint

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Ann Arbor, MI 48108
(313) 973-8825
(313) 973-9137 BBS

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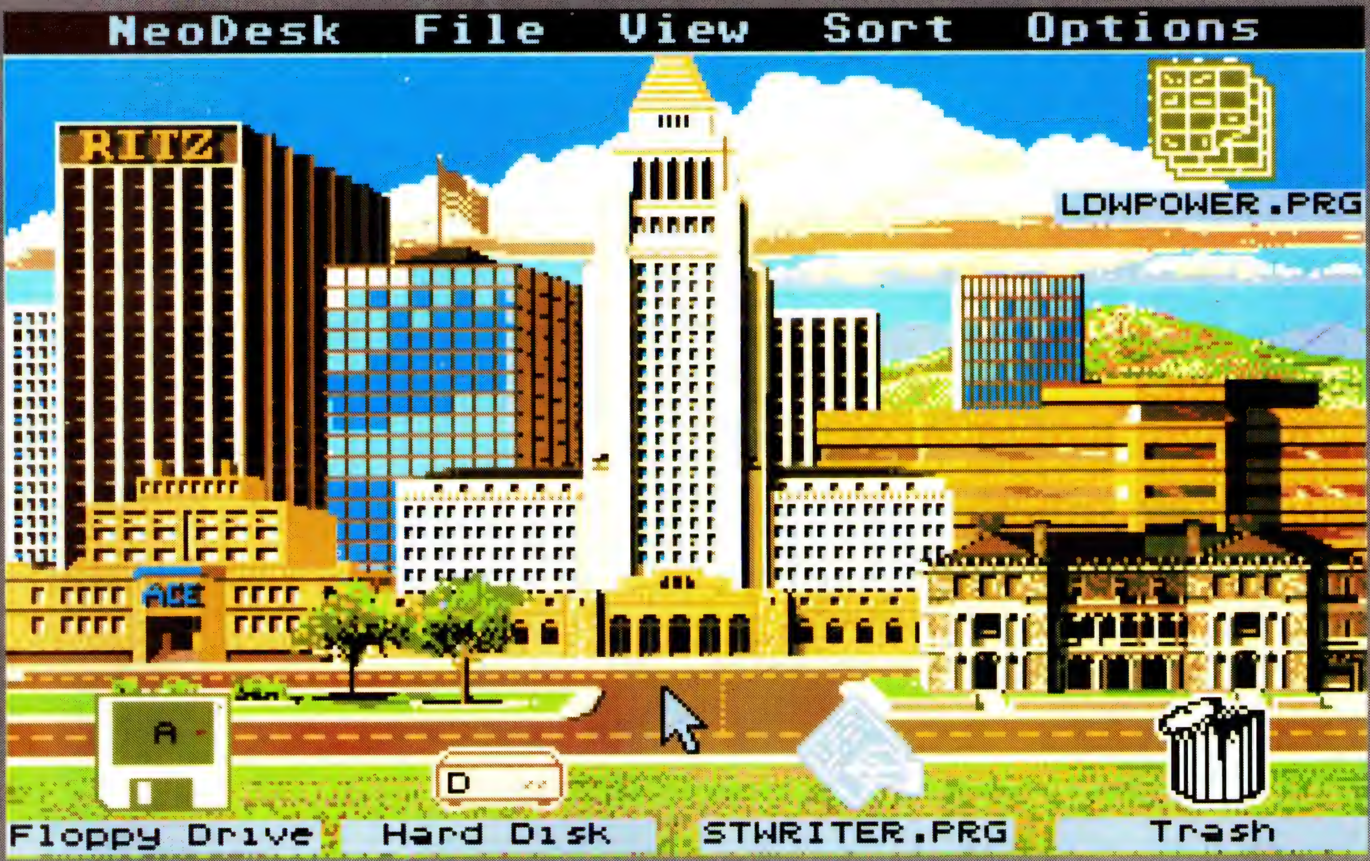
ATARI INTERFACE

VOLUME 3
Feb. 1991

$2.95 US
$3.75 Canadian

NeoDesk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Public Domain—It Doesn't Have to Be Sold to Be Good!

Comparing Casio and Yamaha

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A Hint for MAC65 Programmers

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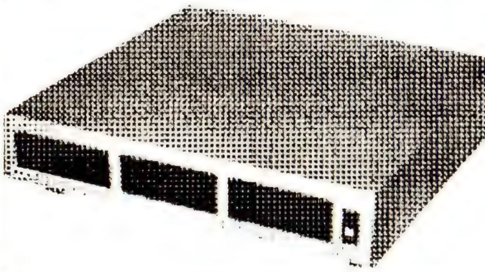

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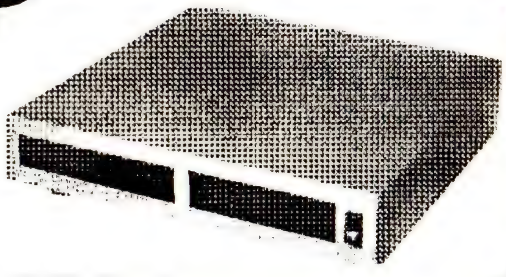

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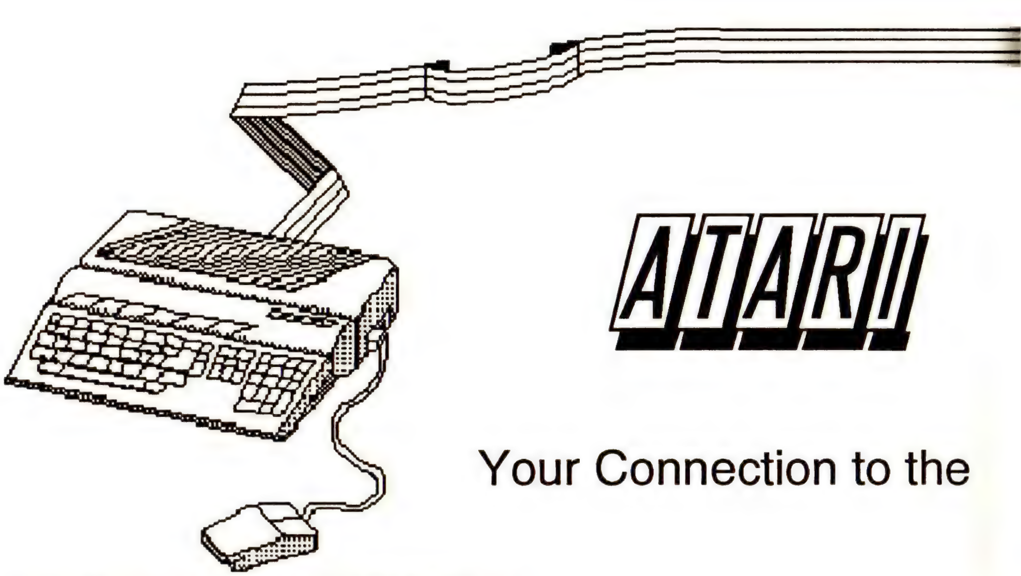

ATARI

Your Connection to the

Volume 3

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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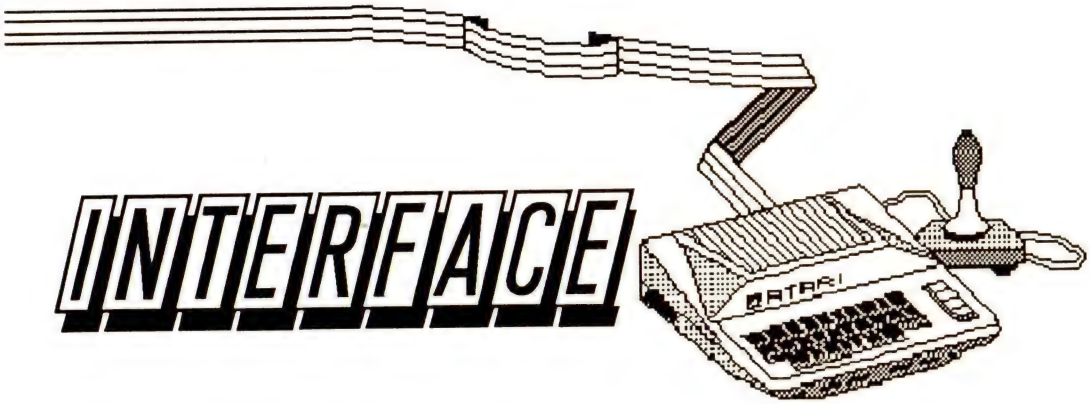
INTERFACE



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Number 2

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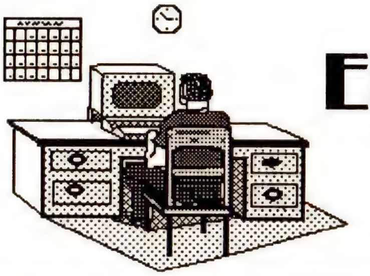
On the Cover

Gribnif's NeoDesk 3, a major upgrade to an already great product.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Migraph, Steve Volker, S. Kendrick

AIM is produced on an Atari Mega STe 4, HP Laserjet II with PacificPage Postscript cartridge, PageStream and Calamus.



EDITORIAL RAMBLINGS

We'd like to thank all the people who shared with us their thoughts on how we can improve the magazine to better suit their needs. The majority of votes we got were to keep the cost and mailing procedures the same and continue to expand and improve the publication itself.

Coming in second was moving to second class mail to get the magazine to our readers in a more timely fashion. Part of the delays for the last few issues have been either at our end or with our printer, not totally because of the mail. Although on the East and West Coast, the mail does seem to move slower than other parts of the country. Moving to second class means more cost and paperwork on our part, and, at least in Michigan, no increase in delivery speed. We can increase the timeliness by working harder on our end.

Also, we got quite a bit of positive feedback on starting up an 8bit Disk of the Month. We'll be doing this with the next issue! For those interested in subscribing to such a disk, the cost is $50, the same as the ST Disk. Participating clubs should contact us for their special rate. Right now, we're planning on making this a "flippy" disk formatted at single density.

Be on the lookout for our new PC and Spectre disks as well! Soon we'll have a library of public domain software to work with your PC emulator and your MAC emulator!

AIM has gone international! With the addition of the Windsor Atari User Group out of Ontario, Canada, AIM is now serving clubs outside the US. Not to mention being distributed across the globe soon! That should happen with either this issue or March's issue.

At the beginning of January, we traveled to the 3rd Annual 16Bit Computer Faire in London, England to introduce AIM to European Atarians. We'll have photos of this Atari/Amiga show next month!

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From The Reader's Viewpoint

Dear Editor

After having owned the Word-Up word processor from NeoCept, for the past two years, I wanted to alert you and the Atari-using public to beware of this unbelievably shady and fly-by-night operation.

What basically has happened is the company has left me stranded without a prayer. I purchased the last two updates, which were riddled with problems too numerous to mention. After getting nowhere with the rude people in customer support, I decided to use the product the best way that I could, despite the features that I originally purchased the product for in the first place never did work (and to this day still don't!).

Well, I figured that's the way it goes...you win some; you lose some. Until, that is, in March of this year when I applied for the Version 3.0 update. Can you believe that when I received the upgrade in August (a little late), the disks I got back were blank! So, I sent them back.

A month later, they came back, still blank! So I sent them back again, with a letter asking what the heck was going on (I couldn't reach them by phone, no one seems to ever be there....), and ten days ago, I received the disks back, again, all blank and one of them destroyed!

Is this the way companies you invest a considerable amount of money in should treat their customers?

Not to mention that I have two years of work files in the WordUp format, so switching now would be catastrophic! I still can't reach them by phone or mail. What the heck is going on here, anyway?

I also think everyone should know that Mike Fulton, president of NeoCept, has gone to work for Atari Corporation, and he has dumped WordUp, his customer support and basically his integrity and business ethics. (No one is supposed to know this information, but I figure, what the hell, it's from a reliable source, and I'm sick and tired of the treatment I've gotten from NeoCept.)

So, if you have any word on this situation, please let me and others know, as I feel like I've really been ripped off from these pompous guys. The program crashes and cursor-chatters like you wouldn't believe. (It took me forever to write this letter on it!) And anyone thinking about buying WordUp—Don't Do it! You'll really be sorry you did.

Thanks for listening,
John-Paul
1905 E. First Apt. D
Long Beach, CA 90802-6126

[Eds: John, we're sorry to hear you're having such problems with NeoCept and WordUp. We contacted Mike Fulton at Atari. He promised to contact Shelby Moore, who is the president of NeoCept, not Mike as you stated. Unfortunatly, Shelby has not contacted us to explain what is happening currently with NeoCept.

Recently, patches to WordUp have been uploaded to GEnie, but there has been no official statement. There've been many comments from WordUp users talking about difficulties with the software and delays in getting upgrades.

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ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari News

The TT has gained FCC Class A certification. Atari can now sell the new 68030-based 32MHz machine to business customers here in the US. Atari has reportedly shipped a number of TTs to VARs here in the US, and the retail price is around $3000 US. UNIX for the TT is expected to be shown at the Hannover show later this year, with US availability by the third quarter of 1991.

Jerry Pournelle, author of Byte magazine's *Chaos Manor* column, has been sent a TT for review/ evaluation purposes. In the past, Pournelle had given some very good publicity for the ST computers in Byte.

The Mega STe has also reportedly passed FCC certification, as a Class B machine. This allows Atari to sell the computer to the general public. Along with the new SC1435 color monitor with stereo sound, this machine is (in our opinion) the best machine for the general user that Atari has ever produced.

In fact, this text is being typed in on a new Mega STe 4 right now. The CPU comes with two 9-pin serial ports, VME bus, LAN port, stereo output jacks, Blitter, detachable keyboard and internal hard drive. The keyboard is, by far, the best we've ever typed on for *any* computer.

The machine can be switched (via the Extensible Control Panel) to 16 MHz with or without cache and 8 MHz without cache for compatibility with timing sensitive ST software. The Mega STe also comes with the "NewDesk" built in. This is the same enhanced desktop as found on the TT, and it is a major improvement.

The Mega STe should already be available by the time you read this (really!), with a suggested retail of $1795 for 4megs with 50meg hard drive. We will have a more detailed article on the Mega STe in next month's issue of AIM!

At the winter CES in January, Atari offered use of a Portfolio to the first 100 editors responding in advance to their offer. The editors picked up their Portfolio the day before or the first day of the show, and Atari reps showed them the features and capabilities of the palmtop.

The editors returned the Portfolios by noon of the last day of the show, where all articles and such entered by the editors were transferred to disk, printed out or uploaded directly to the editor's staff headquarters.

Atari has also made arrangements with the USO and Defense Logistics Agency to supply Lynx game kiosks for use in military recreational centers in Saudi Arabia. "...We thought the Lynx systems and game cartridges would help improve morale and would provide the men and wome stationed there with a little entertainment," said Meade Ames-Kline, president of the consumer products game division.

The initial shipment of Lynx game kiosks is valued at $50,000. Additional shipments are possible, depending on how long U.S. military personnel are stationed in the Middle East and how well the currently shipped machines are received.

Rumor of the Year for 1990

Recently, users saw the coming and going of Elie Kenan as possible head of what would become Atari North America. Kenan was seen as "Atari's Last Best Chance" to revitalize the US market. His leaving caused some developers and users to serious doubt Atari's survival chances.

As 1990 drew to a close, a rumor from Germany indicated that Alwin Stumpf would be stepping in to take over head of Atari North America. Stumpf, Director of Atari GmbH, is a long-time Atari employee on a par with Kenan. According to a Dec. 20th report in the Frankfurt newspaper FAZ, Stumpf will soon be moving to Toronto to become head of Atari North America.

Developer News

Gadgets by Small announced specifications and pricing on their anxiously awaited 68030 upgrade for ST owners. Called the 68030 SST, the upgrade board has sockets for a 68030, math coprocessor and up to eight SIMM modules for up to 12megs memory on a Mega4.

The board also has a 32-bit 33 MHz expansion port for future add-on cards. The basic board (no 030 and no SIMMs onboard) costs only $599. You would need to buy your own 68030 to use the board.

For $799 (Option A), you can get the board with 16 MHz 030 and no additional memory. Option B gives you everything in Option A, plus 4 megs of onboard RAM for $1059.

Option C (or as Dave Small calls it, the "rock-and-roll option") gives you a 32 MHz 030, 68882 coprocessor and 4megs of onboard

RAM for $1399. Currently, the SST is designed for Mega ST owners only, but Gadgets is working on an upgrade for 520ST and 1040ST owners.

Contact Gadgets by Small, 40 W. Littleton Blvd. #210-211, Littleton, CO 80120, (303) 791-6098 8:30-2:30 Mountain on MWF, FAX: (303) 791-0253.

SofTrek has released version 1.84 of their popular TurboST software accelerator. TurboST will now run on STs equipped with 68010, 020 or 030 CPUs. The software is much faster at displaying non-byte aligned text in color and mono modes and the AUTO folder versions use less memory.

Special coding to speed up Word Perfect and Dyna Cadd are also included in this release. Owners of version 1.8 or 1.82 can upgrade free of charge by sending in their disk. Owners of older versions should send in their disks with $5. Contact SofTrek, PO Box 5257, Winter Park, FL 32793, (407) 657-4611.

Artisan Software has announced availability of TransporT, a nice utility for transferring text and executable files between the Atari ST and Portfolio. Two levels of menus give you lots of options and the online help is excellent. TransporT retails for $24.95.

Artisan also has their new edition of the Revolution Handbook. This paperback edition is designed to assist first-time computer buyers in the purchase of a computer, along with the features that made the disk-based Handbook popular. Retail is $14.95 plus $1.50 s/h, and $1 from each book sold will be contributed to Atari for the purchase of Atari computers for schools. Artisan Software, PO Box 849, Manteca, CA 95336, (209) 239-1552.

Practical Solutions recently announced release of Safekey, a programmable hardware copy-protection "dongle" that connects to the ST's RS232 port. Originally designed for Lexicor Software's new products, PS is now offering this product to other software developers, first on the ST and later on the Mac and NeXT.

Depending on the model, prices for the device are between $29 and $49 each. For more info on obtaining a Developer's Kit, contact Practical Solutions, 1135 N. Jones Blvd., Tucson, AZ 85716, (602) 322-6100.

Wordflair II is available from Goldleaf Publishing. The new version includes a spell checker and thesaurus, enhanced database facility, improved interface and faster handling of graphics. Wordflair II has a suggested retail of $149.95 and upgrades from previous versions are $50.

Users of 1ST Word Plus, Microsoft Write, WordUp or Word Writer ST can purchase Wordflair II for only $75 until February 15. Send in the original disks for your current word processor with the check or money order. (Wordflair requires at least one meg of memory.) Goldleaf Publishing, 700 Larkspur Landing Circle, Suite 199, Larkspur, CA 94939, (415) 381-7717.

Show Information

Bob Brodie, Atari's User Group Manager, is working on his 1991 schedule for user group visits and shows. He requests that any user groups planning a show in 1991 should contact his *ASAP* to get on the calendar.

Your event should be scheduled at least 30 days from any other event. If in the same geographic region (such as the West Coast or Midwest), your event should be scheduled at least 90 days from any other. By following these rules, Atari will be able to better support all shows.

Currently, scheduled user group sponsored shows include the Windsor/Detroit International AtariFest on May 4-5, Glendale Atari Faire in September and WAACE AtariFest on Oct. 12-13. Bob Brodie says he's heard "rumblings of shows" in Vancouver, Chicago, Erie PA and Boston for 1991.

Call Bob Brodie at (408) 745-2052 to get on the calendar and to find out if your planned dates conflict before your club is firmly committed.

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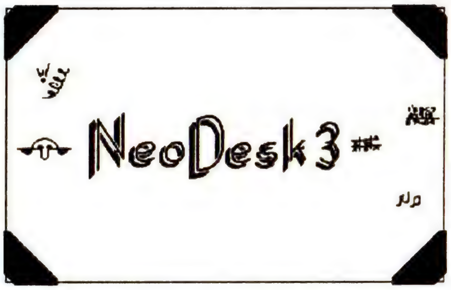


Bill Pike (PAC)

Review copy loaned by IB Computers of Beaverton, OR.

A lot of people have been waiting for this one. The people at Gribnif Software, in their competition with Double Click, have put everything including the kitchen, bathroom and laundry sink into this program.

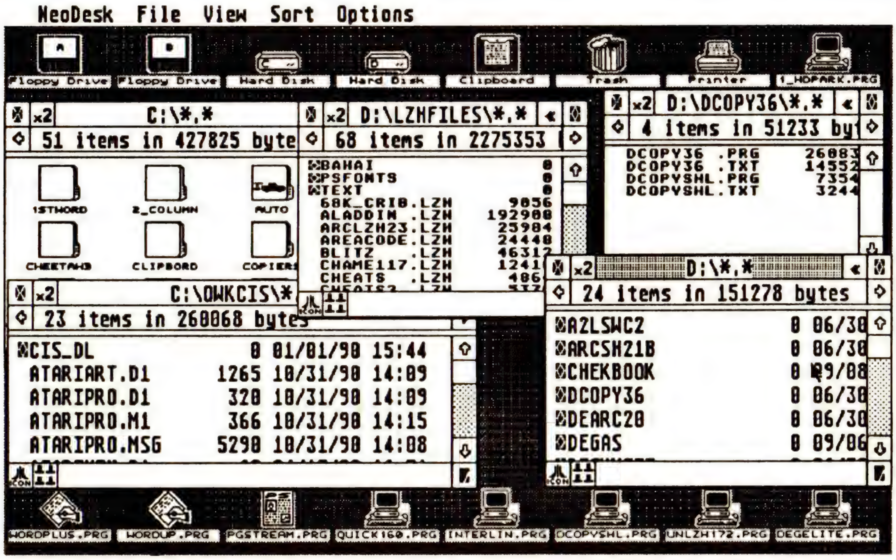
I think they added a few other things just for good measure. They should have named the program "Everything You Always Wanted to Do from a Desktop and More."

Using NeoDesk

People with just a floppy drive and 512K are able to use this program without a problem; however, keeping up with the disk swapping can be a real pain. With less than 2 megs of memory, you will need to use the option that unloads NeoDesk from memory when you run a program. This requires you to reload the main part of the program from disk each time you wish to return to the desktop. This isn't a great problem for those with a hard drive or second floppy drive.

People with 2-4 megs can leave the full program resident, unless using a program that really sucks up the memory.

The equipment I am using consists of a 1 meg 520ST with switchable TOS 1.0 and 1.4 (yes, I hacked it), an ICD hard drive and boot software version 4.84, both monochrome and color monitors, standalone printer spooler and an Epson FX-80 Printer.



```
C:\*.*
51 items in 427825 byte
```

```
D:\LZHFILES\*.*
68 items in 2275353
BAHAI                 0
PSFONTS               0
TEXT                  0
 68K_CRIB.LZH      9056
 ALADDIN .LZH    192900
 ARCLZH23.LZH     25984
 AREACODE.LZH     24448
 BLITZ   .LZH     46312
 CHAME117.LZH      1241
 CHEATS  .LZH       486
```

```
D:\DCOPY36\*.*
4 items in 51233 by
 DCOPY36 .PRG     26083
 DCOPY36 .TXT     14552
 DCOPYSHL.PRG      7354
 DCOPYSHL.TXT      3244
```

```
C:\DWKCIS\*
23 items in 260068 bytes
CIS_DL                0 01/01/90 15:44
 ATARIART.D1       1265 10/31/90 14:09
 ATARIPRO.D1        320 10/31/90 14:09
 ATARIPRO.M1        366 10/31/90 14:15
 ATARIPRO.MSG      5290 10/31/90 14:08
```

```
D:\*.*
24 items in 151278 bytes
A2LSWC2                0 06/30
ARCSH21B               0 06/30
CHEKBOOK               0 09/08
DCOPY36                0 06/30
DEARC20                0 06/30
DEGAS                  0 09/06
```

This is the basic NeoDesktop, showing five open windows. Note that each window can have a different display regarding icons and font sizes. Also note the icons on the desktop at the bottom of the screen. By clicking on these icons (all from different paths) you can run the programs.

I also have a number of ACCessory and AUTO programs installed together in various combinations. I guess what I am trying to tell you is that NeoDesk works fine with all of them in *a lot* of combinations. This is one well-behaved program.

Near-Perfect NeoDesk

The only glaring fault I can find is with the manual. The "Index" for the 128-page manual consists of two pages. Come on now, don't tell me you can only find two pages of stuff someone would want to find quickly!

You can look at the table of contents in the front, but trying to find what you want in those eight pages can be a real pain.

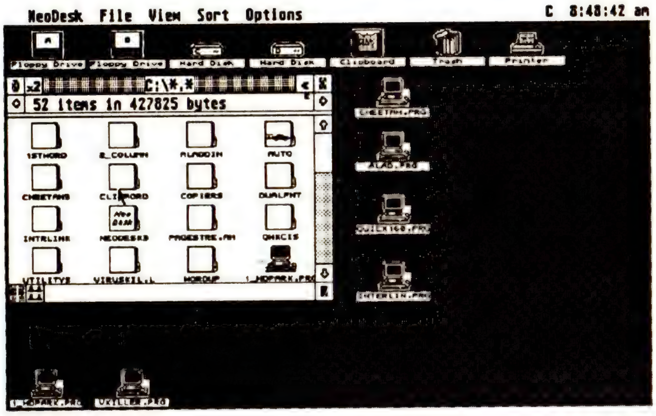
OK, enough of the preliminaries. Let's get down to what NeoDesk 3 will and won't do: There is a Clipboard, which is actually a variable size RAMdisk used to hold a file in the computer's memory while you switch disks. Files can be moved between the Clipboard and any disk at will (if you took the write protect off the disk to begin with).

You can leave a note to yourself on the desktop. Maybe the last time you called a BBS or to remind you of an anniversary or when your taxes need to be done by.

NeoDesk and Icons

Icons for commonly used programs can be placed on the desktop and the names changed to reflect the program names rather than the filenames. The programs can be run from the desktop.

A custom icon, even differently colored, can be assigned individually to any file or folder. This works well for low and medium resolution, but the colors don't



Icons/files can be dragged onto the desktop and they will stay there even if you close the directory window from which they were dragged. You are able to click on the icon and run that program. Please note the 'C' in next to the clock display. That tells you the "Caps Lock" is on. The 'C' disappears when Caps Lock is off.

come across very will in high res (Ha, Ha). You can use an existing icon or construct your own. An icon editor comes with the program, allowing you to modify existing icons or design totally new ones if you don't quite like anything provided on the main disk or the extras disk.

Directory windows can be split so one shows the upper half of the window—or a folder's contents in that window—while the other window shows a totally different area of the directory. The windows scroll independently.

A button on each window lets you "select all" files in the window, even those not shown onscreen, for multi-file operations.

You can independently set the display type (show as icons, small text or large text), location, size and sort options for any of the seven—yes, that is seven—windows available. However, if you have seven windows open and you call an application that uses a window, making a total of eight open windows, just count the bombs on the screen and re-boot.

There is an accessory that gives your system a recoverable trashcan. This puts the deleted files into a hidden area and you can recover the files at a later time or junk them totally. Using this option will make you hit the dreaded "disk full" error if you don't empty the trashcan from time to time.

A full Control Panel accessory is included that lets you set just about everything except when the wife or kids will interrupt you.

The *smart* file copier is one of the nicest features of this program. No more multi-disk swapping. It uses the free memory of the computer to load all the files it can, then writes them out in "one swell foop."

You can also create/assign a macro (a series of operations on the desktop) to a unique key. Then, the computer will repeat these operations for you each time you press the key combination. This can be used for opening windows, copying/deleting files, executing programs, et cetera.

If you drag a single file or group of data files to an icon of a program on the desktop, the program will be run using that/those files as parameters.

There is a system search feature that allows you to find that missing file...you know, the one you saved in a hurry but don't remember just where you saved it.

You can print a complete directory listing of any window and you can optionally include the contents of folders as part of the printout.

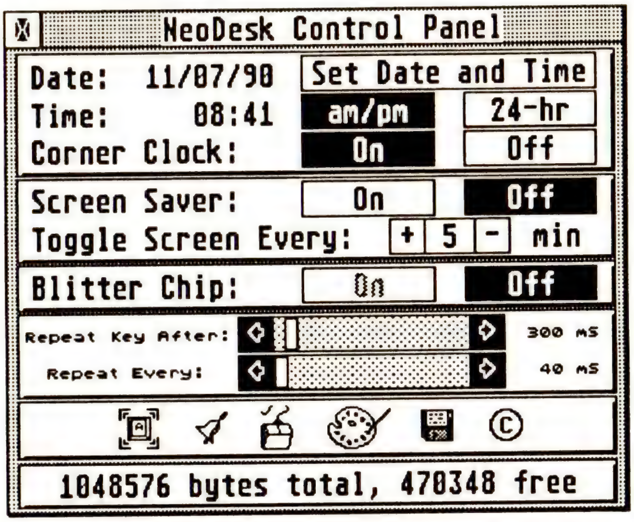
You can even set a window to display only those files with a particular extender. Now where did all those .DOC files go?

The Disk Copier is another real goody. It detects the format of the source disk and then formats the destination disk to match. You can even copy identical hard drive partitions to each other.

This is another good one. The Disk Formatter will format in 80, 81 or 82 tracks and 9 or 10 sectors/track in twisted or non-twisted format. Here is the good part: NeoDesk starts formatting from the inside of the disk and works its way out, so the directories and FAT say "bye bye" last. If you accidentally start to format a valuable disk, you might be able to break out of the format and recover your data. I, however, would never uses this feature. (HA HA!)

You are able to view files in a window without them being sorted. In other words, the files are listed in the order in which they were written to the disk. This is very nice for reorganizing programs in the AUTO folder. Just move the files back and forth between the clipboard and the disk to get the order you want.

A Degas or NeoChrome picture can be put on the desktop so you have something to look at other than a green screen (or whatever color you tell NeoDesk to set). No, the program doesn't have a check for an


NeoDesk Control Panel

Date: 11/07/90
Time: 08:41
Corner Clock: On
Screen Saver: Off
Toggle Screen Every: 5 min
Blitter Chip: Off
Repeat Key After: 300 mS
Repeat Every: 40 mS
1048576 bytes total, 470348 free

This is the Control Panel accessory. Here you can set key repeat speed, repeat interval, mouse click speed, disk drive types and lots of other goodies.

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Listed above are a sampling of the systems available. Prices also reflect various cabinet/power supply configurations (over 60 configurations are available) All Units: Average Access Time: 24ms to 34m. Larger units are available (special order only). All units compatible with Spectre GCR, AT/PC Speed and SuperCharger.

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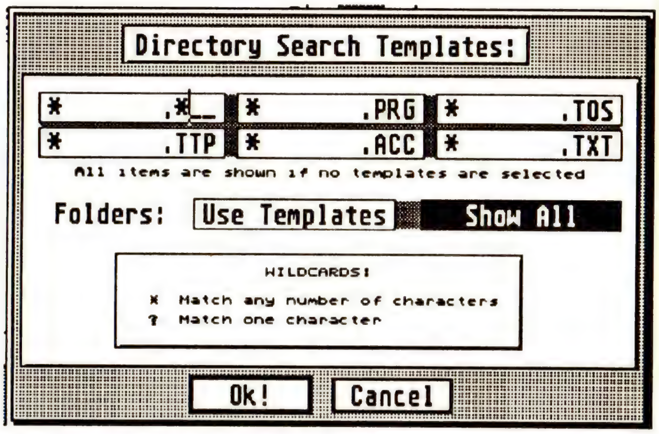


Directory Search Templates:

* .*_	* .PRG	* .TOS
* .TTP	* .ACC	* .TXT

All items are shown if no templates are selected

Folders: Use Templates ● Show All

WILDCARDS:
* Match any number of characters
? Match one character

NeoDesk allows you to define which files are displayed in a given directory window.

X-Rated picture, so if you (or your kid) put one there and your wife sees it..., enough said.

Finally *all* desktop commands have "Hot Key" combinations.

Like I said in the beginning, the people at Gribnif put everything in this program. A few of the features I use all the time, some of the features I use some of the time, many I hardly ever use, and a lot I probably never will use. However, it is much better to have something there and never use it than to need something and not have it available.

The only problems I can find with NeoDesk 3 are the price—$69.95—and the manual, specifically the index and a few other things. The cost for NeoDesk is about $20-$30 higher than DC Desktop.

Meanwhile, back to the manual. Many times the manual will reference a different section while talking about a particular feature. If the writer could have given page numbers to go to, it would have made it much easier to understand what they were talking about.

The organization of the documentation also leaves a few things to be desired. When I started reading the book (Yes, I always read the manual before I mess around with the program, don't you?), I was jumping all over the place trying to find out just what they were talking about. This and the lack of a usable index were the only things that put me off from the program.

The program itself is very well done and highly useful, even for those with a minimal system. (Remember all the disk swaps when you had to copy files with one disk drive?) For those with a full-blown system, "Oh Boy! It's Party Time!" All screen resolutions are supported and everything you learned using the original Atari desktop passes over to NeoDesk 3.

With so many features available at once, I felt like Alice at the Mad Hatter's Tea Party for awhile, but that passed. If you are looking for a *much more powerful desktop,* you should consider NeoDesk 3. The price is a bit high, but the program is well worth it. The folks at Gribnif Software have a winner here.

Deluxe Paint ST

Steve Kendrick

Copyright (c) 1990 S. Kendrick

Bif Bitmap has been your friend for quite awhile, but sometimes he can be, well, such a.... Like the time when you both decided to buy home computers. You became the proud owner of a 520ST, while he opted for one of those others—the one with the friendly Spanish name and all the pretty colors.

You knew you made a good choice, but Bif just couldn't pass up any chance to one-up you at every turn. "Well, *my* computer has great stereo sound." As soon as one is available, you install a Tweety Board. "Well, *my* computer accepts a BridgeBoard that lets me emulate IBM compatibles." Finally you can sleep at night knowing your shiny, new Supercharger and Spectre GCR even that score, with style.

Still, Bif never relents. He always manages to counter every addition to your proud Atari system that makes it just as capable as his machine, never mind the great applications like Calamus and LDW Power that leave his machine in the dust.

Finally, when you come home with an STe, with its built-in stereo sound and 4,096 color palette, you get a miserly concession: "I guess the ST has evolved into a system I might consider. But, for all the enhancements it has, it will never get the type of software that will make use of the hardware! I bet you can't even show me a decent paint program like Deluxe Paint III that I have on my system!"

At Long Last!

You chuckle to yourself, a moment of triumph! You pull out the bag that hides your brand-new copy of Deluxe Paint ST, pop the shrink-wrap, and boot your system. You read the catchy blurb on the back of the box, and rely on the Dpaint name to provide the quality and features you need: extended STe palette support, file-compatibility with other computer hardware, a horde of drawing and animation tools.

A quick glance at the reference card and you are easily making Bezier curves and fancy gradient fills. You think to yourself, "looking good so far," hoping your demo will have the intended effect. It works when Bif grumbles, "Hand me that there mouse, and let me check this out myself."

First Impressions of Dpaint

Dpaint ST is distributed by Electronic Arts on three single sided, non copy-protected disks. The main program disk is the one most extensively used; the other two contain examples of pictures and animations created with D-paint, as well as some tutorial files useful in the walk-thru lessons in the documentation.

Filling out the package are a reference pamphlet and 200+ page spiral-bound manual. Although the package is clearly designed for both American and European distribution (notably, British spellings), the software design team (Artistech Development) is American and this is thankfully reflected in the package design.

Much recent software is designed around the "get-going-now" philosophy: a minimal reading of the documentation and installation instructions is all that is required to launch the application and do some productive work. Dpaint is no exception to this trend.

The main "work screen" is split in half by a menu bar where tools are selected. The top half of the screen is a window on to the full drawing screen, and the bottom half is divided into a zoom window and control box. The drawing tools can be used either in the full-size or zoom window. Further interaction with the program is controlled through sub-menus. All of this should be familiar to some extent to users of other ST paint programs.

Tools of the Trade

Most interactions with Dpaint are through left- or right-clicking menu bar selections. Left-clicking [selecting] a menu item activates either the default tool or the one last chosen, while a right click activates the appropriate sub-menu for that tool. When using a drawing tool in a drawing area, the left button draws with the foreground color, and the right button uses the previously-selected background color.

This use of the mouse buttons is central to the operation of D-paint, and is both intuitive and consistent throughout the whole program. Hence, you spend less time trying to remember how the mouse-buttons behave under each option and more time creatively using the program.

All the tools are available on the menu bar, and most are selectable with keyboard equivalents. I am going to assume a basic knowledge on the reader's part about paint programs and focus on the unique features of Dpaint.

Drawing: The basic drawing tools for creating freehand shapes, lines and a variety of boxes and circles, work as one might expect. There are quite a few user-controllable functions in each icon's sub-menu, such as brush width and segmentation (stippling). There is also a tool for producing Bezier curves which is surprisingly simple to use. A left-click selects the starting point, end point and two control points. The curve's shape is determined by the location of these points—to produce any curve merely involves dragging the four points until the desired shape is achieved, then fixing them to the screen by right clicking.

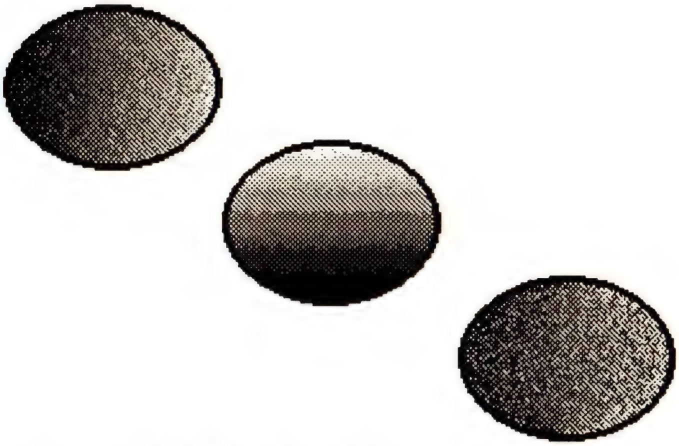
Airbrush: Another familiar paint tool, it produces a random spray of dots on the screen. Controls which select the size and intensity of spray are available from the sub-menu, as well as a palette control, which allows the user to individually control a selected group of colors as well as their spray rate. For example, if you are painting clouds, you might use the palette control to create a spray that is mostly white, with a lesser saturation of greys or other colors.

Fills: This tool allows the user to flood any enclosed shape with a color. Fills can be solid, dithered (a checkerboard effect using foreground and background colors), pattern or gradient. Gradient fills are one of the more powerful features of the program and are used to produce 3D, metallic and lighting effects. Sliders and buttons designate the blurring between color bands, the angle of the gradient and whether the fill conforms to the object shape.

Text: Many programs allow the typing of text on the work screen. DPaint ST also allows a wide variety of choices about the style of text you use. Text can be in the standard Atari system font or chosen from the many proportional, scalable, even multi-color fonts provided on the distribution disk. There are even provisions to edit or create your own fonts!

Define Brush: This icon has a three-fold use. The first is the "grabbing" of a section of screen to define a brush shape for stamping or painting the work area. The second use duplicates the "block" function of other paint programs, allowing various manipulations of the selected brush (see below) and the loading/saving of brush information. Brushes can be sized, rotated, skewed and manipulated in a wide variety of ways. Brushes can be carved (lassoed) with a selectable option—you can pick up an irregularly shaped portion of the screen for use as a Brush, instead of being forced to select a square or rectangular screen block. Thirdly, many of the Animation facilities of Dpaint ST rely on a selected Brush to do their work—more on this later.

Brush Mode "FX": This tool determines the painting behavior of the selected brush. You can simply draw on the screen with the selected color. Dpaint also allows you to smear or half-smear colors, cycle through a range of color, filter (shading of all colors into a selected color), blend intermediate shades between the brush and painting area, tint (change painted area to a color closer to that of the selected brush) or smooth. The smooth mode is perhaps the most powerful—painting along any border between highly contrasting colors causes the placement of intermediate shades under the brush. This causes an "anti-aliasing" effect, reducing the "jaggies" or stair-step effect common in computer-created pictures. The intermediate shades reduce the perception of noticeable, individual pixels in a picture.



Magnify: Selecting this icon toggles the magnify/zoom window. Options available include setting the magnification (from 2 to 16 times), magnifier position (which can be scrolled about the painting area with arrow buttons or the cursor keys) and segmentation—each pixel is enclosed with a border for clarity.

Color: The palette sub-menu controls color with either RGB or HSV (hue, saturation and value) sliders. Colors can also be copied from one to another, spread across a range (selecting a start and end value re-maps all colors between to intermediate shades). You can also swap and remap colors. Color ranges are designated in this dialogue box as well. Range information is used in color cycling animation and for tools such as gradient fill. There are four separate range buttons, and each can contain entirely different color group and color cycling information. A stencil tool allows "fixing" of either a range of colors or the current picture, preventing unwanted painting changes. If a range of colors is designated, no drawing will "stick" to the selected colors until the stencil is deactivated. The background (current picture) can be fixed, so that any changes made to it can be erased with no damage to the original work.

Miscellaneous Tools: Mirror causes the mirroring of what you draw. You designate a point or line of symmetry as vertical, horizontal, diagonal or a given point on the screen. Selecting grid confines the brush's movement to an invisible grid. Dpaint can load or save in its own format [IFF] or can load/save single frames in any standard ST format: Degas, Degas Elite or NeoChrome. Also available is an option allowing you to format disks, copy/move/delete files and so on. UNDO takes back the last change to the picture. Finally, the CLR button will wipe the workscreen clean to your selected background color or to the background fixed with the Stencil tool.

Animation: All of Dpaint's animation capabilites are controlled through two tools. The tweening tool allows sizing, rotation or distortion of a selected brush about the x, y or z axis. These transformations are performed with respect to a user-definable origin/vanishing point. These transformations can be confined to a single frame or designated across a range of animation frames. The animation tool governs the other animation functions. Dpaint ST uses page-flipping: each screen consists of one frame of animation, and continuous motion is created by the sequential display of animation frames.

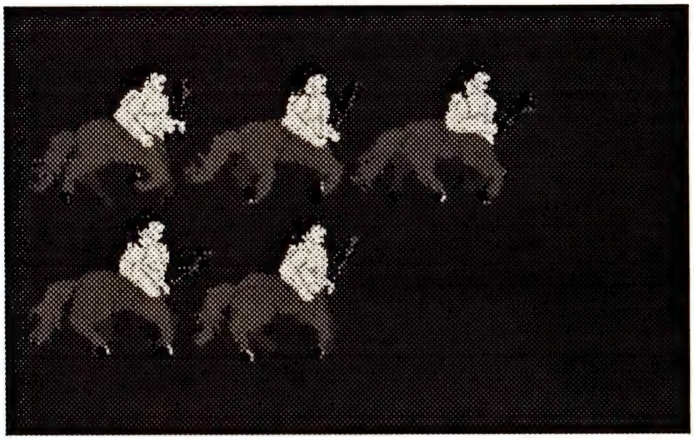
Strolling About

After working with Dpaint ST for any length of time, several things become noticeable. First, you can't stray far from your keyboard. If you don't use the Magnify window, you can reclaim most of the drawing space it consumes, but if you call any of the Sub-Menu functions the window re-appears. After you make your selection, you can toggle the display off again with a press of the spacebar. Conversely, you can dispense with the menu bar entirely; most of the tools have a keyboard equivalent. Most users will probably rely on the menu bar until they memorize the keyboard commands.

While I can't fault the authors in this design philosophy, it leaves me wishing I had either a third mouse button for toggling the menu bar or a third arm (one to move the mouse, one to push the letter keys and a third to push the ALT key!)

Other parts of the user interface are better. Mouse pointer response is the best I have seen for any ST paint program. With a few exceptions noted below, the user doesn't bump into any unwelcome deviations from the "ST way" of doing things. The learning curve is very low—any typical user could putter away with the program with a minimal examination of the manual.

With the wide variety of tools available, one sometimes gets the feeling the software is doing *most* of the work! No other program makes the production of smooth curves or shaded objects as effortless. Experienced computer artists will feel they are getting the most out of their computer's graphics horsepower without wrestling with a bulky or confusing user interface. Novices will enjoy the ability to produce interesting designs without hours of tedious editing.



This strength of interface extends to the animation and other sophisticated tools. Many of the functions available in Dpaint can be found in other ST packages, but *none* have been available in *one* package! No longer must the ST artist learn the quirks of one program's interface then un-learn them when booting another package, or master the arcana of different (and non-compatible) file formats.

If the user feels the need, he/she can save their work in any of the common ST file formats without a separate conversion utility, or in IFF format, which is easily accepted by Amiga and MS-DOS systems. Dpaint ST is a winner on all counts—not only does the user purchase one of the best paint programs for the ST, they get a full-powered animation program at the same time.

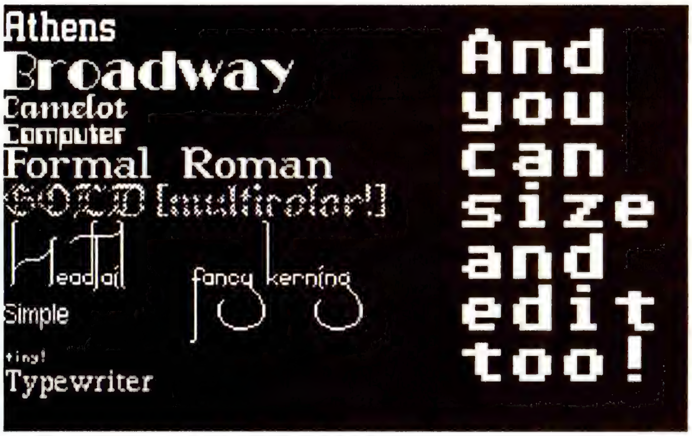
Finally, I would like to express my gratitude to the authors of the manual. All information the user might need is readily available in the Reference section, and all of the software tools are walked-through in the Tutorial section. The layout is neat and logical, writing is clear and concise and the index is accurate and complete! If more manuals were written like this, piracy would vanish overnight.

I had the misfortune of learning Dpaint III for the Amiga with its reference manual. It was written by the software's author, and although it had many more pages than Dpaint ST's manual, it was rambling in many places and often incomplete or inaccurate in describing the use of its functions. Who wants to wade through 250+ pages of "Let's play with this feature to learn how it works" when a simple and concise explanation would be more helpful?

Mona Lisa has a Wart

Dpaint ST is an excellent application, but it is not "insanely great." One of its biggest flaws is its 'robustness'. It seems very intolerant of sharing memory with any desk accessories or AUTO programs. I have had it crash when the only resident program was my ICD Hard Drive booter software (the solution was to turn ICD's cache off). While there might be some programs out there that can live happily with Dpaint, I have given up trying. Not that having desk ACCs would matter—Dpaint is a TOS application.

I do wish I could use Little Green Selector and MaxiFile instead of Dpaint's thin offerings. While anyone who uses an Amiga would know that a "parent" button backs out of a subdirectory and a "drives" button brings up a drive/partition selector, most ST users (quite reasonably) expect to use the more familiar GEM file selector or their own favorite replace-



ment. Dpaint's own replacements for these file functions could bear a closer resemblance to the ST norm.

Other flaws are minor. Despite the manual's claims, saving a file with IFF Byte Run Compression does not make an Amiga-compatible file. You should use the seperate convert utility for that or save in an ST-compatible format. This software supports low resolution *only*. While I don't think many artists use medium resolution, I do artwork in high resolution and wish this program did as well. Support of other ST animation formats would also be welcome. Finally, it would be nice if the Magnify window were sizable or followed the mouse pointer more smoothly when scrolling around the drawing area.

I don't consider any of these faults crippling. Most users have already cultivated a "save often" habit, and the program seems reasonably stable when not overly taxed.

Keeping Up with the Joneses

ST users have long suffered comparisons with that "other" system. There is no doubt the other's custom graphics coprocessors give special effects and graphics modes that make Atari users envious. But, let me assure you, these internal differences do not handicap Dpaint ST when compared to its counterparts on other platforms. Aside from the inherent differences in graphics modes, the "common standard" of 320x200 pixels with 16 colors is identical on both machines: animations created on the Amiga and Atari ST are indistinguishable and readily converted.

After having used an Amiga and Dpaint III in software graphics development for several months, I can say with confidence that the utility of both systems are equivalent. The Amiga may get the nod for speed in some operations, such as brush sizing or complicated fills; the ST's interface seems less clunky and more intuitive. Most other differences are cosmetic and minor. The ST even gets a small advantage in memory: the minimum requirement for animation on the Amiga is one megabyte, but Atari users can create simple animations with just 512K!

Odds and Ends

Included with Dpaint ST are three small utility programs. The first lets you print your works on a variety of black & white or color printers. I have tested the Hewlett Packard laser driver and it seems adequate. I saw the utility printing in color at a recent Atari Show (on an HP PaintJet) and the output was quite impressive. There are printer drivers for most dot matrix printers as well. Controls let you adjust the type of greyscaling and palette—if your picture is made of hues close to the same brightness, the palette must be adjusted or you will get a uniformly-grey, unsatisfactory printout. Options seem sufficient for most users, although most desktop publishing programs, such as PageStream, will do a better job.

Also on the disk are utilities for converting non-ST IFF files to Amiga IFFs and a stand-alone program for viewing pictures and animations (a must if you have limited memory and want to view the larger animations). Each program works as it should.

The Big Picture

I am definitely pleased with this package. It fulfills every expectation I had when I purchased it, and even gave some surprises—I did not expect Amiga-quality animation abilities on my ST with such little effort! Whether you buy it will be your decision. If you use one of the older ST paint programs, you will enjoy the many new drawing tools and might find the animation tools a welcome bonus.

If you have interest in animation on your ST but have found learning software like Cyber Paint intimidating, the friendliness of Dpaint's interface is worth a look. The integration of these functions in one package is reason enough for consideration. Whether you are a mouse Rembrandt or have trouble drawing a straight line with a ruler, Dpaint has something to offer.

Please support this product with a purchase if you plan to use it. Let's hope the ST community shows the software manufacturers that it is worthwhile to market powerful applications like this for our machine.

[Steve Kendrick is a freelance graphic artist/writer working in the computer community. He can be reached for questions or correspondence at 546 Madison Avenue, Apt. 3, Albany, NY 12208]

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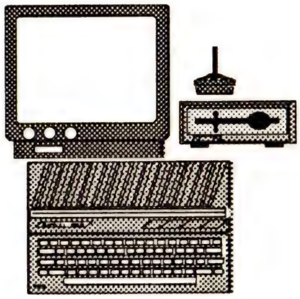
PIA Upgrade



Charles Hughes

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So, you're a hacker are you? Well, then this upgrade is for you. If you aren't a hacker, well, have a try at it anyway. This upgrade can be done on *any* 8-bit computer, but these instructions only cover the 800XL and 130XE machines.

Performing this upgrade gives you a second PIA chip in your computer. You are probably wondering just what a second PIA chip can do for you. The answer is— anything you could do with the first, only better! Some possibe uses are listed at the end of this article.

First, here are some standard precautions. Opening your machine voids any warranty you may have. CMOS chips hate static, so ground yourself before working on your computer. Finally, the author of this text and the publishers of this magazine are not responsible for what you do to your computer. If you aren't proficient at soldering, don't know a socket from an IC or feel you are a total incompetent when it comes to the inside of your computer, then *don't touch!*

Parts List

1 65C21 [PIA chip. There are several versions of the PIA chip. Any of the following will work: 6520, 65C20, 65C21, 6820, 6821 and, of course, C014795 (Atari's chip #)].
1 74F139 (Dual 2:4 decoder)
1 74F138 (3:8 decoder)
1 16-pin IC socket
1 small perfboard, about 2" x 3"
Wire (lots of it, Radio Shack #278-372; 24 gauge, 4 conductor telephone wire works great)
Phillips screwdriver
Pair of needlenose pliers
Rosin Core solder
Soldering Iron (25 to 30 watt)
Desoldering Iron (or solder sucker but do not use solder braid)
IC Puller, etc
Several small cups for holding screws

Most XE computers will also need:
1 16-pin IC socket
1 40-pin IC socket

What to Do

Completely disconnect all cords, cartridges and other items not permanently attached to your computer. Lay them to the side so they can be reattached when you are finished.

Find a place in your house to do the actual work—it should be well lit, have a power outlet nearby and be safe from "accidents" (like little kids interested in the pretty parts of your computer). Sit down, put your computer on the table (bench, workspace, whatever).

Turn your computer over. Remove the Phillips screws that hold the bottom cover on. Place the screws in a cup. Don't lose the screws, they are a pain to replace.

Ok, here is the first fun part— turn your computer back over and gently lift off the top. Place the top somewhere safe. Note: On the XL series, the keyboard may be attached to the top. Take the keyboard and slowly lift up. You will find it is attached by a ribbon cable. Pull this cable free of the main board and then place the keyboard with the top.

Locate the screws spaced around the motherboard that hold it onto the bottom. Remove these screws and put them in a second cup. Note: Some machines aren't attached with screws, you can just lift the motherboard free of the bottom case.

Pull the motherboard free of the bottom case. This is a little difficult, but if you do it slowly and carefully you won't hurt anything. Put the bottom cover to one side.

Now, it's time to remove the metal shields. On some models, the metal shields are attached by screws. Remove these to remove the shields. On other models, the shields are held on by little metal tabs. Using the pliers, twist the little metal tabs to release the top metal shield. Remove the top and bottom metal shields and place them to the side.

Place the motherboard, chip side up, in front of you. Position the motherboard so the joystick ports are to your right. Look at the 40-pin IC's and locate the one that has "6520" and/or "C014795" printed on it somewhere. This is the PIA chip already installed in your computer. In the 130XE, it is near the joystick ports. In the 800XL, it is the rightmost chip nearest you.

Look around the board for a small 16-pin IC with "74LS138" printed on it. This IC enables the PIA when it is accessed by the CPU. On the 130XE, this IC is just below the PIA. On the 800XL, this chip is the second IC down from the cartridge port.

Remember where these are...we'll be coming back to them.

Out with the Old

Now comes an easy or hard part depending on the machine you have—removing the PIA from the motherboard. If the PIA is socketed, this is easy. Just use a small screwdriver to pry up each end a little at a time until you manage to free the entire chip. If the PIA is soldered in, pull out the desoldering iron. Desolder the PIA and solder in a 40-pin socket.

Remove the 74LS138 chip same as you removed the PIA. Solder in a 16-pin socket if necessary. Place the 74F138 in the socket. Put the 74LS138 in a safe place. You might be able to use it for some project in the future, but you won't need it for this one.

Take the new PIA (called PIA1 from now on) and bend pins 16 and 23 up so they stick straight out from the sides of the chip. Note: If you have a memory upgrade that uses other pins on the old PIA, you can bend up the same ones on PIA1 and reattach the wires there.

Take the PIA you just removed (called PIA2 from now on) and bend pins 2-19, 23 and 37-40 straight out the same way. Place PIA2 on top of PIA1 so that all the pins not bent up on PIA2 touch the same pins on PIA1. Solder pins 1, 20-22 and 24-36 of PIA2 to the same pins on PIA1. Put this set of chips to the side for now.

Creating a Circuit Board

Now we have to create the minor circuit needed for the upgrade. Take the perfboard you have and put the 16-pin socket on it. The best place for it is in the upper left corner of the board.

There is a notch in the black plastic of the chip. This indicates the placement of the IC chip. Holding the socket so that the notch is away from you, pin 1 is the first pin on the left-hand side, pin 2 is the one below it, etc. all the way to pin 8, the last pin on that side. On the right-hand side, opposite pin 8 is pin 9, opposite pin 7 is pin 10, etc. all the way to pin 16 which is opposite pin 1.

Cut seven pieces of wire about eight inches long and strip off about a one quarter inch of insulation on each end of all the wires. Solder one end of each wire to pins 1-5, 8 and 16.

Take the wire you soldered to pin 8 and solder the other end to pin 8 of the 74F138 you located earlier. If you prefer, you can solder wires that would attach to the 74F138 to the back of the motherboard. Just make sure you solder them to the correct pins of the '138 socket.

Solder the wire from pin 16 to pin 16 of the 74F138. Solder the wire from pin 1 to pin 12 of the 74F138.

Solder the wire from pin 4 to pin 23 of PIA1. Solder the wire from pin 5 to pin 23 of PIA2. Insert the stacked PIAs into the PIA socket.

Take the 74F139 chip and place it in the 16-pin socket so that the notch in the chip is pointing in the same direction as the notch in the socket.

You now have two wires left unconnected. These two wires need to be connected to address lines A2 and A3. You can connect these wires to A2 and A3 anywhere you like, but the easiest place to solder these wires is to the ANTIC chip. Find the chip labeled "C021697." This is the ANTIC.

Solder the wire that comes from pin 2 of the 16-pin socket to pin 11 of the ANTIC chip (address line A2). Solder the wire that comes from pin 3 of the 16-pin socket to pin 10 of the ANTIC chip (address line A3).

Another place to get these lines is from the parallel bus. On the 800XL in the upper left-hand corner are a pair of IC chips. The top chip is BASIC, the chip beneath it is the OS ROM. To the right of the OS ROM is a line of solder points. The first point is A2, the second is A3.

If you have a 130XE, look at the cartridge port. It should look like this:

```
     | | | | | | | | | | | | | | |
ECI  | | | | | | | | | | | | | | |   SIO
      . . . . . . . . . . . . 2  .
                               .
                              .  3
                              . .
```

This is a really rough drawing. The | indicate pins on the cartridge port, the . are solder points, the 2 is the solder point for A2 and the 3 is the solder point for A3. Just melt the solder at these points and stick the appropriate wire into the solder while it is still molten. ECI is the small connector to the right of the cartridge slot, while SIO is the 13-pin SIO connector to the left of the cartridge slot.

1200XL, 600XL, 65XE and XEGS owners are on their own. I do not have any of these machines available to find suitable solder points. I believe the 600XL is identical to the 800XL as far as the parallel bus is concerned, so you may be able to find the solder points in the same place. Remember, however, that soldering to the ANTIC chip will work regardless of the machine.

You need to put the perfboard in a safe place. If it is just hanging in midair, let it keep hanging for now but don't let any of the pins touch anything else. Check all your connections and make sure you have followed all the steps above.

You have now finished all the necessary wiring. Now you have to test the finished product. Don't bother putting it all back together yet, just grab the bottom case of the computer and lay the motherboard in it. Plug in a BASIC cartridge (if you don't have any memory upgrades, you don't need to use a BASIC cartridge). Connect the video cable and power cord. Turn on the computer. If you don't get a "READY" prompt and a blue screen, turn off the computer immediately and recheck all your work.

If you do get a "READY" prompt and blue screen, type in the following program:

```
10 P1=54016:P2=54020
20 ?PEEK(P1),PEEK(P1+1),PEEK(P2),PEEK(P2+1)
30 GOTO 20
```

RUN the program. The first two numbers shouldn't change. The next two numbers may change and *won't* be exactly the same as the first two. If you stick a joystick in port 0 or 1, you can vary the second number. If the numbers are all the same or all of them keep changing, turn off the computer, remove the power cord and recheck all your connections.

That's all there is to it! Reassemble your computer in reverse order of the way you disassembled it. :) Of course, you'll need to do something with the perfboard. Cover the pins of the 16-pin socket with an insulator (electrical tape or pieces of antistatic foam work well for this). Turn the board over slowly and push it face down in an open space on the motherboard. You should then be able to put the metal shield back on. If you can't, don't worry about it unless you get TV interference. If you get TV interference, move the computer further from the TV. :)

You now have a second PIA chip located at addresses 54020-54023 ($D304-$D307). Here is the pinout of a 6520 (6521, 6821, 65C21, 6821B, etc):

Pin		Function
1	GND	This connects to the system ground.
2-9	PA0-PA7	These are the port A pins.
10-17	PB0-PB7	These are the port B pins.
18	CB1	This is control line 1 of port B.
19	CB2	This is control line 2 of port B.
20	POWER	Connects to the system (+5 volts).
21	R/W	This is the system read/write line. The line above the write indicates that writes occur when the line goes low (0 volts).
22	CS0	Chip select 0.
23	CS2	Chip select 2. This is an inverted signal - the chip is selected whenever CS2 goes low.
24	CS1	Chip select 1.
25	E	This is the system clock line.
26-33	D0-D7	These are the system data lines 34
	RESET	When this line is pulled low the chip performs a reset. This reset forces all pins to input.
35-36	A0-A1	These are address lines A0 & A1 from the system bus.
37	IRQA	Port A IRQ.
38	IRQB	Port B IRQ.
39	CA2	This is control line 2 of port A.
40	CA1	This is control line 1 of port B.

And here is a short memory map of the new PIA.

PIA2: 6520 CHIP

54020 $D304 PORT2A

(R/W) Controls the port A pins on the second PIA. Writes to direction control if bit 2 of PACTL2 is zero. This port should be used for memory upgrades. To access any bank of extended memory using this port, the extra lines needed for the memory should be attached in order starting at pin 2. A routine to access the extended memory is given below:

BASIC

```
X =INT(BANK_NUMBER/4)
P2=BANK_NUMBER-X*4
Q =PEEK(54017)
Y =Q-INT(Q/4)*4
Z =INT(Q/32)*32
P1=Z+32+X*4+Y
POKE 54020,P2:POKE 54017,P1
```

Assembly Language

```
LDA BANK         ; Load the bank number
TAX              ; Save it for future use
LSR              ; Divide by 4
LSR
TAY              ; Save the upper bank control #
TXA              ; Reload original bank number
AND #%00000011 ; Mask out rest of bank number
ASL              ; Mult by 4 to get into position
ASL
STA TEMP         ; Save again
LDA PORTB1       ; ($D301, 54017) Load the normal
                 ;   bank control
AND #%11100011 ; Zero out old bank control bits
CLC
ADC TEMP         ; Add new bank control bits in.
STA PORTB1       ; Select extended RAM and lowest
                 ;   2 bits of the bank number.
TYA              ; Get the upper 6 bits
STA PORTA2       ; Store upper 6 bits of bank #.
; 8 bits worth of banks is
;   256 - 16K banks = 4 Megabytes.
```

54021 $D305 PORT2B

(R/W) Controls the port B pins on the second PIA. Writes to direction control if bit 2 of PACTL2 is zero. This port should be used as a parallel port. The most likely use would be a centronics printer port.

54022 $D306 PACTL2

(R/W) This is the PORT2A controller. Check out "Mapping The Atari" or a datasheet on the 6520 PIA for more information on this.

54023 $D307 PBCTL2

(R/W) This is the PORT2B controller. Check out "Mapping The Atari" or a datasheet on the 6520 PIA for more information on this.

Questions, Questions...

Here are some questions that will probably be asked about this upgrade and the answers to them.

Why use two address lines to select only two PIAs?

Several reasons—the specific chip used (74F139) is a DUAL 2:4 decoder. This means, using two address lines, it can select four PIAs. If you want yet another PIA, just solder it on top of the others. Then run a wire from pin 6 of the 16-pin socket to pin 23 of the new PIA and you have a third PIA. A fourth PIA works the same, except the wire comes from pin 7 of the 16-pin socket. Also, most memory upgrades use a 74LS138 or 74LS139. Since we only use one of the two 2:4 decoders in the 74F139, and all memory upgrades (except my monster 4 MEG one!) use the equivalent of one 2:4 decoder, we can remove the other chip and rewire the memory upgrade so it uses our 74F139.

Why use a perfboard? Why not just put the 74F139 on the motherboard someplace?

Easy question. The reason for this is so you can add other circuits to the perfboard and not lose access to any of the chips on the motherboard. The perfboard has enough space to hold the ICs needed for any upgrade and that is what I use it for in my computer.

Why did you replace the 74LS138 on the motherboard with a 74F138?

Because the 74LS138 was too *slow*. My first attempt at this upgrade frustrated me so much I quit for a few weeks in order to avoid attacking my computer with a sledgehammer.

Future Project

Here are some possible hardware projects to make use of your new PIA:

Restore the two missing joystick ports. This isn't difficult, but currently no software except that which you write yourself would work. You can add two joystick ports almost identical to those the 400/800 had.

Add additional internal ROMs—multiple OS, BASIC and ASSEMBLER, etc. The XEGS machine has BASIC and Star Raiders built in. There are several ways this could have been done. The most likely is through use of bit 6 of port B of PIA1. Port B controls bank selection and bit 6 is the only bit unused in the 130XE, so it is the most likely candidate for controlling whether BASIC or Star Raiders is accessed. There is no reason you can't have BASIC and Star Raiders built in too. Nor is there any reason you couldn't have any cartridge built in.

Really get sick and control up to 8 megs of internal memory. This is my main reason for adding the second PIA. I bought 144 256K DRAM chips cheap, so I wanted to make a *huge* upgrade. I haven't done it yet, but I probably will add 2 MEGs right onboard my computer. (There is a use for this, see below.)

Run several "virtual" machines. Tom Hunt of MTOS fame created a wonderful program called Snapshot. It takes a 'snapshot' of what your computer looks like and stores it in extended RAM (i.e., 16K RAMbanks found on upgraded machines and 130XEs).

Each snapshot takes up 64K (4 banks). You can then switch snapshots by pressing a few keys. You could have Textpro running, activate the Snapshot program and then be in Bobterm. The Snapshot program creates a "virtual machine" that it swaps in and out of main RAM when snapshot is activated. With Tom's help, I plan on creating a special upgrade that does in hardware what he is doing in software. So, when Snapshot is called, instead of the program actually copying the main RAM to the extended RAM, it will just swap RAM in 64K chunks. This will speed up the snapshot process and make it considerably more useful.

Add a centronics parallel printer interface. This is easier than it might sound at first. The PIA is made for exactly this type of work. A few wires, a centronics connector and some software and you have a standard printer port.

Add an RS232 port. This is an extensive project... not hard, but not anywhere near as simple as just adding the PIA. However, it would cost a lot less than an 850 interface and would work better, too.

Get rid of all the nasty switches you have stuck in various places on your computer! Except for the cold start switch of course. :) Certain upgrades require switches in order to enable/disable banks of RAM so that the switchable BASIC, ANTIC, SELFTEST and OS can be used. This is silly. Just rewire the upgrade so that it uses port A of PIA2, and you have all the extra memory you need accessible all the time. There is a catch of course...there is no software that recognizes this second PIA, *yet!* I'll have an RD.COM file for Sparta ready soon and a fix file for MYDOS when I get the chance.

SpartaDOS X is a whole other ball of wax...I can modify the RAMdisk driver I think, but since the SDX cart looks for the total memory available when it first boots, I don't think I can write a patch for it. ICD has promised to do so if this upgrade is popular enough. So let's make it popular, ok? :)

Those are just a few uses for the new PIA that I could think of off the top of my head. I am sure others will occur to me and, hopefully, to you.

If you have any questions or comments I can be reached at:

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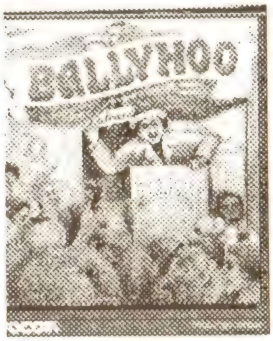

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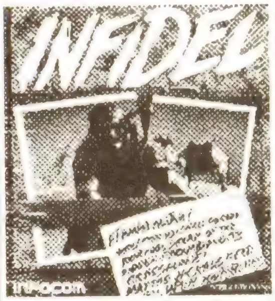

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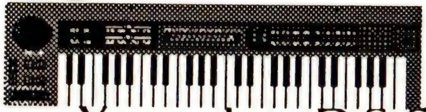
Comparing the Casio CT-460



vs. the Yamaha PSS-680

G.L. RAY (TACE)

Most ST users, I think, are either interested in, or already involved in creating music through the MIDI ports on their ST. Either they have a friend who has a keyboard or they've seen one demonstrated at a club meeting or store.

Getting Started

But most STers are not from a musical background, and they really don't have any idea as to what type of keyboard to get, what features to look for or answers to any of a million other questions.

I am not a musician, so I can relate to the many other non-musicians out there. But I do know a lot about music and sound. I've spent over five years working the soundboard for a couple of guys who sing all over Oklahoma and the surrounding states.

They were also one of the first groups to begin using their ST computers in their music and recording in our area. I very much appreciate what the ST can do through MIDI applications. I have seen the whole assortment of music software and hardware as it has advanced over the past five years. The group has tried every new product released.

Software-wise, I have been using Music Studio '88. It is not the most sophisticated software on the market, but remember, I said that I am not a musician. I do not read music well, play a keyboard or chart scores. Therefore, I do not need all of the whistles and bells of, say, a Dr. T's KCS or a Sonus Superscore.

Getting the Hardware

But I have learned quite a bit about music through my ST, and I do see myself moving up to a more fully featured package soon. If you are a beginner, I heartily recommend Music Studio.

Now, what type of hardware do you need? As a lot of people did, I started out with a Casio CZ 101 bought used at a music store. But I wanted more features, so I sold it and looked around for quite awhile before purchasing a Casio CT-460. The CT-460 has two features that I very much wanted: it is 16 note polyphonic and it has percussion as a pre-set sound.

This means that I did not have to go out and purchase a drum machine as well as a keyboard. The instrument has 49 fullsized keys, 30 pre-set instrument voices, and 20 built in rhythms. I paid $269 for the keyboard and I really have enjoyed it.

But I wanted more features, so I looked around for quite a while, again. My MIDI expertise had increased greatly, and I was quickly moving out of my price range.

I wanted a keyboard that had MIDI in, out and through. I wanted a keyboard that could access 16 different MIDI channels (The Casio CT-460 only accesses channels 1-4). I wanted an instrument that was multi-timbral. I wanted an instrument that has at least 100 voices to choose from. I wanted an instrument that had synth abilities, so I could create new sounds or modify the presets.

I found all of these, and more, in the Yamaha PSS-680, which I bought for $369, well within my budget.

This, so far, has been an introduction to what I really want to discuss, the comparison of these two keyboards, and maybe suggestions as to what you should look for when purchasing a keyboard for yourself.

The Casio CT-460 has been updated now, and I believe the new model number is the Casio CT-465, so some of the newer features of the Yamaha may be included in the new Casio model.

Comparing Features

First of all, when purchasing a keyboard to use with the ST, make sure that it is MIDI compatible. Look on the back of the keyboard for ports labeled MIDI. You should find at least MIDI In and MIDI Out. If you ever wish to use more than one keyboard at a time, you will also need MIDI Through. The Casio CT-460 does not have MIDI Through; the Yamaha does.

The next most important feature relates to the number of notes and instruments you can play simultaneously through your keyboard when accessed though the MIDI ports. The CT-460 is a 16 note polyphonic instrument, spread across 4 channels, like this:

Channel 1 - 6 note polyphonic
Channel 2 - 4 note polyphonic
Channel 3 - 2 note polyphonic
Channel 4 - 4 note polyphonic

What this means is that on channel one, for instance, I might play a six note chord on a piano. I might set channel two up to play a four note brass ensemble. Channel 3 might contain a two note bass lick and channel 4 might be set up as percussion playing up to four drum sounds at once.

Electronic Voices

This works very well, and I have arranged 30 or 40 songs over the past year on my Casio CT-460, in this, or similar set ups. But I would like to utilize more instruments at once, to fill the score with more instruments and give it a more professional quality. With the Casio CT-460, I am limited to four instruments and that's it.

The Yamaha PSS-680, on the other hand, is handled a little differently. Instead of allocating a certain number of notes across a limited number of channels, the PSS-680 uses what is called dynamic allocation. The PSS-680 is a 12-note polyphonic, multi-timbral keyboard, but the notes are allocated dynamically. That is, the notes are allocated across all 16 channels, as needed.

This allows you to use as many instruments and notes as you wish, across any channels you wish, as long as the total number of notes does not exceed 12 at any one time. If the total exceeds the maximum, the oldest note is dropped off. The advantage over the Casio CT-460 is that the Yamaha can play more than four instruments at once, allowing more flexibility and creativity.

The next most important thing, pehaps, is the number and quality of the pre-set voices. The Casio CT-460 has 30 preset voices across a wide range of instruments. The voices are all digitally sampled sounds and sound really good. But two of the voices are sound effects, such as honking cars and galloping horses. While these are fun for awhile, the novelty soon wears off, and you really wish you had two more instrument voices, like maybe a guitar.

The Yamaha, on the other hand, has 100 pre-set voices, ranging across an even greater variety of instruments (I had never heard of several of them). While I believe the Yamaha's voices are not as full and rich as the Casio's, the variety more than compensates for this.

The Yamaha also has various effects, such as vibrato, sustain, reverb, portamento, and chorus. And with the Yamaha, you also have the ability to modify or create and save sounds with the built-in digital synthesizer features.

Rhythms are featured on both keyboards. The Casio offers 20 rhythm choices, while the Yamaha offers 100. Both the Casio and the Yamaha offer a variety of rhythm control, but the Yamaha allows you to choose what instruments to be active on a particular rhythm. The Yamaha rhythms may also be accessed through MIDI channels 11-16. This allows quick arrangements with a one note melody line and a single note per measure to drive the pre-set rhythm chords, accompaniment and bass track.

To some people, the keyboard keys are an important factor. The Casio CT-460 wins hands down. Its 49 fullsize keys have a good feel and response, although they do not compare with higher priced keyboards. The Yamaha has 61 mini keys, which are definitely not a joy to play upon. But, as I said, I don't play anyway, so it doesn't matter to me.

Both keyboards have record and play functions, which I don't use since I use my ST. Both keyboards can be used to drive other MIDI instruments. The Yamaha has built in drummer pads, which, like the Casio's sound effects, are fun for awhile, but really serve no useful purpose. The drum sounds on the Yamaha are much better, I think, but the documentation on using them is nonexistant.

One would need to make a keyboard chart showing what drum sound corresponds with what note to be really useful, and I have not had time to do this, as of yet. There is a chart like this provided in the Casio manual.

Finally

So, which keyboard would I recommend? If you need a keyboard which you can play yourself, buy the Casio. If you want a wider choice of instruments and rhythms, buy the Yamaha. Buy both, and have the best of both worlds. But, by all means, get started in MIDI, you'll like it.

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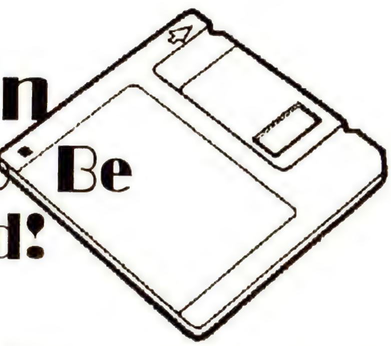

Irwin Brooks (LACE)

Isn't it funny how some people react when you tell them your favorite desktop utility is Public Domain. Or when your friends are comparing the merits of their expensive word processors and you dazzle them with your PD's power?

I kind of get a kick out of it. Not that they wasted their money, just that there are some little known alternatives.

The power of ST commercial software is by far the best buy for your computing dollar. Compare the price of Ventura desktop publisher for the IBM PC or PageMaker for the Macintosh with either Calamus or Page Stream for the ST. A price ratio of 3 to 1 is not uncommon for these comparisons. The commercial Atari ST software is a bargain.

I, for one, bought my ST for this very reason. What amazes me however, is the quality of the Public Domain software making the BBS rounds these days. Programs I wouldn't have seconds thoughts of paying for are given away—*gratis!*

The only return for the authors' efforts are the recognition for a good program and the contribution they make to the continuing value the ST offers. No other rewards are evident.

The vast majority of these PD programs aren't the kind that make you wonder if the disk space has more value. To the contrary, most are the kind that make you wonder how you could live without them.

All different kinds of PD software is available (i.e. utilities, word processors, games, etc). At this point I would love to list all the best PD programs written for the ST, but the list would be too long to publish; I'd forget some or new releases would make my list outdated. Suffice it to say there are more than I can keep track of.

Now where do I get all these great PD programs, you ask? There are lots of places that can take lots of time. For instance, try your friends, your local BBS, mail order PD disks, etc. But, the best and timeliest source I found is the monthly AIM disk.

If you or your club is not getting the monthly AIM disk then you are:

1) Not an ST owner
2) Spending lots of time on the pay BBSes searching and downloading the latest PD software
3) Uninformed

The national BBSes are scanned and the best programs are downloaded for you and compacted in the monthly AIM disk. Brief program descriptions are included on the disk and in the magazine. All you have to do is execute the self extracting files to de-arc the files. Then run these programs like any other. It could not be easier.

If you're not already subscibing to the AIM Monthly Disk, you should be. When you do, you'll wonder why you waited.

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DataFree's Memory Upgrade for the ST

Bob Retelle (MACE)

Two things a computer owner can never have too much of are memory and disk storage. On the Atari ST, expanding your disk storage is a fairly simple matter of just plugging in a new or bigger hard drive, but unfortunately, expanding your computer's memory is not that easy.

Up until the release of the TT, Atari Corp's official policy has been that none of their products' memory is expandable, including the STe. They recommend that you buy whatever system has the amount of memory you expect to ever need (which means you might as well buy a Mega ST4 in the first place).

In the never-ending quest for more memory, and to expand the non-expandable ST, designers have hacked and slashed, soldered, kludged and piggybacked.

The first popular method of adding memory, piggybacking, involved soldering more RAM chips right on top of the existing ones. This worked, and actually ended up as a very solid upgrade, but it involved the potential of destroying your ST and was a nightmare to debug if anything went wrong.

A far easier upgrade was developed which put all the RAM chips on a small printed circuit board which was then soldered to the main ST motherboard. This relieved most of the danger to the ST, but still required soldering skill for the installation.

Since most people don't have that experience with soldering, a new generation of upgrades was introduced, the "solderless" memory upgrade board. The means of connecting these solderless boards to the ST are many, but all involve some method of pushing contacts down into sockets or onto the existing chips on the ST motherboard. Unfortunately, while it's easy to install these upgrades, none of them are fully reliable.

One solderless upgrade I've installed requires you to remove the Memory Management Unit (MMU), and push a little printed circuit board with pins sticking out the bottom into the empty MMU socket. Then the MMU chip itself goes into a socket on the new little PC board.

Another solderless upgrade leaves the MMU chip in its own original socket, but rams little pins down between the chip's legs and the socket contacts.

An upgrade like this could work just fine for months, then you might hit the Return key a little harder than usual, and pow..! Flexing the ST motherboard, moving the computer to play MidiMaze, or just thermal expansion may cause the little pins to loosen or make unreliable contact and there goes your data.

The solderless upgrade board I'd installed in my ST started giving me problems with intermittent crashes and data corruption, so I started looking for something more reliable.

Unfortunately, the popularity of the solderless upgrades had caused them to completely replace the earlier "solder in" so it looked as if I was going to have to put up with the crashes if I wanted more than 512K of memory.

I finally spottedwhat I wanted: a Canadian company called Datafree Industries was demonstrating their new 16MHz speedup board for the ST, but I was more interested in the memory expansion board next to it.

The board allows you to expand a 520 ST to 2.5 or 4 Megs, and best of all, it solders in place. I didn't have the money to get one at the show, but I did get a flyer with their address.

Several months later, Chaos Strikes Back came out for the ST, and I was lost deep in the Dungeon, when pow! Bombs across the screen.... I took out the old upgrade and ordered a Datafree board.

My first impression of the Datafree memory upgrade was disappointment. The board is *not* 100% "solder-in," but uses a combination of solder and plug-in connections.

With the Datafree board, you don't have to touch the MMU chip, as those connections are soldered to the back of the ST motherboard. The Shifter chip connection is exactly the same as my old memory upgrade though.

You remove the Shifter, push a small printed circuit board into the Shifter chip socket, then plug the Shifter into a socket on the small pc board. I decided to install the board anyway, as it looked better than what I'd been using.

Installation was quick and easy, even with the required soldering. What makes it so easy is the use of a small "template" printed circuit board that fits over the bottom of the MMU socket on the back side of the ST motherboard.

Once you get it properly oriented, it's very easy to solder it onto the MMU pins. I had to clip a few protruding ends of component leads to get the template close enough to the motherboard, but that really wasn't a problem. Once the template is soldered to the bottom, you just bring the ribbon cable attached to it around the front of the motherboard and plug it into the main board that holds the RAM chips. Another ribbon cable leads to the Shifter chip in the small metal RF shield box, where you pull the chip, plug in a small pc board, and plug the chip into the board. The RAM board sits on top of the motherboard in any convenient place.

The installation is actually a little more compact than the other upgrade I'd used, because there's nothing directly over the MMU chip, but it's still a pretty tight fit getting the shielding and case back on. You have to adjust the position of the RAM board to clear the mounting posts of the case, and to allow the keyboard to fit properly. I've never seen the actual size of a Turbo-16 or a PC Ditto II board, but I know I'd have a hard time fitting anything else into my ST!

One very important note from the instructions: If you have a newer ST with surface mounted components, this upgrade *will not fit*. Actually, I really don't think *any* upgrade that depends on connecting directly to chips on the motherboard will work with surface mounted chips. I don't know at what point Atari started using this mounting method, so if your ST is fairly new, it might be better to open it up and check it out before ordering any upgrade. If the chips on your motherboard look very flat, and appear to be "glued" onto the surface, with no pins protruding through to the bottom of the board, you have surface mounted chips.

Another important area the instructions cover (which the instructions for my other upgrade neglected to mention), is a slight modification that has to be done to the ST motherboard if you plan to install a full 4 megs of memory. Because of the design of the ST, only a maximum of 4 megs can be addressed. Therefore, the existing 512K of RAM on the motherboard must be disabled before the new RAM can be used. The modification is simple and puts the old RAM into a "standby" state to reduce the load on the power supply.

I didn't have to worry about this modification, as I'd only bought 2 megs worth of chips to install. The Datafree board comes without RAM, which allows you to find the best price you can in a very volatile market. The upgrade board costs $165.95 US, including shipping. The 16 1Megabit RAM chips added about $92, and by now that cost should have dropped as the price of RAM chips continues to drop.

Incidentally, there's sometimes a bit of confusion about what chips to buy. The upgrade boards that use individual RAM chips, like the Datafree 2/4 Megabyte Memory Upgrade, use standard 1Megabit x 1 RAM chips, 150ns. If you don't know what that means, don't panic. Just tell whoever you order the chips from and they'll know. You'll need 16 to add 2 megabytes and 32 to add 4 Megabytes of memory. RAM chips come in different "speeds," which refers to how quickly they respond to requests for data. Some computers need faster chips to keep up with the faster speed of the computer, and naturally the faster chips are more expensive.

With my new 2-1/2 meg upgrade installed, I can now run a 1/2 meg printer buffer at the same time as a 1meg RAMdisk, and still have a meg left for running programs. Best of all, I don't have to worry about disabling all but 512K to run Magic Sac or worry about whether the data in a RAMdisk will come out looking anything like the way it went in.

The system is still not 100% reliable though. It has its bad days, mainly due to the use of the "solderless" connection for the Shifter chip as far as I can tell, but overall it's far improved over any other upgrade I've seen. I recommend it very highly!

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A HINT FOR MAC65 PROGRAMMERS

John McGowan

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In the IOMAC.LIB file, it is mentioned (on page 86 of the manual for MAC/65) that PRINT to a forward reference is illegal.

This has nothing to do with a bug in MAC/65 but is based on the following fact.

It is true that OP codes which are forward referenced are always assembled (on pass one) as absolute (rather than zero page, which is why one must have any zero page equates defined before addressing them in OP codes). However, any label which is forward referenced is taken as zero, not for OP codes (which assume absolute) but for other operations... in particular for the .IF directive.

Thus:

```
     .OPT OBJ
     .ORG $6000
     .IF TEMP<128
     INC TEMP
     .BYTE "small value",0
     .ELSE
     INC TEMP
     .BYTE "large"
     .ENDIF
TEMP INC $6000
TEM1 INC $6001
TEM2 INC $6002
```

will generate a *phase error*, since on pass one, TEMP (as a forward reference, and so far undefined) is taken as zero.

Thus the first part of the .IF branch is taken (TEMP<128) though the INC TEMP *is* evaluated using absolute addressing.

Pass one is used to determine the values of TEMP, TEM1 and TEM2.

Then, on pass two, TEMP has been defined and the second pass is taken. *Phase error!*

There is a way to avoid this. Replace the

```
.IF TEMP<128
```

with

```
.IF [TEMP<128] .AND [TEMP>0]
```

to make an explicit determination for the first pass!

The @FL and PRINT macros in the IOMAC.LIB have embedded conditional assembly which is why the forward addressing fails in the example given on page 86.

To avoid this problem, one may modify all lines that test for strings with the code

```
.IF %1<256
```

to

```
.IF [%1<256] .AND [%1>0]
```

to allow forward referencing!

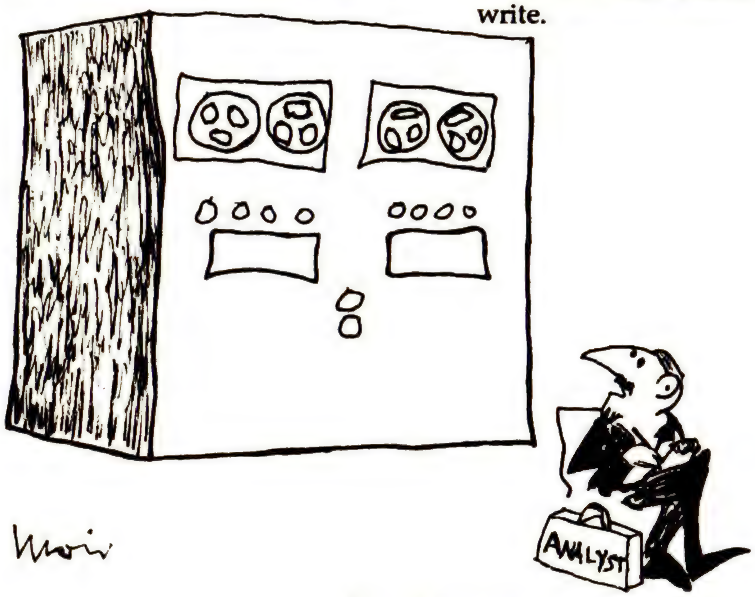
This is *not* a panacea for all conditional assembly, for it will fail on the @CV macro in the IOMAC.LIB.

For a string passed as the first parameter or for an address, %1 will not be zero...and will only have the value zero on the first pass (for which we may explicitly test).

The @CV macro, however, may load (explicitly) a value of zero. If you make the above change here, @CV ZERO (where ZERO is forward referenced to an equate of zero) will wind up doing a load from register zero, with a *phase error* due to a new reason.

The first pass uses a LDA absolute, but as ZERO is really in page zero, the second pass has a now-defined label in page zero and assembles as zero page addressing!

This is *not* a bug, but a problem with forward addressing in conditional assembly. The "fix" mentioned here *will* allow forward addressing of addresses for strings in the IOMAC.LIB and in macros you write.



"... and when did you start feeling threatened by mini-computers?"

Basically Speaking

Jeff Summers, ACORN

This month we will look at the usefulness of subroutines. Essentially, these are the segments of programs you see referenced by GOSUB statements in published programs.

The main purpose of a subroutine is to limit the amount of repetition in programming. This is the same reason loops were devised. The advantage of subroutines over loops is that the group of statements to be repeated may be called from anywhere in the program, thus the subroutine fills a different sort of need.

Let's take an example. For our program this month, we will draw three squares on the screen, changing the screen color each time a new square is drawn. First, let's list the steps involved:

1. Set up graphics mode
2. Draw first square
3. Change screen color
4. Get input from user (press RETURN)
5. Draw next square
6. Change screen color
7. Get input again
8. Draw final square
9. Change screen color
10. Get input from user
11. Return to text mode and end.

Now, step by step, here's a program that would accomplish our desired result:

```
10 DIM A$(1):GRAPHICS 8:COLOR 1
20 PLOT 10,10:DRAWTO 10,30:
   DRAWTO 30,30:DRAWTO 30,10:
   DRAWTO 10,10
30 SETCOLOR 2,0,0
40 INPUT A$
50 PLOT 20,20:DRAWTO 20,50:
   DRAWTO 50,50:DRAWTO 50,20:
   DRAWTO 20,20
60 SETCOLOR 2,10,4
70 INPUT A$
80 PLOT 40,40:DRAWTO 40,80:
   DRAWTO 80,80:DRAWTO 80,40:
   DRAWTO 40,40
90 SETCOLOR 2,4,6
100 INPUT A$
110 GRAPHICS 0:END
```

Okay, that doesn't look so bad. Each line does one step in the list of steps above. So, 11 steps, 11 lines of programming. The only way to do this, of course, was to make some lines compound, like the lines that actually draw the squares.

How would this look using a subroutine? The subroutine we will use will draw the squares. On entry to the subroutine, a few assumptions will be made:

1. Variable UL will contain the value for the upper and left borders.
2. Variable LR will contain the value for the lower and right borders.
3. The new color values will be in HUE and LUM.

Let's look at the new program:

```
10 GRAPHICS 8:DIM A$(1):
   SQUARE=200:COLOR 1
20 UL=10:LR=30:HUE=0:LUM=0:
   GOSUB SQUARE
30 UL=20:LR=50:HUE=10:LUM=4:
   GOSUB SQUARE
40 UL=40:LR=80:HUE=4:LUM=6:
   GOSUB SQUARE
50 GRAPHICS 0:END
200 REM SUBROUTINE TO DRAW
    SQUARE, CHANGE COLORS AND
    GET INPUT
210 PLOT UL,UL:DRAWTO UL,DL:
    DRAWTO DL,DL:DRAWTO DL,UL:
    DRAWTO UL,UL
220 SETCOLOR 2,HUE,LUM
230 INPUT A$
240 RETURN
```

I chose to name the subroutine for readability. ATARI Basic allows you to GOTO or GOSUB to a variable name—in this case "SQUARE," which held the first line number of the subroutine. The RETURN in line 240 lets the computer know this is the end of the routine and it should resume processing from where the GOSUB left off.

The important thing to note is that although there were differing sets of data, the part of the program where the square is drawn needed to be written only once, a big time and space saver.

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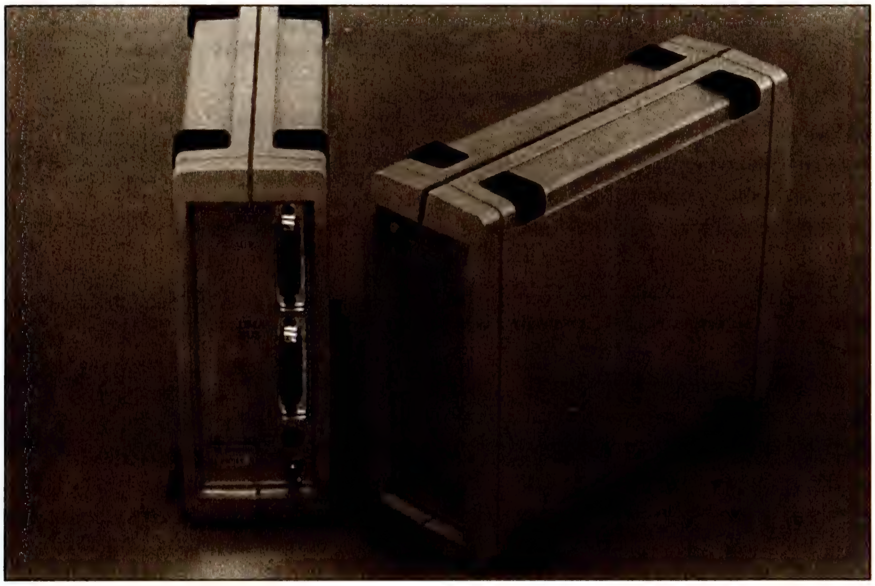

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Mousing Your Way Around in Programs

Peter Killian (OACES)

This is the first of what I hope will be many articles on some of the ST specifics of dBMAN. One of the best features of dBMAN for STers is the ease with which you can program some mouse functions like pull-down menus and selecting from a list of features.

Normally dBMAN does not feature much mousability. It is not a GEM-driven program with its own menus, being primarily based on a program that predates even IBM and compatible machines—where mice were not only absent, but unheard of.

Mouse features do show up, though, with some of the add-on features, such as the report writer and assistant. The assistant is especially GEM-like, with most actions selectable *only* with the mouse from pull-down menus like you would see on the desktop.

These menus are not quite as comfortable as those you would probably find in other, more standard GEM programs, since they often switch back from mouse to keyboard after you choose the main action from the mouse menu. Also, there is no usage of graphic objects, icons, dialog or alert boxes (though these can be partly simulated).

Despite the limitations, I find the ease with which I can create pull-down and other simple mouse menus refreshing.

There are three basic functions in dBMAN programming to ask for a mouse-driven choice: PMENU(), MMENU() and SELFILE(). You will, of course, have to use other commands/functions as well to actually get results from the choice, but these are the building blocks we will start with.

And by the way, for those who might not have already guessed, I have been using the term "pull-down" menus because dBMAN calls them that and named the function PMENU() based on that name.

This is primarily a throw-back to the IBM world where menus do *not* "drop down" automatically when you run the mouse past them. Instead you have to press and hold a mouse button or some key from the keyboard to see what is on any of the menus.

Now, some of you may be wondering why we would even want to use the mouse with a system that was not generally designed for it. Well, even those who are mouse-phobic generally warm up to the little rodent when used consistently (unlike the aforementioned add-ons to dBMAN).

Also, with a little bit of creativeness, you can have other normally computer-phobic people (maybe even your spouse!) using this sophisticated and powerful system without even knowing it! Besides, I found I often wanted to get to a desk accessory without leaving dBMAN, but I didn't want to have to use one of those monster add-on programs.

Here is a simple program that does nothing more than allow that and also lets you return to the dBMAN interpreter or the desktop at the touch of a button:

```
* Accessory access
SET DEFAULT SYSTEM TO D:\dBMAN\
SET DEFAULT TO
SET DB3 ON
vtitle = " FILE "
viteml = " RETURN to dBMAN Interpreter | OPEN Database | QUIT
to Desktop "
vdel   = "|"
DO WHILE .T.
   CLEAR
   @  3, 3 SAY " COPYRIGHT 1990"
   @  3,57 SAY " by Peter R. Killian"
   @  2, 1 TO  4,78
   @  6, 3 SAY "ACCESSORIES"
   @  7, 3 SAY "  at your  "
   @  8, 3 SAY "  command  "
   @  6,67 SAY " Use MOUSE "
   @  7,67 SAY "    to     "
   @  8,67 SAY "  select   "
   @  5, 1 TO 9,15
   @  5,66 TO 9,78
   ASSIGN PMENU('|', vtitle, viteml)
      DO CASE
      CASE PMENU() = 1
         DO CASE
         CASE VMENU() = 1           && Exit to dBMAN interpreter
            CLEAR
            ? "RETURNING . . ."
            EXIT
         CASE VMENU() = 2          && QUIT to desktop
            QUIT
         OTHERWISE
            CLEAR
            @ 10, 0 SAY CENTER("ILLEGAL entry from MENU 1!",80)
            ASSIGN MMENU(12,37,1,4,1,vdel," OK")
         ENDCASE
      ENDCASE
   ENDDO
   SET DEFAULT SYSTEM TO D:\dBMAN\
   RETURN
```

Notice in addition to the "pull-down" menu, I also used a more common mouse menu with MMENU. The way I used it, you get something like an alert box that has no frame, except for around the single allowed response. The mouse pointer will appear as soon as either the PMENU() or MMENU() functions are invoked and will disappear as soon as you select an option with the mouse. It does not stay gone with this program unless you choose one of the exits, of course, since I have the program reexecute the PMENU() function until you do choose one of the exits.

Notice how the parameters for PMENU() are nothing more than strings that are already defined. The variable 'vdel' is short for vertical delimiter, since it is the character I have used to separate vertical elements in the menu. I could have used basically any other character to separate the two possible choices, but I used the vertical bar since it is easier to see and I am a little bit used to it from other languages.

The variable 'vtitle' contains the heading for each pull-down menu, while 'vitem1' contains the choices available when you pull down the first (and in this case only) menu from the menu bar. These variable names are not magical and you can substitute other names in your own programs.

Notice that I use the PMENU() function *without* any parameters to determine which menu was pulled down and VMENU() for the specific numbered item within that pull down. This is the reason I used DO CASE as a conditional instead of IF...ENDIF. CASE makes it easier to add either more menus and/or more entries for each later (which I have in fact done on the examples which should be available on the AIM disk).

Now, for the MMENU() function, you have a few numbers along with our previously defined delimiter and the list of items to select from. In this example there is only one choice, so the list is included verbatim, but, most of the time, you will use a variable that actually holds the list as we did for PMENU(). The numbers are used to locate the menu on the screen and tell your ST just how much space to allow for the menu on the screen.

You need five numbers for this function: two to define the upper left corner for the list (text row and column), two to say how much room to allow vertically and horizontally for each item in the list, and finally one to define how many columns to allow. In our example, I allowed four spaces for the one and only item, with one row per item, and only one column allowed.

By the way, the MMENU() function is *not* a standard function for all machines you can use dBMAN with; it is specific to the ST. Nor is the final function I want to discuss listed in the standard manual. It is also not listed in the ST-specific supplemental manual! I found out about it from previous versions and examples VersaSoft provided on disk when I upgraded.

That last mouse-driven command is SELFILE() which calls the standard file selector (or custom one like Universal Item Selector, etc. if you have one loaded). Like the previous two functions, this one takes some parameters and is invoked with the ASSIGN command. It departs from the other two after that, however.

First, you don't have to specify a delimiter since you don't pass it any list(s) to choose from. Rather you specify some characteristics you want in the list that GEMDOS will provide. This time there is some "magic" to the words used in the call. This time you have to place quotation marks around what are actually variable names. Also, because of the way that GEMDOS returns the answers, you should be sure there is extra room in both variables for longer path/file names. To my knowledge, this is the *only* place that dBMAN requires this unusual arrangement. The call looks like this:

```
ASSIGN SELFILE("path","file")
```

After selecting a file, the filename will be in the variable 'file', while 'path' will contain the path name, which does *not* necessarily include a drive letter if it wasn't specified beforehand and/or changed in making the selection.

Until next time, keep on enjoying exploring dB-MAN for yourself and pass on 'goodies' you find as well. As always, you can contact me by writing to AIM, O-ACES, or leave E-MAIL on GEnie (P.Killian).

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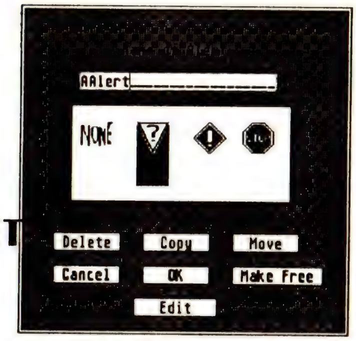

Earl Hill (SAGE)

We have all seen those files that go along with program files, such as WW2.RSC, the resource file for Word Writer 2.0. Sometimes, RSC files also go with ACCessory or APPlication files. Resource files are special files that contain resources (what else?). WERCS is a utility to make these files.

A resource file is used by the GEM AES (Applications Environment Services) to produce Menus, Dialog and Alert Boxes, Icons, and Strings.

They are particularly handy since they can be used unchanged in all resolutions and can be used with different programs or revisions without requiring major modification—a great time saver. Furthermore, using an RSC file is easier than manual programming, but it also produces smaller files and makes code easier to maintain. It also lends itself to structured programming.

Resource files are best created with programs called Resource Construction Sets (RCS). With these tools, programmers don't even have to write the code which creates menus and places icons. These features are designed with the construction set and the mouse. To a degree, you don't even have to be a programmer. All of this is done by a process called form handling.

What's Available?

Although the software available for the Atari ST is becoming quite advanced, there is a deficiency in RCS programs comparable in sophistication to those available for the Macintosh. For Atari, the RCS programs available are from Atari (DRI), Kuma (from England), Megamax and HiSoft. Unless you own the Atari Developer's Kit, your alternate choices are the latter ones listed.

However, there is a problem with all of these except HiSoft, in that none of them can be purchased other than as part of a language package. HiSoft WERCS, written by Dave Nutkins using FTL Modula-2, brought to us by way of MichTron, is a full-featured, powerful RCS for the rest of us.

It WERCS!

WERCS enables you to produce programs to take full advantage of GEM. WERCS is a mouse-driven RCS which permits you to easily create Dialog Boxes, Menus, Icons, and Alert Boxes. With WERCS, you can adjust size, position, border width, color and fill patterns of boxes quickly and easily. You can change the size, justification and color of text characters. Text fields are totally editable.

You can produce and edit resource files up to 64K in size. You can produce resource files for use in low, medium, and high resolution. You can have up to 16 characters per language identifier. There's an optional automatic naming feature (no need to type text and name twice).

A unique Search facility allows you to search for a particular string or language identifier within your resource file. Full cut and paste editing of objects and whole trees is supported, as well as optional character snap and text box string. There's an integrated icon editor to design your own icons. The list of features goes on and on!

Documentation and Use

WERCS comes on a single sided disk containing the resource editor; several utility files to do tasks such as importing Degas files; plus example RSC files. It runs in all screen resolutions.

The manual begins with a discussion of WERCS resource file content (tree types and tree structures). WERCS trees are of five different types: Form (Dialog Boxes), Menu, Free String, Alert or Free Image. Of these, Forms and Menus are the most common.

Each type of tree consists of objects. You can actually have as many as 200 objects per tree. "Forms" are GEM AES object trees. An object tree is like an array of records, with each record describing an object. The objects are numerically indexed.

For example, a Dialog Box with a message, two radio buttons, and an "OK" button would be six objects altogether. Each of these is described in the terminology of human family trees—parents, children, etc.

In WERCS, there are thirteen types of objects that you can have in object trees. Most of these are some form of text or boxes or both; hopefully, no monkeys in the family tree!

WERCS does nearly all of the hard work of constructing one of these resource files for you. It keeps track of tree structure, object states (e.g., the type of box), object positions, flags, etc. All of this is under GEM and conveniently mouse driven, with selections made from the drop-down menus. WERCS also creates the all-important header files. These headers provide the means for programs or accessories to "call" resource files, which is why you can't change the RSC name.

Header files differ depending on the programming language chosen. Resource files must match the language used to write the program, accessory or application file. The programming language for which the RSC file is intended is selected prior to actually creating the resource file. WERCS offers a choice of C, Pascal, Modula-2, Fortran, Assembler and BASIC.

The manual itself is written from two aspects, depending on the experience level of the user. It leads the "beginner" programmer through all the steps necessary to construct RSC files, proceeding from the simple to the complex. For the "expert" or professional programmer mode, it gives an in-depth discussion of the practical aspects of using WERCS. After an introductory discussion, you are walked through the use of WERCS in creating and editing trees and the handling of object levels. After becomming familiar with Dialog Boxes and Menus, you graduate to more complex trees such as Free Strings.

The remainder of the manual goes into fine details of objects, flags, programming with resources, hints and tips on resources, compiling, the use of the utility programs, and keyboard shortcuts. It also contains helpful summary tables and example programs.

The manual itself is very well done although a little brief considering the power of WERCS and and the complexity of programming resource files. It is filled with hints and cautions, both about the use of WERCS, problems with GEM and bugs in TOS. Considering the intricacy of the subject, it is very clear and informative. There is also a lot of useful general information, much of it not readily available, about GEM objects and their attributes. For the non-expert, there is a display of empathy in the explanations not ordinarily found in manuals. Commendably, the manual also has an excellent index.

In Conclusion

If you do not already have an RCS editor and want to include resource files in your programming, WERCS will do it for you. As far as RCS utilities go, it may be the only game in town, but it is a good one. WERCS represents both good value for the money and a way to get things done.

It does require some knowledge of GEM programming, and for the novice who wants to delve deeply into RSC files requires a somewhat steep learning curve, but it is a necessity for those who do not have a stand-alone RCS program.

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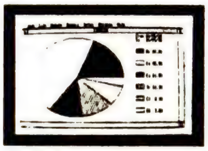

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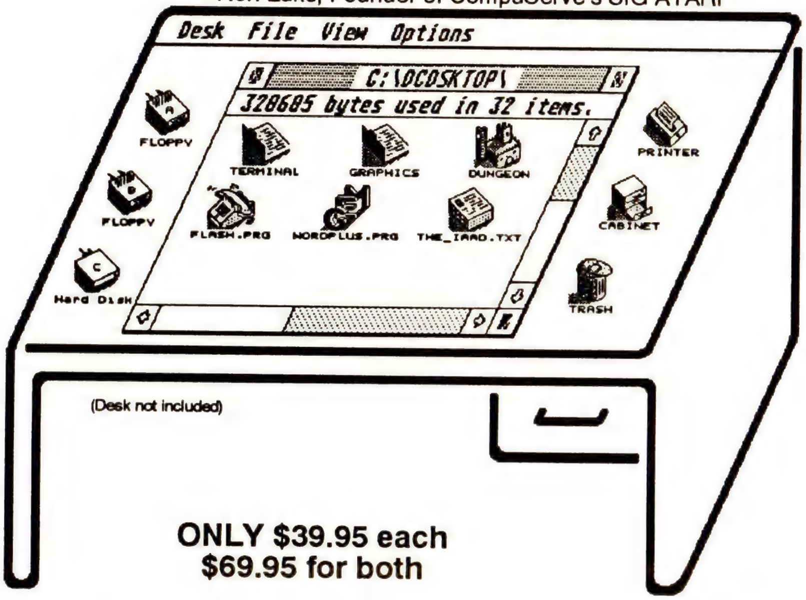

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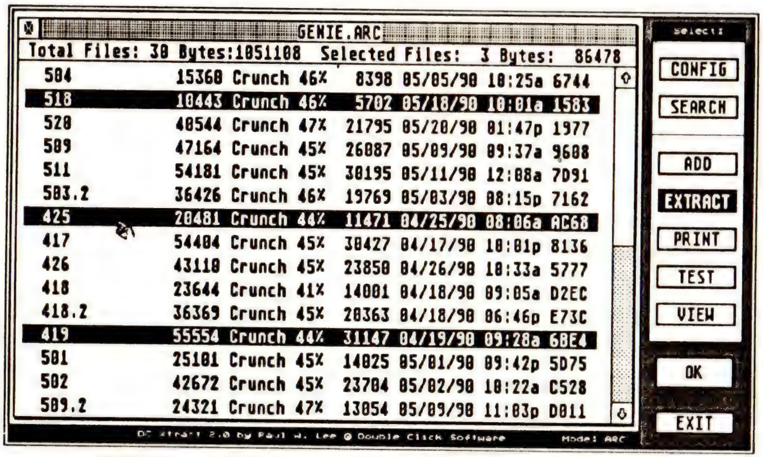

```
Total Files: 30 Bytes:1051108  Selected Files:  3 Bytes:  86478
 504          15360 Crunch 46%   8398 05/05/90 10:25a 6744
 518          10443 Crunch 46%   5702 05/18/90 10:01a 1583
 520          40544 Crunch 47%  21795 05/20/90 01:47p 1977
 509          47164 Crunch 45%  26087 05/09/90 09:37a 9608
 511          54181 Crunch 45%  30195 05/11/90 12:08a 7D91
 503.2        36426 Crunch 46%  19769 05/03/90 08:15p 7162
 425          20481 Crunch 44%  11471 04/25/90 08:06a AC68
 417          54404 Crunch 45%  30427 04/17/90 10:01p 8136
 426          43118 Crunch 45%  23850 04/26/90 10:33a 5777
 418          23644 Crunch 41%  14001 04/18/90 09:05a D2EC
 418.2        36369 Crunch 45%  20363 04/18/90 06:46p E73C
 419          55554 Crunch 44%  31147 04/19/90 09:28a 68E4
 501          25101 Crunch 45%  14025 05/01/90 09:42p 5D75
 502          42672 Crunch 45%  23704 05/02/90 10:22a C528
 509.2        24321 Crunch 47%  13054 05/09/90 11:03p D011
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The Kraft Tripletrack Trackball
for the Atari ST

Tim Holt (ACCEPT)

I have been frustrated for a long time at all the nifty things available for the ST in Europe, such as IBM style cases made just for the ST, etc.

One of the more nagging longings I have had was to get a trackball for my ST. Ever since I saw them down at Jenkins'for the IBMs and in all those slick European magazines for the ST, I have been on the lookout.

Well, I don't have to look any longer, because Kraft Systems has very quietly come out with "Tripletrack" an extremely nice replacement for the standard ST mouse. For those of you with limited desk space, or who are like me and drag the mouse all over creation, the Tripletrack is a godsend.

The Tripletrack comes in a light grey color and is loaded with features you won't find in any mouse I've seen for the ST. The entire unit is smaller than the mousepad I had been using. Three buttons instead of the normal two are located below the trackball instead of above. The trackball and the buttons are a slightly darker grey than the rest of the box. Here is a list of features I think you will find very impressive.

The Tripletrack is designed to work with all Atari ST series computers. This includes the STe. Tripletrack also works with (get this) the Atari 400-1200 series, the Amiga and Commodore 64/128 computers. Maybe the name should be the Quadruple Track.

A small switch on the right side of the box sets which type of computer the trackball will use. As mentioned before, the Tripletrack has three buttons instead of two. Two outside buttons function like the right-hand mouse button on a regular mouse. This is very nice for us lefties.

The box itself is less than two inches tall, six inches long and four inches wide. The ball is about two inches in diameter and is placed in the center of a three tier box.

The top tier has two special function keys, the middle tier contains the track ball, and the bottom tier, the one closest to you, holds the three mouse buttons. Kraft calls this "ergonomically designed." I guess that is the trackball equivalent of Farfegnugen.

Joystick Emulation

The Tripletrack can be used like a joystick! This is what separates this trackball from a regular run-of-the- mill mouse. No more need for another set of wires hanging out of your ST. All you have to do is select position 3 on the computer select switch, and you have a joystick instead of a mouse.

In this mode, the left and right buttons act as fire buttons, and the middle button is disabled. (Again, a nice benefit for the left-handed in the crowd.) And you do not have to turn off your computer to switch modes!

While in joystick emulation, the other function key, (mode key) can be set for Autofire, so that when you fire your gun or whatever, you *really* fire! The Autofire allows automatic continuous firing. You do not have to hold a button down or repeatedly press a button to get a burst of fire that should wipe out even the evilest of enemies.

When you are not in joystick emulation, just switch the mode switch to 'D.' This allows the mouse to drag items, just like normal.

The locking button allows you to lock on a drag, and the drag stays on as long as the button is depressed. In Joystick mode, this button allows for continuous autofire. To deactivate the continuous autofire or drag, just depress the button. Now you have single shot activated. Either way, this is an excellent option.

Optional Footpedal

The Tripletrack has an optional footpedal that performs the same functions as the right and left mouse keys. The footpedal plugs into the top side of the Tripletrack and allows for some interesting control of programs. Feet and hands! (This option does *not* come with the Tripletrack, but can be purchased separately.)

You probably are asking yourself how well the darn thing works. Well, I like it! I must admit, using a regular mouse for four years has gotten my hand used to using my index finger to do all the work.

With the Tripletrack however, the design makes use of your index, middle and fourth digits to move the trackball. Your thumb and little finger are the ones that depress the buttons. This feels a little clunky at first, simply because you are used to doing something else. However with a little practice (about a half hour), you will feel just fine about the digit switch.

The cursor movement is exceptionally smooth and with the various mouse accelerators around, the darn thing literally flies across the screen. Response is the best I have *ever* seen. And I have gone through my fair share of mice (mouses?) in my years of ST computing.

Why buy the Kraft Tripletrack? While the Atari mouse is functional, it doesn't look nice. Tripletrack looks a lot better than the Atari mouse. The options mentioned previously make this an excellent buy, and Kraft has included a nice cloth cover with the Tripletrack to keep the dust and dog hairs out while you aren't using it. Even the cover matches your ST's color!

Kraft includes a *five year warranty!* That's a pretty long time, and, if you think about it, that warranty will probably outlast your computer.

One last thought: For whatever reason, Kraft does not appear to be actively advertising this excellent product in the Atari arena. For this reason, your dealer may not know about the Tripletrack as a product for the ST. Let them know! And if you purchase this product, make sure you send the registration card and let Kraft know you are an ST user.

The Kraft Tripletrack trackball for the Atari ST is a definite *must have* for any serious ST user!

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Vampire's Empire

A Bloodsucking Good Story

Gordon Totty (MACE)

Dr. Van Helsing's mother was likely not a virgin. Of course, if he was adopted, we might have to reexamine this assumption.

What this tells us is that the vampires in Vampire's Empire from DigiTek, Inc. differ from the vampires in Andy Warhol's Dracula. In the latter, the vampire required the blood of a virgin (or, if you saw the flick, "wirgin"). It may also tell us that Warhol didn't know squat about vampires.

Van Helsing, who was born in 1680, had his life changed forever one memorable night in February, 1693.

This is the night he awoke at about 2 am and found a vampire sucking blood out of his mother's throat. No mention is made of Van Helsing's father. Either he was snoring, deceased or living somewhere else. In any event, it was the young Van Helsing, a mere 13-years-old, who had to try to help dear old leaking Mom. He failed.

He devoted the rest of his life to the study of vampires and a quest for the destruction of the nasty suckers. He became a vampirologist. He probably knew far more about the breed than dandy Andy ever did or imagined he did.

He was probably also one badly screwed up dude. Dr. Freud, who was born long after Van Helsing's demise, taught us a few things about how this experience might have affected a teen-aged boy.

Goodness only knows what Van Helsing did in the privacy of motel rooms! This being a family magazine, I will not speculate on the lurid details, but you may stop reading for awhile and speculate in detail.

Van Helsing was also a prolific writer of prose and verse. The following poem is reproduced from inside the folder this game comes in. DigiTek describes it as his "Plea to the Light" and states that it came from the inside cover of his journal, circa 1753. None of his writings past the year 1753, the year of his 73rd birthday, survive today.

The Light is my help and salvation/ Whom shall I fear?/ The Light is the strength of my life/ Of whom shall I be afraid?

When mine enemies and my foes,/ Came upon me to eat my old flesh,/ Came upon me to devour my soul (but not my garlic)/ They stumbled and fell.

Unto thee, O Force of Light, do I lift up my soul/ I trust in thee, let me not be discouraged,/ let not mine horrible enemies triumph over me/ and teach me the way, show me the path.

For in time of trouble it will be my shield/ and when I walk through his evil Lair, I will fear no one, for the Force of the Light/ and the stench of my garlic protect me.

I put all my trust/ in the Force of Light and its Power/ to defend all that is good in the world/ to destroy the Price (sic) of Darkness.

Yea hear my praise, my crying/ Hear my glorious honor and singing and/ protect me from the mad ONE that hath horns and hoofs/ and free me of my arthritis.

Modern scholars believe that Van Helsing may have been the first to discover that poetry need not rhyme, that blank verse is art, too. Philosophers have noted the heavy religious influence on his poetry, and wonder why it is, with all the references to light, that water is not also mentioned. Both philosophers and poets have been stumped by the reference to the "Price" of darkness.

The above poem gives you almost all of the direction you are going to get before you assume the persona of Van Helsing, a funny looking little guy, and embark upon solving the dilemmas of the Vampire's Empire.

The physical aspects of the empire are a series of stairs and platforms which you descend in your search. The documentation is scanty, and if I were not a lazy typist I could probably reproduce the other half of it in about two columns—maybe one, with small print!

The documentation consists of one 8-1/2 x 11 inch page, printed on both sides, and folded twice so that it makes eight tiny pages. Its main content is three entries from Van Helsing's Journal, one each from 1693, 1744 and 1753.

The last two pages describe your main tools: mirrors, garlic, and a magic ball. Nothing is mentioned about a wooden stake or a pistol loaded with silver bullets.

You are handicapped in your search, the object of which is to find and kill the main non-man himself, Count Dracula, king of the hickey (hickey if you are from the Northeast, love suck if you are from the Southwest)!

The Van Helsing figure is a cute little old man, gnome-like with a large head and small body. His nose is considerably bigger than mine, a comfort to me in this cruel world of small-nosed people. (Just how do you all get enough air through those things? Don't you feel like you are suffocating?) He shuffles about noisily, and slides to a stop when you bid him to do so with your joystick, unless he is on a slippery surface.

You will be entertained in your journey by music. It is good music, but it repeats over and over and can become annoying on a long search. Of course, you can turn the sound down.

The artwork, or graphics, in this game is exceptional. There are a series of beautiful platforms, stairs, and columns furnished with trunks, candles, oil lamps, and strange stuff like eyes that pop open at odd moments. Two Amiga screens are reproduced on the folder. They appeared to me to be accurate representations of the Atari screens as well. Cute mice abound. Please don't kick them.

Frequently you will see glowing gold, with red, brown and blue accents. An hourglass on the left functions, but its meaning was not plain to me. Repeatedly, it finished draining, only to begin again.

On the right is a long, vertical, red bar. Again, meaning unknown to me, though I guess it to be a life-line. When gnomes or gargoyles "spit" (drip moisture) on Van Helsing, this bar shortens. When Van Helsing "picks up" a golden lamp, this bar lengthens. None of this is explained in the documentation. You figure it out for yourself.

The Van Helsing figure is unhurt by falls. Push the stick up and he stands up again, ready to resume the quest. This, plus the cuteness of Van Helsing, the "monsters," other human figures and the mice (or rats), belies the "frightening atmosphere" promised on the box. I never found the Count, but expect him to be cute, too.

The search aspects of this game can be overpowering. It uses high resolution and smooth scrolling for its good artwork. It is easy on the eyes, and ears for as long as you enjoy the music. But it promises 240 different screens, and my children and I never even saw the bloody Count in our efforts to date.

Children that I have exposed to this game, two of mine and two playmates for a total of four aged 8 to 11, have been delighted with it. As usual with me, the 11-year-old boys taught me a thing or two about it that I hadn't discovered. I think that if I could line up a 13-year-old researcher we could whiz through these challenges. Well, I'm nurturing one myself; wait two more years.

You will learn this game as you might once have learned to swim: dive in, and do it. There are not even any title screens, menus or credits to delay your plunge. When Vampire's Empire finishes booting, you are confronted with the first screen. Go to it.

Another poet, not Van Helsing, once said something like, "When into life as into lakes we dive, we are lucky to come up alive." If your experience with Vampire's Empire parallels mine, you'll come up alive. Not because you are careful, but because you'll have a hard time finding the trouble you are looking for.

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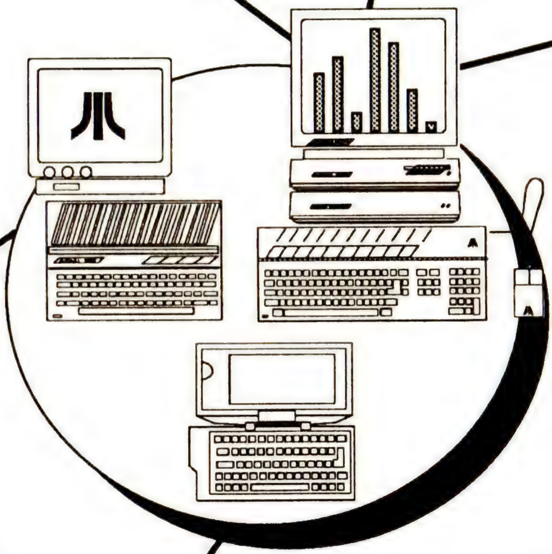

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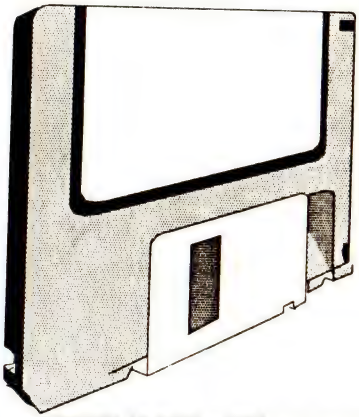

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program, DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the February '91 disk. For more complete documentation, see the text files contained in most of these archives.

✓**BUTTNFIX.APP**—Fixes problem of double mouse clicks when you only click once in TOS 1.4 or above. Desk accessory from Charles F. Johnson based on an idea by Gene Sothan.

✓**CAL32.APP**—Calendar 3.2. See any month, any year from 1 to 9999. Attach 'events' to days by date or by position in month. Display events for the day, browse through events, find a specific event and more. Runs as a PRG or ACC on any ST/TT in any rez. Includes CalShow to display upcoming events when you boot up.

CHECKING.APP—Excellent, highly efficient checkbook program. Maintains a Payee and Memo list, along with ability to edit checks and produce reports.

✓**COLORQLT.APP**—Simple game to help teach color matching to young children. Low rez color.

DBLPAGE3.APP—Print up to 4 pages on a single sheet of paper with an SLM804/SLM605 laser printer! Custom fonts, custom defaults, and command line support.

DBMAN_4.APP—CMD files accompanying dBMAN TipSTer #4 by Pete Gilliam.

DCFLIGHT.APP—Freeware from Double Click Software! Turns on floppy light to show access of RAMdisks, etc. Only uses 392 bytes. ST/STe/TT compatible

DCLEFTY.APP—Switchs eft and right mouse buttons. Great for left-handers or if your left mouse button is wearing out. Freeware from Double Click Software.

✓**ENCRYPT.APP**—Encrypt or decrypt ANY type of file on the ST. You specify the key and the program does the rest.

FLMPLAY.APP—Plays animations in Lexicor Software's FLM format. Just select the name of the FLM file you want to play. Opening dialog box shows all keyboard commands available in the player. Written by David Ramsden and Paul Dana. Watch for some great animations on upcoming disks.

✓**GLEE130.APP**—Graphic Library Editor 1.30. Load Deluxe Paint ST or CAD3D animations, IFF Degas or NeoChrome graphics and save them as C or GFA source code!

✓**ICON_90A.APP**—Collection of 100 icons for NeoDesk 3. Icons for Quick ST, Double Click Utilities, Spectre, SuperBase, Turbo ST, Tempus and more.

✓**KV_FONIC.APP**—This program introduces children to phonics. It includes 9 puzzles containing consonants (b, c, d...), blends (sl, sn, sm...) and digraphs (th, sh...). Educational software from Knowledge Vine. Low rez color.

LIBMASTR.APP—Shareware utility to organize, modify, convert and print your Print Master Libraries.

PNTVIEW.APP—Viewer for pics created with Lexicor Software's Prism Paint. Written by Robert M. Birmingham.

✓**ROBIN.APP**—Control Mother Robin to catch flies and gather her children from various nests. Avoid hazards such as candle flames and spiders. Designed by Juergen Reichen-wallner from Germany. Color only.

SEQ2FLM.APP—TTP program that converts Cyber Paint SEQ files to Lexicor Software's FLM format. FLM is a new compressed animation format that results in smaller files, and faster playback speeds. Enter the name of the SEQ you want to convert and the name for the new FLM file, separated by a space. Example: OLD.SEQ NEW.FLM Written by David Ramsden.

✓**TPN2_114.APP**—Taipan II version 1.14. GEM version of a classic trading game. See how long you can stay in business trading goods from New York to Rio in the 1800s. Best played in low rez.

UNSIT.APP—Extracts files from Macintosh Stuffit (.SIT) archives. Runs under TOS—no emulator is needed! Even works with ARCSHELL.

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YAHTZEE.APP—Yahtzee 2.0 is a slightly enhanced upgrade of Yahtzee 1.0 converted from Atari XL BASIC to GFA Basic by Y. Wolf in 1987. All prompts changed from keyboard to mouse. An excellent 1-6 player game that faithfully recreates the classic game Triple Yachtzee. GFA source included. Medium rez color.

✓**ZX81.APP**—Timex/Sinclair ZX81 emulator for users who can't get enough of the ST's emulation capabilities. Includes many ZX81 programs including an assembler and an integer basic compiler.

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		TOTAL	

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA),P.O. Box 79-1426, San Antonio, TX 78279-1426

The AAAUA is an Atari 8-bit user group serving the greater San Antonio area. General meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, Texas, from 6:30 to 9:30 PM. General meetings feature a presentation and small group problem solving. Each third meeting we have a swap meet and computer workshop.

Members receive a subscription to AIM as part of their benefits. Dues for regular family membership are $24 per year or $15 for six months. Dues for "Subscribing" membership has been increased to $15 per year domestic and $18 per year for most foreign countries due to increased costs. Subscribing members receive a subscription to AIM and (FR)ANTIC, and have access to our P.D. Library. For further information, call Al at (512) 492-6633.

President	Alvan Sherrill
Vice-President	Billy Washburn
Secretary	Sheila Kepner
Treasurer	Joe Barth
Public Relations Officer	Bruce Davisson
Librarian	Russell Gibson
Newletter Editor	Manuel Garcia

Presidential Ponderings by Alvan Sherrill

The big news this month is the AAAUA Christmas Party held Saturday December 15th at the Oaks of Marymont Apartments. We are grateful to the management for permitting us to use their absolutely beautiful facilities and to Peggy Blank of AAAUA for making the necessary arrangements.

Members started to arrive at 6:30 PM just as the last of four computers were set up and the decorations were completed. Party Chairperson Thelma Sunvison, assisted by Jannet Blocker, in charge of food, and her group of helpers had prepared an abundant feast to please a king.

At about eight PM the Super PacMan contest began. Out of eighteen participants, Adam Weissmuller took the first prize of a Super PacMan cartridge; Don Rogers and Chris Cassiday took the second and third prizes, respectively, each an Atari Joystick. Following this, the first four issues of ANTIC magazine donated by Floyd Blunk, owner of Atari-ville, our local Atari store, were auctioned off. These four priceless and historic bits of nostalgia all received the high bid from Dr. Malcolm Orr, a long time Atarian and loyal member of AAAUA. At the conclusion of the auction, Dr. Orr donated the magazines back to the user group for the hard copy library. Such generosity is rare, indeed! Thank you, Dr. Orr.

After the auction, Santa Floyd Blunk presented an Acey Deucey disk, by Softsmith, to each member present, followed by Santa John Hardie who gave each member a PD disk which our Librarian, Russell Gibson, had painstaking assembled. John Hardie is past Vice-President of AAAUA and flew in from New York just for this occasion.

Next on the agenda was a raffle where everybody won! Nineteen of the lesser prizes of a miniature computer clock and an Atari bumper sticker, were awarded, followed by a repair kit, a circuit board clock, a 300 baud modem, a 1200 baud modem, an Atari 810 disk drive and an Atari 800. The Grand Prize, donated by John Hardie, was a real arcade GYRUSS game console. This was won, appropriately, by RUSSell Gibson. I don't think he could have been happier if he had won the Irish Sweepstakes!

In the awards ceremony, Thelma Sunvison, Jannet Blocker and Rose Marie Pettit all received the AAAUA One Dollar Award for outstanding and dedicated service. The Atarian of the Year award went to Gino Giammalvo, past newsletter editor. Gino did not receive the award just for his outstanding work as newsletter editor, but for his too numerous to mention contributions made to the user group over the past year.

Thank you, for all of us.

ABLE

The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

the
Atari Clubs of Denver
ACC.D
AC
STAR-FLEET
STIG

ATARI CLUB OF DENVER
Emperor Chet Cox
303-399-9352
Librarian Paul Mirci
303-699-8647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

STARFLEET
President C.J. Bender
303-465-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robique
303-424-2857
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker - Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

Atari Club of Denver minutes December 4, 1990

Guy started the meeting off by showing a telephone dialer program that he wrote. The program uses a modem to dial a number that is typed into the computer. Larry then showed us the highlights of the latest version of his disk labeler program. He recently made some minor changes that make the program easier to use.

Election of new officers was next on the agenda. Larry was nominated for president and accepted. With a unanimous vote, Larry will be the president for 1991. Joe said that he would continue as Executive Director and Guy said that he would continue as Treasurer unless some else wanted those positions. No one spoke up, so Joe and Guy will continue in their respective positions. Paul also was willing to continue as club librarian. We should all thank these people for their efforts to keep the club going.

After the elections, Guy showed how to use the Desktop interface on the ST. Since most of the members only have 8-bits, this gave them a chance to see something a little different for a change.

StarFleet Meeting Minutes by Thomas Oughton

December 14, 1990 -- The meeting started with a total of 7 members present. Anyone who wants to attend our meeting, we now meet at Pomona High school in Arvada, Colorado. Mike bought a 20 meg. hard drive for the the Atari Clubs of Denver's Bulletin board. This along with a backup power supply he created, should make the board reliable. The phone number for the board is (303) 343-2956.

Other news discussed is that Diamond developer Alan Reeve is thinking of publishing a magazine. It will contain about 50% Diamond articles, and 50% other 8 bit articles. We discussed the idea of having less demonstrations, and spending more time answering questions. But, we need a larger turn out for that. Beginning users, COME TO THE MEETINGS, we would like to help.

The first demonstration was of a program written by our president Chris Guenther. This program he wrote for his mother allows a diabetic to record blood sugar levels, and insulin amounts. These values can be printed in either a bar graph form or a normal print out. This should help the doctor and patient control the illness. This program written in BASIC is available in the clubs library.

With Christmas upon us, the next demonstration was of the Christmas and New Year related programs in the club's library.

Mapware was the next program demonstrated. This oldie allows the 8 bit Atari to create detailed maps of portions of the world. It does not have all the country boundaries for all countries though. It will produce maps of four different projections; Cylindrical, Azimuthal Equidistant, Orthographic Equatorial, and Perspective. The Cylindrical is the fastest to generate, and the the one people will use the most. Perspective is what the Earth looks like from an altitude entered. This program is written in BASIC and will run under Turbo BASIC which speed things up a lot. Using Turbo BASIC, it took about 12 minutes to create a perspective map. These maps can be saved to disk, and using a print program like Trent Dudley's Superb Screen Dump be printed on paper.

The Atari Club of Denver is going to catalog all the disks in their library. To speed up the job, one of their members wrote a program in Action! to catalog disks. This program is very easy to use. This product is very nice and after the demonstration we received, I hope it will soon be in the Starfleet library. The Meeting broke up at 10:05.

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCEPT
Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

From the President, If you missed the December meeting of the club, you missed quite a bit. Here is a rundown:

The club now has a new name! members voted to change the club name from the ST Club to ACCEPT. ACCEPT stands for Atari Computer Club of El Paso Texas. This name is more encompassing than the name ST Club and should help to draw new members, those that may be familiar with the MS Dos and Mac formats that many of our club members are using. Some of us are using MAC and IBM almost exclusively on our Atari's. Because of that, we will be adding more MS- DOS and Mac stuff into our library.

Dave Davis has a tentative list of the library. 56 pages of arc'ed, lzh'ed, tos'ed, and apt'ed files. This represents a much larger library than we had previously, so if you see our former librarian, let him know how much we don't miss him. Dave is doing a GREAT job! Thanks again Dave!

The club will be getting some free copies of the magazine Atari ST Journal. You have to come to the meetings though, to get the magazine.

The auction was a great success! 21 items were auctioned off, for a grand total of $254.35. Here are SOME of the deals that were made: A BEST mouse went for $20. The excellent game Resolution 101, $12. A hardly ever used version of Wordperfect $75! We had $40 an $50 games going home with new happy owners for less than $10! You can't get those kind of deals through the mail! (And there are STILL folks out there that won't join our club! Go figure.)

Club member Bill Marquis won the Atari Lynx that we raffled off for Christmas. Congrats to Bill, and thanks to all of you that helped sell and buy tickets. We made a few dollars on the raffle, and we certainly didn't lose any money, which was my only real concern.

The Kraft Tripletrack trackball for the ST was the demo by myself, and Steve Bruck demoed how to install Neodesk after most everyone else left.

I want to take this opportunity to wish all the club members and thier families a wonderful new year. You know, we have anifty little computer, and even though our numbers grow smaller and smaller each year, you folks have continued to help ACCEPT prosper and grow. We now have members in Canada, Mexico, and in 12 of the 50 states. That is due to your help, your confidence and support that what we are doing each month is a help to you. I would personally like to thank those members that have hung on for a long time with us: Paul, Dave, Pete, James, Suzy, Tom, Mark, Steve and any others I may have left off. To you new members, Wendell, and Joe, you are the hope for our club in the future. I thank you all!

Have a Happy New Year!

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, based in room 262S. Before each meeting, a STarter class for the ST meets at 6:45 pm and a Basically Speaking class for the 8-bit starts at 7:00 pm.

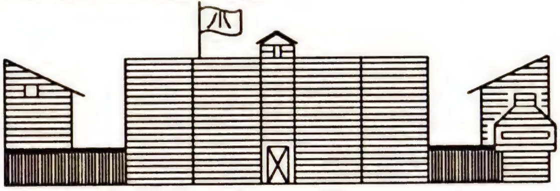
ACORN operates a BBS at (716)436-3078 with 52 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692. Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basic. Speak. Class	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
Kernel Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809

December Hi-Lites At the December meeting, Kernel Editor Candi Nelson demonstrated PageStream and how the ACORN Kernel is put together. Bruce Nelson showed a videotape of his visit to San Jose Computer and talked about his visit to Atari HQ.

The January 9th meeting will be our annual "disk swap". ACORN members may purchase copies of any of our ST or 8-bit p/d library disks for only $1.00.

The ACORN BBS is available to all Atari users. The number is (716) 436-3078 at 3/12/2400 bps.



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

CALENDAR: Tentative schedule for the demonstrations at the monthly meetings are: February, Computer Utilities; March, Business Software; April, Programming Languages; May, Music; June, Telecommunications; July, Three Rivers Festival

Meeting Notes: Kevin Van Zuilen, president of the local chapter of the IEEE, has expressed an interest in affiliating his organization with ACORN in order to gain a node on the national BBS network. The IEEE will pay the added cost of the long distance calls. The officers are working out the details of the affiliation. Scott Schaffer demonstrated Micro Illustrator on the XL/XE. Scott Sorg demonstrated Degas on the ST.

The February meeting will not be at the usual time and place. The library is conducting personnel training and the officers are investigating alternative times and places.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

Atari Federation, P.O. Box 5367, Vandenberg AFB, CA 93437

Secretary's report: December's meeting was pretty quick. We elected new officers, or should I say our old officers were renewed for another year. So Phil Rominger is the President, Bob Ribortone is the V.P., Matt Matias is the Secretary, Herb Kanner is the Treasurer, and Chester Hadly is the 8-bit Librarian. Two new officers are: Al Hanson is now the Newsletter coordinator and Dan Liston is now the 16-bit Librarian.

Besides the elections, several gifts were given to members as door prizes. To top-off the evening, this was the club's Holiday Pot-Luck. If you missed this meeting, you missed some good eating.

Seasons Greetings.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

November 15, 1990 BRAG ST General Meeting

Club Business: AIM- A vote was taken in regard to the "Editorial Ramblings" article on page 6 of the November AIM. The results of the vote were to "keep the price, size and quality the same, but move to second class mailing".

Board of Directors Elections - The following members were re-elected to the Board of Directors: Mark Pierro, Gerry Genson and Joe Rogozinski; also elected as a new Board member was Dane Stegman.

TV/Monitor - Mark Pierro reported the results of the Committee which went to Stereo Advantage and inquired about a 20 inch TV/Monitor for the club. The choices were between a Samsung ($249) and JVC ($350). The membership voted to purchase the Samsung.

Club BBS - The membership was reminded that the Club BBS, "BackScatter", phone number is 684-3978 and the access code is 'boast' (no quotes) for message area 69 and file areas 61, 62 and 63.

Demonstrations: Dick Kersting did a great job in demonstrating his MiGraph Hand Scanner. Several members brought pictures for Dick to "scan" in for future manipulation and/or storage.

At the break we raffled off Vegas Craps (won by Bert Royce) and LDW Basic (won by Bill Schmitt).

Bert Royce got the demonstrations going again with a MIDI demo. He showed various techniques that professional musicians use to help create and edit music. The last demonstration was on ST Aladdin by Carl Barron. Using this program helps you navigate GEnie, simplfy tasks, minimize time online and therefore saves you money! This program looks like it will become as popular with ST users as it is with the IBM users.

The meeting adjourned at 10 PM.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held on the third Wednesday of the month and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, New York.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST-based disks are priced at $2 while the XE-based library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members and share ideas.

President	Bob Thompson	518-439-5356

CACE

Cascades Atari Computer Enthusiasts

Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are $14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

COAC

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

CRAG Calumet Region Atari Group

CRAG Calumet Region Atari Group PO Box 10995 Merrillville, IN 46411-0995 CRAG, is a club for users of the Atari ST, STE and MEGA ST computers. CRAG meetings are held on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 West 81st. Ave(U.S. 30), Merrillville, Indiana. Meetings begin at 7pm.

Membership in CRAG is open to anyone. Dues are $15.00 a year and entitle you to a subscription to Atari Interface Magazine, as well as discounted prices on CRAG's Public Domain/ShareWare Library disks. Library disks are double sided. Cost per disk is $2.50 for members $4 for non-members. For more information call:

Jeff Coe (219) 663-5117 Randy Noak (219) 663-6912

President's Ramblings by Jeff Coe

Well, this is my first column to be printed in AIM. Due to my own uncertainty concerning lead times, I won't be passing along any time critical information this month. As I write this we have a few days yet before the CRAG Christmas party. I hope we had fun!

For January, we'll be giving away the ST SOUND SAMPLER that was donated to us by Datel Electronics. Come on out and throw your name into the hat for the drawing. I don't have the program topic worked out yet for this month, so I guess you'll just have to take your chances and see what we can come with. I promise that we'll have something to keep your interest.

It's also a bit early to give much information about the monthly Library disk. It'll either be a disk full of those fantastic Knowledge Vine childrens programs or a new Utility disk. We've been collecting some very nice software lately, plus starting this month we should be getting some help by way of AIM's Disk of the Month club. Which brings up a topic we need to think about. Do you, the members of CRAG, want us to make these disks from AIM available to you exactly as they come in? Or, should we pick and choose the programs we want from each disk and try to incorporate them into theme disks the way we have been? It's a decision that I think needs to be voted on since we're all paying for the disks.

I need to pass along a bit more information here. If you write articles for inclusion into AIM (please do!!), you need to get them submitted to an officer of CRAG by the 12th of the month. That way we can get everything collected and submitted to AIM in time to meet their deadlines.

Finally, you may have noticed that we haven't got a nice logo at the top of our section like the other clubs have. How about a contest? Get out your graphics software and see what you can come up with. The only requirement is that your design must be in black and white, so it can be used as clip-art. The higher the resolution the better. The entry voted best will appear at the top of this column every month, and the artist will receive a free disk from the PD/ShareWare Library. (OK, so it's not the greatest prize in the world, but what do want from me??)See you all at the meeting.

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton II. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member group of the Midwest Atari Regional Council, MARC.

Club BBS's: Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, II. Call 618-465-0342 for EAUG information.

Hank Vize	President/Editor
Dave Pintar	Vice-President
Kelly Webb	Secretary
Larry Hutchison	Treasurer
Tom Guelker	ST Librarian
Kent Savage	8-bit Librarian
Dave Holden	Co-editor

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326- 5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

F.L.A.G.

KANSAS

Fort Leavenworth Atari User's Group

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM.

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16(ST/Mega) computers.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next meeting: December 12, 1990.

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User's Group (MAUG) is again without a place to meet. If you know of any apropriate place which is available, please contact Chuck Steinman as soon as possible.

MAUG membership dues are $8.50 per year for residents of Ohio, and $12.50 for non-residents. Included with membership is a subscription to the Atari Interface Magazine (AIM) at no extra charge. ST users may elect to also receive the AIM ST Disk of the Month, for a total fee of $20 per year ($30/year for non-Ohio residents).

Please make payments out to Chuck Steinman/Maug, and mail them to Post Office Box 134, Ontario, OH, 44862. Payment must be received by the 10th of the month preceding publication, to assure receipt of that month's magazine. Please notice your membership expiration date is is printed on your address label, and renew at least 30 days in advance of that date to assure uninterrupted service.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

The December meeting was a little scarce again this year as it has been in years past. Most of the discussion in the meeting centered around the new Mega ST and its enhancements. The club has an offer from the makers of Word Flair for a discount on the purchase of their word processor. Just send them a disk from Word Writer ST, 1st Word Plus or Word Up and you can purchase the latest version of Word Flair for only $75.

In related sales offers to the club. Practical Solutions which in the past has allowed the club to try some of their fine products has a BIG sale on their Tweety Board. For a mere $14.95 plus shipping you can get stereo effects out of you ST.

Lee Mavity has been nice enough to bring some of his latest issues of European magazines to the meeting for everyone to see. For the ST gamer this is the only way to see some of the great games that are available. Speaking of great games - for you WWII buffs WolfPack is comming out for the ST. WolfPack is a submarine simulation that looks great, Computer Gaming World readers gave it very high marks.

The AIM disk was not available yet this month but I am looking forward to seeing it soon. Be sure to bring your blank disk to the next meeting. Pattie at Unicorn Publishing has assured me that our issues will be coming a little more on time in the future.

If you are using our local IBM bulletin boards ST area then be sure to note that it may go down if you don't act. If you enjoy using the board then be sure to send the SYSOP at least $10 to cover his phone bills for the next year. If he does not get enough money then he will shut down.

There is also still a lot of software for sale at our bargain table. Some titles include: Final Assault, Battleship, Police Quest II, World Games, StarGoose, Jinxter, The Pawn, The Guild of Theives, Dive Bomber, Harrier Strike Mission and others. Most are selling for a mere $6 and are in their original boxes.

Well, that is about it for this year. I hope to see you in February and be sure to bring all the Christmas ST goodies that you get from Santa.

Nashville Atari User's Group

N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

Meeting News November: For November's meeting , we held our annual election/reelection of officers for the coming year. Only three offices were filled. For President, George Ortiz was voted unanimously in, Bill Zimmerman stayed on as the 8-bit Librarian and the new ST Disk Librarian is the former Vice-president, Pete Killian. No Vice President was voted in, but we are looking. Pete is filling as VP until we get a new one. The end of the month FOCUS meeting was not held because of Thanksgiving.

December: December's meeting has come and gone. We did vote Marc Lombardo for the office of Secretary/FOCUS Coordinator. Marc said he is looking forward to the new year for our club. From our mailbox we received several newsletters from other clubs, especially LACC. We also received our holiday greeting from AIM, thanks.

Also last, but not least, we received an offering from the author of the program GramSlam, the word processor accessory. During our meeting several ideas were floated around about increasing our membership. The main idea discussed was to take out a classified ad in our local newspaper. We are still looking for more ideas, if you have any other ideas, call me (George Ortiz) at 292-1904 or Pete Killian at 592-5427.

Upcoming Focus Meeting Subjects

We will be back to our normal schedule in January, when Pete is going to show/discuss in-depth the Aladdin program for Genie. I am going show/discuss Combat/Simulation programs for February 1991.

New Membership Benefits!

Pete discussed new benefits we just instituted for new members. Among those new benefits is a one-time only chit for new members. The new member must redeem this chit within one month after it was is issued for a disk of his choice from the club library.

Our disk library has been relatively stagnant recently, what with our previous librarian being called out of the country unexpectedly. We have been adding AIM disks regularly, but there has been little else coming in. We 'aim' to do more for you our members! Even better, we think a lot of you can help to mak things better by contributing PD/shareware you have that is not yet in our library. To make things sweeter, every one of you have a limited time (until the end of January 1991) to bring in as full a disk as you can and trade it for any other disk in our library. Now that you each have your own library disks (I still have some members that have not claimed theirs), use them and bring back some goodies, even if they are also oldies!

Local Show Coming Next Year

We have already been contacted about an annual event in our area, a Computer Expo held at a local junior high school. Our group has had a prominent place at the show for several years now, though primarily as a fairly ad hoc show and tell of some members favorite programs/hardware. This year maybe we can do a theme presentation (any suggestions welcome) and do even more to get the word out about our favorite machines. The show will be coming up in March 1991, more about that later.

Well that is all for now, Merry Christmas and Happy New year.

George

PAC

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Annual Dues $25.00
Newsletter ONLY (year) $10.00

Portland Atari Club and the original Eugene ACE

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is 7 till 9:30 pm.

The Portland Atari Club wishes to announce the results of the elections for positions on the Board of Directors.

President: David Hunt 286-6276
Vice-Pres.: Ben Smith 256-9974
Sec-Tres.: Mel Anderson 232-7231
Sergeant at Arms: Dutch Leonard 257-0481
8-bit Librarian: John Johnson 655-2092
ST Librarian: Teri Williams 771-7337
Membership Sec.: Randall Leong 246-6354
8-bit Program Dir.: Bob Beck 206-693-0347
ST Program Dir.: Paul Karczag 256-4199
Sig Coordinator: Mel Anderson 232-7231
BBS Director: Chris Healy 775-5295

I would like to congratulate the lucky winners, and commend those who ran unopposed for their willingness to serve.

In addition to having our annual elections, we also held our November swap meet and there were some very good bargains to be had. There were a couple of items I didn't even know existed! My only regret is that I was so busy running the meeting and elections I didn't have the time to spend any of my own money. It's not like I don't have enough stuff already but there is always something new to see and enjoy. We also passed a revision to our club charter which essentially removes the extra year of free membership for board members. This was passed unanimously.

By the time you read this letter we will have also had a hopefully successful Christmas party and will be looking forward to that new little Atari bonus under the tree. Maybe a monitor or printer, or how about a 9600 baud modem?

There is a BBS you may call which contains information on and about the club. ACE of America at 285-4417, 2400 baud and under. The monthly AIM disk is also available from the librarian at a reduced price. You must come to our monthly meeting where you can get this fine disk for $2.00 plus a blank disk in exchange.

PORTS ATARI
ATARI
P.A.C.E.
COMPUTER ENTHUSIASTS

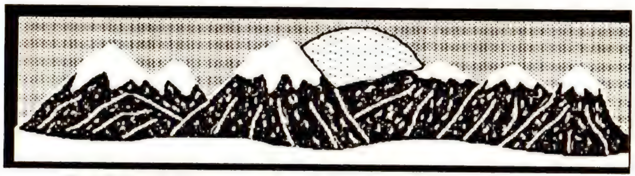
President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

I hope this Holiday Season has been special to all! The New Year is off to a great start. Our club has finally purchased its own 520ST-FM (The "F" stands for internal floppy; "M" means with built-in RF modulator.) No longer will the ST people have to bother with disconnecting their systems at home and lug them to the meetings. This will be an excellent system to start with and the ST Librarian said he saw no trouble transporting it to each meeting. Come early this month and work or play with your clubs' 520ST!

Larry Nadeau has undertaken quite a few 8bit projects this winter. Already, he has completed hard-wiring an IBM keyboard into his 130XE, lights and all. Mr Nadeau also says he has an awesome project in the planning stages and may even surprise us by Spring! Way to go Larry!

Many rumors and flying about lately. Since they are only rumors, I won't bother you with the boring details and just waste space in AIM, I'll bore you at the meeting! Also election of officers this month, so try to attend our next meeting on Feb 17th.



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Ed Fletcher,	596-1130

The masthead should show our "new and improved" club officer compliment which was elected at our annual Christmas meeting. Some new and some old faces are included. We are still looking for an 8-bit VP. In the meantime, Dave Koster and I will be taking up the slack.

For those of you who missed it, the annual Christmas meeting/party was a real success. We managed to give away a good amount of 8-bit and ST software. We even sold a few things for $2 bucks apiece. We consumed mass quantities of goodies. Steve Leser even brought a cake. About 30 people made it in all. The club treasury and membership count are in good shape as reported at the meeting by Jerry Sundee. We discussed the AIM options and most felt it would be nicer to get the magazine faster. We will also start sending out reminders to people to renew their memberships this year. If you have any other suggestions to make the club better, please let one of the officers know. The club is going to join the Atari User Association (AUA) and try to get on the official Atari user club list for he billionth time. (Maybe they don't like us. We keep sending in our name, but they never respond.) Who knows, maybe Bob Brodie will even visit Colorado Springs. We are also going o try and get more outside speakers to come to the club, like from Denver. Hopefully, more or our 65 members can make it next year to our gala Christmas gathering.

The November ST SIG was a great success. Over 40 people showed up. What a shocker!!! Three new members were added to the club roles. The topic was utilities and Steve Leser had a nice program for us all.

As is always the case, we need more of you to write up articles for AIM to keep it the high quality magazine that it is. Several of us have written articles already, and we hope to see more.

LASERNET BBS (591-4620) now has several FidoNet echos up and running. Be sure to check in for the latest in Club News and happenings. If you don't have a modem, call me about borrowing the club's 300 baud Hayes "loaner modem."

For those of you who are on GEnie, be sure to check out GEnie Lamp. Our own John Peters is the editor. Terry Quinn is a frequent submitter, along with a few other members.

Please exmaine your address label to see how your membership is faring. See you at the next SIG Meeting.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dytmire	(602)861-1903
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

R.A.C.E.

President	Eric Schofield	851-5134
Vice president	Brian Casper	851-8092
Secretary	Tony Manino	851-8092
Treasurer	Jim Harrop	851-5134

Hey gang! Things are looking up in the Atari world! The Mega STe was announced by Atari Corporation at the November Comdex and it was supposed to have started shipping in December in Canada. Perhaps by the time you read this, it will be available in the good ol' U.S. of A!

Many months ago, I asked the club members exactly how many of you would be interested in a monthly club disk. At that point in time, we had at least a half dozen hands raised. As of right now (December 16) we have had only 3 subscriptions to this monthly disk. Why? The officers and I are working really hard to support the Atari community, it would be nice if the Atari community would help support the club. We need active members (let's not let our monthly attendance get low!), we need those subscriptions for the monthly disk (it's a good disk and we're working hard to keep it going, it takes many hours every month on behalf of me and Tony Manino), we need all of the members who haven't paid or haven't been active to make a decision ---> support the club or just be a loner.

Perhaps I sound a little bit upset. Sorry gang, I am. I am a full time student in school taking 18 credit hours, I have 2 jobs (I've pretty much quit one of them), I have family which I like to visit once or twice a month, and I am also the president of our users group. People complain about not having enough time to do things, well, I don't have enough time to do a lot of things neither. I'm only asking you to show up to the monthly meetings or to at least get involved with the club in some way or form. I think there are a few of you out there that don't appreciate the amount it takes to keep this club going.

Starting immediately, if you know someone who is interested in joining the club, tell them to get their subscriptions in as soon as possible. For the past 9 months, the officers have been catering to these people who continue to say "I'll pay the club dues next month." We are not going to waste anymore time calling these people. If they want to join the club, they'll join. If not, then so be it. I won't lose any sleep over it.

Let's get things in gear and make the club as good as it should be. By the time you read this, we should have an Atari dealer in the Raleigh area, I hope that you will support them and that your mail ordering volume will be reduced to nothing.

Next month's meeting will feature the Juggler! This is a program that will allow you to have several programs loaded into memory at the same time. Much like the MultiFinder for the Mac (except without the memory crashes). It should be really interesting and I hope that you will show up. Call me or any of the officers if you have any interests or questions.

Meeting: February 19 (Tuesday) at 7p.m. Richard B. Harrison Library "Juggler" memory partitioning demonstration

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are $18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud,68MB		(619)689-8157

STAG
Saginaw / Tri-City
Atari User Group
"where the deer and Atarians play"
ST

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

December Meeting: The December 15th meeting featured our annual swap meet. Only a few people showed up even though historically we usually have a good crowd. A few bargains were available but not much happen.

We tried to plan for the Fashion Square Mall Community Fair in Saginaw on the 4th-6th in January 1991. This show gives us one of the few opportunities to present the world of Atari computing to our fellow neighbors in the Tri-City area. With possible presentations of MAC and IBM emulators along with the computing power of an Atari computer, our group will impress the visitors at the mall.

For the JANUARY 12th MEETING: In the January meeting, we will look at Desktop utilities like NeoDesk 3.0, DC desktop with DC Utilities, and QuickTools. Hopefully, we will attract a few new members to the group once the STAG group present ourselves at the Fashion Square Mall in Saginaw, MI in January. Show Off Your Atari St!!

Equipment Volunteers For January 12th are Bryant LaFreniere with his monitor and 1040ST.

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

The Southcentral Pennsylvania Atari Computer Enthusiasts support both 8bit and ST computers. Dues are $15 per year and include a subscription to AIM and SPACE Probes. Information can be obtained by writing to us at PO Box 11446, Harrisburg, PA 17108.

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) meets at Shoney's at 6551 Peachtree Industrial Boulevard at 7p.m on the Third Monday of each month. Membership dues are $15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885

ST.A.R.R. ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners is probably now the oldest continually running Atari user group in the state of Connecticut. The club was organized in March 1986 by one of the New Haven area Atari dealers and at that time we were strictly an ST club. As time went on, other Atari groups started to disband and we found ourselves in and among the 8-bit users.

We hold our meetings at Greater New Haven State Technical College, in North Haven, CT. Our meetings have traditionally been held on the first and third Thursday of each month. However, starting in January 1991, we will hold only one meeting per month and that will be on the third Thursday. The first meeting of the new year will be January 17th at 7PM. Hopefully, we will be in Room 307.

If you would like more information about ST.A.R.R., feel free to contact one of our officers listed below. And, do call the ST.A.R.R. BBS -- our sysop gets lonely sometimes.

Matthew Masserman	President	(203) 621-7007
Lou Demetriou	Exec VPresident	(203) 271-0452
Merrill Ross	VPfor 8-Bit Affairs	(203) 239-9403
ST.A.R.R. BBS (300 - 9600 baud)		(203) 421-486

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. It supports both the 8-bit and ST computers. There is a free disk of the month for all attendants, bring your own disk. Dues are $12.00 per year and includes Atari Interface Magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings. SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

We have had interesting meetings lately. By combining hardware from different users, we were able to scan things and print them on a deskjet. We had another meeting and again by combining equipment we connected two ST's together with a null modem. We then had demos of games that can be played by modem and a telecommunications demonstration.

The next meeting (which may have happened already) will be on MIDI. We expect to have two keyboards a number of MIDI programs and a demonstration of Sierra-on-Line's use of MIDI sounds in their games.

TACE
Tinker ACE of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

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The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

UNYACE
Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari computers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

RAM

Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are $24 for a full year, pro-rated monthly. Renewals are only $20 a year. Newsletter membership only is $15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova
Sargeant at Arms	Barry Miller
ST Librarian	Dick Chacklin
8bit Librarian	John Lindquist

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coor.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom Woodrich	(519) 948 5448
Associate Editor	Shawn Cassidy	(519) 966 0305
Past President	Ray Caille	(519) 734 8183

Our September meeting saw the introduction of the new AIM disks of the month added to our expanding library. We were also graced with a visit from a former (but honourary lifetime) member, Allen Bargen now living in Kitchener, Ontario. We also had a few new games shown by Larry and Kevin. They treated us to SIM City and Police Quest II.

October, being election month, saw the addition of five new members on this year's executive. Following the elections, we had a change from our usual swap meet with that of an auction instead. With the talents of our auctioneer, Wally, we were able to raise approximately $200 for our club coffers. It was agreed that this was a more entertaining event than a straight swap meet.

In November the membership approved the motion to apply for a Wintario grant to acquire a new STe, hard drive and modem to establish a BBS in the near future. As well, Brian and Shawn showed off Battle Chess and Wayne Gretzky Hockey. Brian assured everyone that the new TT will be on display for the December meeting, in time for early Christmas ordering.

Things to watch for in future W.A.U.G. meets, the Stacy 4 with 40 Meg Hard drive and MIDI, Supercharger, Spectre GCR, the DVT VCR harddrive backup system, the Migraph Hand Scanner with Touch-Up, a new paint program in development (locally) and maybe even a visit from an Atari (Canada) representative. See you next month.

WACO

WESTMORELAND ATARI
COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The December meeting of WAUG was held on 12/11. Craig called the meeting to order at 7:20pm, stating that he was making up for all the times the meeting had been called to order LATER than 7:30. This had no noticeable effect, however, so he called the meeting to order again at 7:40 (which seemed just about right!) Craig announced the meeting topic would be Christmas Party/Games, but this came as no surprise to anyone who was watching Pattie set up the cookies/soda pop table...

"Nobody gets any cookies or pop until AFTER I talk!" Craig warned, and then set about discussing continuing progress of plans for the Atarifest. Pattie helped describe events of the past week, noting that Atari Canada will probably do most of the leg work for the show while it would seem that Bob Brodie will be there and that is just fine with everyone involved!

Bill Rayl spent a few minutes discussing the contents of the ST Disk of the Month, followed by a request from Mike Olin for volunteers to help stuff envelopes containing User Group info about Atarifest. Many thanx to Soft-House Computer Center of Garden City for their contributions! The rest of the evening was spent in conversation and merriment.

Happy Holidays to all from the officers of WAUG!

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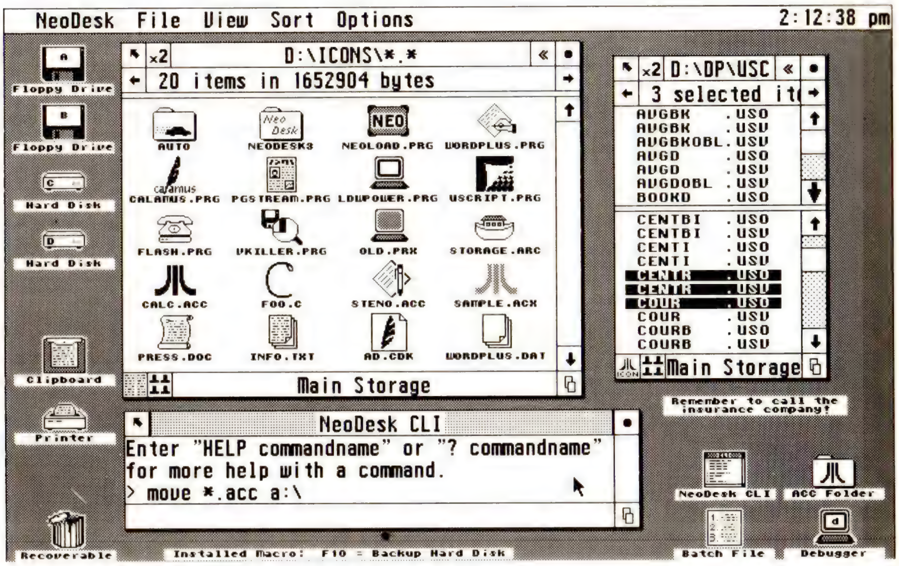
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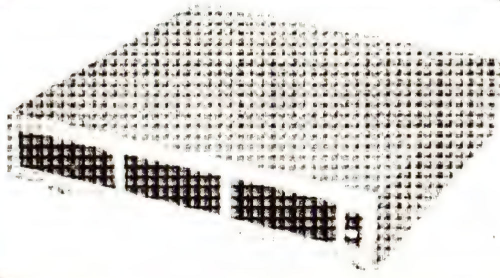

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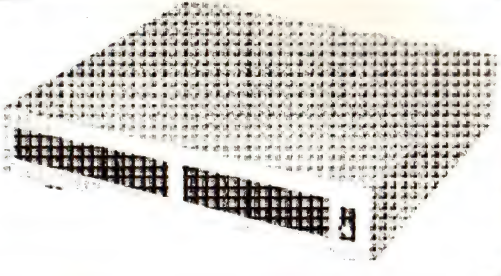

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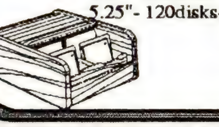

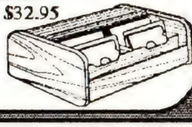

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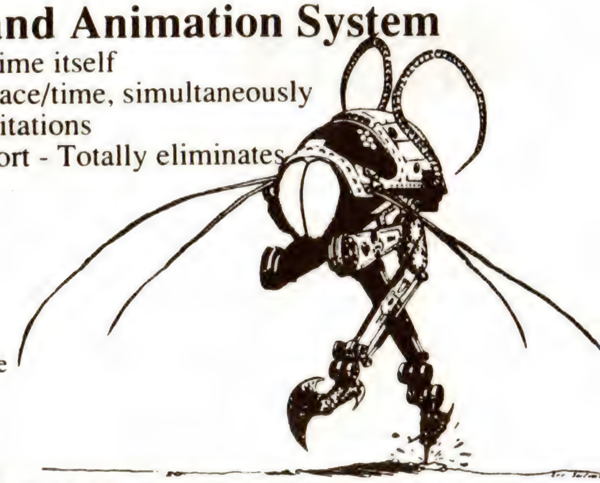

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Volume 3

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INTERFACE

Atari Users Community

Number 3

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On the Cover

Artwork created by Lee Seiler with the Lexicor graphics tablet in Prism Paint in 256 colors on the TT.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs Ctsy PD Journal, Atari
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge, PageStream and Calamus.

ATARI BULLETIN BOARD

Bill & Pattie Rayl

Atari Corp. News

There has been lots of activity in the Atari community this month. Perhaps the biggest event was the non-conference with Sam Tramiel on GEnie on the 30th of January. It was a non-conference because GEnie's Grand Hall could not handle the number of people calling in to talk to Sam. The conference was moved into the Grand Hall to keep this from happening, since the Grand Hall is supposed to accomodate a large number of users.

Before the conference began, we were dropped off GEnie at least eight times, and there were several more service failures while Sam was speaking.

Over the few years that GEnie has been the official online support system for Atari, there have been four conferences with Sam Tramiel. Only one of those conferences has been a success with no system failures. The very first Sam Tramiel conference crashed GEnie altogether, whereas this conference just seemed to be bombing out the conference area.

The conference was nothing if not chaotic, and, judging by comments from paying subscribers, left attendees upset with GEnie and perhaps Atari as well. To try to make up for the fiasco, GEnie held another conference with Atari Computers Director Greg Pratt during the following week's regular Wednesday conference in the Atari ST Roundtable.

Sam Tramiel is scheduled to speak on CompuServe in the Conference Center late in February. The CompuServe Convention Center can handle over 500 users, and the past conferences with Sam in the Convention Center have been a success.

During the GEnie conference, the subject of advertizing was brought up, but never given a full discussion. According to Sam, Atari will not have a major ad campaign.

However, Atari will give ad money to dealers to build up Atari in their specific area. Atari no longer requires dealers to purchase a set amount of equipment, nor does Atari want the dealer to pay for it first and then reimburse them for half when they fill out paperwork.

Atari will now also pay up front for ads the dealers wish to run, whether newspaper, radio or TV ads. This refocuses Atari's policy about co-op ads, where advertizing depended on the dealer having enough spare cash to run all the ads and get back some payment down the road. Now, a dealer can get the funds from Atari to help strengthen his business, which strengthens Atari's presence in the dealer's area.

New Distributors

Atari has also signed up with distributors like Pacific Software to sell all the Atari hardware except the TT. This gives dealers more access to equipment since Pacific Software is the largest supplier of Atari software and most dealers order from them already. This means dealers aren't relying solely on regional firms to obtain equipment.

In the past, this system didn't work as smoothly as it might have because many of the rep. firms didn't give major effort to Atari and promoting Atari products.

Also, many dealers didn't have a regional firm to deal with, and this seemed to create a strain on Atari to make up the slack. Atari stopped going through distributors because dealers complained about mail-order houses undercutting their prices. Atari did this for the dealers, and has since acknowledged that this almost killed them.

Prices Drop!

On top of signing up three new distributors for Atari products, Atari has lowered its prices to dealers! Users across the country are seeing prices on new 1040STEs of $399 or less (without monitor). The suggested retail for the Portfolio has decreased from $399 to $299 and the Lynx has gone from $149 to $99. The price of the TT has also come down with the 2Meg/50Meg hard drive version starting at $2399 (with monitor). Megas have been spotted for less than $1000.

MegaSTEs have been spotted at dealerships too. Last month, we reported the Mega/STE passed FCC Class B testing, and now the TT and Mega/STE are shipping. TTs are being shipped to value-added retailers (VARs), but your local dealer may be a VAR. As of this writing, the TT had not passed FCC Class B, but was expected to soon.

At the recent Atari Show in Vancouver, British Columbia, a 1Meg version of the Mega/STE was shown. The thought behind such a machine, it seems, is allowing dealers to configure the Mega/STE to the taste of the buyer. Many users already own larger capacity hard drives than what comes in the Mega/STE, and it would be very simple to upgrade the SIMMs in a 1Meg Mega/STE to 4Megs of RAM. Currently, there is no word about whether we'll see such a machine in the US.

Atari Demo Contest

Apparently dealers have been clamouring for demos to show off the new features of Atari's hardware. To help them, Atari has announced a demo contest looking for demos that feature DMA sound, digitized speech and advanced color graphics that will make people want to buy an STe, Mega/STE or TT.

Demos should take advantage of the expanded color palette, or show off the abilities of existing packages such as the Cyber series or Deluxe Paint, or be self-running, interactive demos that a shopper could get involved with in the store. All submitted demos will become the property of Atari, and will be freely distributed to dealers and users. One winner and two runners-up will be chosen by Atari staff.

First prize is a TT; second prize is a Mega/STE; and third prize is a Lynx with two game cartridges. Entries should be sent to ATARIDEV on GEnie or 70007,1072 on CompuServe or mailed to Atari Corporation, 1196 Borregas Ave, Sunnyvale, CA 94086, Attention Bill Rehbock. All entries must be postmarked no later than March 26, 1991 and received by April 5, 1991.

Developer News

Jay Craswell, creator of the ISAC board, is now on his own as Dover Research. He's currently developing a VME graphics card for the Mega/STE. There has been discussion of a convertor box for products requiring the Mega expansion box. Also, George Richardson of Merlin Group, Inc. is developing a color/mono video VME card for the new computers.

Practical Solutions has closed its doors as of January 31st. A spokesman for Practical Solutions said a slow summer and fall season plus the onset of the recession depleted their revenues, leaving investors and bankers with the feeling it was time to call it quits.

Bob Luneski, author of the hard drive utility Diamond Back, announced he has cancelled Data Innovations' license to distribute Diamond Back II, effective March 8, 1991. Bob's company, Oregon Research Associates, will release an update to Diamond Back II on March 8. Current owners can upgrade to version 2.02 by sending their original disk and $7.50 to Oregon Research Associates, 16200 SW Pacific Hwy, Suite 162, Tigard, OR 97224.

Soft-Aware, Unlimited has announced the latest version of their versatile data/image manager. Version 2.03 of Informer II now allows up to 52 data fields and the user can view external image or text and even HEX files. Included in each package is a self-running demo to give the user a general overview of the program and its basic features. Soft-Aware, Unlimited, 334 B N. Euclid, Upland, CA 91786 or (714) 982-8409.

Menu Plus has just been released by Rimik Enterprises. Menu Plus is a full-featured desktop enhancement that allows users to quickly run programs on floppy and hard drives. Menu Plus allows you to set up a main menu with submenus, plus the ability to view Degas, Neochrome and Spectrum picture from the desktop. Users can also view or print text, with the left and right mouse buttons used for scrolling text up and down the screen. A special AutoPlay feature allows users to play sound files. Rimik Enterprises, 836 Osborne St, Vista, CA 92084 or (619) 630-1217.

Quidnunc Software announced version 2.0 of Stalk the Market will be available soon. It seems a delay was caused by some hardware problems that were only recently solved. Quidnunc Software can be contacted at (214) 243-0663.

Maxwell CPU is now shipping their desk accessory Expose. Expose offers users a notepad and graphics window, as well as a quick display of disk/partition free space, editable date/time clock, a screen snapshot function and more. In the graphics window, users can load in Degas, NeoChrome, Tiny, IMG, GEM and MacPaint files. These can be edited and cropped and then saved in IMG format. Expose sells for $39.95. Maxwell CPU, PO Box 576, Louisville, CO 80027 or (303) 666-7754.

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From The Reader's Viewpoint

Dear Editor

Having just read the NeoDesk 3 review in the February issue of your excellent magazine, I felt that there were some minor points in the review that could use some clarification. Let me first state that overall I found the review very complete and accurate; it is a pity larger magazines do not take inspiration from magazines like yours.

First of all, we do not consider our product in competition with Double Click's DC Desktop program. This is something that even the folks at Double Click will agree with. While the programs offer some similar basic features, they are both quite different and intended towards completely different markets.

NeoDesk 3 has hundreds of features and capabilities that are either not available in any other program or only available after buying five or six different utilities (totalling a lot more).

The motivating factor behind all the enhancements and new features in NeoDesk 3 was not competition (after all, NeoDesk 2.0 was already selling quite well) but our users. Their strong support, encouragement, ideas and suggestions convinced us that we should do better.

It was with this support that we sat down and spent over a year of development working on a complete rewrite which resulted in what we have today.

Not only does NeoDesk 3 offer more features and capabilities than any similar program on the ST (including the new TT desktop), it seriously competes with the best desktops and shells offered on other computer systems.

I am sorry that Mr. Pike found our manual index limiting. We worked very carefully on it to include the information which we felt users would want to look up.

As Mr. Pike himself noticed, we did not duplicate a lot of the information that was already included in the very complete table of contents. Based on the mentions, comments and technical support calls we receive, we are confident that our manual has superceded our original intentions and offers the answers that most users seek.

One relevant feature of the program that Mr. Pike seems to have missed is the new "reorder" mode. By using this feature one can change the order of any directory (including the AUTO folder) to any custom order desired.

This not only allows a high degree of customizing (I personally prefer to have all the programs at the upper left of all my windows when I open a folder), but it also makes it much easier to reorganize the AUTO folder. However, Mr. Pike seems to have brilliantly solved the problem by discovering a novel way to do this.

Sincerely,
Rich Flashman
President, Gribnif

Dear Bill and Pattie

Happy New Year to all of you... I just want you to know that I enjoy AIM and look forward to receiving your outstanding magazine each and every month. Keep up the good work.

Perhaps you may want to call to your readers' attention the following events:

In August of 1990, I purchased NeoCept's WordUp v.3.0 from 1st Stop, a mail order firm in Ohio. Right out of the box, the program was full of bugs. The program would crash right after printing a document, which would force you to reset your system. I tried calling the customer service number; it was always busy, so I wrote NeoCept and 1st Stop.

To this day, and after two more letters, neither has replied. NeoCept's customer service number, after being changed three times, is a recorded message telling users to write. I ordered the 8/20/90 NeoCept fix from BRE Software. Now my system crashes before it prints!!

Needless to say, I am out over 80 bucks. I just do not want to see anyone get stiffed with this worthless and unsupported word processor from NeoCept.

There is no help, once you purchase the program.

There is a major shake out going on in the ST marketplace. Future Systems, makers of disk drives, just ceased to exist, which is a shame because they manufactured an excellent drive. I think that, as the ST market shrinks, due to Atari's US market strategies, and with price reductions from Apple and Big Blue, it is going to shrink even more, and we will see more and more vendors and manufacturers drop the ST.

I planned to upgrade my 1040 to 2.5Megs, but do I invest money in a machine that is doomed for extinction? Tell me I am wrong!

Ted Evans
West Chester, PA

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The **Black Box** is a device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It has two buttons, two switches, and a set of dip switches visible from the outside. It plugs directly into the back of the 600XL, 800XL, and 130XE computers. Custom cases may be an optional expense. The **Black Box** performs three main tasks: interface to a SASI/SCSI bus device (hard disks), Parallel printer port, and a RS232 port. A fourth option, available soon, will be a floppy disk port, especially useful to XF-551 owners. The SASI/SCSI port provides the necessary signals for hooking up most common hard disks. You may partition your hard disk into as many drives as you wish; up to 9 can be accessed at at time. By pressing one of the buttons on the **Black Box**, you will enter the configuration menu, where you can re-assign drive numbers, etc. When you exit, you will be right back in the program you were running when the switch was pressed. Each hard disk can be write-protected. The Parallel Printer port will allow you to hook up any printer that uses the standard Centronics interface. As an option, you can use the computer's extra memory as a printer buffer, or order the **Black Box** with 64K of on-board RAM. You may assign printer number and line-feed options within the menu (for use with multiple printers). Another amazing feature of the **Black Box** is the built-in screen dump. By pressing a button (on the box), the contents of your screen will be dumped to your printer (you can define text or graphics modes with a switch)! The RS232 port supplies the full RS232 spec signals for connection to a modem, or another machine (for null-modeming). The handler for the **Black Box**'s modem port is built in and takes up NO memory! The port handles rates up to TRUE 19.2K BAUD! A future upgrade for the **Black Box** is a floppy disk interface board. This will allow the addition of up to four 5.25" or 3.5" mixtures of floppy drives to be used with the system. The drives will act like standard single/enhanced/double density disk drives, but MUCH faster! All drives will be Super Archiver compatible, and support up to 2 sides of 80 tracks. Along with this hardware upgrade will come software capable of reading, writing, and formatting disks in IBM's MS-DOS format and the Atari ST format, and allow you to transfer files between those disk formats and the Atari's format. In addition , a machine language monitor has been added to allow memory disassembly, memory/register changes, and more. The Price of the **Black Box** is $199.95 for the basic unit and $249.95 with 64K of RAM (for printer spooler) plus $8 for S/H/I. An optional custom **BLACK BOX** case is available for $39.95 extra. The Black Box is a product of Computer Software Services...Not the Black Box Corporation!

$199.95 The "MULTIPLEXER"!© $199.95

This device brings the power and flexibility of larger systems to your 8-bit. The **Multiplexer** is a device (actually a collection of modules) that allow up to 8 Ataris to read and write to the same drive (typically a hard disk), printer, and talk to each other. One "master" computer (any 8-bit) is equipped with the master **Multiplexer** interface. Then up to 8 "slave" computers can hook up to the master, each having their own slave interface. The "common" peripherals (things that are to be shared) are connected to the master computer. On each slave, all disk and printer I/O is routed through the master, so no drives are needed on them. The master computer can be configured in any manner you wish - you can for example have certain peripherals "local" to the slave, or routed to a different number on the master. Under development is a BBS system that will make full use of this device, allow ing up to 8 lines/users to be using the system at the same time! A multiuser chat mode is a feature of this program, however, you do not NEED this program to run a BBS with the **Multiplexer** (but be warned that not all BBS programs will run concurrently). All slaves are independent, and do not need to have the same program running on them. This system is excellent for BBS SysOps, because you can be using your hard disk(s) while still running your BBS uninterrupted! Another example is in a classroom situation, or anywhere a disk needs to be shared by different people. This is an EXCELLENT programming/debugging tool as well! The **Multiplexer** price is $199.95 for a master and two slave units (plus $5 S/H/I). Additional slave units are $99.95 each.

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Right On Target

David Plotkin

To all my avid readers, my apologies for having missed last month's issue. It wasn't intentional, it was just that the pressures of life around the end of 1989 did not permit time for writing this column, though heaven knows I tried.

As I mentioned in my last column, I moved, and as I predicted, it was a horrendous job getting everything untangled. But also as predicted, labeling all the cables worked wonders, and the system went back together quite well.

Cleaning Out the Computer Room

In fact, I discovered that some of the parts of my system were not needed any longer, and they have been retired.

The first thing to go was the external disk drive switch. This was in place so I could switch between my 5.25 inch drive (which is also history) and my normal 3.5 inch drive.

I don't use the 5.25 inch drive any longer, primarily because I don't write the "Mac and PC" column for STart magazine any more, and thus have no reason to load up PC software any more. I actually own a PC, and had the foresight to buy it with a 3.5 inch drive, so that I can use 3.5 inch disks on both machines.

I also got rid of my RS-232 switch, which let me go between my modem and another serial cable. The other serial cable was in use to transfer files between my portable and the ST. My new portable has a 3.5 inch drive, so that bit of hardware is no longer needed either. Unfortunately, the Atari disk drives are only 720K, so I need to specially format the PC 3.5 inch disks, which are capable of handling 1.44 meg.

I was surprised as heck to find out that the disk drives for the TT are *still* 720k—here you have a most powerful machine, using old drive technology. But then, we have to remember Atari practically had to be coerced into boosting the TT processor's speed to 32 Mhz from the paltry 16Mhz it was originally. You have to wonder whatever happened to the kind of forward thinking that brought up the original ST.

The final bit of hardware that got retired was a printer switch box that enabled me to connect up both my ST and my Amiga to my printer.

As it turns out, the Amiga has been gathering dust in complete disuse for several years now, so I haven't even bothered to set it up in the new house—although that may change, as there are some incredible new games coming out for it (as Dave Small says, it's a *great* game machine). No need for a printer connection, though.

Emulators and Accelerators

There has been a surprising amount of news on the hardware front. Surprising because the news is from third party vendors, not from Atari, who as of this writing still does not have FCC class B certification on either the Stacy or the TT.

In fact there is a rumor that the Stacy is being redesigned to be smaller, lighter, use less power, and meet FCC standards. If true, all I can say is "hooray!"

I have a Stacy, and don't use it because of the lack of battery option and the extreme weight. Instead, I prefer my TI Travelmate 2000, which uses an 80286, has a 20 meg hard drive and VGA and weighs 4.4 pounds. It's also 8.5 x 11 and fits rather easily in my briefcase.

The interesting thing about the Travelmate's monochrome screen is that it is 640x400, 16 shades of grey. Hmmm, these specs sound like they could work real well for the Stacy. How would you feel about a 4.4 pound Stacy portable that could do *both* color (16 shades of grey) or monochrome (remember the 640 x 400 resolution). With a 20 meg hard drive, such a device could sell (with a meg of memory) for well under $2000. Atari, are you listening?

New Spectre

Dave Small should have released the next incarnation of Spectre, version 3.0, by the time you read this. There are lots of changes, including the ability to support 68030 accelerators and use the 68882 math coprocessor.

This is real good news to Mac emulator fans, since the Mac just screams with a 68030, especially running at 32 Mhz.

Some rather neat memory tricks have been done to allow the 68030 to achieve maximum speed, although some of these tricks may have to be disabled through software for program compatibility reasons.

Just remember that using a 68030 will mean that some programs won't work.

Fast Technologies Steps Up to the Plate

As if this wasn't enough, there is word Jim Allen of FAST Technologies also has a 68030 accelerator ready to go to market. It is a completely different design, and it remains to be seen which product will offer the higher compatibility.

One thing is virtually certain—if past performance is any indicator, these guys will do their darndest to provide the best product they can. They listen to their customers, which can't always be said of Atari. But the TT looks like dynamite, so we'll just have to wait and see as these products reach the market.

There are hot and heavy developments on the PC emulator front as well. Specifically, the two remaining emulators (PC Speed and Supercharger) are getting upgrades to handle an 80286, with some rumblings of 80386 support in the future. The 386 news is the most exciting, because you can run both Windows 3.0 and DOS software in windows, with true multitasking.

Interestingly, Talon Technologies carries both products, although they are direct competitors, and Talon's not insignificant technological expertise is being used to bring side products to market for these emulators independently of what is being developed in Europe, where the emulators originated.

Well folks, that's about it for this month. See you next time!

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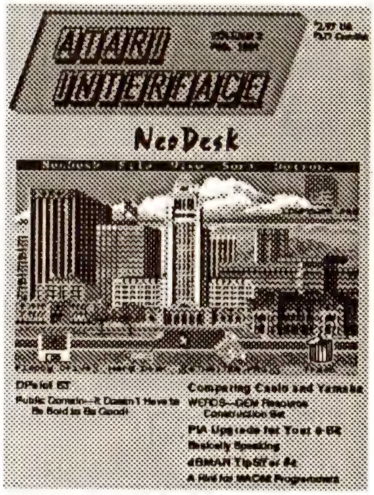

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ATARI'S MEGA/STE—INSIDE AND OUT

Bill & Pattie Rayl

Atari surprised developers and users by showing a new 16MHz computer called the Mega/STE at last November's COMDEX. There had been plenty of rumors of such a new beastie before its release, but everyone online from Atari emphatically denied its existence. Then came the unveiling in Las Vegas.

We've now had our hands on a Mega/STe for a couple months. Shipments of Atari's newest computer are already reaching dealers, so look for it at your local dealer.

Hardware

The Mega/STE comes in two basic configurations: a 1Meg version with no hard drive (according to Atari Canada) and a 2 or 4Meg version with hard drive (according to Atari US). The list price for the 4Meg version is around $1,800. For that price, you get:

16 MHz 68000 CPU
Detachable keyboard
Mouse
Blitter chip
4096 color palette
Stereo sound output
SIMM memory
TOS 2.02 with NewDesk
Double sided 3.5" floppy drive
50Meg internal hard drive
Built-in fan
Standard parallel port
MIDI In and Out ports
Cartridge port
DMA port
Two 9-pin serial (RS-232) ports
8 MHz VME bus
Standard SCC LAN port

All in all, that's quite an impressive list of hardware. And, the Mega/STE is quite an impressive machine. Basically, it's a marriage of the STe, Mega ST and TT in one affordable package. Gone are the STe's two DB-15 joystick ports and the Mega's internal bus (developers overwhelmingly voted for a VME bus instead). Otherwise, the Mega/STE has everything the ST and STe computers had and more.

All of this hardware is enclosed in the new TT-style case, which has been "affectionately" called the "wedding cake" design. Personally, we find the case design to be quite compact, sleek and refreshing.

A Closer Look

One of the surprises of this machine, at least for us, was the two serial ports on the Mega/STE. We did not expect them to be 9-pin male connections, since previous STs and STEs have all had 25-pin connections. The TT also has two 9-pin serial cables. A simple standard 9-pin to 25-pin adapter is all you need to plug in your old cable and modem.

The Mega/STE is more like its big brother, the TT, in other ways too. The SCC LAN port and VME bus also appear on the TT, and the TT also has the NewDesk built in (More on NewDesk later!) In fact it's probably as correct to say the Mega/STE is a 68000 version of the TT as to call it a souped up STe!

The detachable keyboard is, in a word, fantastic. It's the best keyboard we've seen for *any* computer both in response and feel. The function keys are raised, rounded keys that are easily distinguishable from each other by touch. The keyboard itself is "scouped," making long periods of typing effortless. As an added bonus, the 'F' and 'J' keys have a raised bump on them, so your fingers can easily find the home row if you're a touch typist. The '5' key on the keypad also has a raised bump on it. The action of the keys themselves is very good and the contact is solid.

Many people have wondered

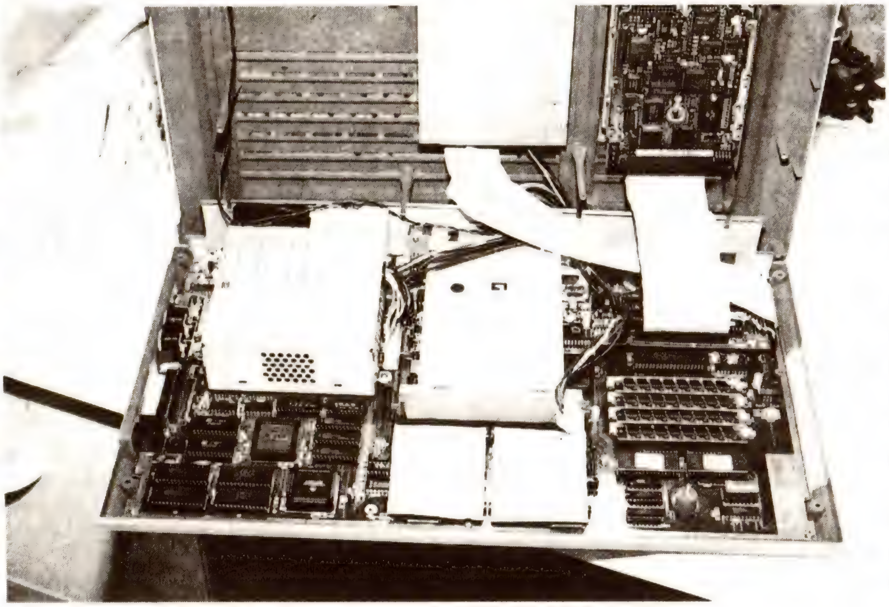
about the "pencil tray" on the front of the Mega/STE's CPU. This is really a depression that has a corresponding ridge on the bottom of the keyboard. By fitting these together, you can make your CPU and keyboard one unit. (Note: The keyboard does not snap into this depression; it merely rests in it.) The keyboard also has a slight depression, and this may be used to hold pencils and pens, but is more likely designed to accent the scouping effect of the whole keyboard.

The mouse/joystick port 0 is on the right-hand side of the detachable keyboard, while joystick port 1 appears on the left-hand side. Because of this, both ports are easily accessible.

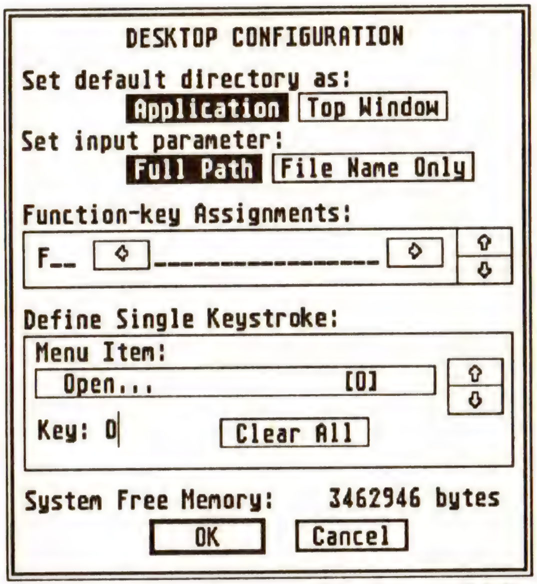
NewDesk

The most striking new feature of the Mega/STE, from a user's standpoint, is the new desktop that comes built-in to the computer. The additional features that have been added to the desktop are numerous.

Up to seven directory windows can be open at one time. This is not really very important now that Atari has added some very useful keyboard commands to the desktop. Holding down the Alternate key while pressing the key indicating a drive letter (such as 'A' or 'C') opens a directory window.



Clicking on a folder icon while holding down the Alternate key causes a new directory window to open that displays the folder's contents. This is handy for times when you want to copy files from a folder to its parent directory.



DESKTOP CONFIGURATION

Set default directory as: **Application** Top Window

Set input parameter: **Full Path** File Name Only

Function-key Assignments:

F__ ◇ ________________ ◇ ⇧ ⇩

Define Single Keystroke:

Menu Item:

Open... [O] ⇧ ⇩

Key: O

Clear All

System Free Memory: 3462946 bytes

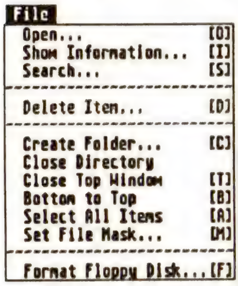
OK Cancel

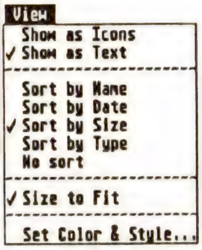
Pressing Control and a drive letter (such as Control-C) will cause a currently selected directory window to switch to displaying the new directory. With this feature, we've found that, at most, only two directory windows need be open at any given time.

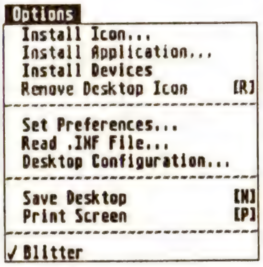
You can use the cursor keys to scroll around directory windows! All options appearing in the drop down menus can have user-defined keyboard equivalents as well. We've re-defined many of the items to suit our own likes, like 'F' for Format Floppy, 'C' for Create Folder, etc. Function keys can be assigned to individual programs. By pressing a function key at the desktop, the corresponding program is executed.

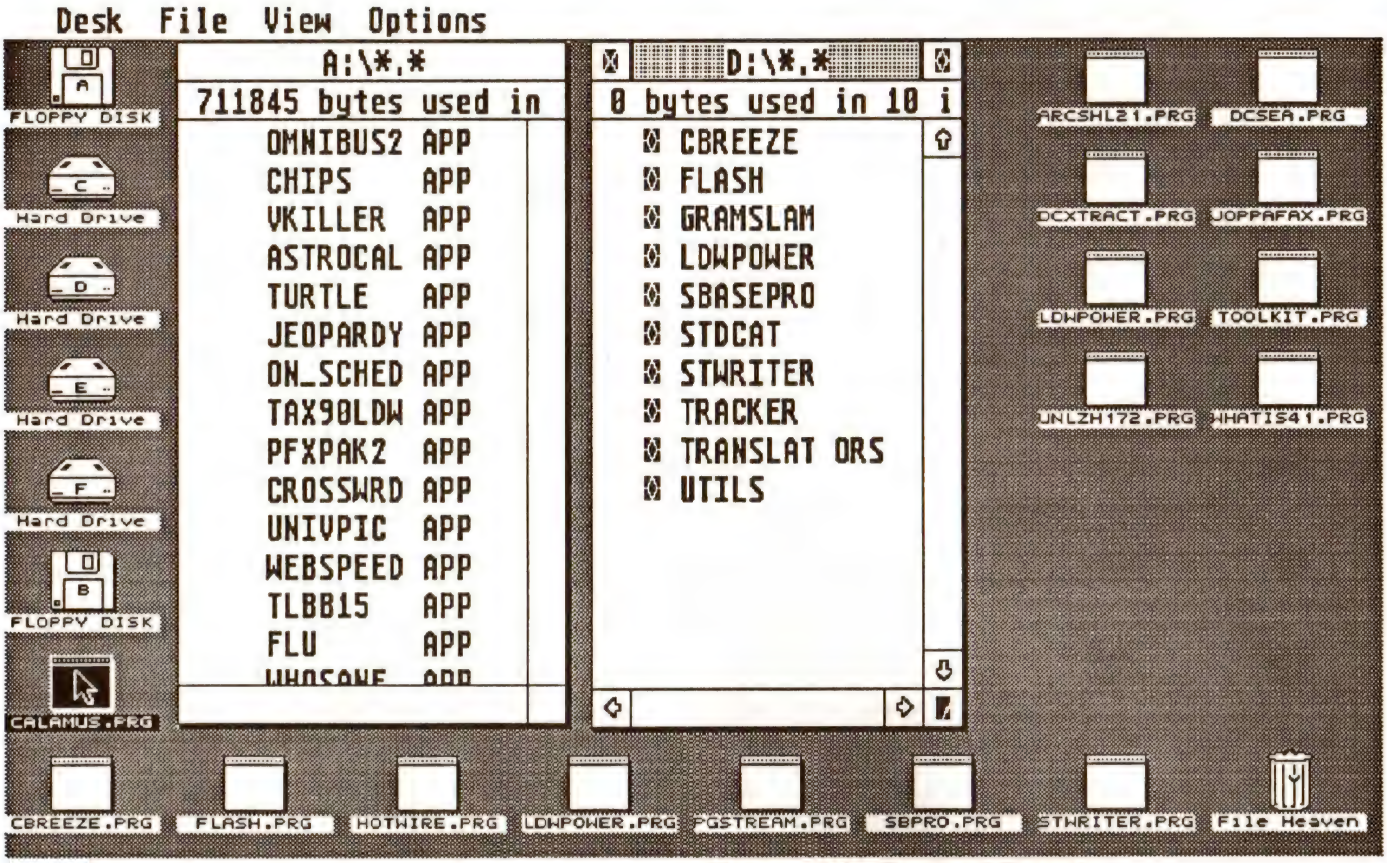
Along with the ability to "move" files using the Alternate key while dragging them, Atari has added two related commands. Copying files while holding down the Control key allows you to rename the copy. Holding both Alternate and Control while copying does a file move and rename simultaneously.

There are even keyboard commands for switching resolution and printing the contents of a selected directory window!


File
Open... [O]
Show Information... [I]
Search... [S]
Delete Item... [D]
Create Folder... [C]
Close Directory
Close Top Window [T]
Bottom to Top [B]
Select All Items [A]
Set File Mask... [M]
Format Floppy Disk... [F]


View
Show as Icons
✓ Show as Text
Sort by Name
Sort by Date
✓ Sort by Size
Sort by Type
No sort
✓ Size to Fit
Set Color & Style...


Options
Install Icon...
Install Application...
Install Devices
Remove Desktop Icon [R]
Set Preferences...
Read .INF File...
Desktop Configuration...
Save Desktop [N]
Print Screen [P]
✓ Blitter


Desk File View Options
A:\*.*
711845 bytes used in
OMNIBUS2 APP
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JEOPARDY APP
ON_SCHED APP
TAX90LDW APP
PFXPAK2 APP
CROSSWRD APP
UNIVPIC APP
WEBSPEED APP
TLBB15 APP
FLU APP
D:\*.*
0 bytes used in 10 i
CBREEZE
FLASH
GRAMSLAM
LDWPOWER
SBASEPRO
STDCAT
STWRITER
TRACKER
TRANSLAT ORS
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LDWPOWER.PRG
PGSTREAM.PRG
SBPRO.PRG
STWRITER.PRG
File Heaven

Icons

Although not as customizable as NeoDesk or DC Desktop, Atari's new desktop does have a number of icons from which to choose. The largest selection is for devices, such as floppy or hard drives, CD ROM, laser printer, etc. You can, however, use any of these icons as file icons.

You can now place *any* icon directly on the desktop. For example, you can drag a folder icon onto to the desktop and open a directory window for that icon by double clicking it. This feature is most useful for placing program icons on the desktop. Then, you simply double-click these icons to execute the programs.

To remove an icon from the desktop, you simply drag it to the trashcan. You are presented with the choice of removing the icon, deleting the corresponding file or cancelling the operation.

Color Backgrounds and Windows

You can now set the desktop background color and pattern from the Set Colors & Style option. You are only offered eight fill patterns, but those are adequate. This option also allows you to set color and pattern for window backgrounds, as well.

Here, it seems Atari could have gone a little bit further. It would have been nice, for example, to allow setting the text color as well. Then users could choose black backgrounds with white text, etc. If you define your window background as full black currently, all the text in the window disappears.

Extensible Control Panel

Finally, we have a control panel that everyone should be happy with. With the new Extensible Control Panel, you select only those .CPX files that you want to use. You even get the option of making these files RAM resident or loadable from disk. No more memory waste!

The CPX modules that came with our Mega/STE include Color Setup, Configure CPXs, General Setup, Accelerator (Atari's Mouse Accelerator needed), Modem Setup, Printer Setup, Sound Setup and Window Colors.

The Window Colors CPX allows you to change the color of all pieces of a window—from the scroll bars to the close buttons. Sound Setup allows you to set bass, treble, volume and balance for the Mega/STE's stereo sound output.

The General Setup CPX contains, among the usual control panel options, the ability to set the CPU Speed. The options are 16 MHz with or without cache and 8 MHz without cache. The true 8 MHz mode makes the Mega/STE compatible with any time-critical programs for the ST. By default, the Mega/STE boots up in 8 MHz mode, but you can change this by saving the control panel settings.

With the new Extensible Control Panel, you are given the option of storing the CPX files anywhere you choose. We have them in a folder called CPX on drive C. Normal (.ACC) desk accessories can still be used by the system, but they cannot be loaded as Extensible Control Panel modules.

This new control panel is compatible with all ST/STe/TT computers and Atari says they plan to release it soon to all users via the online services.

Compatibility

For those of you who crave 16 MHz benchmarks, Quick Index numbers show the Mega/STE to be as fast as an AdSpeed-equipped STe. From a practical viewpoint, the Mega/STE runs circles around the older machines. Users of DTP and CAD packages will benefit greatly from the increased speed. The time it takes to ARC files is nearly cut in half!

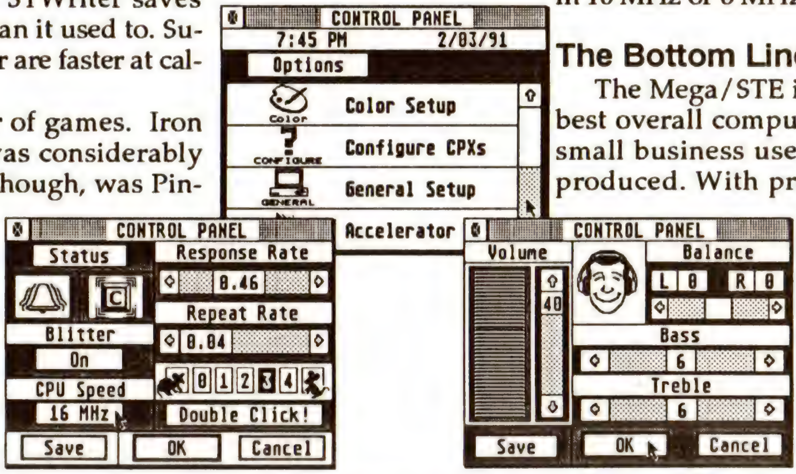
So far, most everything runs just fine on the Mega/STE. PageStream shows a noticeable speed improvement at 16 MHz. STWriter saves ASCII text a lot faster than it used to. SuperBase and LDW Power are faster at calculations and searches.

We tested a number of games. Iron Lord works fine and was considerably faster. The real killer, though, was Pinball Wizard. Even at the slowest speed setting, the ball was cruising so fast you could hardly keep up with it! Switching to 8 MHz mode made the game playable again.

Joppa FAX seems to have a problem with the new serial ports. It functions fine as a modem on port 1, but has problems sending FAXes. Plugging the FAX modem into port 2 solves the problem. Joppa is aware of this problem (it seems to happen on the TT, too).

Hotwire runs, but doesn't work properly when booted from the AUTO folder. The CodeHeads have already announced an upgrade.

We've run into a few public domain and shareware programs that don't run on the Mega/STE. Most of these are graphics demos or games that won't run on the STe, either. The recently released MIDI Maze II from Germany works on a normal STe, but locks up after a few minutes of play on the Mega/STE, whether in 16 MHz or 8 MHz modes.


CONTROL PANEL
7:45 PM
2/03/91
Options
Color Setup
Configure CPXs
General Setup
Accelerator
CONTROL PANEL
Status
Response Rate
0.46
Repeat Rate
0.04
Blitter
On
CPU Speed
16 MHz
0 1 2 3 4
Double Click!
Save
OK
Cancel
CONTROL PANEL
Volume
40
Balance
L 0
R 0
Bass
6
Treble
6
Save
OK
Cancel

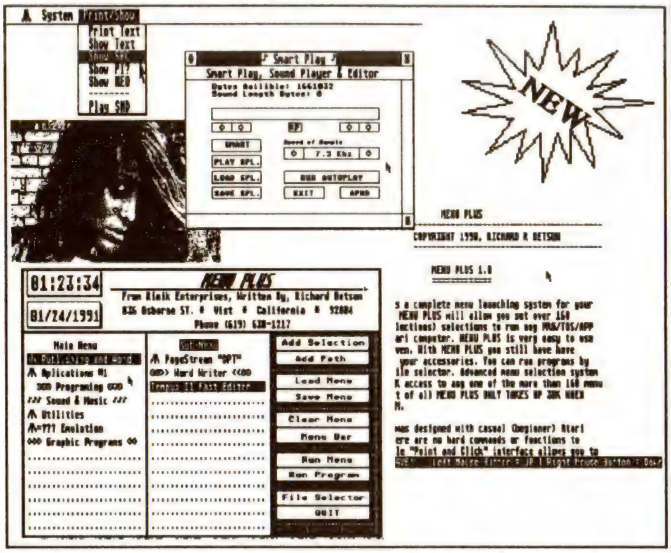
The Bottom Line

The Mega/STE is, in our opinion, the best overall computer for the home and small business user that Atari has ever produced. With proper marketing, this machine could win hands-down against the Mac Classic and IBM PS1. Atari has once again moved into the position of having "Power without the Price."

Menu Plus "Program Launcher & More"

Menu Plus

Menu Plus is a full featured "Desk Top" enhancement that allows you to quickly launch (run) any program on your hard drive or floppy disk. Smart menu system allows you to set up programs by category (Main Menu) and sub-category (Sub-Menu). This allows you to highly organize all of your programs. But Menu Plus is much more than a program launcher, just read the features below.


System
Print/Show
Print Text
Show Text
Show SND
Show PI?
Show NEO
Play SND
Smart Play
Smart Play, Sound Player & Editor
SMART
PLAY SPL.
LOAD SPL.
SAVE SPL.
Speed of Sample
7.3 Khz
RUN AUTOPLAY
EXIT
APND
NEW
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01:23:34
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Save Menu
Clear Menu
Menu Bar
Run Menu
Run Program
File Selector
QUIT

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VISA

BYTE Magazine Answers Back

Tim Holt (ACCEPT)

A few weeks ago, I submitted a letter that was making the rounds on the BBSes to the editors of BYTE magazine. In essence, the letter asked why the Atari platform was ommitted in a recent article about desktop publishing. I didn't think I would get a response, but I did. Here is the entire text of that letter:

January 8, 1991
Timothy Holt, President
ACCEPT
10953 Yogi Berra
El Paso, Texas 79934

Dear Mr. Holt:

Thanks for writing! I always appreciate hearing from readers—even when they are not happy with BYTE.

I can understand your frustration. The Atari is a very nice platform that pioneered several key areas the rest of the microcomputing world is only now starting to pay attention to.

Believe it or not, my first "real" computer was a very early Atari 800. I still have that puppy on a shelf at home, and drag it out from time to time for the sheer fun of it.

I got my start in computing with that 800. A friend and I founded "Shelter Software," a tiny company that wrote and sold various programs for the Apple and Atari computers: I was the staff's Atari programmer.

So please don't assume there is any anti-Atari bias here at Byte. It just doesn't exist.

In fact, a quick search through the BYTE archives shows me we've covered Atari about every month in 1990, about the same coverage we had in 1989, too. Now, these weren't splashy cover stories—they tended to be references inside other articles.

That might not seem like much, and I fully realize that your letter was to inform me that our coverage was still inadequate. However, BYTE covers the Atari far, far more than any other non-Atari-specific magazine. That ain't chopped liver.

Despite the fact that less than 1 percent of BYTE subscribers have Ataris, we feel the Atari is innovative enough to have covered it in literally every section of the magazine. It's been a part of What's New. It's been in our columns. In reviews. Everywhere. I am proud that we already cover the Atari as much as we do. And will continue covering it appropriately: I like the fact that BYTE leads all non-Atari-specific magazines in this area, and want to see it continue.

But, given limited editorial space, we have to draw the line somewhere. And that "somewhere" means that occasionally, we have to omit coverage of the Atari in areas that it might seem to belong. There's a market reality here that I can't ignore: less than 1 percent of BYTE subscribers own Ataris.

Why is that? Ask Atari. If they'll get on the case and give the Atari the push it probably deserves, increasing its use among BYTE readers, then for sure we'll increase our coverage even more. But that kind of push can ethically come only from Atari—it's not Editorial's job to promote a product. We report; the companies promote.

So in sum, I would like to reiterate my understanding of your position: I honestly do sympathize. As a former Atari fanatic, I wish it enjoyed the success of the IBM PC.

But I also hope you'll understand my position and see the "half full" nature of BYTE's coverage, rather than seeing it as "half empty." A careful reading of BYTE may turn up far more coverage of than you may be aware of.

In any case, we'll do our best to give the Atari its due whenever and whereever appropriate.

Thanks again for writing!
Best,
Fred Langa, Editor-in-Chief

Irwin Brooks (LACE)

As some of you might already know, the October issue of BYTE magazine ran a comparison of desktop publishing (DTP) systems for the two major PCs. The IBM compatible using Ventura and Macintosh using PageMaker were highlighted. This was very curious indeed, since your and my favorite computer was suspiciously absent.

The Atari ST has held its head high in the DTP arena. So much so that Atari has successfully bundled a mono Mega 4 system with an Atari Laser Printer and DTP software and sold them as a system for this very purpose. Premier DTP software is readily available for a variety of applications in price ranges from as low as $59 to over $450. Calamus, PageStream, Timeworks DTP and other software titles come to mind as excellent and inexpensive (when compared to the equivalent IBM/Mac products) DTP programs. Aftermarket hardware products like the full page viewing Viking Moniterm Monitor and the MiGraph hand scanner are just two of the tools available that increase the effectiveness and usefulness of the Atari DTP alternative.

Atari DTP

The magazine you are now reading was created with an Atari DTP system. And the quality is here so the quality must be there—in the Atari DTP system.

The overall cost is the *real* Atari DTP advantage. When you add up the complete system price of the Atari, Macintosh and the IBM, the Atari is the hands down winner. I will concede one point here though; the DTP software choices of the big two are more numerous than they are for the Atari. However, at $500+ each how many DTP titles do you want to purchase?

So the nagging question in all this is: why did BYTE magazine leave the ST out of this DTP comparison? With such a strong capability and availability for DTP? That is the question that inspired a letter writing campaign sponsored by ST Report (a weekly on-line magazine).

Letter-Writing Campaign to BYTE

The suggested letter as it appeared in ST Report was addressed to Mr. Langa, managing editor of BYTE magazine. The letter extolled the merits of the Atari line of computers and expressed regret the ommission of the ST from the DTP comparison. Since I wholeheartedly agreed with the contents of the letter I promptly sent it off to Mr. Langa at BYTE. His reply was received within the week. (Mr Langa must have taken keys in hand as soon as he got my letter! Aren't computers wonderful?)

You should understand here that I do not have the luxury of owning an Atari DTP system; but like every other Mega/ST owner, I take comfort in the fact that with a few costly additions I could. (A laser printer, a hand scanner and, of course, PageStream running on my dream TT would be extremely nice.) For now I'll settle for my DTP software and a 24 pin printer that did a bang-up job of printing a fine looking Christmas letter, flyers, labels and other quality work. All at a price that is not beyond the reaches of the average computer user.

The Reply

Mr. Langa's reply was very diplomatic and consiliatory. He explains that his first computer was an Atari 800 which he still has and occassionally enjoys.

In my opinion, up to here Mr. Langa is probably right on target. However, the next part in the letter I don't like. I'll quote.

"There is a market reality here that I can't ignore: less than 1 percent of BYTE subscribers own Ataris.

"Why is that? Ask Atari. If they'll get on the case and give the Atari the push it probably desires, increasing its use among BYTE readers, then for sure we'll increase our coverage even more. But that kind of push can ethically come only from Atari—it's not Editorial's job to promote a product. We report; the companies promote."

Reporting or Promoting?

This position brings up an interesting point. Is unbiased product comparison reporting or promoting? I strongly disagree with Mr. Langa implying that including the Atari DTP system in the October BYTE comparison would be promoting the Atari systems. That argument is no more valid than saying that IBM and Macintosh computer were promoted by their appearance in the BYTE report.

Instead, what I do see happening here is a deliberate attempt to narrow the focus of a multi-platform computer magazine to reporting on the top two systems, IBM and Macintosh. This reader alienation, whether 1 percent or 25 percent, further reduces the percent of BYTE subscribers with other types of computers. In addition, it creates a very myopic-visioned reader. While the computer world will continually evolve, the BYTE reader will be unaware of improvements and advancements from the other computers as long as they do not cross that PC/Mac boundary.

Going with the Flow

In the short term this "top dog" coverage policy could have benefit by gaining additional readers at the expense of the few alienated computer users. However, it can also prove to be self destructive. You see, computers, like other things, go in and out of vogue.

When the next new and faddish computer comes into dominance, BYTE will have to change their coverage at the risk of subscriber bailout or they will slowly blow away in the wind. If a broad scope of reporting and coverage were offered instead, no changes would have to be made and no loss of readers would result. Besides, users subscribe to computer specific magazines in addition to BYTE subscriptions anyway.

So Mr. Langa, I hope this is not BYTE's policy. I truly believe that it could cause an early end to one of the all time best computer magazines ever published. I hope that future reports are given in an unbiased and unfavored manner and that the global BYTE that I remember of yesterday will be the BYTE of tomorrow.

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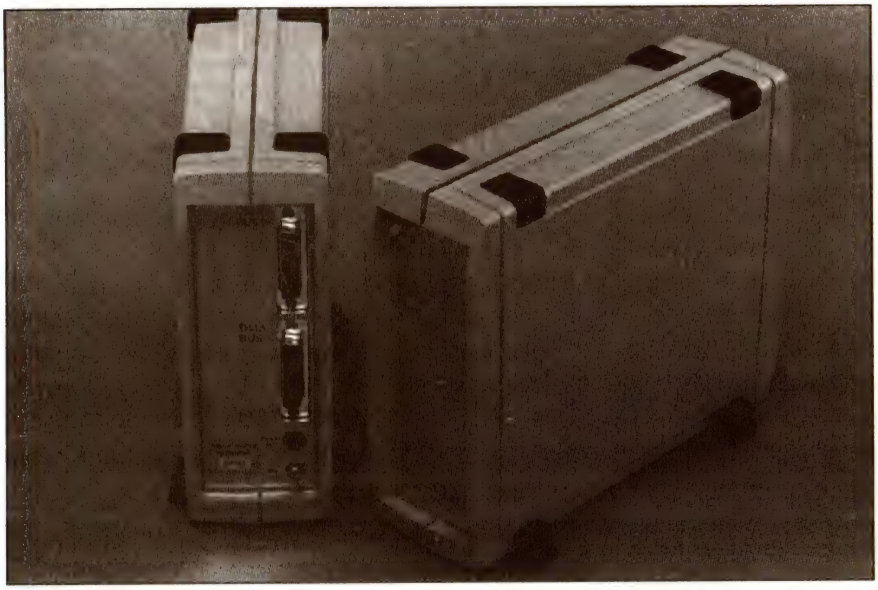

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The Great Piracy Questionnaire

Robert Pecora (CACE)

After reading several articles this past year on software piracy, the thought occurred to me that maybe part of the problem is not that there are so many dishonest people out there, but people just aren't educated about software piracy.

So, in order to better bring the problem to life for each user, I sat down and wrote the follow questionnaire covering several real-life situations. I hope that for each of us, it will stir the imagination, as well as the conscience.

The following are situations that you may encounter as a computer user, followed by questions about the situations. The results of these questions will define whether you are an upstanding and responsible member of the computing community or you need to clean up your act!

1. *A friend approaches you and says, "For being such a good friend and helping me with that computer problem I had the other day, I'm letting you have a copy of Calamus." You then:*

A. Say, "No, thank you. You keep it."

B. Accept the program and add it to your library of marvelous titles.

C. Accept it and format over the diskette when you get home.

D. Accept it with the idea that you probably will not use it, but keep it "just in case" you decide to buy it later.

2. *You are on a bulletin board and are scanning the FILES area for programs to download when you notice that some of the files are commercial pirated programs. Do you:*

A. Download the files for your use, telling yourself the responsibility belongs to the BBS sysop?

B. Leave a message to the sysop of your suspicions and names of the files?

C. Just download the upgrades to the programs that you already own and legally purchased?

D. Upload a Virus program to the BBS?

3. *A friend gives you the telephone number of a "pirate" bulletin board in the area and of all the great new commercial programs that you can get for free! Do you:*

A. Call the bulletin board and download all of your favorite programs before the law finds out and shuts it down?

B. Notify the authorities?

C. Download your favorite files for yourself, then notify the authorities?

D. Ignore the fact that there is a pirate BBS in your area.

4. *You owe a friend a favor and the friend asks you for a copy of a commercial or copywritten program that you purchased. So, you:*

A. Make him a copy of the program and promise yourself that it will be the last time you make an illegal copy.

B. Tell your friend that you don't think that would be the ethical thing to do.

C. Make him a copy as a backup disk since he promised to purchase the program as soon as he gets the money.

D. Give him a copy because he is poor and can't afford to buy any good software.

5. *You are at a computer festival/show and are delighted at all the new stuff for your computer. You are just about to buy a program from a vendor for a good price when a friendly guy takes you aside and says "Let's pitch in together and buy the program, then I'll make us both a copy. It'll be like getting it half-price!" Do you:*

A. Agree and do as your new friend proposes?

B. Tell him "No offense, but I'd rather not."?

C. Go see if you can find a third person to go in on the deal?

D. Try to get it for free from your friend who already has it?

6. *You download a "shareware" program from a local bulletin board. The document file asks for a donation of $20 "if you like the program and use it." So, you:*

A. Send the $20 to the author.

B. Decide it's not worth the $20 and send the author $10 instead.

C. Decide that you don't want it, but keep the file in case someone else wants it.

D. Use it and promise yourself to send the money later when you are not so busy.

7. *You go to a user group meeting and at the meeting everyone is trading copies of the hottest game on the market! Do you:*

A. Take a copy because everyone else is doing it?

B. Take a copy because you did not actually make the copy of the disk yourself, so you aren't guilty?

C. Refuse a copy and mention the activity to the club president?

D. Quit going to user group meetings?

8. *You buy a copy of a commercial program and one day discover that the diskette no longer works in your computer. A friend offers you a copy of the program that he pirated. What do you do?*

A. Accept the pirated copy from your friend?

B. Refuse the copy and send the original diskette to the publisher for a new disk?

C. Pay your friend for replacing your bad diskette?

D. Go out and buy the program again from the local software store?

9. You are the system operator of a local bulletin board system. You get a message one day from a user that there is some pirated software on your BBS. Do you:

A. Forget about it? You didn't put them on there! Someone else did!

B. Take the software off the BBS and use them yourself.

C. Remove the programs from the BBS and discard them? Then, send a message to the uploader warning him of the consequences of doing it again.

D. Try to encourage the practice so that everyone will like your BBS more than all of the others?

10. You have just sold some legitimate commercial software that you purchased to a friend. What do you do with any backup or hard drive copies? Do you:

A. Give the backup copies to your friend and delete the files from your hard drive?

B. Keep the backup copies in case you need them someday?

C. Sell the backup copies to someone else and make more money?

D. Continue to use the H.D. copies

End of Test

Now, let's find out how you did on the test. The answers for the questions are as follows:

1. The correct answer is "A." "C" may also being an acceptable answer when confronted with a person who insists that you have it and doesn't understand the meaning of "NO." However, you will have the appearance of being a pirate to those who know of the exchange.

2. If you picked "B," you are correct! Don't be fooled by "C." Unless the company where you purchased the software offers free upgrades, you are obligated pay the upgrade price required by the company or vendor.

3. This question has two possible answers. If you are the type to not sit idle while a crime is being committed, you may decide to choose "B" and report the activity to the authorities or call the Piracy Hotline set up by the Software Publishers Association. However, if you are the meeker type and don't want to "get anyone into trouble," you may choose "D" and ignore the BBS and discourage its use among your friends.

4. "B" is the correct answer here. With "A" and "C" you are only fooling yourself and if you are that easily fooled, I have some swamp land for sale. "D" is a two-edged sword, used by both givers and takers. The truth is; being generous with stolen pirated software does not make you a good Samaritan.

5. The correct answer is "B." Let's face it. Going together with a friend and sharing the price of software is dishonest. If you get to keep the original disk does that make the other guy the thief or are you both half-thieves? The fact is that if you made the bargain to share the price of the software, you share ownership 50% by the deal struck. This makes you a half-thief which is a whole lot like being half pregnant! These mind games that we play make it all the harder to run a clean software library. Pretending to not understand the legality of the act is denying the truth to yourself and is no excuse for theft.

6. "A" and "C" are proper choices for this question depending upon whether you like the program or not. Since the software authors want the program to get around to as many people as possible, whether by downloading from a BBS or from a friend, "C" is acceptable as long as you do not use the program yourself. "D" is a trap that many of us tend to fall into. We all procrastinate or "put off" things and forget about them. Self-discipline is in order here. When you decide that you like a shareware program, *immediately* write the check and put it *in the mail!* There! You *did* it and it's *over* with!

7. Let's go for answer "C" for this one. If the activity is not condoned by the user group and the club officers are unaware of the activity, tell them about it and state your misgivings. If the activity is open and everyone knows it, it would be better to choose "D" and not be a part of a "Den of Thieves." Join another user group or create your own to establish good ethical standards in your community. It would probably also be a good idea to contact Bob Brodie at Atari about this club's practices.

8. The best answer would be "B," although "A" is OK as long as it is the same version as the copy that you already own. Many software vendors replace damaged diskettes for free or a small fee so if in doubt, go "B."

9. The answer is "C." Even though you did not put illegal copies of commercial software on your bulletin board, you as the SysOp are legally liable for any pirated software on it. The authorities can confiscate you computer hardware, fine you in court, make you pay damages to the software developers and more! Don't fool yourself here. The lesson you learn can be very expensive.

10. "A" of course, is the answer. When someone buys a legal copy of a software title from you, he should get the original and he legally is entitled to owning a backup copy now and not you. You should, therefore, delete any copies that are in your possession no matter where they may be stored.

Well, how did you do? You may want to know how this test is scored before you can decide how well you've done. Unlike other tests that allow you to get some of the questions correct to pass, if you have answered *any* of the previous questions incorrectly, you are a *Software Pirate!* Sound a little unfair you say? Think about it for a minute.

Think about how unfair it would be if you were working for someone and he refused to pay you for your hard work. If this were to happen to you, you would find no deaf ear to your pleas of injustice.

Why should it be any different for software developers? The fact is, it isn't any different! Maybe because of the fact that it is *so easy* to steal software, and not many people so far have been prosecuted for piracy, pirates have the feeling that "If I can't get caught, it's OK."

Computing should be an activity governed by good ethical conduct. For the Atari ST community, it is much more vital that we understand the obligation that we are under.

We want respect from all other computer communities, but do we earn any respect?

We want more and more titles to be made available in our computer format, but do we encourage it by stimulating the market demand?

We want more users to join the Atari ranks, but do we foster a good healthy environment for growth?

We want other ST users to be our friends, but do we have to make friends by stealing?

The Atari ST is a powerful and pleasurable piece of workmanship. Let's be the first to give it and the people who *really* support it the respect and support that they deserve.

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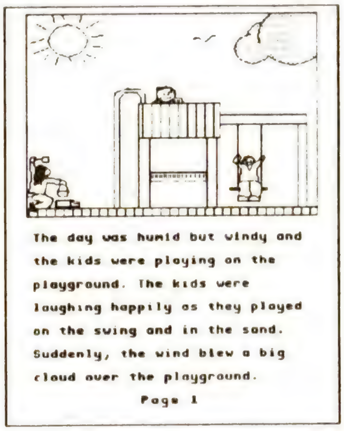

The day was humid but windy and the kids were playing on the playground. The kids were laughing happily as they played on the swing and in the sand. Suddenly, the wind blew a big cloud over the playground.

Page 1

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A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

Paul V. Alhart (AFED)

Call Waiting vs. Telecommunications

Some time ago, at the insistence of my wife and two teenage daughters, I subscribed to call waiting.

This is an option offered by the phone company that lets you know if someone is trying to call you while you are already on the phone—kind of like having a two line phone. You are signaled of the second call by a short tone.

While this tone is rather unobtrusive during a voice conversation, it is murder to a modem link. Your modem will think that the carrier has been lost and will immediately hang up.

Imagine you have almost completed a 20 minute download (long distance) and your friend calls you to chat. Oops. No successful download and maybe no more friend.

There is an answer to this problem. Another option offered by the phone company is cancel call waiting which allows you to disable call waiting on a call by call basis. In my area this is a separate service.

I was tired of limiting my modem use to 1 or 2 in the morning to avoid getting bumped off line, so I ordered cancel call waiting.

More Problems

Now, all I needed to do was tone dial 70# before placing my call and I would not be interrupted by the call waiting tone.

I couldn't wait to try it out. I booted 1030 Express ver.2.1 and started dialing. Oh Oh.

Express would not even let me enter # using the manual dial option. I could include # via the menu dial option, but it didn't generate the proper dialing tone. It dialed a 3 instead.

Let's Try Something Else

Not one to give up, I started trying every key on my Atari till I got one that gave the right dialing tone. The ^ key was the one that worked. Now every number in my dial list starts with 70^ to cancel call waiting.

Still, this won't work for the manual dial option of 1030 Express unless you make this sequence your Long Distance code as described below.

Not long ago I upgraded to a 2400 baud modem and started using 850 Express ver.3. With 850 Express # dials properly. You do not have to substitute the ^ key. You still can not directly enter # using the manual dial option, but there is a way around this.

Make 70# your Long Distance code. Then if you need to dial manually, precede the number you are dialing with ! which will cause your cancel call waiting code to be dialed.

Note

There are several versions of 850 Express and 1030 Express, as well as several other terminal programs to choose from. Also, some phone companies have different options and different codes for using them.

You may have to experiment a little for your particular situation, but you should *never* have to lose a 20 minute download or a good friend because of call waiting.

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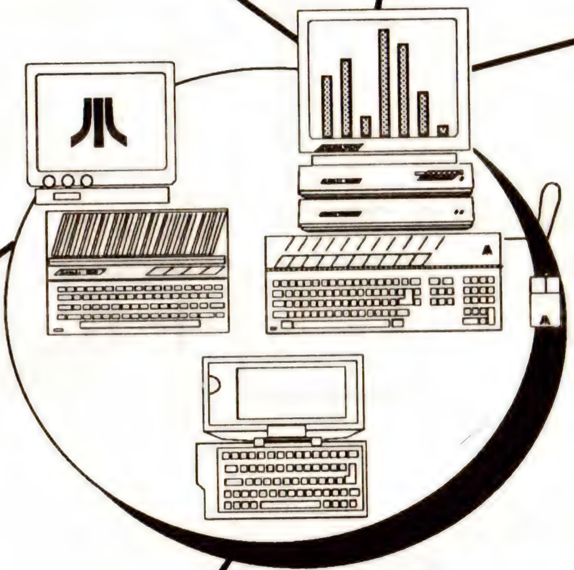

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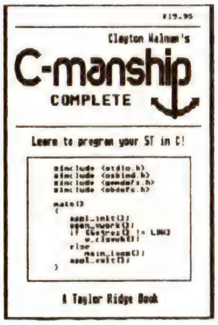

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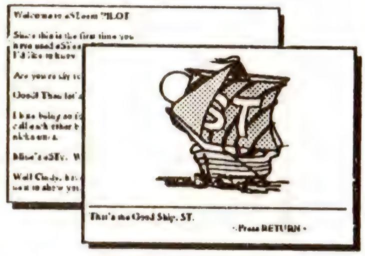

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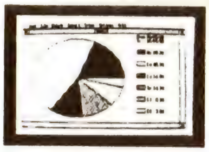

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C-MANSHIP COMPLETE

Bill Rayl

Practically everyone who has owned an Atari computer for more than a year has heard the name Clay Walnum. Clay's C-manship articles in ST-Log were read and looked forward to by many beginner and intermediate ST C programmers.

Now, a little over a year after the demise of ST-Log, Taylor Ridge Books has released C-manship Complete by Clayton Walnum. This 400+ page book contains all 31 of the C-manship articles that appeared in ST-Log over nearly a four year span.

Learning C

There are many other books out there that teach C programming, but none of them directly support the Atari ST. C-manship starts with the basics, teaching you C with an ST perspective.

The book focuses on Megamax and Laser C, but the examples are easily ported to Mark Williams C, Sorzobon C, etc. I use both Laser C and Mark Williams and have had no problems using either with most of the supplied source code.

Following the book from Chapter 1 (Some Basics) to Chapters 27-31 (A Complete GEM Application), C-manship shows you everything you need to write sophisticated GEM or TOS/TTP programs. Individual chapters handle such topics as using the file selector, desk accessories, simple animation techniques and more.

Each chapter has at least one accompanying type-in program, and many have more than one complete (and often useful) program. The book's six page Index is very well done and makes finding a specific topic very easy.

Because the book is a compilation of monthly articles, C-manship Complete is very much a tutorial. It is organized in such a way that each new chapter builds on the previous. All in all, C-manship Complete is the best C programming class available for the ST... and you don't even have to leave your home to attend.

If you're just starting to learn C or want to learn, this book is a must have. Intermediate and "expert" level C programmers will, no doubt, also want this book on their reference shelf.

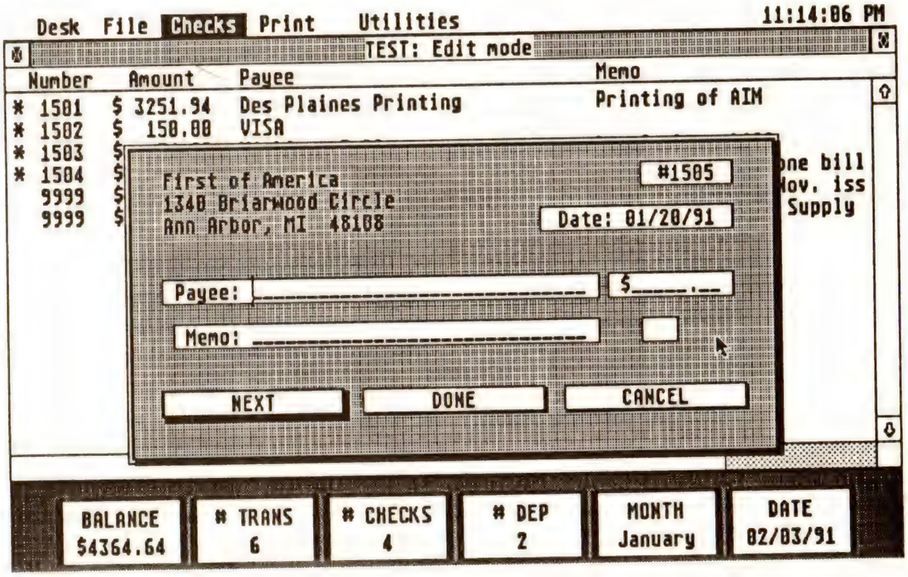
I was one of many ST-Log readers who read Clay's original articles with great interest, having just started programming in C around the time the C-manship articles began.

Unfortunately, I missed a number of the issues. Cmanship Complete gives me all those articles in one spiral-bound volume.

Get the Disks!

For those of you who don't want to type in all those sample programs that accompany each chapter, Taylor Ridge has the solution. The C-manship disk pack contains two single-sided disks with the source code and executables for each chapter. The complete source code and executables for Clay's MicroCheck ST is also included. This full-blown GEM application is, by itself, worth the price of the disks.

I personally believe you can learn a lot by typing in the source code yourself and trying to debug it to find your typos. At times, though, this can be a bit tedious—especially when the source code for some of these chapters is over 13K. Save yourself a lot of time



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eSTeem PILOT

Peter Loeser (TEAC)

Back in 1960, Dr. John Starkweather of the University of San Francisco developed a special "authoring language" called PILOT.

PILOT was an acronym for Programmed Inquiry, Learning Or Teaching. It was a special programming language designed to be used by educators and students to develop interactive, conversational dialogs for computer-based educational programs. It was fairly easy to learn and has enjoyed great success in its various guises since it was first released. For example, many of you may be familiar with the popular 8-bit version that was released by Atari.

PILOT is now available for the Atari ST in its newest version called eSTeem PILOT, thanks to the efforts of programmer Tom Nielson. While attempting to retain much of the ease of use of the earlier versions, Nielson's eSTeem PILOT adds many new dimensions to the original text based version. Before we continue, it is important to emphasize that PILOT is a programming language, not a completed program.

Like BASIC, LOGO, or any programming language, it is a tool to allow the user a way of writing programs for the computer. It is an excellent "authoring tool" for creating customized programs to use in Computer Aided Instruction, training, testing and evaluation, simulations, and for repurposing or combining commercial Laser video presentations into your own programs. For example, you could write a CAI module on "The Diary of Anne Frank" and include screens from the movie's Laser Disk.

With eSTeem PILOT you can use graphic images within your modules drawn with Degas, Easy Draw, or other similar ST drawing programs. You can place graphic, mouse-controlled pointers that can locate hotspots (hidden "Hypercard-like" buttons) to access dialog boxes, plus switch between split screen text and graphic displays.

You cannot, however, create stand alone programs that will run on your ST without first loading them with the PILOT program.

The main PILOT program is completely configurable with three levels of use: Manager, Author and Student level. You can enter names of users and set their level of access. Features such as access passwords, automatic logging of user names, title screens, operational modes, user access criteria and autoloading can easily be configured at the Manager level. Creating and modifying instructional modules is done at the Author level, while Students are just allowed to run modules.

This is not a program recommended for beginners without previous programming experience. Although it comes with a well written manual, eSTeem PILOT would not be easy for beginners to work their way through without either computer experience or help from somebody that has that experience. The manual is written as more of a resource than a tutorial.

I'd say that if the previous paragraph confused you, you will experience some difficulties learning to use eSTeem PILOT. But I also feel that if you do learn to use it, the rewards will be considerable.

In a conversation with author Tom Nielson, I learned he is in the process of writing PILOT modules that teach the user how to program in PILOT. He has also started a PILOT section in the Atari ST Roundtable on GEnie (Category 29, Topic 7). He hopes that, eventually, teachers using PILOT will share their learning modules with each other, much the same as Mac users share Hypercard stacks.

PILOT is also open ended. It already has the ability to produce multimedia educational units, including Laser disk interface, access and control, but also has the potential to use CD-ROM drives and the ability to communicate with virtually any type of hardware you wish through the ST's built-in RS-232 serial port.

Practically speaking, if you are a teacher, eSTeem PILOT will allow you to make custom lessons, tests and learning programs. You could also teach programming with it. The modules can be written on any word processor capable of saving ASCII files. If you are willing to spend the time necessary to learn PILOT, and you and your students have access to ST computers, this program could be a very valuable teaching tool for you.

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Born Again Flowcharts

Robert C. Arp, Jr.

The Birth of a Concept

Long long ago, in the early days of computer programming, when bending the primitive intelligence of computers to the will of men was more of an art than a science, those involved with computer programming instruction tried to establish conceptual formulae with which to impose a mathematical type of discipline upon the new murky profession. One of the mantras invoked by many instructors was "flowcharts."

The Rapid Decline and Fall of a Doctrine

I doubt that any of the newer computer texts preach the "no program can begin without a flowchart" dogma; this admonition was relaxed slightly after many programmers admitted that they did indeed write programs without flowchart "guidance."

You can see a more modern version of the "flowchart" doctrine in Radio Shack's "Understanding Computer Science" (the first volume), which sells for something like four bucks. The ideas about computer programming presented in the Radio Shack book are very dated; however, for someone new to programming, those ideas are better than none at all.

Originally, the flowchart doctrine relaxation took the form that, well, you can begin to program without a flowchart, but its construction is required at some phase of the program development cycle. Eventually, however, some heretics began to claim that flowcharts have no place in the program development cycle and flowcharts are to programming as woodchips are to toilet tissue.

In time, flowcharting fell from grace and flowchart templates were thrown in the useless-stuff drawers along with slide rules and typewriter ribbons. Oh, some programmers continue to flit through a small flowchart now and then during algorithm development, but gone are the monstrosities which plagued us during those early years.

An Idea Whose Time Has Come?

Why am I bringing up this subject now? Has Bob gone bonkers? Am I writing this just to throw Dave Small into fits of laughter? Not really, and, in fact, Dave has presented a very pragmatic view of programming in two very recent issues of Current Notes; so well written that I shan't even touch upon those aspects presented by that master programmer. (That's all of the sucking up I do in one article, Dave.)

I do want to make at least this much of a case for flowcharts: it is not the concept that was/is flawed; it was/is the notion that the tool should or could control the thought process of the craftsman. The entire concept of what programming is was skewed when the flowchart concept was first introduced.

An accurate viewpoint of inaccurate dogma is expressed by the following two sentences extracted from the Radio Shack chapter on programming:

"This first step in program development can often trip up a programmer. If you jump into design without understanding the problem that your program is to solve, then your program is doomed from the beginning."

If the above were true, very few programs would ever be completed. And it was the dogmatic insistence by those who were selling the idea flowcharts be completed before programming begin which, more than anything else, caused programmers to reject flowcharts as a programming tool.

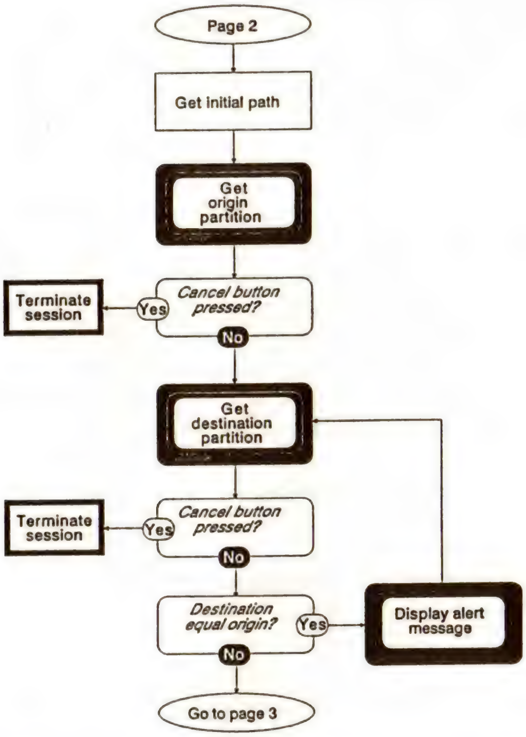
The truth is the programming process is more than just defining the problem; furthermore, you can indeed begin to write a program while having only a very hazy concept of the problem. Hell, you can begin while having only a very hazy concept of programming.

Using Flowcharts to Clarify Ideas

The Radio Shack chapter does point out the utility of flowcharts as design aids. A quick simple flowchart sketch can often solidify hazy ideas into a draft algorithm; the draft can be used to jam lines of code into the editor—that's what it's about, after all. But to extrapolate the flowchart's significance as a design aid to significance as a requisite documentation device, as the chapter does, is nonsensical.

Flowcharts as Supplements to Documentation

As a supplement to natural language documentation for any process, be it automotive repair, semiconductor testing or even cooking, flowcharts can enhance a presentation, but it hardly functions as definitive documentation.



That's one of the reasons why documenting with flowcharts could not live up to expectations; programming managers wanted the flowchart to be the documentation.

Another reason is that flowcharting was very time consuming; another is that the design of a flowchart was never fixed. And alterations to existing flowcharts took more time than did the original work. Finally, I'd like to stress another reason that flowcharts have not been as useful as they can be. The standard flowchart symbols just don't have enough graphic impact to make them worth the bother.

A Debugging Tool

Recently, I had reason to "rediscover" flowchart utility. After completing the draft design of a complicated algorithm (I *am* a developer, albeit a slow one), I found debugging to be rather confusing because I was having an extraordinarily difficult time keeping track of my location within the algorithm. I had found a critical error in logic, and I knew precisely what needed fixing, but the precise location within the algorithm where the correction should reside remained elusive.

Enter Draft Plus, Stage Left

Finally, I decided I couldn't perform the correction without a flowchart to serve as a map of the algorithm. I started looking for my old green templates, but they were scarfed up by gremlins long ago, so I resigned myself to free-hand work. Suddenly, I was inspired! Why not use the ST to draw the flowchart? After all, I had purchased (but never used) GFA Draft Plus at the San Jose show.

The more I contemplated the idea, the better I liked it. I could remove the symbolic restrictions imposed by the United States of America Institute and design my own symbols; symbols that would provide a greater impact graphically. I began to study GFA Draft Plus enthusiastically.

Exit Draft Plus—To The Garbage

I didn't work with Draft Plus very long before I realized it was not even worth the $9 I spent for it. This package has no drafting features whatsoever. No rulers, no grid and some poor excuse for a cursor that places objects on the screen with absolutely no regard for where I want them.

I find it to be less of a drafting program than Degas Elite. I had previously done a lot of drawing using Degas with the assistance of a 6-inch ruler and a compass held up to the video screen; a tedious process at best. I safely conclude that the ruler/compass method forced by Degas's lack of features is infinitely more pleasurable than using Draft Plus.

Sifting through Rubbish

After deciding to give up, and while relating the incident to a sympathetic friend, some enthusiasm returned when he informed me that he had on his ST most of the drafting and desktop publishing software available. He walked me through the programs one by one until I finally found a suitable package.

I've seen all of the advertisements; I've read all of the hyperbole; and now I've tried most of the programs. I conclude there are a lot of drafting and publishing programs sold in the ST market that should not even be given away, unless to your worst enemy. But I have found one pearl among the rubble.

Enter Easy Draw, Stage Right

As for drafting programs, Easy Draw is the exception. Easy Draw is good. Perhaps Easy Draw is the best. I had to invest some valuable time learning to manipulate the program's most applicable features; and there was GDOS, fonts and the ASSIGN.SYS file; but the results justify the effort. I've begun to develop a flowcharting repertoire which just might lead me to expend more effort towards the refinement of this tool.

What It Be Like

I am including two Easy Draw *.GEM files, each of which contains one page of the first two pages of a flowchart I am designing for my own use. I know the editors of AIM do not squander magazine space, but perhaps they will be inclined to print one or two.

I think the flowchart icons I developed within Easy Draw will graphically speak for themselves; else I've failed to design better icons than those standard icons which I have condemned. However, it is not my intent to provide universally definitive flowchart icons; I require them to be only personally definitive. I encourage you to develop your own, and, if you are so inclined, to share yours via AIM.

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Developing More Icons

The images I supply are only two of those I require for my complete flowchart; therefore, I will develop many more icons along the way to completion. In case it is not obvious, perhaps because of my lack of drawing expertise, the icons which look like a video screen do represent same.

I direct your attention to the video screen icon containing the text "Display alert message." As soon as I connected this icon to the "Get destination partition" icon, I realized I had introduced an undesirable algorithm lock. The lock is this: if the user is alerted to the fact that identical origin and destination partitions have been selected, and if it is the origin partition entry which must be corrected, the user must exit the program to do so.

See, the flowchart began to assist me right off the bat.

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16Bit Computer Faire in London

Michael Shütz

[with additions by Pattie Rayl]

I just returned from London yesterday, so here is my (German) 10 cents worth about the London show.

There were over a 120 vendors at the show showing off software and hardware for the ST and Amiga. Typical for the English ST market, the whole show was dominated by game software. Where, for example, the Atari fair in Düsseldorf, Germany, is probably 80 percent dedicated to application products and maybe less than 20 percent to game software, at the 16Bit Computer Faire in London it was just the other way around.

US Vendors

Naturally, there was other stuff to see and buy besides games. Double Click Software was showing off their own DC Desktop and DC Utilities as well as Computer Safari's font packages and Branch Always' Quick ST II. Strangely enough, Mike and Jim of Double Click got more questions on whether they were going to sell their Stacy than their software.

Atari Interface introduced their Atari magazine, complete with public domain disk of the month and Clear Thinking's EdHak editor to the English crowd.

Talon Technology was showing off PC emulators and their new line of designer mice available in a plethora of colors.

Best Electronics shared the display with Talon Technologies. Brad didn't seem to be completely happy with how the show went for him.

Soft-Logik's Stephanie Manning traveled from St. Louis to demonstrate both the Amiga and ST versions of Pagestream. PageStream was "wowing" the show-goers, who were mostly Calamus or Fleet Street owners, which is natural considering where these programs originally came from.

European Products

Retouche Professional was shown by the English distributor. HiSoft was there with their full range of programming languages, and even some German companies like the modem supplier CSR and the hard drive manufacturers LACOM and PROTAR came to London to show off their products.

Quality games like Captive, Powermonger, Speedball II and Populous could be purchased for 17 pounds (approximately $30).

Even with over 120 vendors, not many were developers. A very high percentage was made up of large dealers and vendors selling public domain software or commercial software and/or hardware. User groups had booths set up and there were several UK magazines, such as Let's Compute and ST Format, present.

The show was held on two floors at the Novotel in Hammersmith and was very well accepted by the English public. There were many times during the three days where rows between the booths were blocked simply because of the large number of visitors.

A very high percentage of the visitors were kids and students, naturally attracted by the games. Unfortunately for the US vendors, these types of show-goers didn't seem to have much spare money to spend on new (to them) US products. The attendance for this 16Bit Computer Faire was projected at around 20,000 Amiga and ST owners.

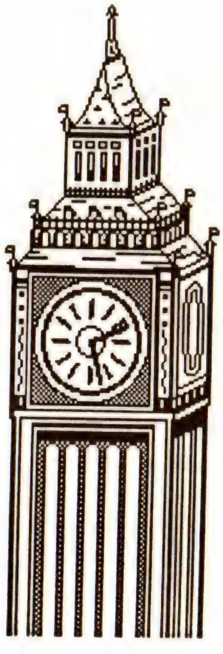
The Show's Over

All in all there was nothing new to see for the ST, but the show was a success for both the organizer, Westminster Exhibitions, and most of the exhibitors.

For the US vendors, it seemed their hopes of a market that was at least similar to North America's weren't fullfilled.

Several vendors had to send product home, and those fortunate enough not to, had to scramble to find a UK distributor to purchase leftover products.

It would seem the grass in the UK is just as green as it is here in the US.



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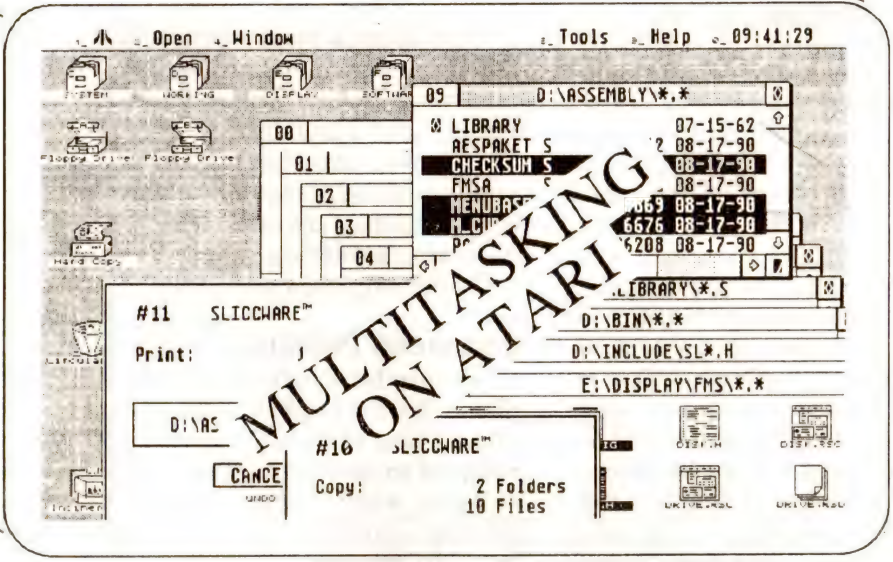
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STash v. 1.4

High Speed Hard Drive Back-up Program

R. Larsen & J. Hepworth (STUN)

Data On Drive C: May Be Damaged or some other computer profanity jumps to the screen.

Yes, it's true, sports fans. Even the most expensive hard drive can suffer from sudden amnesia for many reasons. Maybe you just dragged the wrong files to the trash icon. Maybe the whole drive quits working. Either way you now have a serious problem.

An Ounce of Prevention

The main thing to remember before anything happens to the files you have stored on a hard disk is *back-up your data!* A lot of hard work could be saved by making a copy of the information onto a set of diskettes. It's painless, and you can rest at night knowing you won't lose your files once you have them stored.

STash from Silicon Mountain Systems can provide you with a reliable disk back-up of those precious files on your hard drive in a hurry and with a lot of optional choices. Sometimes you back-up the whole drive; other times you back-up just the files that are new or changed since the last time you did a back-up (incremental).

Do you have files on your hard drive larger than can normally be stored on one disk? That's no problem with STash.

The program comes on a single disk, and several helpful utilities are also included. The manual is brief, but covers all the features. A discussion of the differing theories behind back-up methods leads off the documentation.

How STash works

STash is unique in its approach to data back-up. Rather than the two main methods used by other back-up software, STash makes use of both at the same time. Some programs just copy files from the hard drive to disk as files, while others make a "bit image" copy of every sector of a hard drive.

Both ways have drawbacks. File copiers can't handle a file that is too long for a floppy disk and are generally slower and use up more disks. Image type copiers seem fast and complete, but the back-up can't be restored to a drive if you change the size or the total number of the partitions.

STash copies files from your hard drive and writes them as an image on specially formatted disks, putting the most data on the fewest number of disks. Any file that is larger than normally fits on a disk just smoothly spreads to the next disk.

The beauty of using STash is that it runs in all three resolutions and even with limited memory and accessories or auto programs loaded you won't notice any drop in the performance of the back-up. Often, back-up software requires that nothing reside in memory besides itself.

You have the option of using either a single- or double-sided disk drive. You can back-up a whole partition or just one folder and everything in it. You can turn disk verify on or off. Probably the nicest feature is that STash reports the total number of disks it will need before it begins to write to any of them!

STash won't let you use the wrong disk, either. If you accidentally put a disk in the drive that already has part of the current back-up stored on it, you are prevented from overwriting the data already on the disk.

A small configuration file stores the information you supply about your disk size (single- or double-sided), which type of back-up you wish (full or incremental and recursive or non-recursive), your write verify choice and the selected path.

Since you may need to make more frequent back-ups of certain parts of your drive than others because of the replacement value of the files or the constant change of the data, you can save several different configuration files and load them to instantly set up for each particular back-up.

Using STash

STash intelligently handles a bug in Atari's TOS 1.0 and 1.2 that set the archive bit in the directory for each file, giving back-up software the wrong information for incremental back-ups. Whatever version of TOS you are using, STash works right.

Some Drawbacks

There are some possible drawbacks to using STash as your hard drive back-up program. You are allowed to use only one floppy drive for the back-up even if you have two. The disks are given a special format over which you have no control. The format is 80 tracks with 10 sectors per track. You may have drives that will write to more than 80 tracks, but you can't do it.

The format is not a TOS file format, so you can't go in and select a few of the files and restore them. In fact, if you attempt to look at the directory of these disks, you get garbage like something is wrong with your computer. This requires you to install the complete back-up (however, remember that you can do partial back-ups and the back-up may be small enough so this is no bother).

STash apparently has no way to restore a back-up to the hard drive if one of the disks in the back-up is unreadable. The files will be safely restored up to the point where the disk error occurs, but no other disks of that set can be restored.

Missing from STash is a permanent logging procedure. Files are listed to the screen during the back-up, but there is no way to scroll back through the list or print it or store it to disk with the back-up. When the back-up disks are complete, there is no way to know what files are on them.

Testing STash

When STash was tested on a Mega 2 with TOS 1.4 to make a back-up of a 5 megabyte partition with 4.9 megs full, these were the elapsed times:

1st Back-up verify on: 22 min. 58 sec
(disks need formatting) .
2nd Back-up verify on: 12 min. 28 sec.
(disks already formatted)
3rd Back-up verify off: 6 min. 00 sec
(disks already formatted) .

You can see that if you feel secure doing the back-up with write verify off on disks that already have the special STash format, you can produce a rapid complete back-up of your hard drive—nearly a megabyte per minute. Of course, incremental back-ups will go even faster.

Making your data safe from "hard drive amnesia" is fast with STash and restoring the STashed away data is easy, too.

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GramSlam

from Phil Comeau Software

Bill Pike (PAC)

Write it Right, Right? Right!

When I began writing reviews, I was just having fun passing on what I learned—both the good and bad points of programs and systems. I consistently used a spelling checker and I thought if the spelling was correct I couldn't be far wrong.

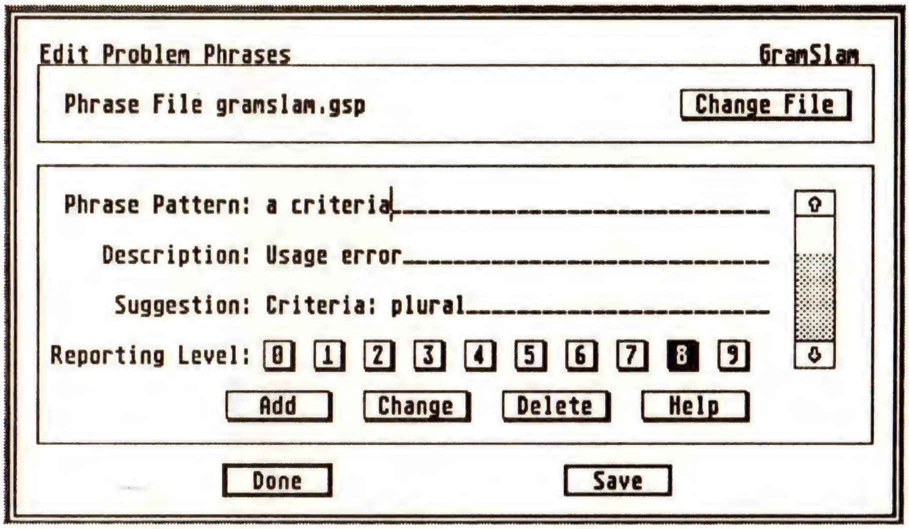
As I continued, I had more than a few critical comments about my murdering of the "King's English" (sometimes by slow torture) from friends and others. I found the need, read that necessity, to improve my grammar.

If I was using an Itty Bitty Machine (IBM for the uninitiated), several programs would be available to check grammar, at a cost of from $75 to $250. However, not using an IBM emulator, that option was not open to me.

To make a long story shorter, about a year-and-a-half ago I found a demo of a program called GramSlam. I tried the program and it was just what I needed. And, the price was right. Needless to say I ordered the full working version within a few days.

Version 1.0 was awkward to work with, but it did the job. The program is now at version 3.0 and works very well indeed. GramSlam checks for 1,200 abuses of the English language. I am now using it consistently for all my writing.

There is a demo version of GramSlam version 3.0 on CompuServe for those who wish to look before buying. I have nothing but praise for the companies providing this option of "try before you buy" instead of sticking you with a program which doesn't do what you wanted.



Edit Problem Phrases

GramSlam

Phrase File gramslam.gsp

Phrase Pattern: a criteria

Description: Usage error

Suggestion: Criteria: plural

Reporting Level: 8

Let's Get To It

Enough of the background! GramSlam is a Grammar and Style Checker. It compares words and phrases in a document with a listing of possible errors. The listing has been compiled by Phil Comeau from nine college level and beyond books of grammar and style.

The program can also check for variations between American and English language spellings. Yes, you can add your own pet phrases to the program if you wish.

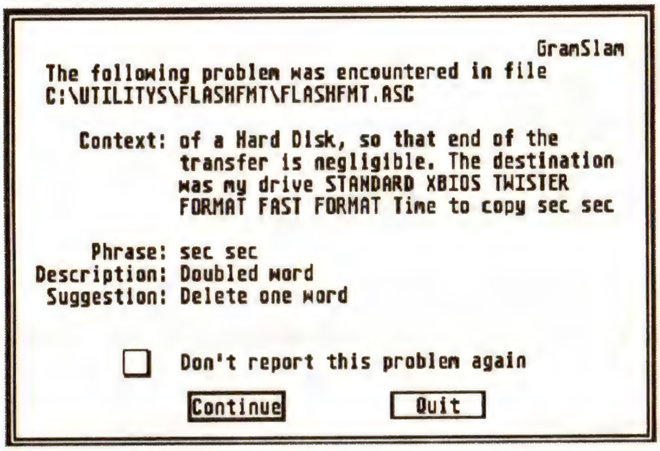
Some of the features are: It works on any Atari 16-bit computer in medium or high resolution. GramSlam runs as an accessory or from the desktop. Multiple levels of checking—from Brooklyn to formal London—are supported.

The program works with any text editor/word processor that can output an ASCII file. A readability index (FOG index, years of schooling needed to understand the document) is shown after the check is complete, along with statistics about the document. It even checks for double words.

GramSlam can output to the screen, a printer and/or a disk file—all at the same time. You are shown the problem it has found, the context surrounding the problem and a suggested correction.

The program is a bit dumb—it just looks for words and phrases, so some suggestions should be taken with a grain of salt. I suggest saving the file to disk along with the screen display. This allows you to open a second window in your word processor/text editor containing the "problem" file next to the original document.

The manual for the program is well written, and covers just about everything you could wish. However, it doesn't cover how to install the program on a hard disk. Oh well, we can't be perfect. Just copy all the files to a folder anywhere on your hard drive (how about your word processor folder?)



```
                                                    GramSlam
  The following problem was encountered in file
  C:\UTILITYS\FLASHFMT\FLASHFMT.ASC

       Context: of a Hard Disk, so that end of the
                transfer is negligible. The destination
                was my drive STANDARD XBIOS TWISTER
                FORMAT FAST FORMAT Time to copy sec sec

        Phrase: sec sec
   Description: Doubled word
    Suggestion: Delete one word

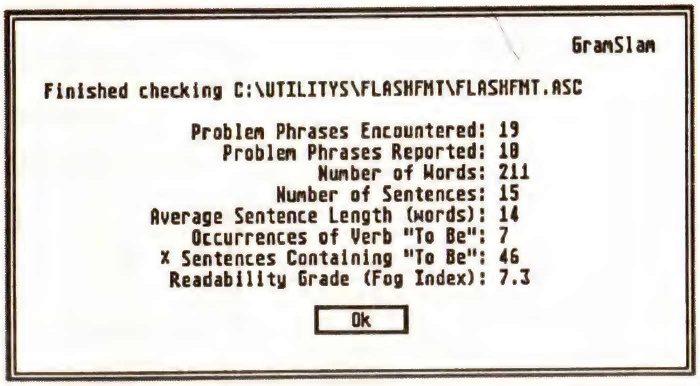
           ☐   Don't report this problem again
```

The manual has a discussion of how GramSlam works and its limitations. Another section shows examples of errors along with the level assigned to each type of error, to give you an idea of just what the program is reporting. The reporting environment is discussed and examples are given. You are shown how to edit (add) your own pet errors for the program to find. There is also a discussion of how to interpret the information in the Document Statistics shown at the completion of a check.

There is only bad point I can find with the program—it only works well with ASCII files. Non-ASCII files can be checked, but the program does get confused.

Why it is suggested to install the program as an accessory, I don't know. It is also suggested that you install GramSlam as an application (do you wish to check every file with a particular extension?). I just run GramSlam as a program. I suggest saving your document in your word processor format first, then saving the ASCII file for checking by GramSlam. That way, you can load your file back into your word processor and easily make changes later.

GramSlam 3.0
$34.95 plus $3.00 shipping
Phil Comeau Software
43 Rueter Street
Nepean, Ontario
Canada K2J3Z9



```
                                                            GramSlam

 Finished checking C:\UTILITYS\FLASHFMT\FLASHFMT.ASC

                     Problem Phrases Encountered: 19
                       Problem Phrases Reported: 10
                                Number of Words: 211
                            Number of Sentences: 15
               Average Sentence Length (words): 14
                  Occurrences of Verb "To Be": 7
               % Sentences Containing "To Be": 46
              Readability Grade (Fog Index): 7.3
```

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How's Your Memory?

A Guide to Upgrading the Memory in Your STe

Eric Schofield (RACE)

According to the survey that STart magazine conducted of its readers last year, approximately 25 percent of Atari ST users plan on upgrading the memory in their computers. At one time, increasing the RAM in your ST was a complicated procedure. There are numerous upgrade boards available and who knows which ones are easier to install or are compatible with your machine?

Atari's introduction of the 1040 STe on US shores has simplified the matter greatly. One no longer needs to purchase upgrade boards or dynamic RAM chips. Improving one's memory is as simple as adding more memory modules directly into the computer.

The concept is sheer simplicity, but that's where the simplicity ends. Once you get your memory modules, the question arises as to which bank do you insert your new modules into? Do they have to be inserted in any special order?

What is a SIMM?

Before I get too involved in the actual process of upgrading the memory in your STe, let me explain what these memory modules are. The memory modules used in the STe are referred to as SIMM units. SIMM stands for Single Inline Memory Module.

A SIMM unit consists of a small circuit board which measures about 1 inch wide by 3-1/2 inches long and houses eight memory chips on the surface of the board. These SIMM units plug right into the STe's motherboard thus requiring no memory upgrade board. A 1 megabyte SIMM unit can be obtained through mail order for less than $60 and they should be purchased in pairs.

The 1040STe comes with four 256K SIMMs which equals 1 megabyte of RAM. In order to upgrade your memory, you would have to purchase either two 1 meg SIMMs to upgrade to 2 megs of RAM or you would have to purchase four 1 meg SIMMs to upgrade to 4 megs of RAM.

Installing SIMM Units

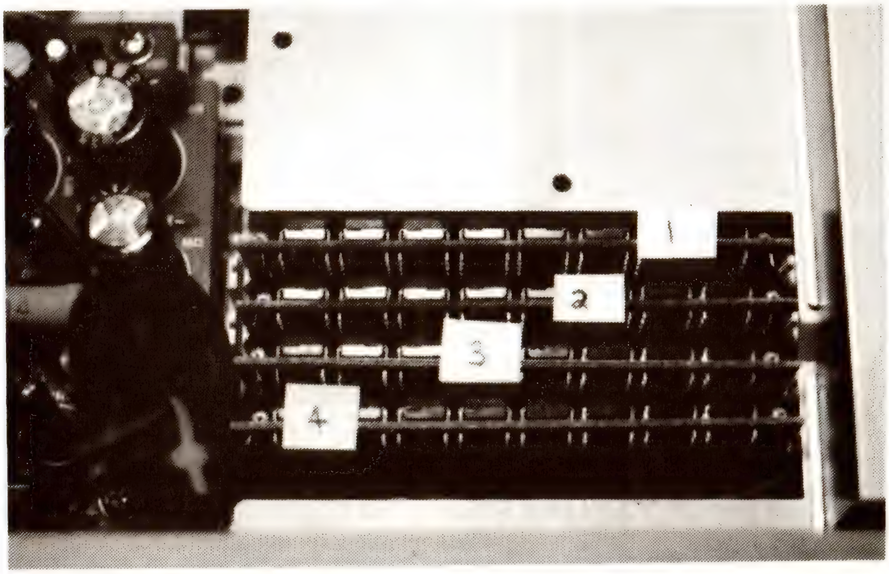
Installing your SIMM units is a fairly simple task. You will need a Phillips screwdriver and flathead pliers. You must first remove the cover of your STe (Note: this procedure voids your warranty. You should contact your dealer and inform him of your intentions).

Once this has been done, you must remove the shielding which covers the left side of the computer's power supply. This shielding consists of six screws across the top and three screws on the rear. There are also two metal tabs which should be bent straight with the flathead pliers so that you can remove the shielding from the case.

Once the shielding has been removed, the SIMM unit housing will be revealed to the right of the power supply. There will be four rows of SIMMs. With the keyboard facing you, the SIMMS are numbered in reverse order (i.e., SIMMs are numbered 4, 3, 2 and 1 starting with the row closest to you).

You must first remove the four SIMM units that are occupying the housing. This is a simple procedure. On the left and right side of each SIMM, there are tabs that must be pushed to the side. Then, pull the top of the SIMM unit towards you.

The final step requires you simply to pull the SIMM unit out of the housing. Repeat this procedure for all four units.



Variations

If you are expanding your memory to 2 megabytes of RAM, you should place your 1 megabyte SIMM units into slots 3 and 1 of the housing. This procedure is quite simple as well. Insert the first SIMM unit into slot 1 at a 45 degree angle. Be sure the SIMM unit is sitting squarely in the slot.

All you have to do now is push the top of the SIMM unit up so it sits perpendicular to the motherboard. Be sure the tabs of the SIMM housing snap securely around the SIMM unit. Repeat this procedure for all of the SIMM units you install. If upgrading your RAM to 4 megabytes, simply install all four 1 meg SIMM units into the four existing slots.

Before closing up your computer shielding and casing, you should boot your computer to make sure everything is installed properly and the contacts are making good connections. Be sure not to touch the power supply while testing the SIMMs. You could receive a *nasty* shock! If you have problems booting your computer:

1. Make sure your SIMM units are placed in the proper slots if you are upgrading to 2 megabytes (slots 3 and 1).
2. Make sure your SIMM units are seated securely into the SIMM housing.
3. Have your dealer check your SIMM units to find if they are working properly.

Can I Have 2.5 Megs of RAM?

Many of you may be wondering if it is possible to obtain 2.5 megabytes of RAM. The answer to this question is yes. All you need to do is place your 1 meg SIMM units into slots 3 and 1 and place your 256K SIMM units into slots 4 and 2. This should give you 2.5 megs of RAM.

If you find that this procedure gives you 4 megabytes of RAM when you do a memory test, the problem is with your MMU (memory management unit) chip. Some of the MMU chips that came with the 1040 STe's do not check to see what type of SIMMs are in the slots. It detects that there is a 1 megabyte SIMM in slot 1 and since all four slots are occupied, it presumes there are four 1 megabyte SIMMS installed. This will cause your computer to crash if you run a program that tries to address the additional memory that isn't there.

If your computer does not recognize 2.5 megabytes of RAM, all is not lost. There is a patch program available on the major online networks that, when put into the AUTO folder of your boot drive, will reprogram the MMU to recognize the proper amount of RAM. The name of this program is SIMMFIX.ARC. Good luck to all of you and if you have any problems, just give your dealer a call!

[About the Author: Eric Schofield is president of the Raleigh Area Computer Enthusiasts in North Carolina.]

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Drakkhen

Scott Sorg

Drakkhen is a fantasy role playing game by Infogames. The genre has seen some excellent games (Dungeon Master, Phantasie, Bloodwych), and here's another game destined for greatness.

The graphics are slick and fairly smooth. The sun travels across the sky every day, and the sky changes colors from the oranges of sunrise and sunset to the purples of night. The scenario is original and very good, and the interface is easy to work with.

Background

The scenario of the game is that the father, who created all, created the drakkhen in his own image. He also created the great dragons to rule over the drakkhen. It was the great dragons, who in their desire to create, brought forth man upon the earth. Many millennium later, the last great dragon on earth has been killed by a misguided Paladin. This act fulfills a prophecy that signals the end of mankind and the re-emergence of the drakkhen. The death of the great dragon brings the end to magic in the world.

All the Kings of the world gather to discuss the ramifications of a world without magic. They discovered, from the crew of a royal flagship, that an island had come into being; home of the drakkhen.

The island would soon grow to encompass the entire world. They also learned of the Ninth Tear, a faction of the drakkhen sympathetic to humans. A human priest had stayed behind on the island with members of the Ninth Tear faction.

Your King has chosen you and three companions to go the island of the drakkhen. You must find the priest and solve the mystery of the Ninth Tear. Do this and the world will be saved, fail and die with the knowledge you have allowed the destruction of mankind.

Instruction Manual

The instruction manual is not the worst one I've seen, but it's definitely not the best. The characteristics (str, dex, etc) most important for a particular class aren't well defined and the special abilities of each class (fighter, scout, priest, magician) aren't even mentioned.

One very important thing was also left out of the manual. The manual doesn't tell you how to cast spells outside of a combat situation. The manual gives you enough information to get started in the game but that's about it. It doesn't include any (none, zip, nada) hints in terms of strategy. The manual doesn't even tell you really where to start.

Game Play

You can play with preselected characters, you can't save the game this way, but you can get the feel of the controls and wander around a bit to see what's what. You start the game without your armor and weapons.

During the game there are basically two modes of operation, group mode and character mode. Group mode shows first person view (like Dungeon Master). This mode cannot be used indoors. Character mode is a third person view, where you can see all of your characters and command them individually. Outdoors you can toggle between group and character modes by hitting return. Encountering a creature will also automatically take you from group to character mode.

One of the interesting features of the game is that the movement is not the standard front, back, turn left and turn right. The movement is more like that in a flight simulator. You can rotate left or right 360 degrees, so you can lose your sense of direction easily. You can, however, regain your sense of direction by waiting until sunrise to find East. Around most castles and buildings there are directional arrows pointing each compass direction. Also at each crossroad there is an arrow indicating North.

There are also roads from place to place which (if mapped) allow you to consistently find a particular place (castle, temple, weaponsmith). But woe to you who wander off the road with out having mapped the roads in the general area.

Getting to the temple to be healed is something you'll need to be able to do consistently. After some mapping has been done, you can cut across country fairly easily to shorten your travel time (lots of *big* creepy crawlies at night) which has advantages. Bottom line: if you are going into a new area, map it before you go wandering off into the wilderness 'cause it's a big island, and it doesn't pay not to know what road you've just come across.

As you are traveling along in group mode, you may find yourself suddenly changing to charac ter mode. This means that a monster is on its way. If your combat icon is on, your characters will automatically attack. Not all monsters encountered outside are aggressive, there's an old man who appears in various locations to give you directions to a nearby tavern, temple or weaponsmith.

Character mode is used in all combat situations and inside castles and dungeons. The character mode is very similar to graphic adventure games like King's Quest series but the graphics themselves are much better. There are no real mazes, just directly connected rooms. Mapping is still useful but not as mandatory as outside.

Each castle is inhabited by one of the eight drakkhen princes, and each castle has a mystery to be solved. The castle in sight when the game starts is the castle to start with. If you play it right you will receive clues on where to visit next. One last note—don't be too kill happy. You may lose some information. On the other hand, don't be unprepared for trouble or you'll be toast.

Bottom Line

Except for the oversights in the manual, this an excellent role playing game. The puzzles so far have been challenging but not quite impossible. Clues tend to be easy to find but hard to decipher. At first it's hard to keep your characters alive, but better weapons and armor are easily found.

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The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **$64.95**, and for the 10 Kit is **$21.95**.

Mega Click Products became available December 26th. Place your order now!

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Epson Action Printer
ELP 6000

Gary Lentz (SWAG)

I was the guy who was perfectly happy with my NEC CP6 24-pin color printer. After all, it does do graphics in 360x360 mode. And what did I need with a laser printer that would output 300x300 max?

I knew one thing for sure, if I ever got a laser printer, it would not be an Atari SLM. Why? Because if, after buying a laser printer, I found out that it was not the answer and I wanted to sell it, I didn't want to limit the resale market to Atari owners.

So one day this last fall, I received a 10 percent discount certificate from Wards and with my plastic money and wife in tow, I dropped in on my favorite Wards store. Just to browse, if you know what I mean. And there for all to see in the computer department was an Epson Action printer (ELP 6000). It was on sale for $949, marked down from $1049.

And there I was, armed with my 10 percent discount certificate and a rather large credit line on the Wards card. An understanding and permissive wife helped too. So I bought one and took it home.

Set-up was rather uncomplicated. Pull it out of the box, remove the shipping protection, drop in the drum and toner cartridge, plug it in and hook it up to the parallel printer port on the ST. The Epson will handle either parallel, RS-232C or RS-422A serial input.

In a matter of moments my favorite word processor was booted up, and I was checking the six resident fonts. Then I moved onto graphics and DTP.

Oops, More Memory!

Right away, I found out 512K didn't quite cut it. OK. A phone call to Epson about a 2 Meg upgrade ($800 from them) where I was advised to try a local dealer to save money and was provided with the names of three dealers in the Portland, Oregon area.

A call to ComputerLand, a 10 day wait, $312;I've got 2.5 Meg onboard in the printer; fired up PageStream, used the HP Laser driver in PageStream and in moments I was printing full page graphics.

The RAM upgrade board...I almost forgot! Installation was a snap and the board has empty sockets for another 2 Meg if I want to expand. All I will need to do is buy the chips and plug them in.

Just in case I have problems using the laser printer in the HP mode with my other programs, I ordered from another local store the Epson FX emulator cartridge. Five days and $129 and the emulator has arrived and is installed. Now I wonder why I took so long to decide to buy a laser printer. Haven't tossed out the trusty NEC CP6 though—still need it to do mailing labels.

It takes about 12 minutes in HP mode to pump out the first page and then copies follow at the rate of one every 10 seconds after that. In Epson FX mode printing text, it takes about 10 seconds to print the first page of text, whether or not there is one word on the page or the page is full of text. One of these days I'll figure out how many CPS that is.

One of the most rewarding things I've done since acquiring the laser printer was booting up Image Cat and printing out all my clip art. Now I don't have to guess what the picture is before I load it. All I need to do is take a look at the very nice printed pages of clip art to find what I want to use.

If you've been thinking about a laser printer, take a look at this one. Wards is still selling them and I have seen them advertized in Computer Shopper for as low as $798. The printer comes with a full year warranty on parts and labor and for the first six months, if you have a problem or it breaks down, a repair person will come to your location to do the repairs.

Toner cartridges are good for 1500 copies and cost $19.95 from your local ComputerLand Store (a lot less than suggested retail). The drum is good for 10,000 pages and replacement drums are also available at ComputerLand for around 50 percent off suggested retail.

I have been using laser printer type paper, but have found that it works just as well with copier paper, 25 percent cotton bound and several types of heavier weight paper. It will handle standard letter and legal size through the paper tray. It also handles standard and legal size envelopes by manual feeding. You can manually feed paper ranging in size from 3.2 x 5 to 8.5 x 14 inches. The printer will also handle transparencies.

I understand this is the same laser printer engine Atari is using for their new model laser printer (SLM 604). For slightly less than the retail price of Atari's new model, you can purchase the Epson Action Laser (ELP 6000) and have 2.5 Meg onboard, the FX emulator and have a laser printer that is not limited for use with only the Atari ST/Mega.

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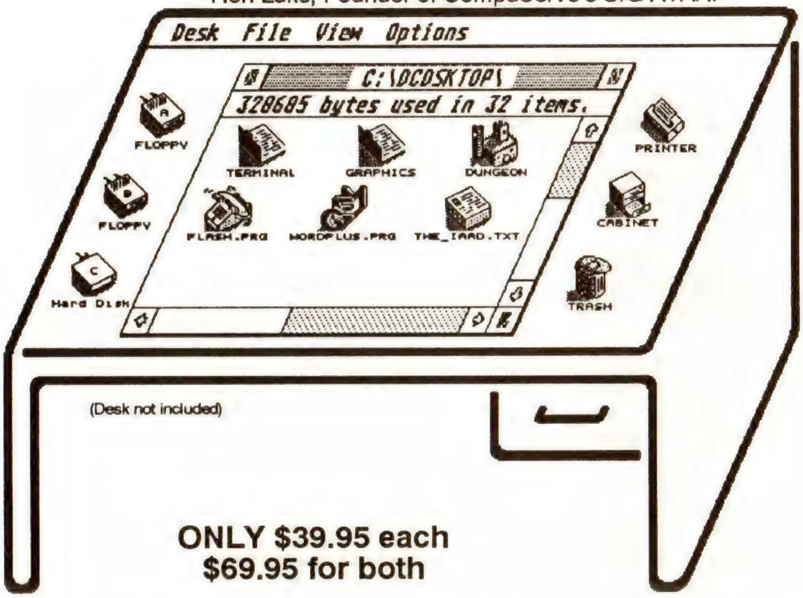

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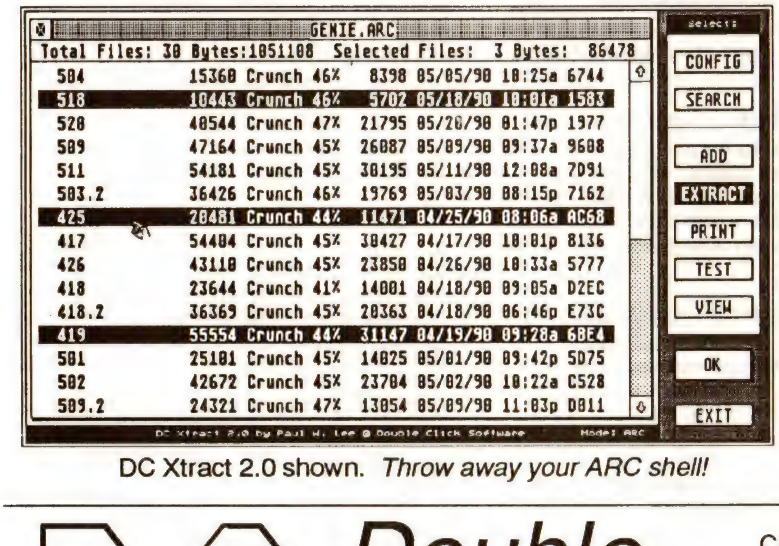

```
Total Files: 30 Bytes:1051100  Selected Files:  3 Bytes:  86478
 504          15360 Crunch 46%   8398 05/05/90 10:25a 6744
 518          10443 Crunch 46%   5702 05/18/90 10:01a 1583
 520          40544 Crunch 47%  21795 05/20/90 01:47p 1977
 509          47164 Crunch 45%  26087 05/09/90 09:37a 9608
 511          54181 Crunch 45%  30195 05/11/90 12:08a 7D91
 503.2        36426 Crunch 46%  19769 05/03/90 08:15p 7162
 425          20481 Crunch 44%  11471 04/25/90 08:06a AC68
 417          54404 Crunch 45%  30427 04/17/90 10:01p 8136
 426          43110 Crunch 45%  23850 04/26/90 10:33a 5777
 418          23644 Crunch 41%  14001 04/18/90 09:05a D2EC
 418.2        36369 Crunch 45%  20363 04/18/90 06:46p E73C
 419          55554 Crunch 44%  31147 04/19/90 09:28a 68E4
 501          25101 Crunch 45%  14025 05/01/90 09:42p 5D75
 502          42672 Crunch 45%  23704 05/02/90 10:22a C528
 509.2        24321 Crunch 47%  13054 05/09/90 11:03p D011
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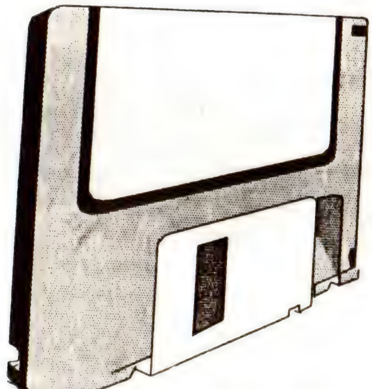

AIM Disk of the Month March, 1991

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the March, 1991 disk. For more complete docs, see the text files contained in most of these archives.

ASTROCAL.APP—Generates a calendar of astronomical info and info on events such as eclipses and dates of Easter.

CHIPS.APP—US Gold demo of Chip's Challenge, the hit arcade game on the Atari Lynx. This demo lets you play Level 9, no sound. Color ONLY.

CROSSWRD.APP—Chuck's Crossword Puzzle Program, from Chuck Cartia of the Westmoreland Atari Computer Enthusiasts. Allows you to easily duplicate puzzle grids from you newspape, then work the puzzle on the screen rather than on paper. Several editing features include some for working diagramless puzzles.

DCMAXTRK.APP—Freeware from Double Click Software. DC Max Track determines the maximum number of tracks your floppy drive can format. ST/STe/TT compatible.

DCMSHIFT.APP—DC Mouse Shift emulates any of the modifier keys (Shifts, Control and/or Alternate) by pressing the right mouse button. Now, you can select multiple files at the desktop by keeping the right mouse button pressed while selecting (Shift emulation). Or, on machines with TOS 1.4 and up you can use the right button to move files (Control emulation). ST,STe and TT compatible. 100% assembly. Takes up only 632 bytes of memory. Another freeware program from Double Click Software.

DCMSTICK.APP—Use a joystick as a mouse! Built in accelerator features let you speed up/slow down vertical and horizontal movement independently. Another great freeware program from Double Click Software.

DCONVERT.APP—Convert self-extracting DC SEA files back to their original .ARC or .LZH form.

DFREE21.APP—Desk accessory that tells you how much free RAM you have and how much free space is on any valid drive on your system. C source code included!

FLU.APP—A demonstration of the symptoms of several ST viruses. Updated to display several new strains. If you see any of these events occur on your system, suspect a virus attack.

JEOPARDY.APP—Version 2 of Jeopardy, based on the popular TV game show. Medium resolution color ONLY.

OMNIBUS2.APP—A very nice terminal program from Germany. Has all the features you'd expect in a commercial package. GFA Basic source code included. Docs and program translated into English!

ON_SCHED.APP—Shift and scheduling calendar. Create employee shifts, print calendars and shifts, calculate hours worked and more. If you've been shifting your employees using pencil and paper then this program is just what you need! Mono ONLY.

PFXPAK2.APP—PFXPAK uses LZH compression to pack executable files, then adds a piece of self extracting code to the beginning. You save disk space by compressing files, but they still run normally from the desktop. A HotWire "block" is included, which makes a nice shell. If you don't have HotWire, a nice GEM shell is also included.

SCRNSAVR.APP—Non-resident program—you run it when you need it! For both MONO and COLOR; does *not* mess with your palette settings.

TAX90LDW.APP—Two spreadsheet templates for LDW Power to be used in preparing 1990 Federal Tax Form 1040 plus Schedules A & B. One template resembles 1040 & Schedules with formulas to compute totals and tax computation, including exemptions. The 2nd template aids in assembling raw data on income, interest, dividends, withholdings and various categories of deductions. Requires LDW Power.

TLBB15.APP—The Little Black Book 1.5 allows you to store BBS names, phone numbers, sysop names, system passwords and your passwords for all BBS systems you call. New Dial command. Works on color and mono systems. This accessory prevents you from forgetting or losing your passwords.

TURTLE.APP—Update to George Woodside's Turtle hard drive backup program. Includes support for the TOS 1.4 method of using the archive bit, while maintaining support for earlier versions. Improved RAMdisk management and now displays setting of most options on the desktop.

UNIVPIC.APP—The Universal Pictures Demo from Finland. A nice demo showing spaceships flying around in space. Works on ST/STe/TT. Color only. NOTE: May have problems with some AUTO programs/ACCs.

VKILLER.APP—Updated version of the ST Virus Killer utility by George Woodside. Recognizes several new viruses and adds a number of new features.

WEBSPEED.APP—Combination "bouncing line" demo and qualitative line-drawing speed test. Can your hardware/software accelerator live up to this frivolous test? Entertaining, too! Works as a program or accessory on color and mono.

WHOSANE.APP—Try to bomb Saddam on the head. He's a fast little devil, so move quickly. Best in color but will run in mono.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March '91 disk when ordering.

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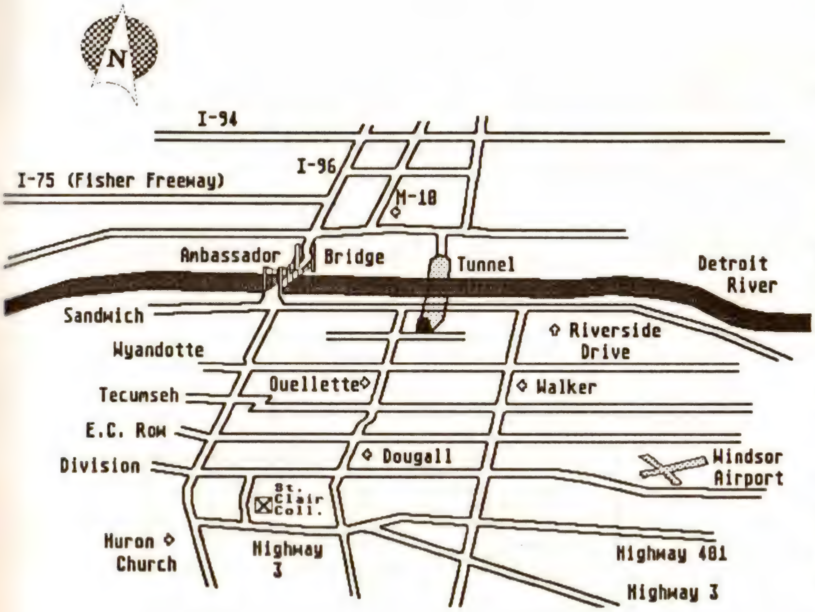
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But it ***KILLS*** small companies.

Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

Well, the truth is that many of the best Atari software houses are NOT big companies -- they're small businesses with few employees. Many of the best programmers and developers are Atari enthusiasts like you. And the loss of just a few sales due to software theft can help drive them out of this comparatively small market.

The next time you're tempted to give or receive a copy of a commercial program, consider how piracy affects Atari software developers and the future of Atari computers.

THE IAAD
Independent
Association of
Atari Developers

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA),P.O. Box 79-1426, San Antonio, TX 78279-1426

The AAAUA is an Atari 8-bit user group serving the greater San Antonio area. General meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, Texas, from 6:30 to 9:30 PM. General meetings feature a presentation and small group problem solving. Each third meeting we have a swap meet and computer workshop.

Members receive a subscription to AIM as part of their benefits. Dues for regular family membership are $24 per year or $15 for six months. Dues for "Subscribing" membership has been increased to $15 per year domestic and $18 per year for most foreign countries due to increased costs. Subscribing members receive a subscription to AIM and (FR)ANTIC, and have access to our P.D. Library. For further information, call Al at (512) 492-6633.

President	Alvan Sherrill
Vice-President	Billy Washburn
Secretary	Sheila Kepner
Treasurer	Joe Barth
Public Relations Officer	Bruce Davisson
Librarian	Russell Gibson
Newletter Editor	Manuel Garcia

Presidential Ponderings by Alvan Sherrill

It is interesting to hear people (still) arguing about how much better their computer is than someone else's because it is so much faster or that it has so much more memory. There is no doubt that a faster machine will do things faster, other things being equal. And there is no doubt that a machine with more memory can hold more information than one with less memory. Did I really have to make that observation? Perhaps so.

There are two things about our CLASSIC 8-bit computers that we need to remember. First, it is a CLASSIC. We own it because we enjoy working with it. We are not caught up in the rat race to see who can have the lastest, the fastest and the most ram. That, my friends, is a neverending pursuit. There will always be something newer out that will outshine our computer in some respect. Do we have to keep up with the Jones'? Shouldn't we take pride in being able to do everything we want to do with our ten year old technology? Shouldn't we take the same pride getting high productivity from our 8-bit computer as the owner of an antique automobile takes in his immaculate vehicle?

We don't own our 8-bit because it is the latest; we own it because it is a fine piece of engineering which represents a major milestone in computer development. If we need more performance than our CLASSIC can deliver, we'll purchase a machine that will meet our needs. But sell our 8-bit? Never.

The second thing that is seldom considered by the user who is forever chasing the latest tecnology is that the Atari 8-bit will do everything that 90% of the users will ever need a computer to do. The rest is pure status symbol. Who needs more than a good word processor, a data base and possibly a spreadsheet. If you like, there are music and art programs and a myriad of others out there, too. If you are into games, there are more games than you could possibly master if you spent all of your spare time playing them. If the same printers are used, who can tell whether a letter was printed with an Atari 800XL or an MSDOS 386?

If you need a computer with more speed or storage capacity, by all means get it. And if you fail to see the beauty or usefulness of a fine CLASSIC computer, sell it or give it to someone who does. I own a more powerful computer, but I can't imagine not having my modest collection of Atari 8-bit CLASSICS.

If you agree with me, help spread the word! Think Atari. Think Versatility. Think Fun.

NOTICE TO CLUB OFFICERS

If we don't already print your club's labels (i.e, your club signed up for a year) then this note is for you! It would help us greatly if we could change the way we handle the mailings.

From now on, we would like your membership info sent to us in ASCII format so we can lump all lists together and just print one set of mailing labels. This will save a little on your mailing costs, and you don't have to wear out your printer as much!

Right now, we're spending a lot of hours cutting each label up and sorting into zip code order, when it really makes more sense to make the computer do it! If an ASCII list isn't possible, please talk to us to make arrangements for your club. Thanks!

ACC.D
A C
STAR-FLEET
STIG

the Atari Clubs of Denver

ATARI CLUB OF DENVER
Emperor Chet Cox
303-399-9352
Librarian Paul Hirci
303-699-0647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

STARFLEET
President C.J. Bender
303-465-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robigue
303-424-2857
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker - Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCEPT
Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP
STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, based in room 262S. Before each meeting, a STarter class for the ST meets at 6:45 pm and a Basically Speaking class for the 8-bit starts at 7:00 pm.

ACORN operates a BBS at (716)436-3078 with 52 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692. Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basic. Speak. Class	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
Kernel Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809

January Meeting—Our January meeting was our annual Disk Swap. Each disk in both our ST and 8-bit libraries was on sale for $1 each. Overall, turnout was good.

Our BBS has changed! We have dropped FoReM, and now use the STark BBS software. The name has also changed to "The Dimension's End BBS". Give us a call today, 716-436-3078, 300/1200/2400 baud, 53MB online.

Atari Computer Owners Resource Network
Fort Wayne, Indiana

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

CALENDAR: Tentative schedule for the demonstrations at the monthly meetings are: February, Computer Utilities; March, Business Software; April, Programming Languages; May, Music; June, Telecommunications; July, Three Rivers Festival

Notes from the January meeting: Our first meeting of the year is traditionally a GameFest and this year was no different. About 30 ACORN members braved the snow to come and have some fun. Karl Fadus brought his XEGS and gave those interested a chance to use the light gun with several programs. Several STs were set up and running multiplayer games including MIDI Maze and Falcon. Four members played Risk until the program crashed. Except for a couple of serious bugs, it seems to be a good adaptation of the board game. We also got to see Powermonger, a new game from the folks that published Populous.

There was no business meeting conducted at the January meeting.

Notes from the Officer's meeting: The officer's are preparing a formal agreement with the local IEEE chapter. It is hoped to be mutually beneficial with them gaining a BBS node and an established forum for holding meetings. We will benefit financially with their support of an expanded BBS. If you use our BBS then you will know that we have been having hard disk problems. Kim has not decided what actions need to be taken at this point. Mark your calendar, July 13 will be the first day of the Three Rivers Festival and we will be back for the fourth time with The Magic of MIDI Music and Much More!

Plans for future meetings: Business software and programming languages are planned topics for the March and April meetings. We have the Georgetown branch library meeting room reserved for our usual times (10 AM to 2 PM) for March 2, April 6, and May 4.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Birmingham Atari Computer Enthusiasts

President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

Minutes From the December 22, 1990 General Meeting

The meeting was opened by Chairman Mark Pierro at 7:30pm. In the spirit of the holidays there was soft drinks and egg nog purchased by the club, and cookies, fruit cake and other goodies brought in by the members for all in attendance.

The club's newly purchased TV/monitor was on display and being use for the first time, nice to finally be able to see what was going on without 'being in the front row'. The AIM DOM listing was passed around for review for January's AIM DOM.

The first demo Word Up 3.0 was very well presented by Gerry Genson, who said he had all the bug fix patches if anyone was interested in getting the program.

At this point was our break/raffle. The raffle prize was a fruit basket won by Dave Ryznar. The January AIM DOM, Hac-Man II and club library disks were on sale.

The next demo was of Gerry Genson's Super Charger, the plug in, no soldering, no take apart, no put together IBM emulator. A number of different programs were run to show how it handled graphics, data bases, games, etc. Also shown was how it could be used a 1 meg ram disk for you ST (freeing up lots of memory).

The meeting closed at 9:15 pm.

At the January Board of Directors meeting the following officers were relected as follows:

Mark Pierro - Chairman, Ken Malark - Vice-Chairman, Gerry Genson - Treasure, Joe Rogozinski - Secretary.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held on the third Wednesday of the month and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, New York.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST-based disks are priced at $2 while the XE-based library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Jim Bage	518-583-2106
XE VPresident	Ian Herrick	518-465-8121
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071
BBS Sysop	Ed Lafortune	518-235-7044

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

January Club Report:

Everyone has confirmed receiving their first issue of Atari Interface Magazine this month and everyone was very pleased with the magazine's quality, especially when regarding the price. Other club benefits are being considered for the future to make belonging to CACE more and more attractive.

At the last meeting on January 5th, 1991, we discussed plans for an upcoming computer show at the Cookeville Mall like the ones we've had there previously. Tentative plans have been set for after Easter around the first part of April. Also discussed were future computer classes for our members after our regular meetings. Our first class was held after this meeting and covered an "Introduction to the Atari ST and the GEM Desktop". New members found it informative. A new edition of the club software library was circulated and the listing was made available on The Generic BBS for download at 432-5015. See CACE_LIB.ARC in the Atari ST files area. Elections were put off until next month. The specs for the new Atari MEGA STe were displayed and talked about.

Class for next meeting will be on "Telecommunications with the Atari ST" and will show how to get on-line and what "modeming" has to offer. Local "sysop" of The Generic BBS, Terry Rapp, will be solicited to speak about his bulletin board system and the features he makes available to the computer community.

For those of you that haven't paid your $10 yearly dues, please make an effort to get them in as soon as possible. Dues are due to be paid by December for everyone. This will make it easier to keep up with. If a member joins after that, he will pay only for the portion of the year that remains. Several member's dues were paid by the club in November. If you have received Atari Interface Magazine in the mail and you haven't paid, then you need to get your $10 in.

That's about it for this month. Hope that you all have a very successful new year and may 1991 be indeed, "The Year of Atari"!

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $12/Yr. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

As you may have noticed above that there has been a changing of the guard. Congratulations to all upon your prestigious rise to power and fame as exalted leaders of the Central Oregon Atari Club. I trust your move into your new executive offices high atop the COAC Towers will be a smooth and pleasant one. Of course you get the high salary and bonus's along with our liberal medical benefits and pension plan. Yet, none of these benefits shall overshadow the fulfilment and gratification one gets from lording it over the rest beneath your lofty feet.

Our X-president Norman Moore actually got tired of lording and so declined the nomination. Bob Stiles is now our new president. He wasn't really aware of what he accepted...he thought he was accepting to be first in line at the cookie and refreshment table. You need to pay close attention at our meetings. Or else!

Bob Kanski was overthrown in favor of Jim Downes due to Bob's militant behavior, it seems he wanted to takeover all the neighboring Atari Clubs. The membership found this unacceptable since the nearest club is 150 miles away. He kept muttering something about ballistic misseles!??

Nancy Kanski declined the nomination for Secretary. Being a female she thought that having to share the Executive Washroom with all the men was too much, she even wanted her own! How selfish! I know the men, being the magnanimous and gracious fellows that we are, didn't mind sharing!

Marly Rickard has now replaced Nancy as Secretary. In Marly's two hour campaign speech he promised everything under the sun. Mostly, he promised to make a nuisance of himself..it seems most people liked that part. Who am I to question the wisdom of the majority.

I, myself, managed to keep the Treasurers position...do you realize how much it costs to bribe people these days?

We thank each of the out-going officers for their fine work and caring efforts. It was sincerely appreciated.

We changed our meeting time to the FIRST SATURDAY of the month. Till next time, Glenn.

CRAG Calumet Region Atari Group

CRAG Calumet Region Atari Group PO Box 10995 Merrillville, IN 46411-0995 CRAG, is a club for users of the Atari ST, STE and MEGA ST computers. CRAG meetings are held on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 West 81st. Ave(U.S. 30), Merrillville, Indiana. Meetings begin at 7pm.

Membership in CRAG is open to anyone. Dues are $15.00 a year and entitle you to a subscription to Atari Interface Magazine, as well as discounted prices on CRAG's Public Domain/ShareWare Library disks. Library disks are double sided. Cost per disk is $2.50 for members $4 for non-members. For more information call:

Jeff Coe (219) 663-5117 Randy Noak (219) 663-6912

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Club BBS's: Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

Hank Vize	President/Editor
Dave Pintar	Vice-President
Kelly Webb	Secretary
Larry Hutchison	Treasurer

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326- 5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

F.L.A.G.

KANSAS

Fort Leavenworth Atari User's Group

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS

Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252
FRACUS BBS		(209) 251-5338
SysOp	Mike Pound	

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of the Z*Net newsletter are available for all members at our regular monthly meetings.

JACS public domain disk libraries (for all Atari computers) currently includes over 200 disks, available for $3 (members) or $4 (nonmembers). JACS ST library now includes the AIM DOM. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P& Member.	Al Guretse	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas& ST Librarian	Forrest Blood	764-0857

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7 p.m. Mark your calendars for the next three meetings. March 13, April 10, May 8, 1991

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User's Group (MAUG) is again without a place to meet. If you know of any apropriate place which is available, please contact Chuck Steinman as soon as possible.

MAUG membership dues are $8.50 per year for residents of Ohio, and $12.50 for non-residents. Included with membership is a subscription to the Atari Interface Magazine (AIM) at no extra charge. ST users may elect to also receive the AIM ST Disk of the Month, for a total fee of $20 per year ($30/year for non-Ohio residents).

Please make payments out to Chuck Steinman/Maug, and mail them to Post Office Box 134, Ontario, OH, 44862. Payment must be received by the 10th of the month preceding publication, to assure receipt of that month's magazine. Please notice your membership expiration date is is printed on your address label, and renew at least 30 days in advance of that date to assure uninterrupted service.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

Well the January meeting was great with Bob Blackshear showing up with his computer and a great turnout. The talk of the meeting was the 85Meg hard drive I purchased from D&P computers. With $40 of the club's money I purchased 40Megs of public domain software. This will give us approximately 120Megs of Public Domain Software.

I would like to extend a special welcome to Marvin Barnes a new member in the club. Marvin is the owner of a 1040ST color system and is new to computers. WELCOME.

There is more news of another shakeup at Atari in the sales division. It seems John Church (head of sales) and most of his staff have been fired-- for poor sales. No joke Atari, you finally noticed.

As of last meeting we have started having 2 that's TWO public domain disks offered at each meeting. One disks is the AIM disk of the month and the other disk will be made of files chosen by myself from the 40 MEG of public domain from my hard drive. For registered members of the club just bring 2 blanks to the meeting and swap out with the PD disks on the magazine table. For those that don't have any blank disks you can purchase the month's PD offering for $1 per disk.

That's about it for this month. Be sure to attend the next meeting and bring a friend. The next meeting is March 10th.

Nashville Atari User's Group
N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757

NSAUG

Novia Scotia Atari Computer User Group

The Nova Scotia Atari Computer User Group (NSAUG) is a registered non-profit organization dedicated to sharing information about computing on Atari computers. We will be meeting as one group starting in October (date, place and time to be announced). We own and operate XEST BBS (at 856-0101) which is accessible to all owners of Atari computers. Non-members have limited access to features of the BBS. We are always looking for new members. If you own or are thinking about buying an Atari computer, come on in and see what we do.

We can be contacted either by phone through the executive board or at one of our meetings or by writing NSACUG, 170 Nestor Crescent, Darthmouth, Nova Scotia, B2W 4B1.

President, Treas.	Mike Hundiak	429-2639
ST Vice President	Dave Mason	826-7101
XL/XE Vice President	Hilary McCarron	275-3688
Secretary	Marlene Abriel	434-4430
Newsletter Editor	Steve McCarron	275-368

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem.

Any written correspondence should be addressed directly to PACE Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309

It's difficult concentrating on pleasant thoughts when we are currently waging war on Iraq. Hope ol' Saddam assumes room temperature soon and saves the Iraqi people from his murderous reign. Now, early in the morning of Jan. 17th, on to the business of running our loyal Atari user group.

Reflecting over the past 6 years, PACE has faithfully been available to those needing advice or a "shoulder to cry on" when equipment or software fails to operate properly. We plan on staying around for many years to come. Many new and exciting products lie ahead. Most recently, Atari Interface magazine and its monthly disk were significant additions to our group. Attend PACE's monthly meetings and see what you've been missing!

Our 520ST-FM has finally arrived after having been back-ordered for so long. Hope it is a good sign that Atari can't keep up with demand. I have been in touch with our friends at TASTE -- Thunder Bay, Ontario. Thought I would enlighten them about AIM and what an asset it would be for their group to join.

Sam Tramiel, chief executive officer of Atari, was quite vocal at January's Consumer Electronics Show in Las Vegas. Tramiel commented about Nintendo's easing policy about third-party developers creating software for its video-game players. "It was very frustrating. We tried to get the good titles, but couldn't because of the restriction. We just kept banging our head against the wall and got nowhere." Atari's hand-held game unit called Lynx competes directly with the Nintendo Game Boy.

Next meeting is Sunday March 17th, Androy Hotel at 6:30.

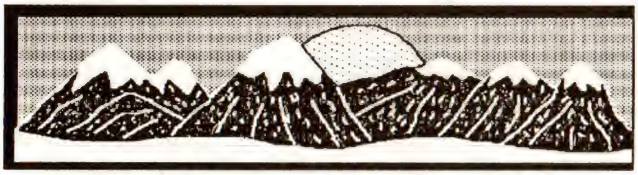
PAC

Annual Dues $25.00
Newsletter ONLY (year) $10.00

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Portland Atari Club and the original Eugene ACE

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is 7 till 9:30 pm.



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Ed Fletcher,	596-1130

WANTED

EPYX JUMPMAN JR.

Cartridge for Atari 400

(814) 838-8865 days
(814) 833-5603 eves/wknds.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phoenix,Az. from 12 to 2pm in room #109.

President	Robert Dytmire	
Treasurer	Wayne Myers	(602)264-5737
Membership/Sgt. at Arms	Mike Zachary	(602)273-1185
Recording Secretary	Jim Keho	(602)934-9181
Disk Librarian	Dave Thorson	(602)954-6033
Publications Librarian	DonThompson	(602)486-1593

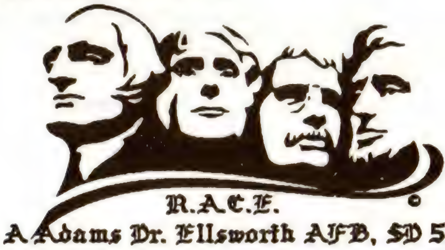
Club Minutes for Sat. January 12, 1991 -- by Jim Keho

YES! PHAST is still alive! And probably more alive than you really think! <grin> Today had to be the most interesting meeting day in PHAST's history! No not because of the LOW turnout! That seems to happen every meeting! Where were you??

The way it turned out there was TWO meetings today, one at the regular 10am-12pm. And then at the new time 12pm - 2pm. and new location (Devry College 2149 W. Dunlap Room #109 Note: NEW location and time above!) This will be the meeting location and time for future meetings! It may have seemed a little confusing, but it all worked out! And the new meeting place looks great and should work out better! (No noisy freezers!) Thanks to those that figured it out and could make it!! And everyone won't want to miss the next meeting, more on that later.

First business on hand, there is a new officer for 1991 and some that are hanging on for another year, including me, yes I'll be continuing as Recording Secretary. The new officer is Wayne Myers, taking over the position of treasurer. Welcome to PHAST, Wayne!! And also, Dave Thorson has taken over the disk library. Which we really needed!! Thanks Dave! The Vice President is still open, If you would like to take over this position just let an officer know at the next meeting! Help in supporting your club is greatly needed!!

OK, I'll only give brief minutes for the second meeting today, the meeting started about 12pm. There was a little discussion/comments (nice) about the new meeting place. Then we discussed the upcoming (Feb.91) meeting with special guest Bob Brodie (What's there to discuss right??) Heck yea, it was voted to invite him here again!! <grin> This may already be history by the time you read this issue of AIM. But just in case, If all goes as planned we will have Bob Brodie here for the Feb. 9,1991 meeting!! He'll be bringing along the new Atari TT and MegaSTe for us to see.. Should be great!! And one you won't want to miss... Be There!! Well that's it for this time, see you Sat. Feb. 9th!



R.A.C.E.

9512 A Adams Dr. Ellsworth AFB, SD 57706

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	

R.A.C.E.

Eric Schofield	[President]	851-5134
Brian Casper	[Vice President]	851-8092
Lewis Midyette	[Secretary]	828-4319
Tony Manino	[Librarian]	851-8092
Jim Harrop	[Treasurer]	851-5134
Robert Yates	[BBS Sysop]	552-7053

Spring is upon us and the computer world is as exciting as ever! To start out with, the club is growing in leaps and bounds. There have been some changes made in the structure of the club too. Back in January, Jim Harrop graciously stepped forward to take the role of Treasurer. Not only that, but Lewis Midyette has come forward to take the role of Secretary. Robert Yates also his BBS up and running and this will serve as the club's local BBS! Please welcome Robert as our new BBS Sysop, Lewis as our new Secretary, and Jim as our new Treasurer. We finally have all officer positions filled and I can relax a little bit now.

If you haven't made it to the last few meetings, you probably haven't heard about Desktop Pros. Walter Gremillion and I, along with a few other people, are trying to open an Atari dealership here in Raleigh. Hopefully, we'll be open by the time you read this. NO MORE MAIL ORDER!! Support your local dealer! You will receive discounts off hardware and software by being a club member.

Is it too early for me to mention -- ATARIFEST? I don't think so. It's an event that I think we all enjoy and you can find lot's of bargains there, just ask Don Nelson! Atarifest is in October and in the next few months, we'll start making plans to go up as a club (you get discounts)!

It's almost time to reelect club officers too! We'll be discussing these issues at the next club meeting which will be March 19 from 7-9 p.m. at the Richard B. Harrison Library. Barry Clayton will be showing us DC Desktop on the Atari ST!

The club is now offering the AIM disk as our club disk! Look through your AIM and see what it has to offer you. If you are interested, we can save you $26 from the normal subscription rate of $50! You can get an entire year of disks for only $24! It's a good deal and I encourage everyone to subscribe. Just send a check for $24 to Jim Harrop, 4360 Hunter's Club Drive, Raleigh, NC 27606.

Each meeting will now feature an overview of the club disk with demonstrations of some of the programs and a main feature presentation. The meetings are going to be FULL of interesting events!

That's it for now gang, call any of the officers if you need help with *anything!* We'll see you on the 19th.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The SAGE BBS has been operating for 5 years at 814-833-4073 (2400 bps, 24 hours). The SAGE BBS offers public access to all of the message bases, and, in cooperation with the Erie County Library offers a unique on-line reference service known as GET R.A.D. (Get Reference After Dark).

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

STAG Saginaw / Tri-City Atari User Group
"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only $20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

The meeting was buzzing with the latest news that LeRoy Valley, our ST Disk Librarian/Tech Advisor is going to the MAC world. Due to disappointing circumstances, he determined that the ST world was not in his future. We wish him luck in his endeavours and hope to see him in the near future. We will sorely miss his help and knowledge that we have come to depend upon meeting after meeting. Jim Fleming will take over the office of ST disk Librarian.

The mall show at Fashion Square Mall in Saginaw was very exciting. We had a number of people visit our booth and if it was not for the snowstorm on the day of the meeting, we would have had some new members (that saw us at the show) at our meeting. A good time was had by most of the people participating in the show. THANK YOU FOR THE HELP TO MAKE THE SHOW A SUCCESS. We would like to thank Waldensoft for letting us store our equipment in their store overnight.

Our meeting consisted of demonstrations of some utilities for the ST. WHERE WERE YOU 8-BITERS? We only had 8 inches of snow before the meeting. Back to the meeting, LeRoy Valley demoed (his last ST demo) DC Utilities. DC Utilities had a number of utilities that can significantly enhance your ST. DC Squish appeared to lead the pack with the abilities to reduce the file size of programs but allow them to be executable with just a double click. LDW POWER was reduced from ~350KB to ~206KB. A RAM disk; ARC, LZH, ZIP, and ZOO extracter; self extracting ARC file creator; desk organizer; and snapshot utility were some of the other programs on the disk. The other utility disk that was looked at was Quick Tools. Many programs and accessories were in this package, which included: command line interpreter, control panel, environmental manager, file finder, benchmark index, DESKTOP.INF editor, quick labeler, ability to lock out (prevent read/write) hard drive partitions, quick terminal emulator, and a file viewer. Both of these packages give you a lot for your money, $23.95 for DC Utilities and $17.95 for Quick Tools. The winners for the raffle were Larry Hennard for DC Utilities and Bryant LaFreniere for Quick Tools.

For the FEBRUARY 16th MEETING: At the February meeting, we will look at low cost DATABASES. Bryant LaFreniere will demo Superbase Personal and Al Jennings will demo Base Two from Antic. Hopefully, we will have a few new members at this meeting. In March, we will look at some games for the ST.

EQUIPMENT VOLUNTEERS FOR February 16th are Larry Hennard with his monitor and Al Jennings with his 1040ST.

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

Rick Ostapower	President	(404) 487-4845
Bruce Hein	P. President	(404) 926-0095
David Westbrook	V. President	(404) 921-6462
Sidney Ayscue	Treasurer	(404) 633-2015
Tommy Mersinger	Libraian	(404) 938-2718
Jim Menegos	Newsletter	(404) 473-9885

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners is probably now the oldest continually running Atari user group in the state of Connecticut. The club was organized in March 1986 by one of the New Haven area Atari dealers and at that time we were strictly an ST club. As time went on, other Atari groups started to disband and we found ourselves in and among the 8-bit users.

We hold our meetings at Greater New Haven State Technical College, in North Haven, CT. Our meetings have traditionally been held on the first and third Thursday of each month. However, starting in January 1991, we will hold only one meeting per month and that will be on the third Thursday. The first meeting of the new year will be January 17th at 7PM. Hopefully, we will be in Room 307.

If you would like more information about ST.A.R.R., feel free to contact one of our officers listed below. And, do call the ST.A.R.R. BBS -- our sysop gets lonely sometimes.

Matthew Masserman	President	(203) 621-7007
Lou Demetriou	Exec VPresident	(203) 271-0452
Merrill Ross	VPfor 8-Bit Affairs	(203) 239-9403
ST.A.R.R. BBS (300 - 9600 baud)		(203) 421-486

SWAG

SOUTHWEST WASHINGTON ATARI GROUP

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

SPACE

The Southcentral Pennsylvania Atari Computer Enthusiasts support both 8bit and ST computers. Dues are $15 per year and include a subscription to AIM and SPACE Probes. Information can be obtained by writing to us at PO Box 11446, Harrisburg, PA 17108.

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. It supports both the 8-bit and ST computers. There is a free disk of the month for all attendants, bring your own disk. Dues are $12.00 per year and includes Atari Interface Magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings. SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

We have had interesting meetings lately. By combining hardware from different users, we were able to scan things and print them on a deskjet. We had another meeting and again by combining equipment we connected two ST's together with a null modem. We then had demos of games that can be played by modem and a telecommunications demonstration.

The next meeting (which may have happened already) will be on MIDI. We expect to have two keyboards a number of MIDI programs and a demonstration of Sierra-on-Line's use of MIDI sounds in their games.

TACE

TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

TEAC

TEAC

The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

WACO

WESTMORELAND ATARI
COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
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WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The first meeting of the new year was held on January 8. President Craig Harvey called the meeting to order at 7:30pm (AS ADVERTISED!) while the equipment was being set up for demos.

Craig gave a synopsis of events-to-date in the continuing saga of How To Host An Atarifest, and repeated previous requests for volunteers.

Mike Olin gave a demonstration of the MiGraph hand scanner and TouchUp software. Several pictures were scanned and displayed, and some of the editing features were performed at the request of the audience. An .IMG file was selected for use in comparing printers during the February general meeting (feature topic: PRINTERS)

Mike also distributed a flyer with bench-marking information concerning the AdSpeed processor accelerator from ICD, and discussed the installation procedure while showing how it could be toggled 8<--->16 MHz on the fly without glitching data or requiring a reboot. Mike announced a group purchase plan in conjunction with Soft-House Computer Center of Garden City. Those persons interested should contact him or an officer before the February general meeting.

Bruce Urbanski showed a newsletter from Gadgets By Small describing the updates in the Spectre GCR software and also the new 68030 expansion kit for the STs.

There was an unsuccessful attempt to demonstrate null-modem file transfers between ST and XE. Unfortunately BobTerm kept reporting NO CARRIER so the project was scrapped. 8-bit users who wish to get a sample pic for printing at the February meeting can download it from MOlin's Den.

WNYAUG January Meeting

The January meeting of WNYAUG was called to order by president Mike Husband at 7:30PM.

Old Business: None. New Business: Mike reported that the Atari user group from Toronto had called to ask us for information about computer stores in the Buffalo area that still supported Atari. Kevin mentioned a few stores in the area still selling Atari software.

John K. summarized the mail received since the last meeting, which included a number of newsletters, advertizements and a letter from an Atari user in Poland that was written in Polish. Can anyone in WNYAUG read Polish? If so, we need your help on this one!

Dave reported that according to his records, the club treasury stands at $905.28. He also reported we have not received a bank statement yet, probably due to the holidays. Dave reported the purchase of postage stamps and various other routine supplies, and a new ribbon for our printer. Also mailed was the check for $25 for our donation to programmer Bob Puff.

Program Demonstrations: The theme for January was Art and Graphics. Mike opened by demonstrating how he used the Print Shop Companion's graphic editor to create a graphic commemorating Operation Desert Sheild.

Mike then proceeded to demonstrate a wide variety of Art/Graphic software and hardware using the Atari Touch Tablet, Koala Pad, light pen and Kevin's Super Sketch tablet.

The meeting was adjourned at 9:45pm.

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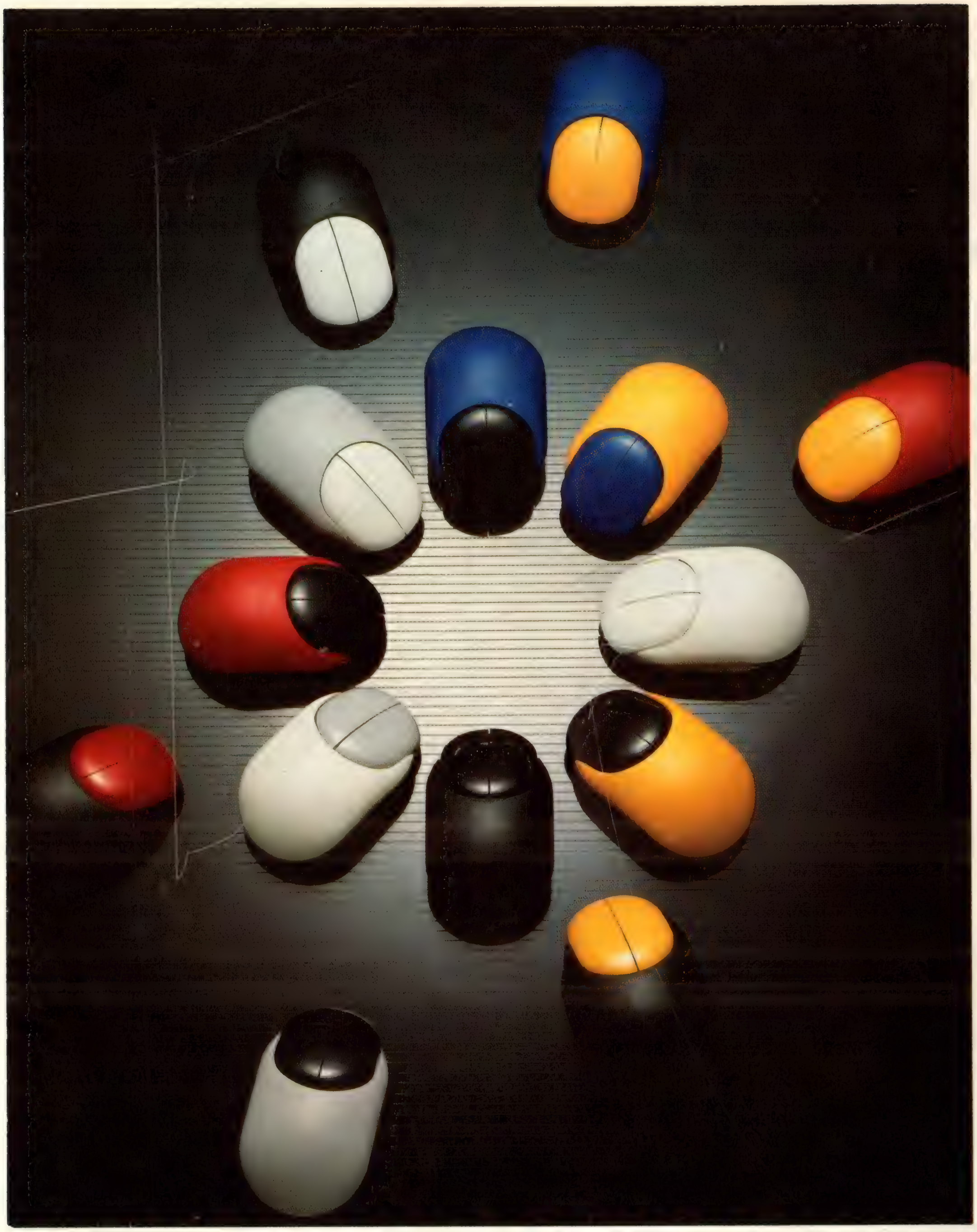

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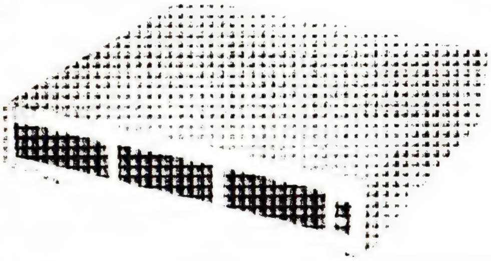

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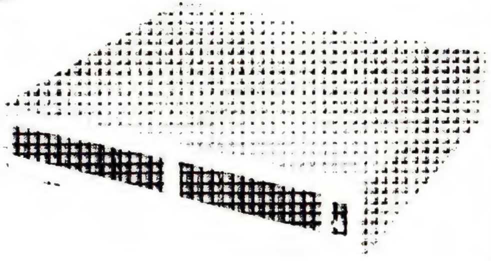

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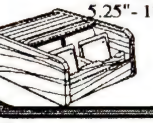

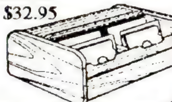

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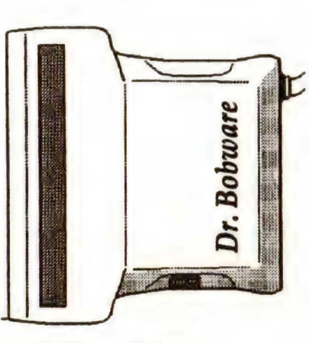

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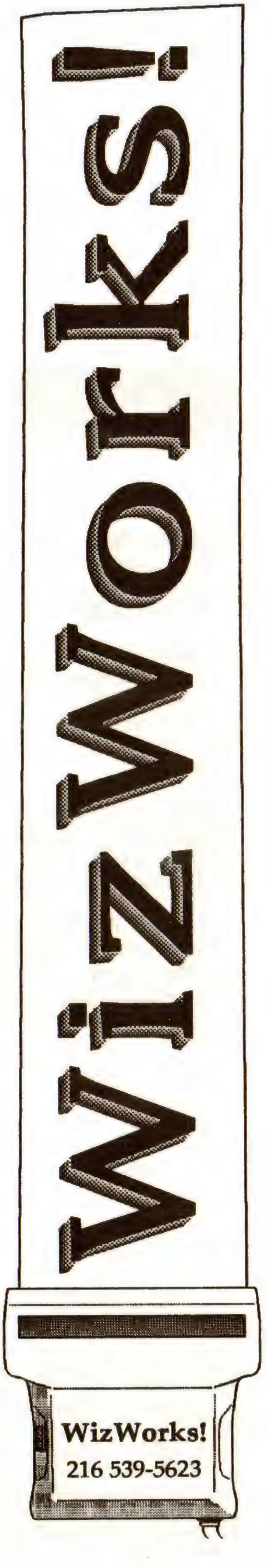
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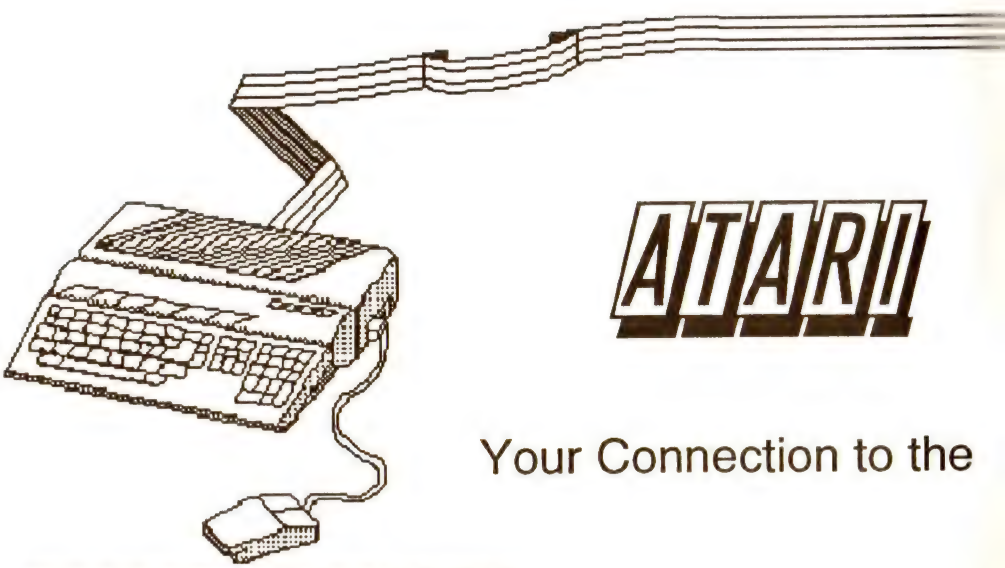

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INTERFACE

Atari Users Community

April/May

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On the Cover

Original artwork of Ralph Bakshi's character Necromon and X-99 from the CBS/FOX film Wizards commissioned by R. Birmingham. Created by Lee Seiler in Prism Paint in 256-color TT low rez.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream.

I LOVE
my
ATARI

ATARI BULLETIN BOARD

Bill & Pattie Rayl

In an effort to revitalize their US market presence, Atari Corp. announced the hiring of ST-Report's Ralph Mariano to head up Atari's newly-formed US Marketing and Public Relations division.

This surprisingly bold move has shocked many Atarians who know Ralph Mariano as one of the most vocal critics of Atari's past policies.

When asked how he came to get the job, Ralph stated, "Actually, it seems it was mostly Bob Brodie's doing. The Atari Brass was in a meeting discussing plans for the US market and Bob recommended me for the position."

When we asked Bob Brodie why he had recommended Ralph to head up US marketing, he said, "It's the old 'user group officer strategy'." When it's time for elections, the guy who's been complaining the loudest about how the club is run one year is the guy you elect as president the next!"

Out with the Old

Atari Interface Magazine has ceased publication as of the March 1991 issue. When contacted to find out why, Editor-in-Chief Bill Rayl said, "Well, we could blame it on Atari or the market in general, but that's not very inventive...everyone's using that excuse. Maybe there is no reason." When asked about the April/May 1991 issue you now hold in your hand, Bill emphatically denied its existance.

In with the New

Antic Publishing has announced production of a sister publication to START magazine.

According to START Editor Tom Byron, the magazine is called FINISH and will focus on "the very worst software, hardware and discussion in the Atari market."

The magazine's editor, Frank Sommers (formerly of Current Notes), promises the magazine will be "filled with negative reviews and lots of depressing commentary on the how bad it is to be an Atari user."

The reason given for starting such a magazine is that it provides a much-needed counterbalance to START.

"Besides," says Tom Byron, "our new slogan of 'Everything the Atarian Needs—From START to FINISH' was just too good to pass up."

A Miracle Machine

Software Heaven, makers of the popular Dungeon Master game series, has recently announced a revolutionary new computer they are tentatively calling the "Graphic Oriented Device."

Supposedly, this machine automatically taps into every known network at bootup, recognizes and responds to human speech and thoughts, and can answer any question asked of it. According to Software Heaven's Wayne Holder, the computer can even heal anyone who touches its screen.

"The only problem we have yet to work out," says Holder, "is that the Device never does what the user tells it to do. In fact, the thing keeps outputting a list of its own commandments to its owner!"

Another possible problem on the horizon for Software Heaven is that Apple Computer is reportedly gearing up for a major lawsuit to stop the release of this new machine. In the injunction served on Software Heaven just last week, Apple claims that the Macintosh is the "one true Graphic Oriented Device."

Another Miracle?

Since the demise of Practical Solutions a couple months ago, many online users have been expressing the hope that the company would reorganize and reappear.

Well, that's just what has happened—under the new company name of Impractical Solutions. According to Mark Sloatman, the company's president, market surveys done prior to PS's demise indicated that the public just wasn't interested in anything practical. Sloatman says the new company will be more oriented to the needs of the general public.

Already, joint ventures with major small home appliance manufacturers like Sunbeam and others have been signed.

"We're coming out with a whole new line of home appliances," Sloatman admitted.

Mixmaster PC, their first new product, will be aimed directly at the gourmet chef and housewife. Sloatman says Mixmaster PC will be "the perfect tool for computerized cookery."

Other announced products include Snackmaster PC and DrinkMaster PC, both of which are "designed for the computer user who never has enough time to prepare a decent meal."

[Eds: April Fools!!]

Five Good Reasons to Attend the Windsor/Detroit International AtariFest

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It's Fun: Meet other users with similar interests and attend informal show get-togethers. If you've never been to an Atari computer show, you owe it to yourself (and your computer) to attend this one.

It's Educational: Seminars on topics such as Hard Drives, Speeding up Your ST, Online Services, BBS Systems, Desktop Publishing, Emulation and more give you in-depth, practical information to help you get more out of your Atari. In other words, the show is not only fun, it's good for you!

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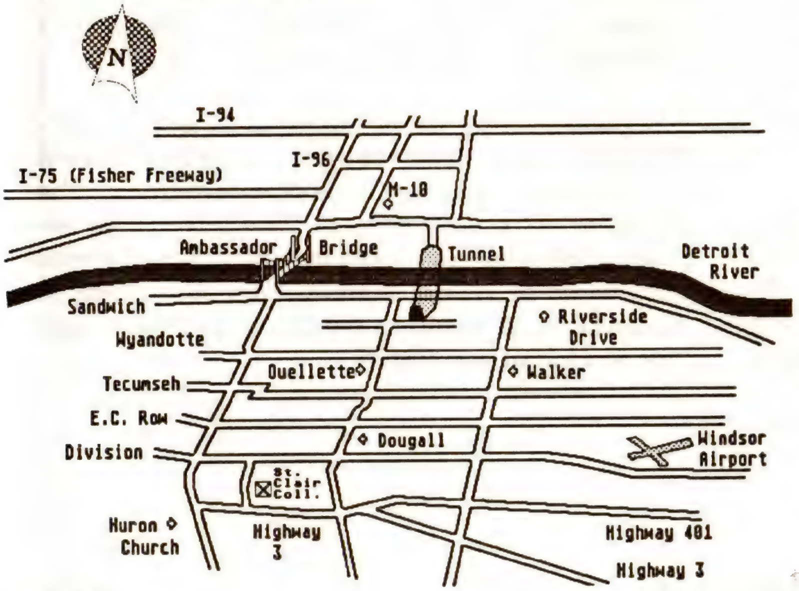
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EDITORIAL RAMBLINGS

As you may have seen if you flipped through the magazine before coming to this page, this issue marks our first 8Bit Disk of the Month. We're happy to offer it, but we can only have such a disk as long as there is an interest in it. Please help us support your computer by supporting the Disk of the Month.

You also are sure to have noticed this is the combined April/May issue. The May issue will not appear because we've gotten so behind in our schedule. Instead, we'll be right on target for the June issue. All clubs who've signed up for a year will be extended an issue to compensate. This will also happen to all our subscribers, whether magazine or disk. If you have any questions or comments, please feel free to call or write to us.

The delays are mostly caused by two shows: the London show in January and the upcoming Windsor/Detroit International Atarifest May 4 & 5. Because of the London show, we got the March issue off very late, and the planning for the Windsor/Detroit show has eaten up time we would have devoted to getting the magazine out the door! For those who don't know, we're officers of the Ann Arbor club, one of the two clubs sponsoring the show. The other WAUG, Windsor Atari User Group, is also hosting the show, making it a truly international event.

The show should be less than a week away as you read this, assuming the mail is prompt. We look forward to seeing many of our readers at the show, and you can be sure we'll have a report and photos on it in the July issue. We're looking forward to getting back to a normal schedule once the show is over!

Other shows are happening around the country this summer, and we'll be traveling to the MIST show in Indianapolis, IN in July. This is a one day event and we don't have to plan it, so there should be no delays (cross our fingers!) involved for the magazine.

The summer months are approaching, and that traditionally means people spend more time outdoors and with family than in front of their favorite computer. How that affects AIM is there is usually less club news and usually fewer pages, so you'll most likely see the magazine decrease a little in size.

But, the magazine won't be decreasing in readership! AIM is now being read across the globe, with overseas distribution accounting for as many copies as currently go to our club members! US and Canadian distribution is increasing as well. The two local Ann Arbor bookstore chains have started carrying AIM after a few requests, so if your local B.Daltons or Walden's doesn't carry this publication, just ask nicely a few times!

The participating clubs should have gotten a letter by the time they read this with the revised Declaration of Rights and Responsibilities. The changes were very minor. The letter also explained about sending the monthly lists of members to us in ASCII format. We're hoping to stream-line as much as we can to get the magazine to each of you faster!

From The Reader's Viewpoint

Dear Editors,

The letter from John-Paul (Feb. 91 issue) on his troubles with NeoCept's WordUp was informative and not to be ignored.

I purchased my copy of WordUp version 3 at the Glendale Atari show after hearing a gentleman next to me say, "WordUp is Word Perfect for the Atari!" I had been interested in the program for a long time, had read the glowing reviews and it was "Such a Deal!" Next stop, reality. Read on.

E.Arthur Brown Offers WordUp

What sort of organization NeoCept is/was matters little at this point if you can believe the E. Arthur Brown company offering of WordUp that appears in Brown's latest flyer.

Brown says it is a great word processor at the unbelievable low price of $49.95! But there is a catch. The catch, according to Brown, is "no program support" (assuming there ever was).

I don't know what that says to you, but it indicates to me that NeoCept is history, and any further support for WordUp will depend entirely on the generosity of its authors. The chances of this after death support has not been good, and my experience with NeoCept indicates their attitude is "don't call us; we'll call you!"

As John-Paul warned, *do not buy WordUp!*

As for John-Paul's WordUp files, converting them should be a minor but time-consuming project. Assuming he finally received his copy of Version 3, he can simply load each file and save it as an ASCII doc file, which can then be loaded into his next, and hopefully better, word processor, reformatted and saved in the new format.

So far, I have had no problems *saving* WordUp files in ASCII.

Putting ASCII into WordUp

Importing into WordUp is another matter. I have tried importing under TOS 1.2 and 1.4. ASCII files such as .DOC and .TXT could not be could not be imported under either TOS version. I was able to import a First Word v.1.06 file using the First Word Plus import module under TOS 1.2.

TOS 1.4 closed that door and any attempt to import to WordUp now causes a two bomb crash. The lack of the ability to import, in my view, makes WordUp useless as a word processor regardless of its few good points.

The program does indeed have a lot to offer conceptually. In operation, what works and doesn't work depends on many factors. Desk accessories, TOS version, computer modifications, plug-in accessories and more all play a part in how many WordUp features may function. If you are an experienced ST computer user, you know the drill!

What can be done successfully with WordUp is type a document, use the spell checker and then print the document using the text mode and resident printer fonts.

The thesaurus causes a crash (TOS 1.4), but the spell checker is an absolute marvel. It is fast in the extreme, has a huge dictionary and doesn't gag on plurals and apostrophes.

The spell checker, ASCII export and the faint hope of program fixes from somewhere are the only reasons I continue to use WordUp.

WordFlair Offer

As for trading to WordFlair II, I would advise caution at the risk of having to pay $15 to $20 more for a proven program at a *much* later date. WordFlair II is a relatively new offering and I can't remember having seen a review on it.

I saw the original WordFlair being demonstrated by the reviewer at our user group meeting, and it was a crashing disaster. The review he wrote recommended the program highly, as did the reviews on WordUp. Form your own conclusions.

My suggestion is to give it a little time to find out two things. One is the admittedly remote possibility of fixes for WordUp that might make the program useful coming from either the authors or perhaps some clever users out there. The fixes might find their way into the public domain of the AIM disk of the month.

Number two is to allow time for WordFlair II to acquit itself or fall on its nose. Take my word for it; 'tis far better to read about a disaster like John-Paul's than to be sitting at your desk watching it live!

Sincerely,
Wayne Padgett, SVACE

Right On Target

David Plotkin

Starting with STart

By now, you have heard that STart magazine has gone bimonthly. I have done most of my paid work for STart in the past, and this development leaves me with a sense of foreboding I haven't felt in a long time.

The "official" reason is that the number of advertisers left won't support a monthly magazine (most magazines get the bulk of their funding from advertising, not subscriptions). I suspect also that the not-inconsiderable talents of the STart staff, including Tom Byron, Amy Johnson and Jim Burton are being contributed to Antic Publication's new periodical, PC Home Journal. The first issue looked good, and, as of this writing, the second issue has been finished.

The sense of foreboding dates back to a much earlier time. The first magazine I remember that had significant Atari coverage was called Softside. Each of the computers of that time had its own section in the magazine. As I recall, there were sections for the Apple II, Commodore VIC20 and PET, and some other long-gone machines.

I first ran across Softside in late 1981 and avidly typed in the printed listings. Later, Softside added a disk of the month, with an adventure on each disk. In fact, I learned most of my early programming skills by studying the listing for the programs. I even learned some "other" computer BASICs, and provided some translations to Softside. But then, in late 1983, Softside suddenly disappeared—owing me $1000 for articles they published but didn't pay for. Boy, did that hurt! And, while I don't think STart is in any danger of disappearing, what do I know? I didn't think Softside was in trouble either.

We are, of course, not without other resources. AIM, ST Informer, and the highly respected Current Notes are still available.

Still, it bothers me that the Atari market is no longer supported by a professionally developed, color monthly magazine in the US. This says some things to me about the health of the Atari market. I hope it says some things to Atari as well, but I have my doubts that they are listening.

Not All Is Gloomy

There are some bright spots, and as the second month of 1991 comes to a close, those spots are growing brighter all the time.

The first thing is that Atari seems to be settling on the industry-standard VME bus for new machines, including the Mega STE and TT. The Mega STE is a speeded-up version of the STE (16 MHz microprocessor), that has the stereo sound and better color palette of the STE. But the real star is the TT. This could well be the machine that puts Atari back in the computer business for real.

And, one thing I will predict—if the TT doesn't do the trick, Atari will never recover.

Any way you cut it, the TT is a pretty awesome machine. Put together in a compact case and designed to contain a hard drive, the tangle of wires is kept to a minimum. The new graphics modes, the new monitors, and the 32 MHz speed make this machine something special.

The compatibility with older software is pretty good, and adjustments can be made to the software to make it better—provided the software company is still in business and cares to invest in this market (don't hold your breath for Timeworks to update their products!).

Monitoring Resolutions

Speaking of the monitors, the decision to split monitors into two versions—one for the "normal" modes and one for the extremely high resolution monochrome mode makes really good sense.

A monitor that included both color and the very high resolution would be *very* expensive—and many people don't need both. While I really wish that I didn't have to find room for two *more* monitors, I have to applaud the decision to make the split.

Besides, some smart guy like Jay Craswell will probably figure a way to connect the TT to one of the (expensive) commercial monitors that *can* handle all the resolutions (IBM 8514 compatible monitors may work, but I'm no expert).

The Other Players

Another good thing is the competition that is nipping at Atari's heels. You may have heard that Apple released a "new" line of Macs with lower prices. Now, I'm *not* impressed with Apple's new prices, but they are considerably lower than anything they have charged before.

Another development is the aggressive marketing of PC compatibles based on the 80386SX chip. While this chip is not a full-blown 80386, it is still a powerful chip that can do full multitasking and run Windows 3.0.

With Windows 3.0, you can multitask both Windows applications and regular DOS applications (or most of them anyway, some stuff doesn't get along well with Windows). I grant you that Windows 3.0 is not our beloved ST desktop, but it is pretty close, and that's good enough for the general public.

A full system, with a 65 meg hard drive, super-VGA graphics (320x200, 256 colors, 640x400, 256 colors, 800x600, 16 colors), 3 meg of memory (enough to do multitasking), mouse, and two sizes of floppy drive, mounted in a small case, will run under $1500.

Why is all this good? These more-or-less equivalent machines are putting downward pressure on Atari's prices—and Atari is responding like a smart company by reducing their prices. Thus, Atari machines, while getting an impressive dose of power, are getting easier to buy. I like that—a lot. Power without the Price is becoming a reality once again.

Notes from CeBit

In my last column, I chastised Atari (seems like I'm doing a lot of that lately) for the size and weight of their Stacy "portable." Interesting news coming out of CeBIT (German trade show) is that Atari has announced a true notebook computer that weighs in at one kilogram. I find that kind of hard to believe—one kilogram is 2.4 pounds, and the best that the PC people have been able to do is 4.4 pounds.

Of course I have no details—the weight undoubtedly doesn't include the batteries, and may not include the hard drive or floppy. Still, if Atari can bring a notebook-sized portable that weighs in at less than 6 pounds fully equipped, I'll be first in line to get one. That is, provided they don't do something imbecilic like forget to backlight the screen. We'll just have to see.

Well, looks like I'm out of room this month—so see you again real soon.

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864	Snowman: 1 of best demos ever (CD)	
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964	Women in lingerie (C)	**NEW!**
903	Simpsons digitized sound/animation	
961/962	Sexy Spectrum Nudes! (C)	**NEW!**
364/367	Spectrum Nude pictures (C)	

GAMES		
988	Dan's Dungeon-major action (CJ)	**NEW!**
989	Berzerk clone w/ digit.sound (CJ)	**NEW!**
987	Dungeon Adv-awesome DM! (C)	**NEW!**
876	Fuzzball: Q*BERT clone (CJ)	
138	Grand Prix **2.1** car racing (C)	
860	Go Up: Lode Runner clone (M)	
884	Hollywood Squares TV show (C)	
142	HRS: Adult graphic adventure (1CD)	
143	Love's Fiery Rapture adventure	
895	Mini-Golf & Shanghai clone (M)	
859	Mystic Mirror: 2 player Dung. Master (C)	
985	Name this Tune + 100 tunes (CJ)	**NEW!**
986	Over 100 more tunes for #985	**NEW!**
139	Nude shoot 'em up (1C)	
133	Nude strategy games (C)	
124	Risk/Tetris clones (M)	
877	Robotz: great Robotron clone (CJ)	
885	Seawar: 2-4 player sea battle (C)	
1000	**Skate Tribe: best PD game! (CJ)**	**NEW!**
880	Sorry! Excellent board game (C)	
155	Strip Breakout (C)	
881	Stu's Pool with digitized sound (C)	
878	Welltris clone & Tetriside (C)	
SCENARIOS/PROGRAM DATA		
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888	Cheats/hints for 100's (really!) of games!	
896	91 Chaos Strikes Back heroes	

SOUND/MIDI		
904	Cosh 16 voice Sequencer	
981	Micro Mix II: awesome sound! (C)	**NEW!**
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638	Gemini **1.18:** NeoDesk clone (TD)	
978	GFA BASIC Shell - excellent!	**NEW!**
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788	Mono **3.0**/Moniterm monitor emulators	
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815	4 Packers: squish programs & run	
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977	Timex Sinclair Z-81 emulator	**NEW!**
801	Mouse Accelerator 3/Desk Manager 3.3	
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669/670	Sheet **3.2p** spreadsheet w/ docs	
SPECTRE 128/GCR		
S8/9	Dozens of Macintosh fonts	
S44	Stuffit Classic 1.6 - awesome!	

Disk Requirements: 1 = 1 megabyte. C = color or M = monochrome monitor, D = double sided disk drive, J = Joystick, T=TOS 1.2/1.4

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VISA

Developing the Atari
An Interview with Lexicor's Lee Seiler

Pattie Rayl

AIM: Lee, we've all seen your artwork (on the back of the Jan. 91 and front of Mar. 91 issues of Atari Interface). What got you started in art and drawing?

Lee: When I was a kid I did not do well at all. At some point, the teacher put me in the back of the room, with paper and crayons, and left me to do whatever I wanted.

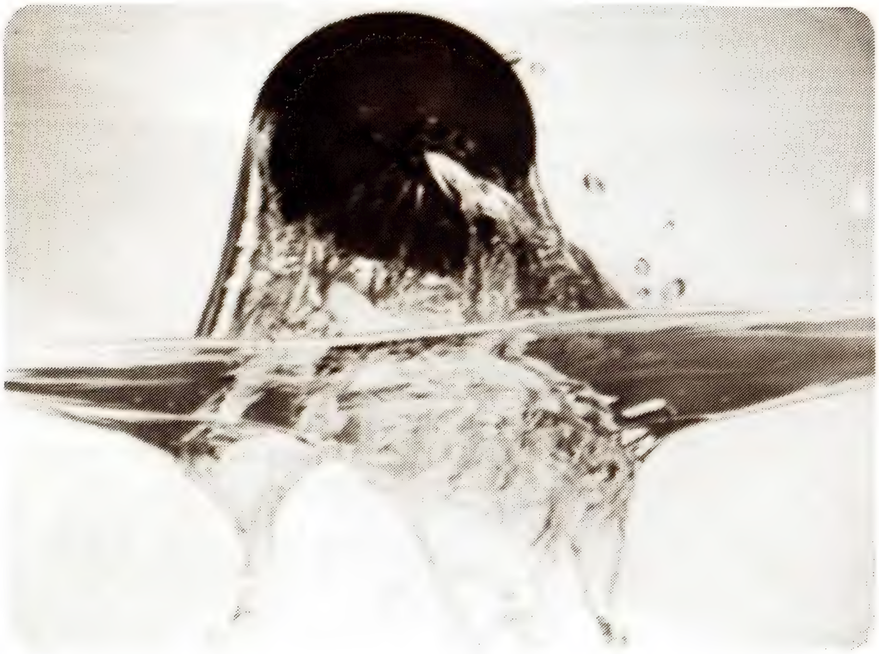
This was at a time in California when there was experimental education...phonetic speling(sic) and the notion that the child should be left to do as he or she pleased.

Needless to say, I failed everything for the next two years and thereafter was always behind.

AIM: What do you enjoy drawing the most? What have you done professionally?

Lee: I like to create animalistic machines best. The relationships between the way humans have copied nature are wonderful. I am always drawn to this kind of creation when left to my own devices.

As far as professional work, my work spans from mechanical illustrations in the Army in the mid '50s to current material on the Atari Computer. Along the way, I have done book and magazine covers, technical manuals, story treatments for a number of motion pictures.



In 1983, I won an EMMY for best technical achievement in a locally produced show...which happened to have a science fiction theme.

AIM: On these book and magazine covers...are these the type of thing we could go into our local bookstore, pick up a book, and say "Hey, Lee Seiler drew this!"?

Lee: Yes, if you can find one. Most are no longer in print, but every now and then I will come across my own work.

Unfortunately, most book covers are sold outright and don't carry an artist credit or copyright. Try finding these credits in current paperback publications. You will find that there is little recognition rewards for the artist. And, in most cases, the artists are contract artists who sign all copyrights away in order to get the work.

AIM: Are there any titles you can tell us for the books you did cover art?

Lee: Yes. Let me see if I can remember some..."Time Riders"... "Orbit"... "Subterrainians"... "The Travelers"... Windsurf magazine, July 1988... Airbrush magazine, Volume 4 No 4.

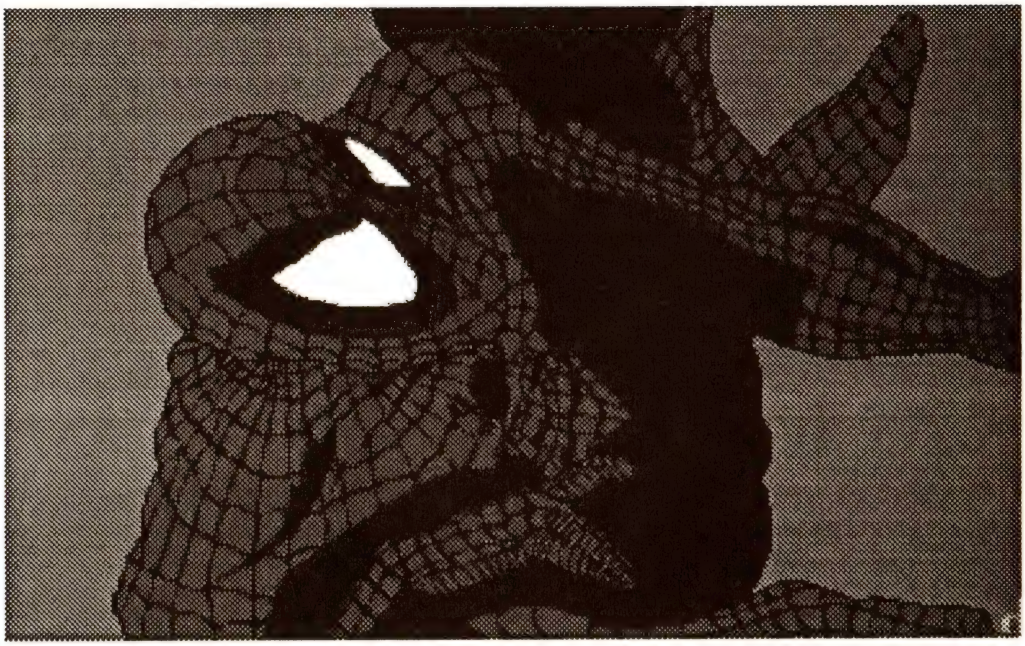
AIM: We have a photo of you drawing a black and white picture of a woman...what is that?

Lee: That is a private commission to do an interpreted fermale version of Captain America. I used several reference books for ideas, colors....

the editor and compiler. But, I had gotten the hacker's manual and lots of developer materials so I could read about it.

I should mention that I had spent 12 years working in the engineering department of the University of California and had a research-level working knowledge of Cobol and Pascal, but only as it applied to our research programming needs.

I soon realized I would not be able to do on my 400 what was then beginning to appear on television as computer art in motion. I was able to do a nice little walking machine game using the alternate graphics symbols for the keyboard as object primitives.



Time passed, and in the fall of 1987, I passed a local Atari shop and thought I would just stop in and see what was going on with the Atari. There I saw Jim Kent's CyberPaint running on a Mega4.

That was all I needed to see. I got the computer and all the Antic software, thinking again that I could start using the computer to do on the monitor what I was currently doing on paper, wood and glass.

AIM: And could you—do on the monitor what you were doing on paper and glass?

Lee: NO! In fact, once I had mastered CyberPaint and the more traditional animation on the Mega4, I dove into CAD3D2 and ran smack dab into CyberControl, et. al....and was very disappointed with the whole idea I had in being able to use my skills and this wonderful computer to make things of impossible creative interest real...I was very disappointed.

AIM: Is that what got you started with your own company?

Lee: Eventually it was, but not at first...

AIM: What got you started with Antic?

Lee: A wrong number, actually, was the turning point. I called Antic for support when I was unable to get the tutorial examples to run in the CyberStudio editor. Instead of the support person, I got Charles Cherry.

Charles was later to move on to Atari in Sunnyvale as head of the developer's division. When I explained my problems to Charles and what I wanted to do, he invited me to become an Antic developer! So, I went from being a total CyberControl code failure to Developer in 20 minutes!!!!

For the next three months I learned the realities of the Atari World, computer graphics and how programs are created. I also met Dave Ramsden, Paul Dana and others who were developers for Antic.

AIM: This arrangement sounded like fun...what made you and Antic part ways?

Lee: It was fun and I learned a lot from Charles and the other developers. What happened was that Charles left Antic to join Atari one Friday...and through the ensuing weeks, it became clear that the assorted projects we were working on would not receive further support by Antic.

Eventually, some of us got together and agreed that, if I could put the financing together, we would form our own corporation in which the developer came first instead of the usual way in which the developer was really just an employee, or nearly so, and got a minimum return for a lot of work.

So, I set Lexicor Software up in such a way that the developer got paid in two ways. First, they get a percentage of the "front door gross" and then stock in the corporation, which meant the developer would share just as the other investors did. Our percentages are, give or take a percent, twice what Antic ever paid and possibily three times what might be expected for off-the-street sale of a program.

We also set up a flexible support system to provide hardware and cash to the developers so they could spend as much time as possible developing instead of worrying about 9-to-5 and developing evenings and weekends.

In this way, I have been able to get all my developers the latest Atari hardware and software tools. I can market their areas and get full and appropriate support from Atari.

We all have each other's best interest at heart, so the usual workplace petty bickering does not interfere with our creative efforts. And, best of all, the developers don't have to worry about getting ripped off by the owners because, in a large measure, they are the owners.

AIM: Who makes up Lexicor Software? You speak of "my developers." Are you the main owner/figurehead?

Lee: First, right now, the developers are Dave Ramsden, Robert Birmingham, Paul Dana and myself. We have several subcontractors who supplement these main developers. Next, I am Vice President and a major stock holder, but I do not own the majority of the stock. The exact make-up of the Board of Directors and the specific role each developer stockholder functions is confidential.

Needless to say, we have offered to ourselves the best of all possible situations and actually are open to supporting more developers. Our problem is that there really are not many developers left in the Atari arena to join us. I should comment that such well known Atari developers such as Jim Kent are involved at several levels with Lexicor, partly because we are approaching the Atari from a professional point of view and partly because, at least in Jim's case, he is my near neighbor here in Marin county.

AIM: Now that we've laid the groundwork for what Lexicor is, can you tell us about what Lexicor makes? I mean, can you finally do on the monitor what you were doing on paper?

Lee: Last first. Yes, I can finally do on the Atari what I wanted to do back in 1979. Just look at our advertisements...they speak for themselves. This brings us to the first part of your question. What we are doing is making it possible for the average Atari owner to have and use a "Real Off Line Graphics Workstation."

This is happening right now...our first major applications are going to printers, being groomed and polished. In the coming months, given the user has the talent, patience and determination, he or she will be able to do the very same work I now do in promoting our software.

There is no doubt that many new and exciting things are coming to the current and future Atari user. Like all good tools, our first releases are just the begining...by way of example I had a late evening meeting with Leonard Tramiel at Atari in which we discussed some new things we both want to bring to the Atari community. Obiviously, I can't be specific for lots of reasons...the most fun reason is that it keeps everyone reading this interview guessing *what's next!*

AIM: Can you tell us if all of your packages depend on each other, or can an Atari owner just pick up one program and work with it alone? How sophisticated is the software, and how sophisticated does the user have to be?

Lee: Good question. There is no required program

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package as such. The user can get any of our software and use it right away. We have planned it to function in the same way as other High End systems. You have access to objects, object motion control, post production tools and several levels of finishing tools.

As far as how sophisticated the software is, my developers think it is very powerful and well thought out in design and execution. As far as being hard or easy to use, the user can create anything we have advertised and/or uploaded as sample demos without any programming at all. There is a minimal amount of keyboard use, which is mostly keystroke equivalents and basic file handling...like load and save. The whole idea was to create an environment which did not require elaborate control codes, so there aren't any.

AIM: On the ST, there are several animation programs, each with a different format...will people who've created pictures and animations in other packages have to start from scratch with Lexicor products?

Lee: No. We have used the Cyber series as a foundation as far as format goes. We also support GIF, IFF, Neochrome, Degas/Degas Elite pictures in high, medium and low resolution, and will support PC1 to PC6 files.

In addition, for thoses who are code-oriented, we save Image files, C code, and source code for some graphics formats. This allows the user to create screen images which can be saved and programmed right into software. We have made every attempt to support other platform formats, such as PC P.I.X.A.R RIB files, Amiga Sculpt 3D object files, Mac Sculpt files and several others when we can get them working as we would like.

An example is Turbosilver. We have full support on this, but this may be a format that will be supported as an additional object file by mid-summer or as the demand requires.

AIM: This sounds really exciting! I look forward to the release of your products. I understand part of the delay was due to a hardware dongle produced by Practical Solutions. They're no longer in business—will this hold you back on releasing your products?

Lee: Had to mention that, eh? Well, it was a big problem and to set the record straight, the delays from Practical Solutions cost us a lot in lost time and effort.

Part of their fear may have been that we were not really going to be worth the effort. As it turned out, everything I assured PS came true. Our first commercial orders were far above anything we thought they would be, and now I am stranded with a pocket full of cash and orders and no dongle source. We wish we could find whoever walked off with the goods...we

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were in the process of reordering when PS vanished.

We have made other arrangements so that the US market won't be effected by a hardware snafu this time. We are hoping to fill all CeBIT orders in 15 days with our manufacturers shipping all orders in about the same timeframe.

Of course, I have to add that once we release to the market, we have no direct control of shipping priorities or speed.

AIM: Do you have a date set for release in the US?

Lee: Yes and NO...I discovered that if we were doing direct sales I could give you a date.

I did this last fall when I thought we were ready...we were not, and I take the blame for that one. Now that we are having our products made and sold by a distributor, the best I can do is say we have shipped the masters, manuals and whatever hardware is included (i.e., safekey, graphics tablet, color card (board), Genlock etc.) Then, it is up to them to get their work done in a timely fashion.

How's that for duck and dodge? We think that the end of March is a safe date to shoot for today.

AIM: We wish the best of luck to ya! As a closing question, could you comment on the Atari market and its future? Many developers are considering leaving, if they haven't already...what can you say to those who are still with us?

Lee: That's a complex question, so this may be a bit tenuous for a closing comment. First, from Atari Corporation's point of view the market is just terrific. They are selling every computer they make. Their problem is forcasting what and how many to ship where. Right now, TTs are back ordered in the US to the VAR customers.

From my point of view (i.e., Lexicor), the fewer developers, the better...little or no competition gives me better than two million potential sales. Of course, this is not a healthy situation and is not how it actually is...the current developer who takes software development seriously, follows all the rules and listens to the guidance from Atari, there is and will be a very satisfactory market in the US and the world.

From the point of view of the user, it has been a hard few years for very good reason. There are, and will continue to be, new and more and more powerful tools from Atari...those who leave now will wish they had waited. In just the next few months, the Atari will go from a limited (color and res) computer to being fully equal to and better than any VGA and Super-VGA system, price not withstanding.

No one can guarantee that Atari or those who run it will not fall flat on their faces, but I don't believe from my associations that anyone in authority at Atari wants to fail or is running blind.

As to the future (here is where I get in trouble), I believe—and so do "my" developers—that there is a bright and profitable future for us in the Atari world. We will do everything we can to make it so...if the users and other developers do the same, then how can Atari fail if they just keep making their fine computers?

AIM: On that upbeat note, we'd like to thank you for your time and sharing your insights with our readers!

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Michigan Atari Group Not Usually Mentioned (MAGNUM)

Sledge Hammer here. Back again after a very disappointing year at Sledge Hammer Hardware & Software. It's years like 1990 that give us our bad attitude recognized world wide. Our three big projects slated for 1990 all ran into major unpredictable problems.

The MagnumMon (our bulletproof monitor) weighed in at just under 4000 pounds. This created two problems.

Most people couldn't carry it home, except for this really big guy who was over seven feet tall, strong as an ox and smelled like one too. The other problem: 37 out of the 50 states required the monitors to be licensed with their Department of Motor Vehicles.

The Hammer Drive (our 160-head floppy drive—one for each track) had an interesting design flaw. All those heads riding along the disk surface made the unit act like a giant Van de Graaff generator. The heads would develop a charge of over 1.21 Gigawatts which randomly discharged into the computer and the user.

The Sledgerator (The Ultimate Accelerator) was very disappointing. We spent a good chunk of 1990 feverishly working to overcome the need to get the building up to 88 MPH. Finally, we had it licked. The Sledgerator worked while standing still.

One night, someone apparently left the Sledgerator turned on in our research and development complex. On the same night, that same stupid person failed to discharge the Hammer Drive. Sometime during the night, the Sledgerator came on-line, the Hammer Drive discharged, and our entire R&D complex was transported to some other time.

Looking Ahead to 1991

Year 1991 looks to be much better for Sledge Hammer H&S. Because of the huge explosive success of our anti-pirating devices, we've been named the exclusive supplier of hardware to the American troops for the 1991 Saudi-Kuwait Military Olympics.

Our infamous reputation has also brought several shareware authors to our door asking us to develop a new method for distributing shareware. They are quite excited about our latest concept—demos that run for ten minutes, then delete the user.

Back in 1990, before R&D disappeared, some of our researchers were working on pyramid power.

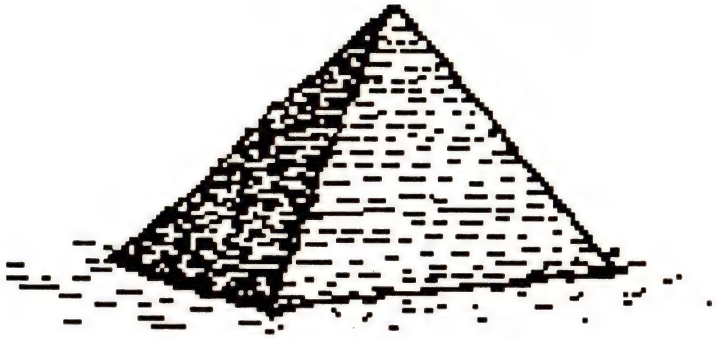
Hearing scattered reports of razors staying sharp, fruit not rotting and even people thinking clearer if kept inside a pyramid-shaped structure, R&D thought they might be able to find a use for pyramid power in our product line.

In addition to pyramids, we also extensively researched a plethora of other shapes. All this has led nowhere. The only concrete fact we've proven to date: Sitting anywhere near Atari's Fuji symbol makes corporate officers completely incapable of making any wise business decisions.

Our *big* product for this year is to be the Super Hammer Hard Drive. The specifications on this baby are impressive. It has an eight-foot diameter, four-inch thick platter that spins at 360,000 RPMs and is driven by a military jet engine.

Storage capacity is astounding. We're not really sure what it tops out at yet. We stopped formatting after we reached a google-byte. The Super Hammer Hard Drive is capable of astronomical data transfer rates.

Just to show off, the guys and gals in R&D digitized a full-length movie—full color picture and stereo sound—from a Laser videodisc onto the hard drive. They can play the movie off the drive in real



time. R&D estimates the transfer rate at well over 800 Megabytes per second.

All has gone well with the project. It's a little slower than I had hoped for, but that's mostly due to OSHA demanding the test unit be housed in its own bunker 300 yards from any inhabited structure.

They've really been on my back lately about how many people we lose in R&D. I don't understand all the fuss. I treat all my people just like union employees, and, so far, we've lost only one person on the Super Hammer Hard Drive project.

I remember that day like it was yesterday. Just the thought brings a smile to my face. I was watching some testing being done on the unit. One researcher noticed a small problem on the control panel. The drive needed some adjustments.

The same dimwit who sent our R&D complex into never-never land headed out to the bunker to work on the Super Hammer Hard Drive. The bonehead attempted to realign the heads while the unit was running at full speed. He caused the most memorable, spectacular head crash anyone has ever seen. Who would have thought six feet of concrete would not stop an eight foot titanium disk? This is what life's all about: major industrial accidents. Without them, there would be no reason to live.

I have to go now. I see the man from OSHA snooping around the bunker rubble. I wonder if he'll find any of my land mines?

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A-T-A-R-I

ANSWERS-TIPS-AND-RELEVANT-INFORMATION

Atari's new AOS for computing on the road

Paul Alhart (AFED)

In the 80s we saw many advances that were not too long ago just visions from the pages of science fiction novels. I sometimes wonder how I made it through high school in the 60s without a calculator. (Does anyone else remember slide-rules?)

Why, we didn't even have microwave ovens to warm up left over pizza back then. "Color" TV was the big news of the day. Do you remember wrist watches with hands on them? I still have one in the drawer, but I'm not sure I know how to read it anymore.

Another item from the science fiction of my youth is the computer. No one was really sure what a computer would look like or what it would be able to do, but that didn't stop the imaginations of the writers or the readers.

Today, computers are everywhere and influence, if not control, almost every aspect of our lives. Still, we are coming up with new uses for them everyday. The majority of homes in the US have at least one personal computer, not to mention all the computer-controlled devices from VCRs to thermostats to make our life easier(?).

Several of the newer cars have their own computers too. These automotive computers control motor functions, breaks, heating and cooling, tell you when a door is ajar, and even run diagnostics on all the car's systems.

What else could you ask for? How about a car that drives itself? Science fiction again? Maybe not. Computer-controlled navigation systems have been hot items for years on prototype "Concept Cars" seen at various car shows around the world. Although these Concept Car systems weren't functional, the dream has always been there.

One of the big hold-backs to this technology has always been the cost. Remember what an Atari 400 system cost back in 1980? Well, now with the vast number of inexpensive (*Power Without The Price*) personal computers available, we are ready to move ahead into the future once more. The latest rumor from Silicon Valley is that our boy Jack is already Beta testing AOS.

AOS or Automotive Operating System was written to run on a standard 64K 800XL. It is supplied on a 4 Meg bank-switched ROM cartridge that plugs into the normal cartridge port. Working hand-in-hand with Ford AeroSpace on the project, a working system has already been installed in a test car.

Not only are the normal engine, climate control, etc. functions supported by AOS, but virtually every function imaginable as well. From the voice-activated door lock/security system to the touch-sensitive dash displays, the trusty little 800XL controls it all.

The best part though, is the Auto Pilot Navigation System. Type in your destination on the dash-mounted membrane keyboard (anywhere in the U.S.) and sit back and enjoy the ride.

Through an elaborate array of infrared and sonar sensors, all driving functions are controlled for you. A constant link to a central Tracking/Mapping Computer (TMC) via satellite and cellular telephone systems ensures you of the best route to your destination. The huge data base of the TMC is constantly being updated with information on road, weather and traffic conditions. This information allows the AOS to program alternate routes "on the fly" as required. You can override the AOS at any time to make side trips or one of those necessary rest stops.

Will we see this fantastic technology soon? You can bet on it. A few "small" problems do have to be ironed out first. Sources close to Jack have told me his first efforts to secure a satellite link were still "up in the air."

Seems that the people that own Comsat, a satellite primarily used for satellite TV, have trouble with the name Atari. Their first response was that they already have their quota of "entertainment channels" allotted.

A couple firmware "bugs" have

shown up as well. Most of the code for AOS was written in Europe. Their machines run on 50Hz AC power, not 60Hz like ours do. This did cause a small problem for the RPM/Velocity sensors on the Beta test car. Two speeding tickets later, this problem was temporarily resolved via the 800XLs keyboard.

A potentially more dangerous problem was noted before the test car even got out of the parking lot. The European programmers, without thinking twice, coded AOS for a car with right side controls. This is great in Europe, but caused US-made cars to turn left when they should have turned right and vice versa. Again, a quick patch via the XLs keyboard allowed Beta testing to progress without too much delay.

To eliminate the need for US drivers to key in these patches every time they start their cars, Atari has promised a "Translator disk" real soon now.

One final problem still exists. It seems the test car was left unattended for a short time and some "curious" kids slipped in and started pressing buttons. The car was last seen heading South on Interstate 5, destination unknown.

A reward is being offered for any information regarding its whereabouts. Be on the look out for a blue 1991 Ford Fiesta with no driver. The test car, code named Atari Programmable Research Interface Link—Ford Operation OverLand, can be positively identified by its initials in large letters on the driver side front door. That's right, it says "APRIL FOOL."

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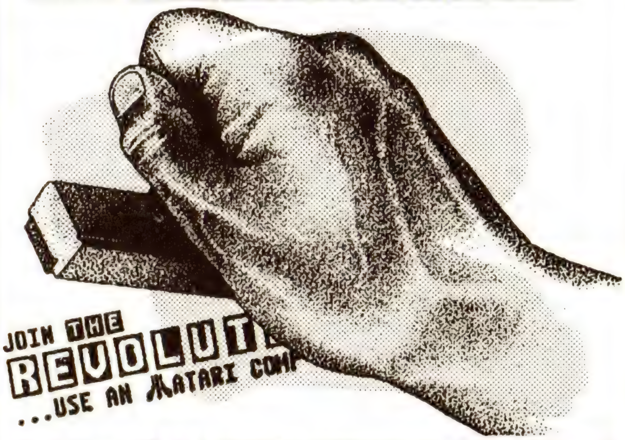

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Captive from Mindscape

Paul Gittins (PAC)

After being sentenced to 250 years suspended animation for crimes unmentioned, you are placed in a chamber where the sentence is carried out. When you are awakened, apparently by a computer, you are in a small storage room, but where and when is a total mystery.

As you look around your new surroundings there are signs of destruction which you have slept through. The room is sealed except for a small window through which you can barely see.

Fortunately, there is a tube for intravenous feeding so your survival is assured. Lucky for you. A search of the room reveals a very unusual briefcase which displays holographic images. There is also an instruction manual for the operation of this case.

What you have found is a remote control device which allows you to control four robots. By using the full capabilities of the device, you will be able to explore the planets and moons of your system.

As you figure out the capabilities of the four droids and increase your experience, you will be able to destroy various creatures you encounter.

You don't need to worry about friend or foe. They will all try to kill you in one way or another. Each critter you dispatch will leave you with a small cache of gold pieces which you may trade in at local vendors for repairs, weapons, ammo or various other useful devices.

Your goal is to guide the droids through the planets and dungeon chambers until you find and rescue the Captive...yourself!

There isn't a lot of documentation with this program. The attempt is to be as realistic as possible and to limit the clues. In short, you have to work for what you get. There are plenty of clues, you just have to figure out what they mean.

As you wander through the various dungeons, the game takes on a type of consistency that leads you to know what to expect, to a certain extent. You will find clipboards with passwords which can be used at certain locations. Save these passwords.

The monsters are always a surprise, and they always seem to have just a bit better skill level than you do. You can be sure there are plenty of them, too. Just when you have figured out how to take care of one type, another pops up and there you go again. This is a game where it really pays to save and save often.

The game play is similar to Dungeon Master. It has many different levels of play, and you develop experience points as you wander through the mazes and take out the various little beasties that seem to be waiting around every corner.

As with DM, your skills grow with experience and you become able to use more and better weapons. You also are able to purchase better armor, or should I say body parts. Because you are using droids, you may replace arms, legs, heads or any other body parts as you see fit and the opportunity presents itself.

The only hitch to all this is that you must survive your little "close encounters" with as little damage as possible.

In early gameplay, I found myself getting hurt much too often and using all my gold for repairs of my body parts. Not much money was left for ammo or the other neat little utilities available.

I think the main reason for this is because I am a serious DM fan and have mastered the two-handed playing approach where my left hand works the arrow keys and the right uses the mouse. The Captive interface uses the number keypad instead and the 5 key does nothing. I know it isn't much of a difference, but when you are in a full scale panic, it is enough to cause a minor error which quickly gets you dead.

The game is very challenging and exciting to play. The graphics are excellent. Because of the space type scenario, there is no limit to the many types of monsters you will encounter. Some would have been welcome in DM and many are SF at its best. Like DM, the famous box-step is very productive in dealing with the monsters if you can find a room to do it in. You can also slam doors or walls on the monsters when you find them.

There are very few games I will spend a large amount of time playing. This is one of them. I would guess I have spent about six weeks so far and have finally completed the first mission. I must qualify this because I have full-time work and other obligations as well.

I probably get in about two hours a day, four or five times a week and maybe four hours on Saturday or Sunday. Still, it is a fairly large amount of time. Only Dungeon Master and Chaos Strikes Back have given me similar challenges.

One good measure of a game's popularity and success is in the number of messages posted on the online services. Captive measures up very well. There are many important hints available for the curious or the stumped.

There is no music in this game, although you might think so from some of the messages in the boot screens. There are good sound effects, however, and a sharp ear can pick up several hints. Some of the screams the monsters make will truly curl your hair. This is especially true when you are hit from behind by a scream and then a fireball in short order. All you can think of is "What was that?" and "Where do I run?"

The game comes on two disks. Interestingly enough, Disk 1 is double sided and contains the complete game. If you have single-sided disks, you use both Disks 1 and 2. The game can be saved at any time—and take my word for it, do it!

I found it odd how the save games were done, but they work so I won't complain. You must format your save disk from within the Captive game using their custom disk formatter. This is a very slow process. Once the save disk is formatted you are given choices from 0-9 for your save games. All you need to do is remember which number you last used.

I also like the way the game uses both drives. If the save disk is in Drive 2 and the game is in Drive 1, you can save as you go with little trouble. The only irk I have is that you must either die or kill all your droids in order to restore the save game. Even that isn't as bad as it could be, because the game loads itself into memory and reloads itself from memory after your most previous demise. I'm sure this depends on the amount of memory available, but for me at 2-1/2 megs it is sweet.

I can recommend this game without reservation. I have gotten way more than my money's worth. I understand there are over 65,000 levels of play possible, so even if you can complete one level a day you will be busy for a long time.

To recoup, it has good graphics, great sounds, it is winnable yet challenging and it can be very exciting to play. Many times I found myself ducking or shifting to one side or another in my seat as we (the droids and I) tried to dodge a lazer or cannon shot. I may even have uttered a phrase or two in exclamation of my excitement or frustration.

This game is sure to be a classic. I have no doubt of this. I am sure that two or three years from now people will still be asking questions about missions or levels or passwords or whatever else is stumping them at the time. Not only that, but where else will you get the chance to kill a Brontosaurus while wandering around looking for the entrance to the next dungeon?

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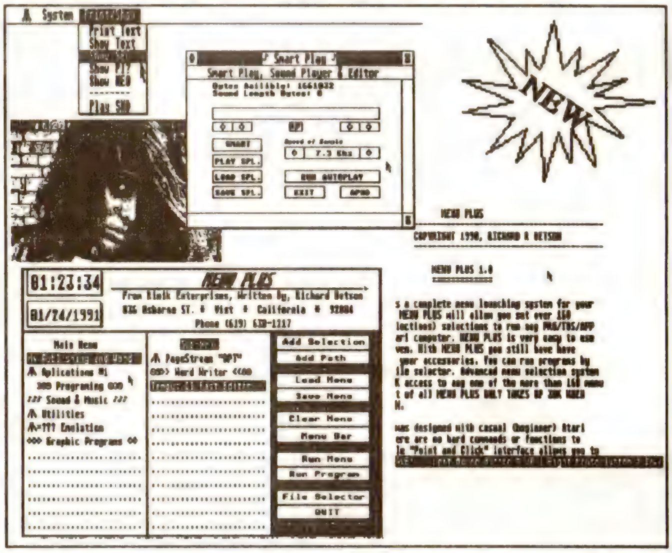

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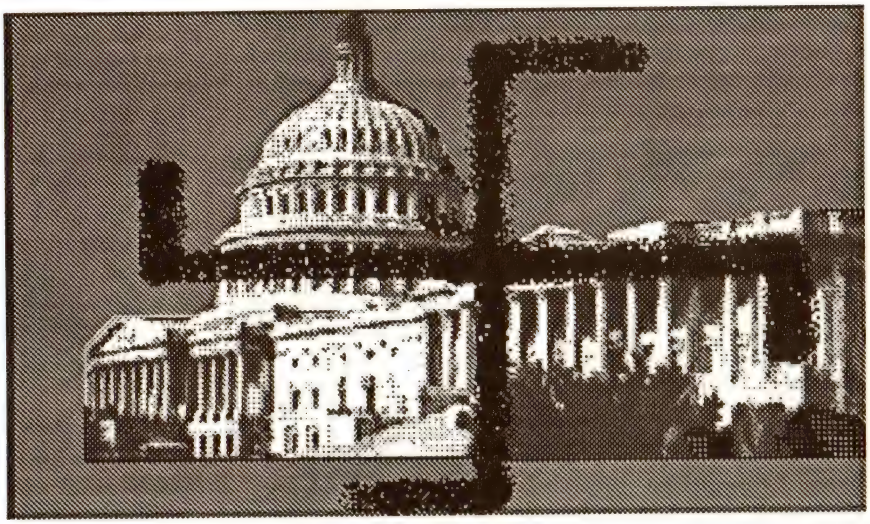
Rocket Ranger
Boot Up and Blast Off!

Gordon Totty (MACE)



Change history! Save mankind! Your children's children's children, and then some, from 100 years in the future have asked for your help and sent you the tools to do the job.

You have been sent a Himmelwurfer Rocket Pack (Model M-2000), a Schmeisser Radium Pistol, a Telefunken Wrist Monitor and a Secret Decoder Wheel. In case you can't figure this junk out, they also sent you a highly secret Gebrauchsanweisung Handbuch. Ja! You vill read closely! You vill not fail! Heil...oops.

Forget that "Heil," I got carried away. Actually, it's Hitler you have to stop. Without your personal intervention, you see, he will win WWII. It is now 1940. You have time left.

Well, what are you waiting for? Move, dammit, or you'll be arrested for treason during this emergency. Yes, treason for inaction, for sitting on your lazy bun bones when there's fighting to be done.

I know, because it happened to me in Rocket Ranger, the cinematic thriller from Cinemaware Corporation. I was hanging around the war room occupying my mind with the grand strategy of moving my minions around the globe to outfox Herr Hitler. We were infiltrating and promoting resistance movements. We were spying and peeking at his secret bases. I had made zero progress, but I needed more time.

Without warning, armed MPs came to get me. They arrested me for taking too long. I had only been at it for a year, for Pete's sake!

Then, I was forced to watch as a huge Nazi flag was draped over the front of the White House. I gagged. I retched. I was powerless. It was all over.

The world was no longer safe for democracy, or something special like that. Your great, great grandchildren would walk like geese. (What a pity! They were such great, great kids.)

Thus ended my first session with Rocket Ranger. Let's back up and separate the imaginary from the real events of the game, so far.

There is a War Room, which is a map of the world. You point and click on countries for status reports, and they are color coded to provide you more information. You have five agents who can be sent to infiltrate any countries you wish, or up to all can be sent to one country (not recommended).

There is a fuel depot screen, where you can note your fuel supplies and transfer fuel to your rocket pack or rocket ship.

There is a rocket lab, where you can watch the assembly of your rocket ship, which will be made from the parts that you can steal from the Nazis.

There is a takeoff screen where you can go to select a destination and blast off to even more colorful screens and plenty of action.

But, most of all, there is a cinematic quality to all of this, with some really good graphics. For example, when Rocket Ranger takes off, you are switched to a screen showing a world map, with a shadow of your caped figure flying through clouds.

On the map, tiny flags or colored pins plot your progress across the face of the world. Now, I ask you, how many old movies does that remind you of?

There's a reason for this, in addition to the fact that this game comes from Cinemaware. (What would you expect? They even label it as an "interactive movie." Of course it has a movie "feel" to it!) Rocket Ranger is based on "King of the Rocketmen," an honest-to-goodness 1949 Saturday matinee serial. Do you remember it?

I don't. I'm the wrong age. My

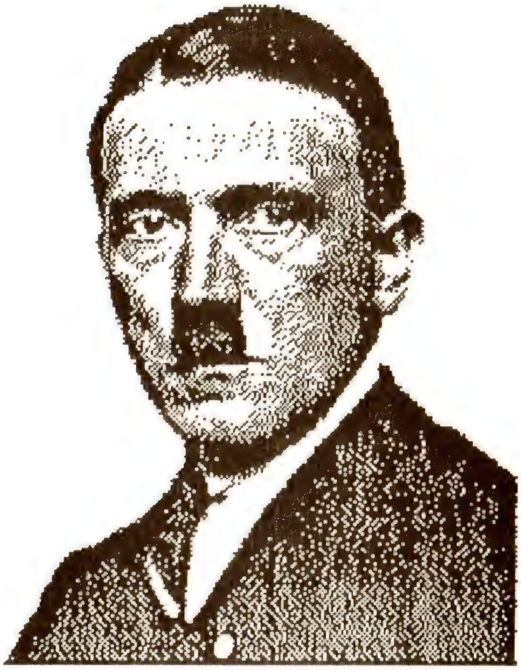
father told me about Buck Rogers, and I was a fan of Flash Gordon (for obvious reasons, eh?). By 1949 I was too "old" to enjoy Saturday serials, and far short of being mature enough to realize that fun is fun at any age.

If you want to catch up on what you remember, or missed, in addition to looking into this software you might want to see the original. (In an amazing coincidence, while I was writing this review I got an advertisement in the mail for the "Cliffhanger Serials." King of the Rocketmen, starring Tristram Coffin and Mae Clarke, can still be yours if you shop around. Tristram and Mae?)

The documentation for Rocket Ranger provides further background for you history buffs. Now, back to our story!

Gals, please skip this paragraph. Guys, I assure you that when you cast your eyes on the lovely Jane Barnstorff, your "girl friend" and/or former classmate in this game, you will enjoy the really outstanding...graphics. It will make you glad you succeeded in rescuing her and her Dad, Professor Otto Barnstorff, from the Nazi baddies. (I know you gals are reading this paragraph! Unfortunately for you, Otto looks like a slug.)

Rescuing Otto and Jane is one of the several challenges in Rocket Ranger. The fun of it is that even after you rescue them, the Nazi dogs kidnap them again. Like in most action adventures, the challenges just never seem to cease.



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Other challenges include air combat with Nazi ME-109 fighter planes, destroying aerial torpedoes, hand-to-hand combat, destroying gunners on the gondola of a zeppelin without hitting the big gas bag, firing a pistol, stealing rocket parts and fuel, finding rocket parts and fuel to steal, and more. Are you tired yet?

One problem with a game like this is that it tries to do so much that it cannot do everything well. For example, do not expect that your dogfights with the ME-109s are going to approach the level of reality, complexity or sophistication afforded by a game or simulation devoted to dogfights. It's just not possible with everything else packed in this package. Nevertheless, I think you'll find the dogfights to be challenging, though you cannot chase the opposition or do any more maneuvering other than decide if you want to be high, low, left or right as they approach you. You should find the perspective amusing.

Similarly, fist fights are not up to the complexity level of some of the martial arts games, though not bad. However, I think we should be forgiving of these possible shortfalls in a game that includes so much diversity.

Some of the scenes in Rocket Ranger approach photographic realism. I particularly enjoyed the Nazi flag on the White House, and a black and white scene shown on the Wrist Computer as Jane was about to be fed into some monstrous machine by the Nazi fiends. Gad, not even her outstanding graphics could save her!

There are other good pictures and scenes, including an interesting dissolve from black and white to color.

Gosh, do you suppose Ted Turner is behind the colorization? For shame, the artistic merit has been undermined. I did not see his name in the extensive credits. As with a movie, credits for stuntmen are included on the disk (but not in the manual). What do you suppose a stuntman is in the programming business? One who turns out a particularly elegant bit of code to solve a problem or eliminate a bug? Actually, I think it is just intended to be a joke here. Watch for it in the credits on your screen.

Some Flaws

Joystick control seemed sluggish to me in parts. I found it hard to beat the aircraft, although the fist fights seemed easy (just keep punching below the belt). To be fair, I am not a very adept joystick jockey anyway. Maybe it's just my reflexes that are sluggish!

The game itself is very slow, with disk swaps (even using two drives) and a seeming lot of disk access. You'll go bonkers if you don't learn to use the ESC key and the joystick button to speed up or eliminate the many slow, non-interactive screens. Most of these are either in the introduction, which is extensive, or are screens of text that you do not need to read over and over as you play the game multiple times.

ESC skips the introduction, a necessary feature because there is no save game feature. Hitting the joystick button is supposed to speed you past the text, but there is no way to stop the text from printing to the screen in the first place. However, this is the price you pay for a game with all the features of Rocket Ranger. The three disks include about a megabyte of code, and I imagine that with a 520ST and one drive it might get a bit bothersome.

I thought Rocket Ranger had a lot of depth, and found it to be a different kind of experience for me. This is the first product from Cinemaware that I have looked at. On the basis of this one, I'd like to try another.

According to the advertising literature packed with the game, Cinemaware has six other titles out for the ST, including Defender of the Crown, King of Chicago and TV Sports: Football. They also market five more ST titles under a Spotlight label. A glance at this literature reveals that this company supports the ST as much as any other computer.

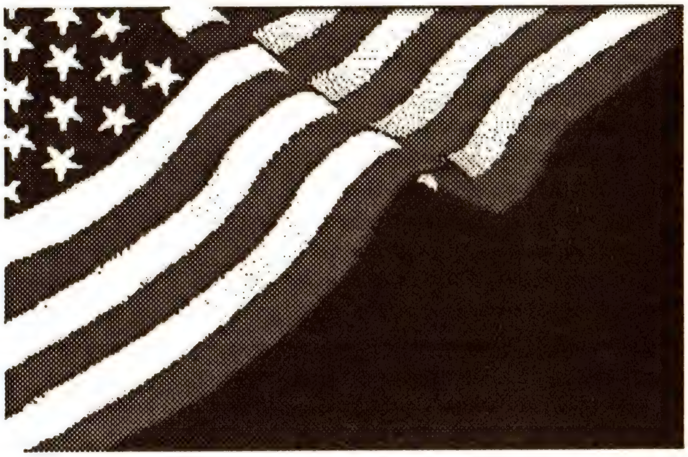
I have not yet completed Rocket Ranger. Sometimes I feel like I might be letting you readers down if I don't finish a game before writing the review. Other times, like now, I feel that enough information is available for a fair, balanced review even though some surprises are left for us to discover later. I haven't experienced the desert or jungle action yet, nor did I make it to the moon. (You can sure get around in Rocket Ranger!) The documentation hints at a secret waiting to be discovered on the moon...the secret behind the Nazi's mysterious leap in technology.

Whatever it is, it couldn't have anything to do with Werner von Braun. He was one of us!

I liked Rocket Ranger. I think you will enjoy it in spite of the flaws noted above. It is better than average, and will provide you with good entertainment.

Finally, I enjoyed the challenge presented in the section of the documentation dealing with backup copies: "Please do not give away backup copies. Rocket Ranger is one of the most ambitious games ever created for the Atari ST. We would love to create even more ambitious products in the future, but will be unable to do so if software theft prevents us from paying our bills. If you support us, we will support you."

Based on my experiences with Rocket Ranger, I'd say that Cinemaware deserves our support.



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TEXTPRO Macro Hintss

John McGowan

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This article is for users of TextPro version 4.54 or later (referred to throughout this article as TP) and assumes you know the basics of using the program and writing macros for it. If a series of more elementary articles is desired, please pass along requests for such.

This article also assumes you are using an XL with the START and HELP keys. If using an 800, the HELP macro can be accessed with OPTION-? (that is OPTION-SHIFT-/) and the START macro can be accessed with OPTION-# (that is, OPTION-SHIFT-3).

Hint #1:

Always have the START and HELP macros do *something!* For some simple macros that I have written, the START and HELP macros do nothing but print the macro file name on the command line so that I can see which macro I am using.

If your macro requires a certain configuration file, have the START key do a configuration load (SELECT-CTRL-L) of the relevant file, along with any font load commands (for those who do not understand the last comment, version 4.56 of TP allows the loading of new fonts *after* booting TP, while I have written a ML module to allow such later font loads in version 4.54, standard, XE or LOMEM versions).

If your macro is complicated, consider writing HELP screens (24 rows, 40 cols) and having the HELP key do a COPY to E: (or S:) command to display such.

If you have a macro file where either the HELP or START key does nothing, that macro is *not* of professional quality.

Hint #2:

Let every macro put a message on the command line. I have a macro which sets my Star NX10 to underlining...it also puts a message on the command line "UNDERLINE ON" so I know which key I pressed (useful in case you forget the key or press the wrong one).

NOTE: In version 4.56 and later you can put inverse Ps and Ls on the command line, but version 4.54 will interprets these inverse letters to mean use the last file name... NAME.ME if no prior file name is set.

Hint #3:

Consider using "double level macros" to support multiple printers and allow easy editing.

When I first wrote a TP macro to turn on underlining, I defined printer equate keys (INVERSE capital letters) for the printer equates (e.g. INVERSE-A set to 45 and INVERSE-B to 1, INVERSE-C to 0) and had the OPTION-U macro insert (in inverse) 1AB (Inverse-1 being defined, by default, as the escape key). Later, as I became smarter, I also had the macro put a message on the command line to state "UNDERLINE ON".

But still, editing such a file three months later was difficult, for INVERSE-1AB did *not* immediately jump to my mind as "AHA... that is underlining!"

My current macro now puts \U in when I press OPTION-U and \INVERSE-U when I press OPTION-u (and prints "UNDERLINE ON" or "UNDERLINE OFF" on the command line). When I save such a file and load it later I can easily interpret the \U as a command to turn on underlining.

I create my text file (using the macros) and save it, but I *never* print it as it stands, for then \U would print out as "\U" rather than turn on underlining.

Instead, I have a macro, OPTION-CTRL-C to do Conversion. This macro does a GO TO TOP OF FILE (CTRL-H, CTRL-H) and then a GLOBAL search and replace of \U with INVERSE-1AB. Then, it again does a GO TO TOP OF FILE, followed by a GLOBAL search and replace of \INVERSE-U with INVERSE-1AC. The macro continues with CTRL-H, CTRL-H and global search and replace of the other \command macros supported by my macro file to replace the easily edited commands with the proper printer equates.

I *save* the file *before* using the OPTION-CTRL-C command (to preserve the understandable and editable commands), and use the OPTION-CTRL-C command before printing (to convert editable macros to print key equates).

If I get a new printer, all I have to do is change the global search and replace macros in order to be able to print the text on the new printer!

This use of one macro to place editable, understandable code in the text and another to convert to codes for the printer is what I refer to as double level macros.

There are other hints and techniques which I have found useful, and will pass along to those interested.

Remember, TP is the best 40-column word processor around, and its macro capability (much better than PaperClip) gives it its own programmable language.

Support Ronnie Riche and TP...and other 8 bit programmers and users.

Support the 8 bit...if you don't, no one will!

Addendum

In version 4.54, unless you have corrected it, the defaults are *incorrect*. The documentation indicates that the INVERSE-1 key is set to 27. Actually, the INVERSE-0 key is set to 27. All defaults are off by one position.

You *can* redefine these defaults in a configuration file, and should...or else modify the program to correct the errors. I believe the TP456 file has a macro to correct the defaults.

Also, you *cannot* redefine the default equates in version 4.50! If you try to do so, you will find your new definitions in the configuration file, *but* version 4.50 gets its values for the INVERSE-1-6 keys from a different section of the program and ignores the configuration file...so I *strongly* suggest you get version 4.54 or later.

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Presswork's Assistant

Glenn Dulin (COAC)

Are you tired of having your text printouts "run over" the perforations at the bottom of the page or seeing the lines of print "wrap" at the end of the page? Well, Presswork's Assistant might be an answer to your problem.

What It Is

Presswork's Assistant (PA) is a program which lets you exert control over how you print a text file from the desktop. It allows you to control the margins, adjust the spacing, add line or page numbers and generally make an attractive looking printout.

It will also estimate the number of pages a printout will require.

How It Works

The program is fairly easy to use. All you have to do is select the options from the GEM menu with the mouse (including the file to be printed) and let your printer go!

Difficulties

PA does have a couple of problems, though. First, if you are running it on a minimal system (no hard drive, TOS 1.0), it does have a significant flaw in that it is not "smart" enough to be able to keep track of disk swaps.

Second, although largly redundant on such a simple program, the "help" function doesn't (function that is).

Conclusion

While this program works well, it is rather limited in scope. There are a number of other programs that are either shareware or public domain which will do about as much but are considerably cheaper or more versatile.

This reviewer recommends that the author, Chris Sorenson, either add more features or go the shareware route to hold down the distribution costs since as it stands, it is a very poor value.

Some features that might enhance this package include:

- The ability to send setup strings to the printer (for different print sizes)
- Two-column printing (for printing documentation)
- Formatted output
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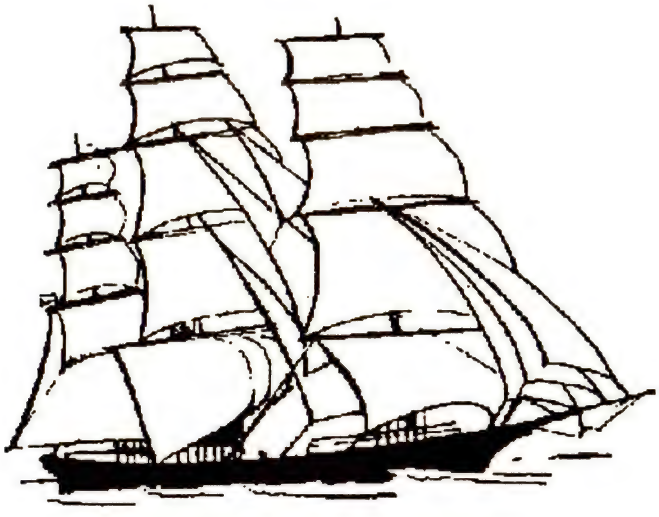

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The Funnel MIDI Input Selector from Digital Music Corp.

Dave Thorson (PHAST)

Do you avoid using multiple MIDI devices to their fullest because of the hassle of changing MIDI cable connections? The Funnel might be just what you need!

I have a Casio CZ-101 keyboard/synthesizer and a Roland CM-64 sound module to connect to my ST. I normally play from the CZ-101 to a sequencer program in the ST, and from there to the CM-64 to create the sounds I want. This lets me record my playing, edit and rearrange it, and play it back whenever I want.

But, I find myself using the same sounds in my CZ-101 all the time, and I *never* upload new sounds or adjust the parameters in the CM-64. To do either of these, I need to re-route my MIDI cables. It's not that difficult to do, but I'm basically lazy and I don't like the extra stress placed on the connectors every time I do the MIDI plug shuffle.

Besides, I keep reading that you should never change MIDI cables with the power on, so any set up change also requires a complete cold start of my computer. Not the least bit convenient.

I read about MIDI patch bays, wonderful little devices that let you connect everything to one box. Then, via front panel or MIDI control, you can re-route anything to anything else, change MIDI channel assignments, force keyboard splits and other technological wizardry.

It sounded like what I wanted except for the price—about $400 for a low-end patch bay. A trip to Synthony Music led me to discover a box from J. L. Cooper Electronics called the NEXUS, an "affordable" MIDI patch bay.

This gizmo supports three inputs which can be switched to any of eight outputs. Three-position switches choose the input for each output and prevent you from inadvertently trying to merge two input signals into one. LEDs light up to show which inputs are active, and the whole box is a bit smaller than an SX-212 modem. The price was better, too, hovering about $80 as I recall.

I was all set to buy when a trip to Price Club left me $40 poorer and one Casio DH-100 MIDI Saxophone richer. Now a new dilemma faced me, I couldn't figure out how to wire everything through the NEXUS box without frequent cable changes. The NEXUS would help but wouldn't fully solve my problem.

Back to Synthony for advice. They had a different box from a different company that had *four* inputs and eight outputs, but cost about $35 or $40 more, effectively doubling the price of my MIDI sax.

This new box also took about twice the space of the NEXUS, and might cramp my mouse's grazing patterns even more. I hemmed and hawwed and hemmed some more, until the salesperson remembered another product—The Funnel.

I had visions of something that swirled all my notes together and spit them out a small spout into my ST.Then I saw it. Much smaller than either of the other boxes. Hmmm...*six* inputs on this one. Two of them seemed to be selectable, but the other four were all ganged together. And there was only *one* output! Was this some sort of joke? How could this possibly be the answer to my quest?

As the salesperson explained the concept behind The Funnel it seemed more reasonable. It was developed to help people manage System Exclusive messages between multiple MIDI devices (typically sound modules), the idea being that normally only one of them needs to send data to the computer at any point in time.

Using MIDI thru ports or boxes like the NEXUS, a MIDI signal could be split and sent to several sound modules at once, which would not usually need to send anything back to the computer. When a System Exclusive message is sent to one of the boxes, only that box needs to respond.

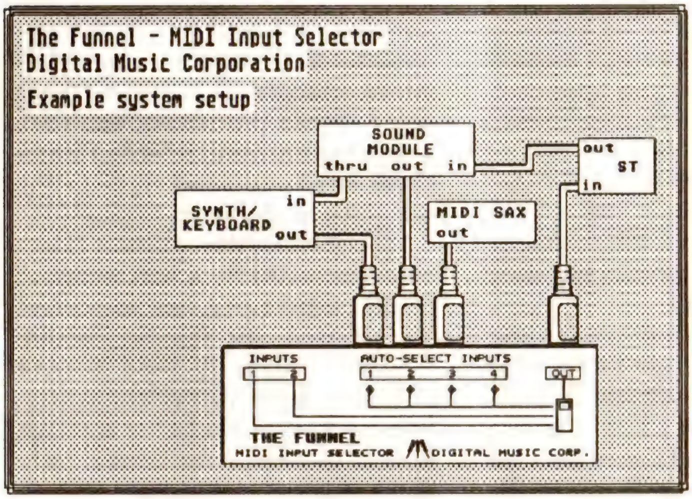
The Funnel contains a very fast-acting circuit that looks for output from any of the sound modules and feeds that signal to the output port and on to the computer. Four of its input ports are automatically selected like this, obviating the need for manual switches like those on the NEXUS box.

Digital Music Corp. also realized that some MIDI devices use a technique called "active sensing," where they send out a message every hundredth of a second or so to be sure something is listening on the other end of the MIDI cable (somehow they can turn off stuck notes when they find they're being ignored).

These pulses would cause that device to be constantly selected by The Funnel, precluding selection of other devices competing for a chance to send output to the computer. The Funnel provides two additional inputs that must be manually selected, one at a time, instead of the automatic selection ports. Devices for which Active Sensing (or other time pulses) cannot be disarmed can be connected to these two inputs.

I stared at The Funnel some more, and described my MIDI requirements again to the salesperson, who explained how I could hook everything together using The Funnel.

The accompanying diagram shows my current setup. I run the outputs from my CZ-101, DH-100 and CM-64 to three of the automatic selection inputs on The Funnel. The Funnel's output goes to the ST's input.



One additional connection is needed, from the CM-64's MIDI Thru port to the input of the CZ-101 (the DH-100 has no MIDI In, so this all works fine).

Now I can play from the computer to either the CM-64 or CZ-101, or both at once, since the ST's MIDI Out goes to the CM-64 directly and is passed unchanged to the CZ-101 via the Thru port of the CM-64. I can play a note on the CZ-101 and The Funnel selects its line for output to the computer and into my sequencer program.

If I play a note on my MIDI sax, the Funnel quickly switches to the sax and sends its signal on to the computer. If I send a system exclusive message to the CM-64, its handshaking signals cause The Funnel to select the CM-64 for output and patches or reverb settings or anything else can be sent to or received from the CM-64. The same is possible with the CZ-101.

The only limitation I've found is that my ST must be turned on if I want a signal to get from the CZ-101 to the CM-64 (or DH-100 to CZ-101 or CM-64), and I've got to have a sequencer or other software running that echoes MIDI through. Not a serious drawback, since when I'm playing with MIDI anything, my ST is running alongside. I've seen no timing problems or mis-fired MIDI messages either—The Funnel works like a dream. I don't need to hit any switches; in fact it's so ignorable I may eventually forget all about The Funnel someday....

The Funnel is also not designed to let two or more inputs be played simultaneously (such as a keyboard and MIDI sax). MIDI merge devices are available elsewhere if you have that requirement (the NEXUS PLUS has two inputs/eight outputs with merging, thin/transpose/split zone capabilities and a battery backed memory. Also, the September 1990 issue of Electronic Musician has a parts list, schematic and detailed instructions for building your own MIDI merger).

Other info: The Funnel has LEDs that light to show which input is selected for output (useful in debugging devices and cables to be sure they're sending MIDI data, and they seem to fascinate visitors for some reason). It draws its power from some MIDI cable somewhere, probably the ST's input port. No batteries, power adaptors or extra AC cords for my already crowded power strip farm.

The box has only one control, a three-position slide switch to select manually between input 1, input 2 or the group of four automatic selection inputs. The Funnel is about six inches long, two inches deep and one-and-one-quarter inches high; a black box with blue and white lettering.

Unobtrusive and almost attractive, definitely hi-tech. The Funnel comes with a *Five Year* warranty.

The manual is almost a joke, only four pages long (and small 4"x5" pages at that). Two of those pages are reserved for the front cover and back cover warranty description. This is no problem, though, since this little gem is so easy to use. It handled my setup needs almost perfectly and I've still got room for further expansion (maybe a MIDI-synchronized multitrack cassette deck? Dream On!).

In spite of all its amazing qualities, The Funnel can be purchased for around $70, a lower price than any of the alternative devices I considered (I also looked into building my own simple patch bay, but after buying a slew of 5-pin connectors and switches, a case and some opto-isolators, I would have spent close to that amount).

Check out the diagram of The Funnel and you should be able to tell if it will help you get more out of your MIDI gear. It can be used as a "MIDI Control Center" as in my setup, or to add extra MIDI inputs to other patch bays. I highly recommend it!

Digital Music Corp. (The Funnel)
5312-J Derry Avenue
Agoura Hills, CA 91301
(818) 991-3881

Tax Spreadsheet for the Atari 8-bit

Alan Frazer (Pinellas ACE)

Since I do my own taxes each year, I'm always searching for an easier way to do them. I recently bought a package for the IBM and figured I'd just go in Saturday to work and use one of those machines.

However, while looking at the ads in STart/Antic Magazine, I came across an ad for Tax Spreadsheet. I sent a check for $22.95 on Tuesday, and by the following Monday I received the Tax Spreadsheet in the mail.

The package was not glossy, but adequate. The instructions are clear and comprehensive.

The program is in three parts. The main program is chosen from a menu as "1040." The other programs are "CONSISTENT" and "PRINT." Consistent checks for errors across all of the forms, and Print prints the values on a 1040 form, while all other forms are printed directly.

Running the program is very easy, with all available forms chosen from a menu. Forms 1040, 1040A, 2106 and 2441 are supported, with additional schedules A through F and SE, as well. All of the forms are integrated, so that as one is filled out the values are carried over into corresponding forms.

Cursor control is very easy, with a "B" entered to backup one line, "R" redrawing the form with the current line at the top and "Q" allowing you to quit the form.

The program has a built-in calculator: if a value is entered with a "+" or a "-" behind it, the value will be added or subtracted from the line total as indicated. Hitting <Return> on the final value fills in the total.

As forms are completed, you have the option of saving them or continuing on with the other forms. The documentation recommends filling out Schedule B first, then the front of Form 1040, then Schedule A, and then the back of Form 1040. That way, the program doesn't give you a bunch of errors while it looks for data.

After I finished, I ran the Consistent program, and got errors at the tax calculation. However, on rechecking everything and looking up the tax in the tables, everything was okay. I presume the problem was using SpartaDOS, although the author indicated that the program is compatible with "most DOSes."

After I reviewed the forms, I ran the Print program. The results were excellent, although you may have to experiment to line up the forms. The documentation recommends using lined (green bar) paper if you submit the printed forms to the IRS.

There were a couple of drawbacks with the program. While the "calculator" is nice, a "notepad" would be better for listing interest on Schedule A. This is typed in on the Print program as it runs, but would be nice to have as you input the data on the form itself.

It was necessary to continue to refer to my notes or receipts as I worked, rather than typing it onto the screen. This was a feature of the Tax Advantage program.

Tax Advantage also had a "what if" option; you could input a hypothetical situation and see how it affected your taxes without changing the final form until you told it to.

Although the Tax Spreadsheet program is in BASIC, there are a number of USR calls that make modification difficult.

One of the best things about the program was its lack of copy protection. However, the program is *copyrighted.* To obtain a copy see the address below. I certainly intend to support Steve Karasek, the author, next year if he comes out with an update.

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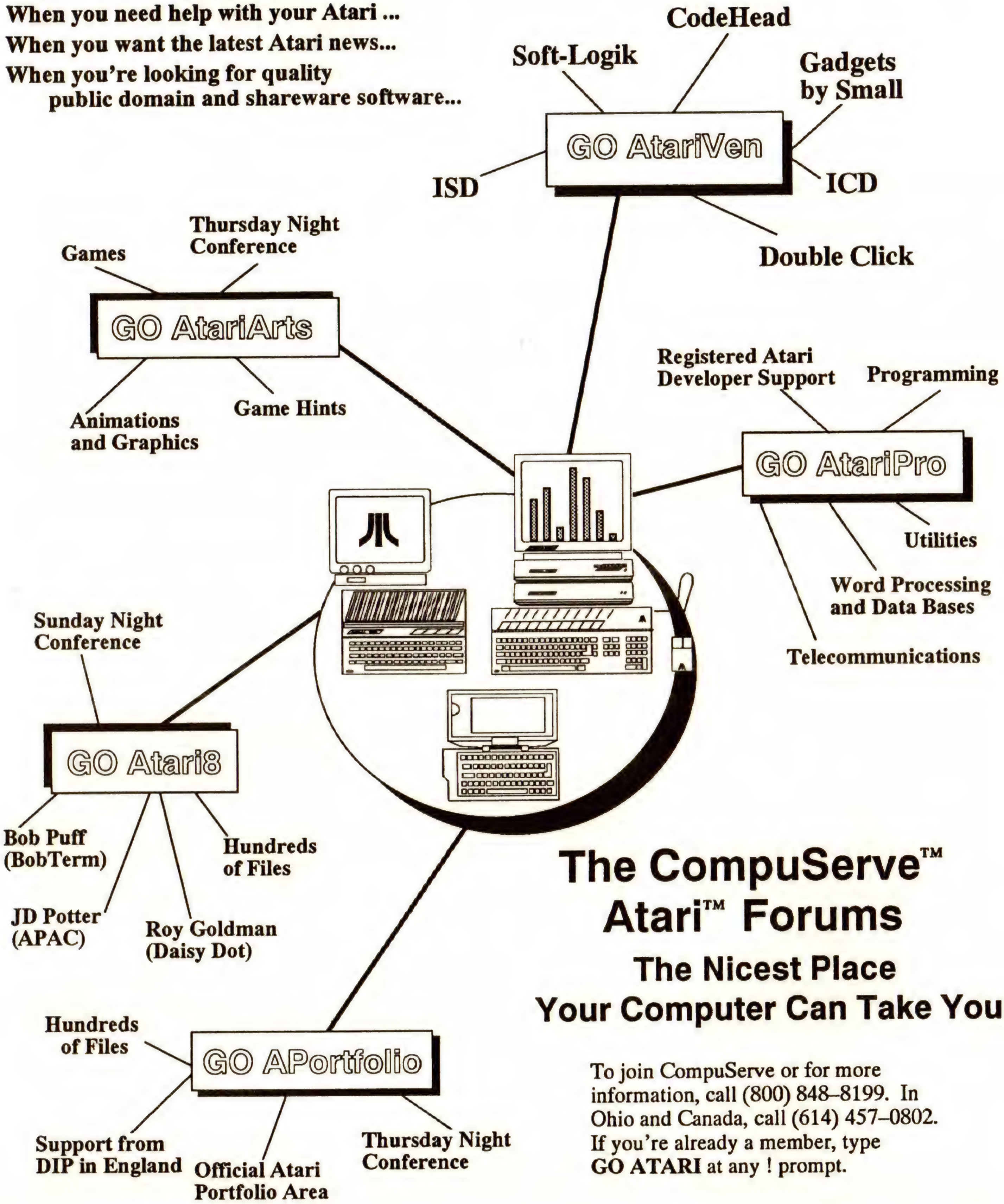
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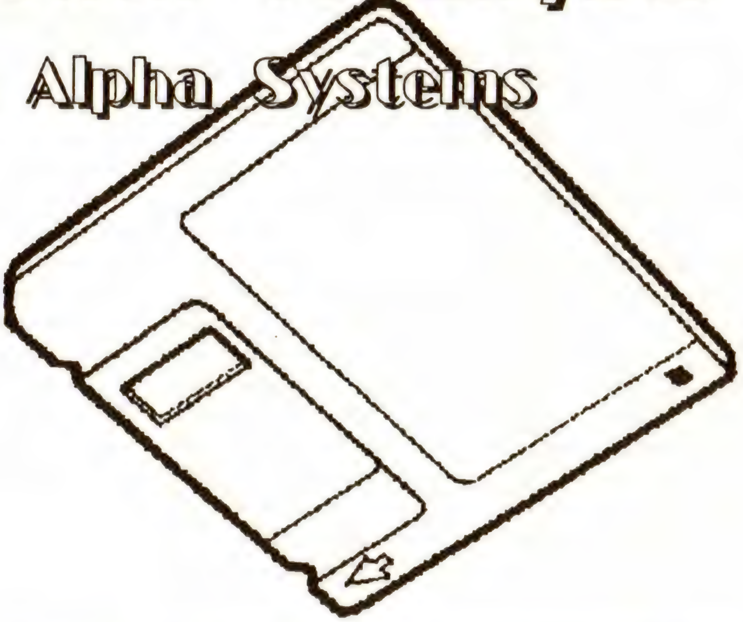
ST Protection Techniques
from Alpha Systems



Bob Retelle (MACE)

This book is something of a puzzlement. Just as you think you've figured out what it's all about, it changes directions on you and leaves you wondering just what it's trying to tell you.

It's About Piracy

The ads for the book talk about advanced disk copy protection methods, and tell you that it will "guide you through the methods used to create the protection as well as the copying techniques to get around them." Aha! It's a book that will tell you how to crack copy protection and let you pirate all the latest games!

It's Against Piracy

Well, no...not exactly. The first section of the book tells you everything you ever wanted to know about software pirates. It tells you who they are, how they get the programs they steal, and how they trade their "warez" with other pirates. Then it tells about the financial damage done to software publishers, and society as a whole. Oh...then it's an anti-piracy book.

No, not that exactly either. It quotes pirates and gives their motivations for stealing software and their justification for their actions. Software is priced too high, and besides, copy protection denies legitimate purchasers their right to make backups of the programs.

Then suddenly, right in the middle of talking about electronic distribution of pirated software, the book makes a left turn and gets into a discussion of "black boxes" to steal telephone services, complete with instructions on how to make one of your own. (However, they do tell you: "WARNING - The phone company can randomly check for black boxes. Persons caught using these devicess may be subject to criminal prosecution.")

Blue boxes, red boxes, even purple and beige boxes, they're all discussed. However, while the book tells you all the wonderful things these boxes do for a phone phreak, it doesn't give details on anything but the simple "black box."

And there's the rub...and the problem with the book. Many things are hinted at and described in general terms, but there's very little detailed information to put anything into practice (assuming you'd want to).

It's About "Crackers?"

Anyway, back to the book. After telling how the phone companies are making things tough for phreakers, it shifts to a discussion of "crackers" (a sub-species of hackers who like to break into other people's computers), and then goes into pirate bulletin board systems.

Finally the section ends with a discussion of problems facing pirates (and would-be pirates), including the fact that most pirates distrust other pirates.

And Now Protection!

At last, section two gets into the actual disks. After a brief treatment of the layout of a standard disk, the book covers copy protection methods, beginning with the most simple, and working up to more sophisticated techniques. The information in this section is interesting, but again it really doesn't tell you enough for the average person to be able to do anything with the material.

The next chapter goes into protecting online computer systems like private BBSes from hackers, followed by a chapter that talks about Viruses, Worms and Logic Bombs. This latter chapter tells how some viruses work, and some steps you can take to protect your system against them.

Suddenly the book shifts once more from hinting at how pirates get around copy protection to the laws available to protect software from pirates. It tells you what legal protections are available, and even tells where to write to register your program's copyright. Then it goes on to discuss Freeware and Shareware as ways to distribute a program.

This section ends with a "look ahead" to see what lies in the future of the software publisher vs. software pirate wars and finishes on a (relatively) anti-pirate note. Section three consists of reviews of products that can be used to defeat copy protection, including the Discovery Cartridge, ProCopy, and Switch/Back.

And Now About the Disk

The last section of the book is documentation for the program that comes on the disk included in the package. "The Protector" is a program designed to allow you to apply "sophisticated software protection schemes" to software of your own. This will protect your disks from "unauthorized use, copying or tampering." Unfortunately, the previous section just got done telling you about products which will copy anything, regardless of what protection methods are attempted, so I wouldn't bet the farm on making any disks uncopyable.

The program is of more use in keeping others from reading or disassembling your text files and programs, and allows you to make "demo disks" of programs by limiting the number of times a disk can be run.

You can apply password protection to files, which will prevent anyone not knowing the password from using the files. The book warns several times to make backups of the disks before the encryption is done, as Alpha Systems will not release any details of the system used to encrypt the data, and will not unprotect any disks if you forget the password.

The "Limited Use" option of the Protector program will let you specify how many times the disk can be used, up to 99 times, and then to decide what action should be taken when that number is reached. You can simply have the computer display a message then lock up, or it can erase the file or even reformat the entire disk. This feature could be of value if you'd like to create demo disks or enforce a Shareware license.

The last option of the Protector is much more technical and interesting if you'd like more information on how disk formats work. It allows you to create custom formats and put errors onto a disk which could help prevent some copying attempts.

The disk also includes a set of C language calls you could include in your own programs to allow direct manipulation of the floppy disk controller. With these functions, you could include a measure of copy protection directly in your own programs.

Finally, the book ends with an appendix giving techincal information on the standard ST disk format, with descriptions of what all the bytes in the boot sector and directories are used for. This one section contains more hard information than the rest of the book combined.

Final Thoughts

So, what *is* this book all about? Well, it's definately not a "how-to" book telling how to crack copy protection. It's also definately not a handbook telling how to protect your programs from pirates. While reading through the book, I got the feeling that it was sort of a "Sunday Supplement" kind of treatment of the subject of copy protection/piracy. An overview, some interesting anecdotes, but not much in the way of hard information.

ST Protection Techniques could make interesting reading if you've always wondered what all the talk of software piracy was about, and you have no intention of rushing right out and cracking the latest games, or starting your own software publishing company complete with copy protection schemes.

Available from Alpha Systems, 1012 Skyland Drive, Macedonia, OH 44056 for $24.95 including the disk. Alpha also has a second book, *Advanced Protection,* which may go into more detail than this one did.

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April/May
1991

AIM
ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the April '91 disk. For more complete docs, see the text files contained in most of these archives.

ABBREVTR.APP—Abbreviator ST allows you to type an abbreviation that will expand automatically...great for word processing or telecommunications. Demo version limited to 9 abbreviations loaded at one time.

ARCSHL23.APP—Version 2.3 of ARC Shell, now fully compatible with the Atari TT030 computer and ISAC hi-res color board. Also allows access to the 'Include Subdirectories' functions of LHARC. SHAREWARE! Copyright 1991 Charles F. Johnson and Little Green Footballs Software.

BARDSTE.APP—Allows you to play Bard's Tale from RAMdisk and allows the game to run on the STE!

BINGO.APP—Traditional Bingo game. Try to pick the winning card for each game. Color only.

BOOKER.APP—Printer utility for HP Laserjet/Deskjet that prints ASCII files four to a page in booklet format. Turn those README files into manuals!

DCCRC.APP—Another useful utility from Double Click Software! DC CRC computes a file's CRC and saves it to disk. Later, you can check against the saved CRC to determine if the file has been corrupted. This is also a good way to protect from "link viruses."

DCDIRDMP.APP—DC Directory Dump lets you print any directory's contents to the screen, printer or a file. Another freeware release from Double Click Software!

DCFLPCFG.APP—DC Floppy Configurator lets you logically add or remove floppy drives from your system, as well as set the step rate (on any system). Another Double Click Software freeware release!

DC_FKEYS.APP—DC Function Keys lets you assign 49 function keys text macros of 40 characters each. A "text" data file is used for easy user editing. User assignable on/off keypress built-in. Another freeware release from Double Click Software.

D_VIEWER.APP—A text viewer that follows mouse movement to scroll through a file. Four different speed settings. Shareware from the authors of D_Term and Cheetah.

GER2ENG.APP—An easy to use program that converts German text to English! Seems to average around 45-55% success ratio...not perfect, but it makes most DOC files readable.

MIDITALK.APP—Lets you talk to any MIDI synthesizer via the ST keyboard, making data dumps a breeze.

MIDIMAZE.APP—MIDI Maze II from Germany! This shareware program is all the commercial game was and lots more! Program is in English, but docs are in German. Use GER2ENG to make sense out of 'em!

NOROACH.APP—NOROACH allows you to set the length of time TOS will wait before trying to boot from hard disk on a Mega STE or TT. For ST, Mega and STE owners, it also has the useful side effect of guarding against floppy disk viruses. Also lets you load a custom icon to display at startup. Several icons are included, many of which can be used in your DESKICON.RSC file if you have a Mega-STE or TT and know how to use the Resource Construction Set. From Atari Corp.

SNAP_IT.APP—Snapit is a DEGAS screen snapshot program that can be turned ON or OFF without rebooting. Works in all resolutions.

VIEWGIF2.APP—ViewGif 1.2 allows your ST to show GIF, IFF, LBM, MAC, CP8, NEO and Degas pictures; create GIF, MAC, NEO and Degas; translate GIF to SPU, IM (AIM) and CP8 formats; GEM-based; works in all three resolutions. SHAREWARE.

VOICESEL.APP—Desk accessory that lets you send program change requests from the ST to any MIDI synthesizer. Very useful when using a sequencer.

WORDBID.APP—Here is a FUN and educational game. Bid on letters as the word platform decends closer to its doom. Graphics, sound, color. This is a LOW rez demo of the game.

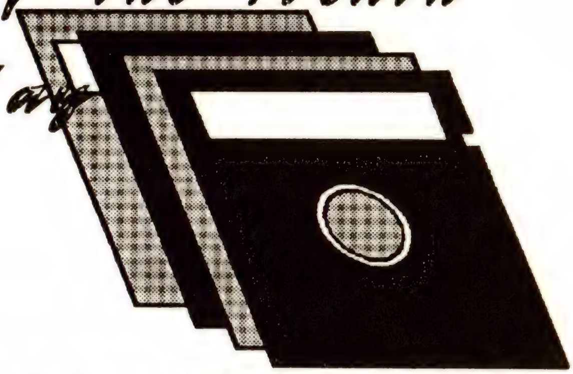
ZEST.APP—Nice program that simulates the look of the NeXT desktop in GFA. Source code included. Includes a calendar, database (address book), typewriter and paint program. Use the ZeST interface for your own GFA program! Mono only.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the April '91 ST disk when ordering.

AIM 8Bit Disk of the Month

April/May

1991



Each AIM 8Bit Disk of the Month is a single-sided, single density "Flippy" packed with ARCed software. To extract .ARC files, use UNARC.COM on Side 1.

Here's a short description of the files on the April '91 disk. For more complete docs, see the text files contained in most of these archives.

Side 1 of the April 1991 AIM 8-bit Disk of the Month contains:

UNARC.COM—SuperUnARC by Bob Puff. Use this program to extract files from the .ARC files on this disk. This utility is NOT ARCed.

CABLEBRD.ARC—BASIC program that gives you a cable TV message board or advertising board for public display. UNARC to a disk and reboot without BASIC/Cartridge loaded. Program will autorun.

EBS.ARC—For cable TV, this BASIC program runs a test of the Emergency Broadcast System.

GRASSCAL.ARC—Full-featured calculator written in BASIC by the GRASS user group of Grand Rapids, MI.

TPFNTLOD.ARC—Programs/utils for loading fonts for TextPro wordprocessor. Accompanies John McGowan's article in the April '91 issue of AIM.

LM16.ARC—Shareware Label maker/printer from Black Moon Systems.

SIO.ARC—Software Inventory Organizer, a pretty good disk cataloguer. An oldie, but a goodie.

AROP.ARC—Pacman game from Jon Snyder. From DOS, use 'L' to load, then press 'M' to run at memory location 7800. Press START to play.

Side 2 of the AIM April '91 disk contains:

DISKCOM3.UTL—Bob Puff's program to crunch an entire disk into one file. This utility is NOT ARCed, for your convenience.

CYBORG.ARC—Demo of Cyborg Warrior from Marcel Programming. Note: May be necessary on some systems to "Run at address" 2000 after loading this game.

SARC24.ARC—Complete SuperARC and UNARC programs with full documentation. Shareware from Bob Puff.

SYNTRON2.ARC—Shoot-em-up space arcade game from Jon Snyder. How long can you last against the hordes of aliens?

DEGASRD1.ARC—Load and view Atari ST pictures created with DEGAS. Sample picture enclosed. Great graphics utility from J.D. Potter.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

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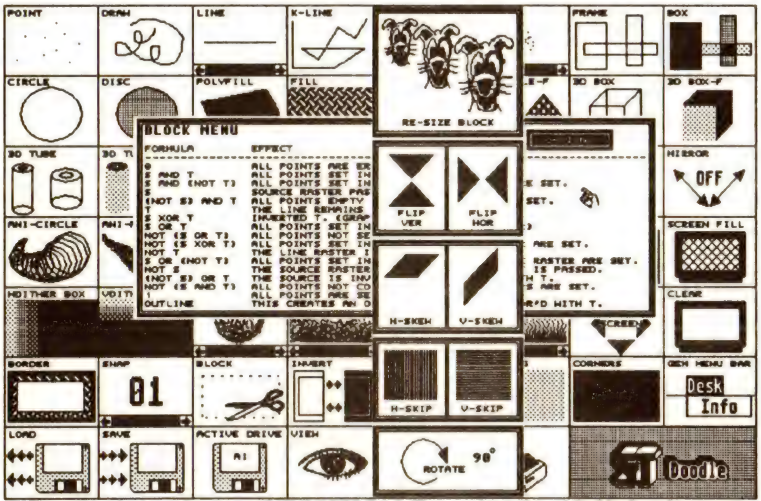
We designed ST DOODLE 1.0 to offer a powerful bit mapped graphics editor but at a price everyone could afford. ST DOODLE has an interactive interface that makes it easy for anyone interested in graphics to start getting results the first time using it. Early testing showed that even younger ST users could easily understand the graphic point and click interface. No need for pull down menus or text commands. Every function available is highlighted with a graphic depiction. Don't let the low price fool you, ST DOODLE has over 45 different features including some never before seen in a paint program. You get standard features like CIRCLE,BOX,RAYS,SPRAY,LINE,FILL,ect. but we designed new features like TRIANGLE,3D BOX,3D TUBE,BOX-CIRCLE DRAW,SMEAR,GRADIENT SHAPES,DITHERED BOXES. You even get advanced but easy to use features like GRID , CURVE, BORDER, ANI-CIRCLE, ANI-BOX, SCREEN FILL,CYCLE DRAW(wild!). Then there's our extensive block menu where you get over 16 different block modes including **OUTLINE!** You get access to a free scrolling 640/800 screen. This gives you a full page of editing available. Right now if we stopped, the $14.95 price might already sound good. But we knew to offer a really good value it needed a little more. So we talked the programmer into adding an extensive printing section which lets the user print out the current screen or complete page upto 14FEET wide by 9FEET tall! You can drag the image to any dimension you like. The printing feature alone would justify the asking price. All the above features are available from within the program after the program loads once! No disk swapping, multi loading. ST DOODLE is available only through MUNSIE MARKETING. Dealer inquiries welcome. Requires 1meg, 720k drive, mono monitor,Epson compatible printer. **$14.95**



Shown here is the main screen of ST DOODLE 1.0. The user has selected the block options menu.

Now here's something different. How would you like to design an interactive video presentation where the viewer could choose which path the presentation is going to take? Imagine the possibilities. Store owners could create the ultimate interactive catalog. This program has excellent educational potential. Example: The viewer is first shown a screen of the alphabet. The viewer could then click on different letters to bring up pictures that relate to the chosen letter. Get the idea? How about designing a local map of your area? Simply show a overall picture of your town. Then let the user click the mouse on selected areas to bring up close ups of that area, each with different areas to view. The viewer could click back to the main screen or travel even deeper into the area. How about a tour of the human body? Just display a picture of the human body and let the user click his way through his own FANTASTIC VOYAGE! Theres never a need for a dead end because each screen can be related to other screens. You can even create video adventure games! We knew we had something neat here so we added support for graphic blocks, block moves, block animations, sound FX, text boxes, AUTORUN, PICWALK files can even be set to run by themselves. This program works on all 3 ST resolutions but requires 1 meg of memory to run. This is a SHAREWARE release only. If you cannot find it locally you can order it from us for only $1.00. If you decide to use the program we would appreciate a small donation. This would entitle you to receive our typeset manual and program updates. Support shareware efforts you USE!

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PIC WALK 1.0

Each of the above disks are double sided and are listed by category. Most disks have multiple files relating to the title of each disk. Every PD order now comes with a surprise gift! Only $1.00 each!

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"I'd like to take this space to say thank you to all of our customers over the past few months. And why not add a fine print special? Okay..Hmmm... I know, buy a 1040STE from me and for an extra $15.00 I'll throw in a copy of Word Writer ST and a mouse pad. More? Okay how about a pack of 10 disks? More? Sorry the buck stops there. But hey, I did my part. This offer is valid during APRIL only. User group of the month? STar of Belleville, Illinois. Why? They have extreme patience! They put up with me while I had to put up with UPS. Hope to talk to ya soon." - Dave Munsie

To order any advertised items please send a check or money order. We do not take credit card orders. We have a growing list of ST Shareware for only $1.00 per disk. Please write or phone to receive our latest mailings. Shipping is $3.95 per order. Add $6.95 per computer or monitor. C.O.D. orders add $3.75.

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, Texas, from 6:30 to 9:30 PM. General meetings feature a presentation of general interest and small group problem solving. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Public Domain Library of about 700 disk titles as well as a sizable hard copy library of magazines and newsletters. Each month we publish (FR)ANTIC, our user group newsletter, covering happenings of local interest as well as other topics, both technical and non-technical.

Members also receive a subscription to AIM Magazine as part of their member benefits. Dues for Regular family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

Presidential Ponderings

The Atari 8-bit computer, or more specifically, the 800, 800XL and 130XE, is probably the best computer buy available today for many home users, especially those with limited funds. Granted, these computers currently are not being produced, and generally are advertised only on the used market. So, why are they the best computer buy today for many people? Because the prevailing "wisdom" is that they are only game machines with archaic games and no good as a computer. Add this to the advertising pressure to have the very latest in computer technology and you have literally thousands of people selling, or otherwise disposing of, their 8-bits. It's an economic fact that when this happens, the monetary value of the computer plummets. Of course, the real value is unaffected. This is bad news for the seller, but a golden opportunity for the wise buyer who is able to withstand social pressure and think for himself.

That is why you can get a perfectly good computer with disk drive today, that will do everything most people are likely to want to do, for under $150, and perhaps much lower. Moreover, this is a CLASSIC computer and a piece of our technological history. Of course, you have to do a little searching to do this;you just can't walk in to a Toys R Us or Sears, and certainly not the average computer store, and expect to get one of these bargains. But, those who are willing to put forth the effort to find them will be justly rewarded. Those of you who already own an Atari 8-bit, try not to smirk. Just feel justifiably proud and support your local user group.

But, "There's no new software for the 8-bit!" You'll hear people complain. Well, that's ALMOST true. Actually, some IS being written, but not much. On the other hand, how many word processors, data bases, or spreadsheets does one need? How many drawing or music programs can you use? How many games can you play? There are still many excellent commercial programs around;just look at the advertisements in this issue of AIM and other selected publications. But, if you don't want to pay the generally reduced prices, there are many good public domain (PD) programs available that are virtually free. How does one acquire PD programs? The easiest and most enjoyable way is to join and support your local user group. Most user groups have large PD libraries with a wide variety of programs available to members. By joining a user group, you will be doing be doing yourself a great favor and you will be helping other 8-bit owners. In numbers there is strength.

If you don't have a user group near you, I invite you to join AAAUA as a subscribing member. See above for rates and benefits. As a subscribing member, you will have access to our public domain library by mail for only $1 per disk in the United States and slightly higher for foreign addresses to cover costs. Programs are also available by modem with special arrangements.

So, how about it, those of you who have difficulty getting support? Join a user group near you or join AAAUA as a subscribing member. Send your dues to the above address; or write or call for further information. Also, tell your friends about user groups and the best buy in computerland! Isn't the tremendous bargain worth the extra effort?

Presidential Ponderings

Have you ever thought about the changing nature of the user group? The average user group today is a far cry from the average user group of ten years ago. In the early 1980's, the 8-bit computer was at the "leading edge" of computer technology. It was the best available for the home user at a price that was not out of reach for many people. Having said that, I need to remind you that the Atari 800 initially sold for around $1200, and, if you could afford a disk drive, that was another $600 or so. Not cheap, but many dipped into their savings to get this technological wonder. In addition, not too much was known about how these machines worked. Even the authors of the many books that later flooded the market needed to do much of their own research. Users did the logical thing; they gathered together in groups to share their computer knowledge.

These intial groups were composed in large part of the young experimenter, the hobbyist, the "hacker", if you will. Most were loosely organized and consisted of "users" getting together to share what they had learned. From these groups, many of todays programmers and developers emerged. Unfortunately, many of the groups had, as their primary objective, the proliferation of pirated software. Happily, much of this has changed. Over the ensuing years, through attrition of old users and the acquisition of new, the membership matured and became more responsible. Rather than being composed mostly of young folks, user groups began to encompass all ages with varying interests that range from only wanting to know how to use a word processor, to programming and hardware modification.

Where are user groups going from here? There are those who say they have outlived their usefulness. They cite bulletin boards, books and magazines as filling this gap. I, for one, do not believe this. I believe there is every bit as much need for user groups today as ten years ago, perhaps more. More people are accepting the presence of computers in their daily lives and want to learn about them. We in the user groups much expand our functions. We must turn our interests outward and become a service to the community. We can give presentations and demonstrations to schools and groups of youth organizations such as the Girl Scouts and Boy Scouts. We can provide a source of information for computer users at all levels of experience. The golden irony is that we, the user group members, will be the primary beneficiaries of this evolved concept. We can make a positive contribution. Shall we?

AUSTIN ATARI COMPUTER ENTHUSIASTS

AACE

Our new slate of Officers has generated some new activity in the Club. We have a new MIDI SIG that is six months old, and have just started our second C class. This one is different, part tutorial, part hands on. The only problems were installing the new compiler for the 8 bit users and getting the Mark Johnson C in the ST library to work at all(we didn't have anyone who spoke fluent UNIX). All in all this class was more fun than the last one.

We are still looking for a semi permanant meeting room. All of the options turned into duds because of location, size, parking, and most importantly-liability insurance(it's a killer). It really is too bad that our old place turned into a dud. But we'll meet the first Wednesday instead of the first Thursday since it's time for a change. Our current meeting is a combined Disk Party, General Meeting, and Officers meeting, but it gets kind of cramped both in space and time.

Both our ST and 8 Bit libraries have been revamped, with more changes coming. They will be easier to access, and have more data per disk at the same price-the ST will be double sided and the 8 Bit will be flippy(SD). 8 Bit lists are available, with new disk update lists printed as needed. Early summer should see the 8 Bit library finished with more new lists printed. Also in early summer will be the AUSTIN COMPUTER FAIR. We have attended that in the past and may this year provided we can get a lot more volunteers and more organised than last.

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ST Interest Group (STIG)
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Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
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PictureDrawer -
Jeremy Fason

Atari Club Minutes - From February 5,1991 Meeting

The meeting began with very few announcements. Club members were reminded to take advantage of the club's public domain library. Any member who buys a disk from the library and demos the software on that disk at a meeting gets subsequent disks free as long as each disk is demoed at a club meeting.

The majority of the meeting was a demo of the Club's bulletin board by the board's sysop. We actually called the board from the meeting and the sysop stepped the members through the features on the board. We left messages, learned about access levels, and were exposed to the various menu functions of the board. Members also saw Bobterm (the excellent terminal program by Bob Puff) in action.

A short and bug filled demo of a new database program written by the president concluded the meeting. Another version of the program was promised for the March meeting. This program is being developed in an effort to catalog the club's public domain library and give the members an interactive database for finding the software that they need.

Also, donations for Bob Puff were taken at the January meeting. The final total for the donations will be announced at the March meeting, and a letter to be sent with the money will be passed around for the members to read.

STARFLEET MEETING MINUTES by Thomas Oughton

February 8, 1991 Officers present: Guenther, Robique, Oughton

The meeting started with a total of 5 members present. Anyone who wants to attend our meeting, we now meet at Pomona High school in Arvada, Colorado.

Mike, who went on vacation last month, when to Las Vegas and attended the CES (Consumer Electronics Show). He showed pictures of the Atari booth. There was lots of ST and Lynx equipment, there was even 7800 and 2600 equipment, but there was NO 8bit hardware or software.

Mike decided that with the lack of new 8 bit software, we needed to support the programmers that produce 8 bit software. Starting with Bob Puff, we are taking up donations to send to him to show our (and Atari Clubs of Denver's) support. With only 5 members present, we gathered $15 in pledges. This will be sent with a letter, and the money gathered by ACCD to Bob Puff. Mike demonstrated several programs created by Bob, including Superarc 2.4 and Discomm 3.2.

In December, the Atari Club of Denver started to catalog all the disks in their library. To speed up the process Larry Richardson wrote an Action! program to catalog the disks in the P.D. library. This program has been updated since December and is even easier to use. There was still a bug when used with a Happy equipped drive. I hope that it is soon fixed and available in the Starfleet library.

To conclude the meeting, I demonstrated the Electronics Arts program "D-Bug". In this program the player has to "d-bug" a simulated computer. While he/she is "playing" a game, the computer will fail and exhibit a symptom. Using this symptom the player has to decide which area of the computer has failed. Parts need to be bought and then replaced. While this game is designed for children, anyone who wants to know how a computer works could use this program. This game is fun to play for a while, but a lack of options make this game boring after a short while. It spends months in the disk box not being used.

The meeting broke up at 10:00 p.m.

The STig meeting opened on January 15, 1991 at 7:15 p.m. at our new meeting place the Aurora Public Library. While Ed talked to the new people about what the STig is, there was a demo on pictures that Jeremy Fason made.

The basic topic was how to properly take care of a mouse. Members were then asked if anyone was interested in buying disks from the STig at the price of $.50 each. There was a good response so Lou will order about 100 disks.

Ed then showed us how to hook up a moniter using an Omniswitich box. Next was a demo of the game OverLoad. This is a very good game that sells for about $50. The best demo of the evening was on how Midi Maze uses the midi ports on the ST to play up to sixteen STs at one time. The January meeting starts the 6th year for the STig. The meeting broke up for the general talk session at about 8:45 p.m.

The Atari Club Minutes

March 5, 1991

At the February meeting our president, Larry, attempted to demo his latest version of The File Information Program only to have it not recognize the data disk. In the month since the meeting Larry fixed the problem and added more enhancements.

Larry had a last minute engagement and could not attend the March meeting. Mike graciously agreed to fill in bringing with him the latest version of the File Information Program v 1.1 dated 2-26-91. Mike proceeded to demonstrate the new features of the program.

(1) In display mode the letter 'B' will display the previous record. Using the 'B' is much more convenient than having to use 'P' since the 'N' and 'B' are right next to each other.

(2) Pressing the # sign and then entering a record number will jump directly to that record. This method is much quicker than stepping through a large number of records.

(3) category selection no longer requires scrolling through the entire list. Pressing a letter will display the first category in the list that begins with that letter. Example: Press 'D' and "Data Base" is displayed in the category field.

(4) While entering a description, the previous contents of the detail field may be recalled by pressing CONTROL R. This feature can save a lot of typing when entering many files whose descriptions are just slightly different.

Mike had a total of 20 records on the data disk when he demonstrated the search routine. The program took only a fraction of a second to search through 19 records and find the match in the 20th record. According to Larry's estimates the program should be able to search 600 records in about 5 seconds. With that kind of speed this is just the program that we have been looking for to catalog the club's disk library.

Several people made suggestions for possible improvements in future versions. The remainder of the meeting consisted of questions and answers pertaining to The File Information Program.

NOTICE!!! NOTICE!!! NOTICE!!!!

JUNE 4, 1991 will be the next swap meet for the Atari Club of Denver. Be sure to bring those unused items that you want to sell. Also be sure to bring some money so that you can pick up those special items that you have been wanting.

Starfleet User Group Minutes

March 8, 1991

The March minutes for Starfleet is almost an exact duplicate of the Atari Club minutes. Mike again demonstrated the File Information program. Several more suggestions for minor improvements were made.

Our newest member donated $10 to our collection for Bob Puff. The new total is $70. We will be sending Bob Puff a Money Order for $70 along with a letter of appreciation for the many programs that he has written for the Atari 8-bit.

The meeting ended with some disk copying and informal discussions.

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCEPT
Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

From the Prez...by Tim Holt

Musings on a rainy afternoon: I don't remember SMAUG, but it was the Atari 8 bit user group that was alive and well in El Paso during the days of the XL/XL and all the other permutations of the original Atari home computer. From what I heard, a few things that happened to SMAUG that I think this club could learn from.(SMAUG by the way, stood for Sun Metro Atari Users Group. It also was the dragon in the Hobbit, and it croaks in the end. So did the user group.) A few of the original members of SMAUG formed the ST Club, which is now ACCEPT.

SMAUG started out as a user group to help people with problems in running their computers. SMAUG became an elitist group of just a few people, that got together once in a while, and from what I gather, became a group of pirates. When the ST came out, those that could afford STs bought STs, (these were the guys in power by the way) and those that were left with the old 8 bits got left in the dust. The group fell apart because the ones that had the 8 bits would not say anything to those that had the STs, feelings got hurt, and since no one showed up at the meetings, the group fell apart.

Essentially, APATHY was what killed SMAUG. No one cared anymore, so the once great dragon crawled into his cave and died. Sad story, but what does it have to do with ACCEPT? Well, I feel quite a lot. Let me explain:

I missed the February meeting of ACCEPT. What happened there? Well, from what I hear, a bunch of you sat around a twiddled your thumbs until you decided there was no show for that day, and you went home, upset because there was no one there to lead you; like a bunch of lost sheep. No Tim, no show, let's go home. Now, for those of you that got mad AT ME, let's look back a few months at these notes: I asked members to start bringing their systems to the meetings. How many STs were brought to the meetings?? I asked for ANYONE to volunteer to do a demo, of ANYTHING! How many of you took me up on that? NONE!(If you do not believe me, look at the December and January AIM's)

Listen folks, I have news for you, I am not the only person in El Paso that knows how to run an Atari ST, and there are a bunch of you in the group that know much more than me. I am not the only persoon that buys programs. If one person brought a system and one program, you would have had something to talk about. If one person volunteered to do a demo, then you would have had something to do.

Okay, I hear the cries now: "My system is too COMPLICATED to unhook, and bring down to the library." Hey, I have been unhooking my system with hard drive, modem, two monitors, midi cables, synthesizer, and printer for the good part of two years now. If I can do it, you sure as heck can do it too. "I have no programs, so I can't demo anything." Look, you have a computer, you must have a pd program or two. Bring it and show how to run a pd program that grabs your fancy. Who gives a flip if you put on a song and dance, this is a user group, not a beauty contest.

I was on STE-EP and asked the question: If I died, would the club die too? I guess so, cuz it looks like you folks don't have a neuron between you when it comes to getting a meeting on. It doesn't take Einstein to do a demo. I am evidence of that! If you have the idea that the officers of the club OWE you anything, well you are dead wrong. The club is just as good as YOU make it. If the club doesn't meet your needs, it's because you aren't doing anything to help it. And no, showing up at the meetings and sitting like a vegetable is NOT doing your part. Sorry if you got that idea from somewhere.

Okay, so, what does all this have to do with SMAUG? Well, SMAUG died for the same reason that there was no demo at the last meeting: APATHY. No one cared enough to make it work. No one cared to bring a computer to the meeting. And what happens when folks start buying TT's? Will we start falling even farther apart? I hope not, but only you folks will determine if we do or not...

Finally...

I would like to take this opportunity to thank all the members of ACCEPT that brought their computers to the meeting on the 9th of March. James Blount, Ricky Meleschi, Paul Stampfli, Pete Rosh, and Thomas Wagner. James Blount was showing off his desktop publishing, Ricky was showing the new D&D game, Paul was showing what a good Macintosh his Mega makes, especially with Spectre 3.0 running smoothly, and Thomas was showing his switchable TOS 1.0 to 1.4. Thank you all. I also had my ST set up, so we had 6 machines running. And the lights didn't even dim. I thought they were going to when we plugged the Coke machine into my power strip, but thank goodness no.

If you missed the meeting, this was the type of meeting I had envisioned for about a year now. There was enough going on for everyone to be happy, there wasn't anyone without at least something to look at, and everyone was happy. I guess my little tirade on STE-EP and in last month's minutes may have made an impact. PLEASE PLEASE PLEASE continue to bring your systems to the meetings! The meeting was 300% better than in the past. If you haven't come to a meeting in a while, remember to bring your computer when you do!

I would like to welcome some NEW members to the club: William Boyd Sr., and John Treible. I would also like to welcome back to the club: Ricky Meleschi, Bill Marquis, and Jay Hartley.

Let's keep the ball rolling. Tell you friends about Atari, invite your MAC and IBM friends to join our group, and keep on computing!

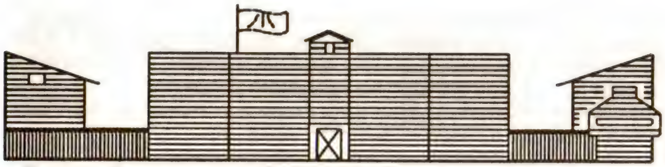
Tim

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, based in room 262S. Before each meeting, a STarter class for the ST meets at 6:45 pm and a Basically Speaking class for the 8-bit starts at 7:00 pm.

ACORN operates a BBS at (716)436-3078 with 52 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692. Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basic. Speak. Class	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
Kernel Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809



Atari Computer Owners Resource Network
Fort Wayne, Indiana

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

CALENDAR: Tentative schedule for the demonstrations at the monthly meetings are: February, Computer Utilities; March, Business Software; April, Programming Languages; May, Music; June, Telecommunications; July, Three Rivers Festival

Notes from the Fort Wayne's ACORN.

February 1991 -- Highlights of the February Meeting: Scott Schaffer demonstrated Home Filing Manager on the XL/XE and Karl Fadus demonstrated NeoDesk for the ST. Mike Surface from T&H Electronics demonstrated several new games released for the ST.

Several members are planning on attending the Windsor/Detroit International AtariFest on May 4. The date, unfortunately, is when we would usually conduct our May meeting so we need to discuss delaying our May meeting until the 11th.

We have received the application for our Three Rivers Festival event. This will be the fourth year we have sponsored "The Magic of MIDI Music and Much More!" so everyone mark their calendars for July 13th, St. Francis College in Fort Wayne, Indiana beginning at noon. Volunteers to help with the planning are always welcome. We have always had a professional musician at the event and any suggestions for this year are welcome.

Notes from Fort Wayne, Indiana's ACORN
March 17, 1991

March Business Meeting: A vote was taken to proceed with an association with the local chapter of the IEEE. It was also decided to proceed with our Three Rivers Festival event: The Magic of MIDI Music and Much More! It is planned for July 13th at Saint Francis College and this will be our fourth year with the event. Spread sheets were the scheduled topic for the demonstrations at the March meeting. Scott Sorg demonstrated Opus, a shareware spread sheet for the ST. Eric Converse demonstrated Calc Magic for the XL/XE which is on one of the monthly Antic disks. Mike Surface demonstrated Hard Drivin' II (which includes an extensive track editor), F-29 Retaliator, and Lost Patrol.

Officer's Meeting: The application form for the Three Rivers Festival event has been submitted. A revised Memorandum of Association has been drafted and given to the IEEE chapter president for approval. With several members planning on attending the Windsor AtariFest in May, the May meeting will probably be rescheduled to another weekend.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Atari Federation, P.O. Box 5367, Vandenberg AFB, CA 93437

Secretary's report: Feb.'s meeting had a turn out of 13 or 14 people (could be better). Phil reviewed what was new with the Atari world. (This seems like a minor item for the minutes, but I'd just like to let Phil know that I for one, appreciate all his hard work in preparing and presenting 'What's new with Atari' each month.)

We have a new BBS serving our club (and others) 24 hours a day, "Sunny's Garage" at (805) 734-2100. A vote was taken of the members present, it was decided that our club will be purchasing the AIM 8-bit Disk of the Month. We should be seeing it soon. The Demo's for this month took a back seat to everyone's socializing.

Support your club, show up for the next meeting. Next meetings: April 1st - May 6th - June 3rd.

Atari Federation, P.O. Box 5367, Vandenberg AFB, CA 93437

Secretary's report: March's meeting was led by Bob Ribortone, our VP, filling in for Phil. Bob did the review of 'What's new with Atari'. Also, that there is someone considering the feasibility of coming out with an ST emulator for the PC. (I guess it's our turn now.) We had two ST demos, Bob showed off what the shareware program 'Go-Go ST' could do. And Mike gave a very indepth demonstration of 'Hot Wire' and sone of its extra accessories.

Just to let our members know, we did subscribe to the new AIM 8-bit Disk-of-the-Month. We are expecting our first issue soon. Eric Daniels stopped in for a visit. He wanted to remind all of our 8-bit users that his BBS is up and running. Give him a call at (805) 929-1624. Also, the suggestion was brought up to use Sonny's Garage BBS, (805) 734-2100, as the club's main board. Any comments?

One last thing, the group showing up for the monthly meetings is getting smaller and smaller. Support your club, get out if the house once a month, come to a meeting!

Birmingham
Atari
Computer
Enthusiasts

President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E.
Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.A.A.U.G.

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

Our January 17, 1991 meeting was opened by Chairman Mark Pierro at 7:35 pm. We noticed that there were 3 new faces (and potential new members) present, so Mark gave a quick review of the purpose and function of the group.

The first demo was Shadow Warrior, which was tried out by our games expert, Jeff Hontz. While Jeff tried to keep alive in the game, we went into a discussion on indispensable software. The catagories and programs were broken down as follows:

My favorite software: Hot-Wire, Word Up, Dcopy, Data Manager ST, DC Desktop, DC Squish, Falcon, Calamus and Cyber Paint.

Boot disk programs (AUTO Folder and Accessories): Maxifile, Little Green File Selector, Quick ST, DC Showit, Folderxxx, G+Plus.

Stuff I wish I had: Hard drive, LDW Power, Gadgets 68030 board, More Memory, TT 030, Silhouette, Omni Switch, Model Trains (to which a member promptly pointed out could be ordered from ANTIC!).

We then had our usual break for disk sales and raffle. John Forgettee was the lucky winner (again) of Shadow Warrior.

The meeting then continued with an open discussion. Then, our newest member, Michael Burkley, gave us a world-wind tour of many of the programs in his collection - Calamus, Shuffle Puck Cafe, DC Utilities, just to name a few.

It was quite a productive evening, with the group picking up two new members. The meeting adjourned at 9:50 pm.

The February 21, 1991 general meeting was called to order a 7:30 PM and got off to a great start with two indiviudals signing on as new members of BRAG ST. After a general discussion of the latest news in the Atari world, Chairman Mark Pierro passed around a copy of the recently revised PD/Sharware listings. The "new" library is now on double-sided disks (single sided drive owners can get the disk of their choice made up for them at the meeting) and includes the latest versions of popular programs.

The first demo of the night began with Michael Burkley showing off WordFlair, a fairly comprehensive "document processor". While the program was impressive, it really needs 1 meg of memory and a hard drive to use it to its fullest (monochrome monitor recommended).

At the break, we raffled off "Shuffle Puck Cafe" and the lucky winner was Gerry Genson.

Our next demo by Mark Pierro was STalker, a powerful telecommunications program with a built-in mini-word processor, STeno. The main feature of this program is that it operates completely in the background. Both programs can work as either a desk accessory or a stand alone program. Highly recommended.

Next, Mark gave a run through of the BRAG ST "starter" disk for a new member who requested some help in basic file operations.

The meeting ended with an open forum discussion that lasted until 9:45 PM.

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members as well as members to visit a meeting and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Joe Pasquini	518-426-3509
XE VPresident	Ian Herrick	518-432-8513
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071
BBS Sysop	Ed Lafortune	518-235-7044
ST Librarian	Bernie LaGrave	518-783-0552
XE Librarian	Ian Herrick	518-432-8513
CDACE BBS	300-2400 24Hrs, 7 days	518-237-1232

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

Hello again. As you no doubt noticed, I have been lax in keeping you informed of Club activities and happenings. I hope to keep up with the deadlines from now on. Let's go back a few months and catch up.

Oooo! That far back, eh? OK.....Went to the New England Atarifest in Boston waaay back in October. I was pleasantly surprised to run into Joe Mirando towing his camera and fiancee around the main hall at a rapid pace. We then hit up all the User Group and vendor displays. Even got to rib Rick Flashman about where in the world was my Neo 3 update (which, incidently, arrived several days later). I even split with some dollars and picked up an ICD Micro host adapter for my Mega. Impressive show...I made arrangements for a video of the Fest made by South Shore Atari Group for the members that couldn't make it.

November..Held meeting at 7:30, my place. Prime subject for the night was NeoDesk 3...MY NeoDesk 3. We ran it through all its paces and generally got it set up to run off floppy. Yeah, yeah, I know. Get a hard drive. You want to front the money?? Anyhow, we all had a good look at NeoDesk, a production unit this time. Next up was the AIM disk. Ran that through and gave it a "thumbs up"...good job.

December meeting...Prime subject? Portfolio! Joe brought his (gratis to WAACE) unit and the latest peripherials for the 'folio. Interest was high as we hooked it up to my Mega and transferred info back and forth. Several of the members use IBM at work and could see posibilities there. Fired up the AIM disk and checked it out...more good stuff. Keep it coming! Last up was to let members play with Lucasfilms 'Their Finest Hour". Also Tim Brandt, our librarian, showed up!! Know what it's like to see someone that you thought fell off the face of the earth? Welcome back.

January meeting...started off with AUA newsletter disk only to get interrupted by the war. Gary didn't show up with the AIM disk and we drifted to the tube to watch CNN do its thing. I got ahold of the 'New' Atari Explorer magazine and several British mags and passed them out to check out. Good luck to Explorer....we need U.S. magazines.

February meeting?? Not yet, but its looking good. Speaking of February, I actually recieved my AIM in the same month! Oooo! Guess what? I also recieved the video of the Atarifest today (Feb.11th) They could have used a little filmwork coaching, but all in all, not a bad job. Loved the credits at the end..they used a Commadore Amiga 2500 for the titling..heh. I also had the opportunity to help out a user in New York. He called me up using our ad in Computer Shopper. He needed a copy of Atari DOS 2.5...it was on its way in 2 hours, right after I got home. Now that's the way it should work!

CRAG Calumet Region Atari Group

CRAG Calumet Region Atari Group PO Box 10995 Merrillville, IN 46411-0995 CRAG, is a club for users of the Atari ST, STE and MEGA ST computers. CRAG meetings are held on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 West 81st. Ave(U.S. 30), Merrillville, Indiana. Meetings begin at 7pm.

Membership in CRAG is open to anyone. Dues are $15.00 a year and entitle you to a subscription to Atari Interface Magazine, as well as discounted prices on CRAG's Public Domain/ShareWare Library disks. Library disks are double sided. Cost per disk is $2.50 for members $4 for non-members. For more information call:

Jeff Coe (219) 663-5117 Randy Noak (219) 663-6912

President's Ramblings by Jeff Coe

This is a brief message to other Atari clubs out there in magazine land.

Since CRAG decided to pitch in with the other fine User's Groups that are using AIM as their club newsletter, or at least as a suppliment to their newsletter, we've been contacted by a large number of other groups. While we certainly appreciate being included on these mailing lists, I have to admit to feeling a little bit guilty. You see, the main reason for our switch over to AIM, instead of publishing our own newsletter was that AIM is less expensive! Other than a one page flyer every month (just a memory jogger about the up-coming meeting), CRAG no longer publishes anything, therefore we have nothing to offer in exchange.

So as I said before, we love reading your newsletters every month, and we appreciate the fact that you send them to us. We hope you'll continue to do so. But please don't be offended by our lack of responce, as we have nothing to respond with.

Club Notes...

The PD Library WILL be re-organized by the time you read this. I promise! We finally found a program we like that has the features we need, so you'll all get an updated list at the next meeting. Keep in mind that we're also offering the AIM Disk of the Month, as well as our own compilations of PD/ShareWare programs, so you all have a big selection of software to choose from. Coming up is a new utilities disk. The good folks at Double Click Software have been giving us a program a week lately, and it's all been good stuff. Lots of other goodies will be on there too.

I'm still having trouble coming up with meeting demo topics each month. I'm not getting any feedback from you folks as to what you want to see. More importantly, I'm not getting any offers from you to do demos yourselves. I'm sure you must be sick of me fumbling along each month, so please, volunteer.

That's about it this month. Remember, support the people that support Atari computers. Don't pirate software.

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $12/Yr. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton II. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Club BBS's: Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

Hank Vize	President/Editor
Dave Pintar	Vice-President
Kelly Webb	Secretary
Larry Hutchison	Treasurer
Tom Guelker	ST Librarian
Kent Savage	8-bit Librarian
Dave Holden	Co-editor

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326- 5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS

Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252
FRACUS BBS		(209) 251-5338
SysOp	Mike Pound	

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of the Z*Net newsletter are available for all members at our regular monthly meetings.

JACS public domain disk libraries (for all Atari computers) currently includes over 200 disks, available for $3 (members) or $4 (non-members). JACS ST library now includes the AIM DOM. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P& Member.	Al Guretse	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas& ST Librarian	Forrest Blood	764-0857

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m. Next meeting May 8, 1991

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free tc all paid members.

March Meeting: The March meeting saw a good turnout with some members comming that we have not seen in a while. We had about 20 members with many lively discussions going on. Members seem to have their hopes up that Atari may be ready to do something in the North American market this year.

Lee Mavity was nice enough to bring his European Magazines to the meeting. It is always nice to see what's going on overseas especially for you joystick fans. Some new releases that caught my eye are TEST DRIVE II, HARD DRIVIN II, BLUE MAX, DAS BOOT, STRATEGO, MIG 29 FULCRUM and SIM EARTH to just name a few.

Lee also had two PC upgrades for sale PC SPEED ($100) and PC DITTO II. Anyone interested in these bargains should give Lee a call.

We had some demos at the meeting. First or all everyone was able to see the Atari used with the NEC 3D monitor for the first time. The monitor works great but is probably to costly for most members. Also in use with the NEC was the OMNISWITCH from Talon Industries. OMNISWITCH has buttons for selection between color and mono monitors if you have both, or 9 and 15 pin connectors for the connection of a multisync monitor such as the NEC. It also has 2 disk drive connectors and a switch so that you can switch between disk drives if you wish to add a third drive or a 5 1/2 in. drive. Finally there are composite video and audio jacks. The audio jack is a must for Multisync monitors because they do not have an internal speaker.

We also were able to see a Demo of HARD DISK TURBO KIT in action. HARD DISK TURBO KIT allows you to back up your hard disk as an Image or DOS file. It also allows you to repair any fragmentation that may be occuring on your hard disk. Fragmentation occurs when for instance you read a DOC file into your word processor and add some work to the file. When you save the file back to the hard disk it will no longer fit into the space where it was before so the hard disk tacks it onto the endof the data on the partition and a hole is created at the spot where the date was before. The next time the hard disk gets thisfile it must go farther out on the hard disk and it takes just alittle bit longer than it did before. If this is allowed to continue without repair then disk read and writes will slow down. HARD DISK TURB0 KIT alows you to repair this Fragmentation by rewriting the directory so that no holes exsist. You can also optimize it for reading or writing. Reading will locate all of the files at the beginning of the partition for fast access, writing will locate all files at the end of the partition to leave more empty space at the beginning for faster writing. Also included on the program disk is M-Cache a disk cache program. Hopefully next month we will have an upgrade for this program with a new manual.I understand that there is a newer version than I have and I have sent for the upgrade.

Also demoed at the club was the soon to be commercially released adventure game HERO II. This appears to be a fun adventure game that uses the joystick for most movement and menu selection. There are plenty of baddies to hack up and rooms to explore. Be sure to get a demo at the club meeting and check it out. A must for you light adventure fans and easy enough for most children to understand.

We also at this meeting had both the March AIM disk of the month and a disk offered by myself from the club archeives. It was also discussed that perhaps the club should purchase a DC Utilities so that we can make all of our ARC and LZH files self extracting to make it easier especially on new members. For those of you that need some PD software you can give me a call and we can set up a time to come to my home for you to pick up what you might be interested in. Or you can give me a list at the meeting and I will bring your disk to the next meeting.

The next meeting is May 12, hope to see you there.

February Meeting

The February meeting had a good turnout with about 15 members showing up. As most of you know I have been involved with Desert Shield and have been working some long hours. For the first time since the start of the club I did not take my computer to the meeting. Lee Benjamin was once again able to fill the gap and bring his computer.

If you will forgive me for this lapse then I will have a special treat for you at the next meeting. Its your first look at a MultiSync Monitor being used with the ST. I am now typing this using my new NEC 3D monitor - let me tell you that the price was high but well worth it. I also purchased the Omniswitch from Talon Industries and it works great.

The NEC in color works and looks better than the reqular Atari Monitor. You can see shades of color a lot better, especially the darker colors. The colors are not quite as bright but objects are defined better. For instance when playing Falcon you can make out objects on the ground and air sooner and you can tell what they are quicker. Dark objects show out a lot better and I can now see things that I couldn't see before on the Atari monitor.

In monocrome mode the screen is sharper than ever and is more pleasing to the eye. The Atari Monitor, although quite sharp, seemed to me to be a little bright and to have a slight shimmer to it. My eyes seemed to get tired after looking at it for awhile, the NEC monitor has no shimmer at all and is very easy to look at over long periods of time.

The AIM disk of the month has not showed up yet so we did not have a disk of the month for this month. Hopefully it will come soon. I understand that Pattiefrom Unicorn Pub. does all of the monthly disks by hand - quite a job - so everyone be patient. I was certainly pleased with the high quality and selection of programs that we received with the first disk. We have picked up a couple of people who may be interested in the club from Waycross and Atlanta. I hope that they will try to join the club or come to some of the meetings. AIM appears to be showing up in more book stores and some Georgia ST owners are getting our number out of the back of the magazine.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User's Group (MAUG) is again without a place to meet. If you know of any apropriate place which is available, please contact Chuck Steinman as soon as possible.

MAUG membership dues are $8.50 per year for residents of Ohio, and $12.50 for non-residents. Included with membership is a subscription to the Atari Interface Magazine (AIM) at no extra charge. ST users may elect to also receive the AIM ST Disk of the Month, for a total fee of $20 per year ($30/year for non-Ohio residents).

Please make payments out to Chuck Steinman/Maug, and mail them to Post Office Box 134, Ontario, OH, 44862. Payment must be received by the 10th of the month preceding publication, to assure receipt of that month's magazine. Please notice your membership expiration date is is printed on your address label, and renew at least 30 days in advance of that date to assure uninterrupted service.

N.A.U.G.

Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071

NSAUG

Novia Scotia Atari Computer User Group

The Nova Scotia Atari Computer User Group (NSAUG) is a registered non-profit organization dedicated to sharing information about computing on Atari computers. We will be meeting as one group starting in October (date, place and time to be announced). We own and operate XEST BBS (at 856-0101) which is accessible to all owners of Atari computers. Non-members have limited access to features of the BBS. We are always looking for new members. If you own or are thinking about buying an Atari computer, come on in and see what we do.

We can be contacted either by phone through the executive board or at one of our meetings or by writing NSACUG, 170 Nestor Crescent, Darthmouth, Nova Scotia, B2W 4B1.

President, Treas.	Mike Hundiak	429-2639
ST Vice President	Dave Mason	826-7101
XL/XE Vice President	Hilary McCarron	275-3688
Secretary	Marlene Abriel	434-4430
Newsletter Editor	Steve McCarron	275-368

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

PAC

Annual Dues $25.00
Newsletter ONLY (year) $10.00

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Portland Atari Club PO Box 1692, Beaverton, Oregon, 97005

President	David Hunt	286-6276
Vice Pres.	Ben Smith	256-9974
BBS	ACE OF AMERICA	285-4417

The Portland Atari Club meets the first Monday of each month at the Northwest Service Center on NW 18th and Everett from 7pm till 9:30 pm. We welcome both 8 bitters and ST users. All are welcome.

March was a swap meet. We usually enjoy a much better attendance during these meetings and good bargains are frequently found. I would guess that half my personal software was purchased in this manner and at about a quarter of the listed prices. When it comes to games and the like, if you can wait, you can't go wrong. I also have done very well the few times I sold some of my excess stuff.

As a club member you are entitled to a free table at the swap meets to sell your wares from and you are not limited to computer items. The board of directors, under the guidance of our President, David Hunt, is working on advertising our meetings locally and has decided to make some type of advertising a regular routine. We are serious about bringing the knowledge of the club and its benefits to every Atari Owner in the area.

We would like to take a moment and thank Ivan from IB Computers for his surprise visit during our February meeting. He spoke to us about the dealer networks and shared his knowledge of the Atari support network ect. The support between IB and PAC was reaffirmed and strengthened. You may find club membership applications at the store as well as the disks from our club library.

We will continue the swap meets on a quarterly basis. It follows that June, Sept, and December will the the others this year. Please remember that PAC has a strong anti-piracy committment and will tolerate no sales of pirated wares at any club function.

AIM has announced the availability of monthly disks for the 8-bit and you will find these disks at the regular club meetings. Naturally we jumped at the idea of the 8-bit disk and take our hats off to Bill and Patty of Unicorn Pub. for their fine efforts. You will still find our regular library of pd software for both the 8-bit and ST plus the monthly AIM disk for the ST at regular club meetings.

PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Don Pfeiffer	724-0563

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari 8/16/32bit Computers. PACE hardware assets: 130XE, 1050 Drive, MacInker and a 520STfm. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

Spring has arrived if you haven't already noticed. Did you buy a LYNX for your kids last Christmas? If not, you may still have a chance to please your kids during the next long trip to Grandma's this summer. The LYNX is now selling for under $100. Prices for the STe are reportedly dropping to $499! I will be buying one as soon as I can sell my 1040STf.

The TT030 and Mega STe appear to be the real winners this year. The TT gives the power-user more than they can handle with the Motorola 68030 32Mhz chip. True multitasking is only a click away. Ultra-high resolution of 1280x960 and an industry-standard VME expansion slot for even higher resolutions in the future. LAN capabilities, two serial ports, built-in SCSI harddisk, 2 megs of RAM expandable to 26, MIDI and stereo sound, only scratch the surface of this most powerful Atari computer. No, don't even bother COMPARING the TT to other brands ('386, Mac II or Amiga 3000). Atari has got themselves a real powerhouse!

The Mega STe positions itself between the TT030 and the 1040STe. It sports a 16Mhz 68000 chip; twice as fast as our 1040's. The doubling of cycles only seem make the Mega STe 30-40% faster than its little brother. There are most likely other enhancements internally that take advantage of those 16Mhz. Pluses are it's encased in the TT cabinet, sports a very elegant detached keyboard, an enhanced desktop (TOS 2.05) similar to the TT and a built-in harddisk. I can't wait for the day when we get inquiries from prospective members who have just purchased a TT and want guidance and wisdom from our group of experts!

Next meeting will be April 21st, 6:30pm, Androy Hotel in the Mezzanine.

Summer has arrived in the Northland once again and, I've been told, interest in computing declines markedly. I don't know about the rest of you, but I have been logging an enormous amount of time on my ST. Two programs in particular can take credit for a good chunk this time. Band-In-A-Box 4 and Master Tracks Pro 3.6. Now if I could only Multi-Task and run both of these programs together... No, I'll just tackle them one at a time for now.

I will be receiving information soon about the new 8-bit DOM now available from AIM. We will be acquiring this for our 8-bit users. Hope the disk contains some of those fabulous European programs we have all been hearing about. I'm sure each disk will contain a mixture of the best of the best. I have read that the 65/130XE continue to ship to many parts of the world, including the US. Atari is supporting the machine the best way possible, but support for the 8-bit in the US is declining sharply.

Formal summer meetings for the months of June, July and August will again be suspended for 1991. Lack of attendace in the past has been the reason for this action. However, like previous years, we always seem to get together once or twice in the summer to talk 'tari. Think of this time as a respit and an opportunity to get to familiarize yourself with fellow members on a more personal basis.

Rumor mill: Watch for a new table-top video machine to appear in 1992. Using a 68000 running at 16Mhz, the "Panther" will have phenomenal sound and graphics. A slight clerical mistake at AIM has interruped several of our DOM's for the ST. Hopefully, they will begin again soon uninterruped. PACE loves their AIM DOM's!!! Our club is in excellent financial shape and is continuing to "run itself."

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

We really are off to a great start. Both SIGs are going strong. 17 people have either renewed, rejoined or joined as new members in the first two months of the year. We are still looking for an 8-bit VP, even though the SIG meetings are still going well.

At the February 8-bit SIG we continued to review various wordprocessors. We looked at Diamond Write, TextPro 4.56, and First Xlent. Diamond Write has a ways to go before it becomes very viable. It's cute and interesting concept concept but not very functional yet. There should be article in AIM soon. We just scratched the surface on TextPro and will continue a discussion of the macro features and the memory banking features. Roger Meston gave an outstanding demonstration of First Xlent's wordprocessor. He even had a handout. First XLent turned out to be a real powerhouse and very intuitive to use. Roger even learned a few neat tricks from one of the people who joined at the meeting that night. We also took a quick look an the 8-bit Tax program advertised in STart. It was functional, but hopefully will be upgraded in future years. We should get a review posted in AIM soon as well on this.

The February ST SIG is planned to be a hardware hacking program. ST VP, Terry Quinn, also requested member request for future SIG meetings. After the meeting, Dave sold several copies of MidiMaze and members warmed up for the MidiMaze tournament, the next day.

Eight STs showed up at Dave's house for the tournament. It was a total blast. The Kosters provided plenty of munchies (and MIDI cables). We also took a look at MidiMaze II from Germany. All the novices loved it, since you can handicap the pros. Some of the feature that players can buy are really deadly (like AutoAnswer). It probably is possible to play this game for days straight.

For those of you who didn't get the word, "Maggie's Place" (the library) has changed its phone number to 531-5531. For those who haven't heard, Steve Leser's hard drive bit the dust so his board is down. Hopefully, he will up again by the time you read this.

In other club actions, we renewed our subscriptions to PSAN, Current Notes and the AIM DOM. Be sure to check these items out at the next SIG.

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

Rushmore ATARI Computer Enthusiasts

9512 A Adams Dr. Ellsworth AFB, SD 57706

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!). RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the State of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President Rick Burton (605)-642-5353 V. President Duane Charter (605)-923-3274 Secretary Joe Weigel Treasurer Ken Kayl (605)-343-7289 NL Editor Mike Harbison ST Librarian Viren Lemmer XE Librarian Ken Kayl (605)-343-7289

President's Particulars

As some of you may have noticed (RACE members or otherwise) I have not been very regular at writing fresh Particulars each month for a while. Rest assured that this does not mean that the club or I have evaporated! Sometimes I do have a tendency to put 30 hrs. of activity into a 24 hr. day and something tends to get crowded out. Yours truly SHOULD have realized this was the case a long time ago but I'm back in the saddle again. (hold the applause)

RACE recently held a MIDI music show with the cooperation of, and at the location of Westmoor Music which is in a local shopping maul. We were set up from about noon to 3:00 on Sat. afternoon and attracted many interested folks who had a chance to see and hear "power without the price" for themselves. This left the store manager pleased that his Yamaha keyboards also got the spotlight and leaves the club with an opening to do another show in the future at the same place. We need to let the world at large know what we are all about-PR & advertising if you will.

Pioneer hacking in the Dakotas: South Dakota has a population less than that of Denver for example. This can make for a geographical challenge to get Atari users together at times- but RACE continues to brave the frontier. A self-described one-man MIDI band from North Dakota contacted me recently with a request for membership. We Atarians must stick together so I'll arrange for a correspondence membership.

We have had some great demos, rap sessions, problem solving, AND have been raffling both 16-bit and 8-bit goodies at our meetings. Don't miss out! See all you RACE drivers at the next get-together. Long live Atari.

S.A.G.E.
SPECTRUM ATARI
GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The SAGE BBS has been operating for 5 years at 814-833-4073 (2400 bps, 24 hours). The SAGE BBS offers public access to all of the message bases, and, in cooperation with the Erie County Library offers a unique on-line reference service known as GET R.A.D. (Get Reference After Dark).

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President	Dennis McGuire	814-833-4724
Vice-President	Patti Irwin	814-825-0834
Secretary	Earl Hill	

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Let's see, I missed a few months getting my AIM report in. But hey! So I remebered this time (at the 11th hour)!

I dropped my monitor into a snowbank as I hurried off to February's meeting (late as usual). It got snow right thru the vent holes, and into the guts I imagined.

Now prudence would have suggested that I really let the thing dry out, say overnight? Well she wasn't there, so I did for....an hour or so. It didn't work when we plugged it into the club ST. Oh yes, I dropped that also, but I had hoped the soft snowbank would have cushioned the blow. Seemed as though the computer was booting, but I didn't have the guts to ask one of the other guys to sacrifice either of their monitors, or computer to test my poor hardware out.

Still unemployed, I shuddered at the thought of a repair bill, I could not afford. (Hmm... there is no intention of rhyming back there) After trying several things, I thought , "Oh well, I still have my MONO monitor." So I was not totally out of business. I made a spur of the moment decision.

It had worked with my hard drive, so why not a monitor? Lifting the beast from the table, with no fanfare, I gave it a smack... then a shake ... then another harder smack!!! "That'll do her I reckon!", not truly expecting it to work. The other club members stared in disbelief. I had told them of my remedy to the hard drive, but I think that they never really believed me.

VOILA! She has a green and white ST desktop! I guess it was the last hearty smack. "Musta been been something loose in there, HUH?" Kids do not try this procedure at home. Leave this kind of professional problem to us...the truly incompetent!!

Meeting Highlights

We finally voted in our by-laws. One of my ideas is that you can (and probably will) be nominated and elected to serve your RACC club, even if you don't attend the next few meetings during nominations and elections. So it might pay for you to show up and nominate a candidate, or just show up so you are NOT elected in abstentia!

Nominations for the five officers positions, are now open, and will run for the next two meetings (March and April). Elections will be held in MAY, with the new board being installed at the June picnic. We really hadn't intended to stay in office for this long.

Frankly, leading a club takes a lot of the fun out of being in a club. And couple that, with being unemployed, my enthsuiasm was way down. I wanted to move the elections up, and have have someone else take over the "reins". But ya know something, I am seeing some renewed interest in our 'lil club.

We have three new members, from our "membership" drive. They are:

Chuck Liljegren
Dennis Renner
Shane Nicely

I am really glad to see some new guys, and welcome them! I guess our campaign has worked, and am truly pleased to see some enthusiasm, work and support, from some of the older members.

Hopefully my Mega STE will be in by then, and Jeff's Stacy will be back from repair, so we can "Show off"!!

R.A.C.E.

Eric Schofield	President	851-5134
Brian Casper	Vice President	851-8092
Lewis Midyette	Secretary	828-4319
Tony Manino	Librarian	851-8092
Jim Harrop	Treasurer	851-5134

Hey gang! Things are cooking up in the Raleigh area and the club is doing great. All of the officers are keeping very busy and I am up to my arm pits in work and things to do. Therefore, this month will have a very short article.

The most important thing is that you all know when the April meeting will be. The April meeting will be held on April 23 from 7-9 p.m. We will be showing members various ways to SPEED up your ST! From software to hardware, we'll try to cover it all. See ya on the 23rd!

Well gang, the new year is well on it's way and things are slowly but surely starting to roll in the proper direction for Atari. The Mega STe's are FINALLY shipping and the TT MUST have FCC Class B certification by the time you read this. The Lynx has been repackaged at $99 which is only $10 more than the plain and drab Gameboy and Atari is redesigning the STacy and the Portfolio. Atari revealed an ST compatible notebook computer (much like the STacy except it should weigh around 7 lbs. and is much more compact), this ST Notebook computer should be able to run for over 10 hours off of the batteries and this is with a hard drive in use! Atari also came out with a computer that has no keyboard at all. This computer comes with a touch sensitive screen and is capable of learning you hand-writing. You're supposed to be able to "write" your commands into the computer. This unit still has some work ahead of it before it is ready for production though. Atari has been busy and there are plenty of GOODIES in the pipeline!

Is it my imagination or does the Atari SLM-605 laser printer resemble the Epson EPL-6000 laser printer? The design is exactly the same, the print speed is exactly the same, I'm quite curious by this. Does anyone out there know? Is our beloved SLM-605 really an Epson in disguise?

The club is always striving to offer the Atari community better support. You already receive this terrific magazine for joining the club, how about another FREE magazine as well? Yes it's true. How do you get it? The only way you can get the magazine for FREE is to come to the club meetings. The magazine is called Atari User magazine and it is being published monthly by the founders of ST Journal magazine out in California. Since we are a users group, we should be getting free issues every month. Enough for all club members but you must come to the meetings in order to get this baby for free!

Next month's meeting will be held on May 21 at 7p.m. at the Richard B. Harrison Library. We will elect new club officers and we will feature the Joppa Send FAX Modem. It is very important that you show up for this meeting because we need new officers. No one ever wants to become an officer but there are benefits for being an officer and the work load really isn't that much if there is enough team work between everyone. If you don't participate, it will surely mean the end of our club. I hope to see you all there.

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

Rick Ostapower	President	(404) 487-4845
Bruce Hein	P. President	(404) 926-0095
David Westbrook	V. President	(404) 921-6462
Sidney Ayscue	Treasurer	(404) 633-2015
Tommy Mersinger	Libraian	(404) 938-2718
Jim Menegos	Newsletter	(404) 473-9885

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx,Az. from 12pm to 2pm in room #109.

President Robert Dytmire (602)870-8360 Vice President Needed ? Treasurer Wayne Myers (602)264-5737 Membership Secretary/ Sgt. at Arms Mike Zachary (602)273-1185 Recording Secretary Jim Keho (602)934-9181 Disk Librarian Dave Thorson (602)954-6033 Publications Librarian Donald E. Thompson (602)486-1593

Club Minutes for Sat. Feb. 9, 1991 -by Jim Keho

The meeting started at 12 noon. There was 14 total in attendance. Where were YOU??? Treasurers report: we have $268.16 in the treasury.

You won't want to miss the March 9th meeting!! Our special guest will be Bob Brodie. He's supposed to be bringing along a TT and MegaSTe for use to see!! And he's going to give me the TT! Just kidding! Just checking to see if you really read these minutes! :-) It was better for both him and PHAST to have him here in March instead of the Feb. Meeting.. Should be a fun meeting..

By the time you read this it'll be April, so it'll be all over with... But be looking here for how the meeting went next time if you couldn't make it! We had quite a few demos: Deluxe Paint, The Empire Noise Tracker, Planetarium, and the Gravis Mousestick..

In case you missed our new meeting place: Devry College 2149 W. Dunlap Phx,AZ. Room #101 at 12noon! Well that's about it... Until next month, March 9th. Be There!!!

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx,Az. from 12pm to 2pm in room #109.

PHAST Club Minutes for Sat. March 9, 1991 -by Jim Keho

The meeting started at 12 noon. There was about 65 in attendance! Boy, wish I could say that every month! <grin>

Of course this was the Bob Brodie meeting and that's why. Wonder if he'd come here every month? <grin> Nah, we're just really glad he has been able to make it once last year and this year too! THANKS BOB BRODIE!! He brought along an Atari TT and MegaSTe computer for us to see. They look great!! In my opinion after seeing the TT and MegaSTe, I think I'd get a TT if and when I purchase my next Atari computer. I currently have a 1040STe and don't see major improvements (that I really need) going to the MegaSTe. But we'll see.. I hope we'll be seeing them available soon at a dealer near us!!

Well that's about it for this time, again I'd like to say THANKS to Bob Brodie, we all enjoyed the informative meeting and seeing the new Atari computers! We also had a raffle for a PHASTdisk of the month, congratulations to the winner! Be watching for more monthly raffles at future meetings too!! We have some good STuff to raffle! In case you missed our new meeting place: Devry College 2149 W. Dunlap Ave. Phx,AZ. Room #101 at 12noon! Until next month, April 13th. Be There!!!

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7 and the meeting begins at 7:30. Dues are $15 per year and include a subscription to AIM and SPACE Probes, our official newsletter. SPACE was founded in 1982 and is still going strong. We support both ST and 8bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314
Vice President	John Rojewski	(602) 869-0438
Treasurer	Lee Whiteside	(602) 962-9415
Secretary	David Lyle	(602) 993-2043

SEVAC Report for 2-16

Treasury Report $630

We have 520ST and are upgrading it with the JRI simms board with 2 Meg and starting a ST BBS with Michtron BBS software. No date yet for its operation start. March 16th we will be having a swap meet for any 8Bit and ST hardware and software at our current location in TEMP. After the swap meet SEVAC will be moving, but the location has not yet been decided. We are going to get a Migraph Scanner and Touchup software to be auctioned of at the meeting when we get it. We had two demos. One was changing a 10 Meg hard drive to a 85 Meg hard drive and the other was Marc Dyer making the flyers for the swap meet.

April 20 will be PD day..bring your favorite PD software to show.

May 17 will be Game day..bring your favorite game to show.

June 15 will be Program day..bring your favorite program to show.

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

We enjoyed the demonstration of how the ST and a fax machine can be used together for sending fax documents without scanning and scanning in line art and text for use in publishing. Thanks again to the guys at DreamPark Development.

Our club will be holding elections for new officers in May. Prepare yourselves to run or to nominate someone for the election.

In the next 2 months most of the STUN members will have their annual membership come due. In addition, elections for club officers will be conducted in May. Serving in the club can bring personal satisfaction to the volunteer but it means much more to those in need of the club and what it offers. A nominations/membership committee will probably be calling to remind you to renew your membership and get your input on who may stand for election to the various STUN club offices.

TEAC
The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

STAG
Saginaw / Tri-City Atari User Group
"where the deer and Atarians play"
ST

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are April 13th and May 11th and June 15th, 1991.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

February Meeting:

We received the information for the The Atari/ Windsor show in early May (4th-5th) and it was relayed to our membership. Next meeting, the information on signing up for the GOLD card at the show will be discussed. Further information on the show can be obtained from Unicorn Publications.

Al could not attend the meeting to demo Base Two but we had an in-depth review of Superbase Personal by Bryant. Superbase Personal is a low-cost database (~$45, mail-order) that can be used for anything that a person would encounter in their home. The enhanced version (Superbase Professional 3.0) is the ultimate database in terms of cost (~$200) and features for the business or professional user. Superbase Personal is the most convenient database on the ST market for personal use (according to Bryant). There are many features in this database that are usually seen in those $100 database programs. For someone interested in a database that can do more than a mailing list program at a price under $50, this database is for you.

For the March 16th Meeting:

There isn't much to report about the March meeting, since only three people showed up. President Bryant wasn't able to attend, and substitute meeting chairman Marty Schmidt went skiing at the last minute. We therefore have no equipment volunteers yet for the April meeting.

We are trying to buy the latest version of WORDFLAIR II and have a demo ready for the April or May meeting. The program will be raffled off after the demo. As always, only current club members are eligible for the raffle.

At the May 11 meeting there will be an in-depth explanation of how one should construct ASSIGN.SYS files using GDOS and GPLUS+. We'll notify you by postcard of the finalized plans for the meetings.

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-1150
Vice-President	Keith Kejlvik	(916)334-6130
Treasurer	Steve Kipker	(916)661-1234
Disk Librarian	Ric Kalford	(916)723-0237
Membership	Robin Meriano	(916)332-5840
Midi Sig	David Bachman	(916)452-2105
ST-KEEP BBS	(916)339-0726	(916)729-2968

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, and reduced rates on the Disk of the MOnth. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
Vice President	Danny Rickey	(619)565-2179
Treasurer	Steve Dato	(619)565-2588
Sec/Newsletter Ed	Vladimir Vooss	(619)534-4593
8-Bit Coordinator	Terry Scott	
Wizop/Memberships	Steven Kiepe	(619)549-3207
BBS	24hrs, 300-2400 68MB	(619)689-815

We're BACK! SDACE has returned to AIM after a brief sabbatical to find ourselves (we're still lost). In the meantime, we have elected new officers and regenerated our membership. Atari machines are still a going concern in our community, with lots of activity as we have recently gained many first time members.

Our biggest event in March was our first ever swapmeet. It was a resounding success as the membership had the opportunity to sell/trade their unused software and hardware while stocking up on someone else's stuff! The universal sentiment was that we should consider doing this again at least semi-annually.

By the time you read this, SDACE's BBS should have E and F Mail capability. Thanks to the courteous assistance of John Eidsvoog of CodeHead fame, we have obtained some sample E-Mail MCL routines for use with the Michtron BBS v3.0 that we use on our BBS.

If you pass through the San Diego area, please stop in and pay us a visit! Our BBS is always open.

ST. Atari. Road. Runners.

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners is probably now the oldest continually running Atari user group in the state of Connecticut. The club was organized in March 1986 by one of the New Haven area Atari dealers and at that time we were strictly an ST club. As time went on, other Atari groups started to disband and we found ourselves in and among the 8-bit users.

We hold our meetings at Greater New Haven State Technical College, in North Haven, CT. Our meetings have traditionally been held on the first and third Thursday of each month. However, starting in January 1991, we will hold only one meeting per month and that will be on the third Thursday. The first meeting of the new year will be January 17th at 7PM. Hopefully, we will be in Room 307.

If you would like more information about ST.A.R.R., feel free to contact one of our officers listed below. And, do call the ST.A.R.R. BBS -- our sysop gets lonely sometimes.

Matthew Masserman	President	(203) 621-7007
Lou Demetriou	Exec VPresident	(203) 271-0452
Merrill Ross	VPfor 8-Bit Affairs	(203) 239-9403
ST.A.R.R. BBS (300 - 9600 baud)		(203) 421-486

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
Vice-President	Dale Meisenheimer	(408) 449-7750
Secretary/Treasurer	Charles White	(408) 449-8986
BitStream BBS		(408) 449-2150

We will have (or maybe already had) a demonstration of Spectre GCR from Jaime Gonzalez. We will continue to have interesting meetings as long as the members are will to bring things in to demonstrate. It's kind of like grownup show and tell.

Welcome new members: Herold Oberg, Rocky Arciga, and Bruce Piper. See you at the next meeting.

SWAG
SOUTHWEST WASHINGTON ATARI GROUP

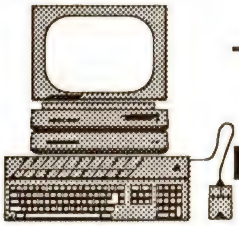
The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

TACE
TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649



THUNDER BAY ATARI ST ENTHUSIASTS

TASTE--Thunder Bay Atari ST Enthusiasts was formed in October, 1987 by a core of 5 ST owners interested in forming a user group to help each other and to help in publicising the Atari 16bit machine.

We grew fairly quickly to an all-time hig of 20 members by January, 1990. A monthly newsletter was published, and we established a PD library. Soon after, membership began to decrease -- members were getting to know their machines better, and lack of interest in publising a newsletter. We still have our PD library of about 70 disks, and will be adding to the list as we go along.

Thunder Bay is a city of 113,000 located on the norther shore of Lake Superior. We have one Atari dealer; is his also a dealer for the Amiga and IBM clones. Needless to say, the priority for Atari products is the lowest. We manage to stay alive monthly by mail order purchases -- unfortunate by necessary.

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows as well as having a booth at all Pittsburgh shows.

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coor.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom Woodrich	(519) 948 5448
Associate Editor	Shawn Cassidy	(519) 966 0305
Past President	Ray Caille	(519) 734 8183

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The February meeting of WAUG was held on Tuesday, 2/12 in the Anderson Room of the Michigan Union. President Craig Harvey announced at 7:40pm that the meeting had started at 7:30 (neat trick, Craig!) starting things off with an announcement about the "Colossal Computer Sale" that is coming up this weekend. Craig noted that he is often times informed by members that they think it would be great to have club representation at these shows, so he beat everyone to the punch by asking for volunteers to man the booth. Looks like we won't be attending this show...

Craig, with the help of Bill and Pattie Rayl, described their trip to Toronto to meet with "Denise" of Atari Canada. They had an appointment to meet with her to discuss Atari's involvement in the Atarifest but when they got there they found that Denise no longer worked there. None of the members seemed surprised by this, Atari being Atari and all that. The intrepid trio met up unexpectedly with Nathan Potechin who was a great help in getting them in the door to speak with ANYONE. The end result was that the good guys left with the impression that Atari WILL be attending the show, although there is nothing in writing. The next show planning meeting will be held on 2/16 at ADP in Ann Arbor.

Pattie described the new features of The Treasure Chest BBS. Seems they've gone multi-line at AIM headquarters, which will allow for online conferencing. Pattie also apologized that the March issue would be a little late, what with their recent trip to London.

Dave B. demonstrated Billboard, an 8-bit pic viewer that can handle most (all?) of the variety of formats in that environment. Dave showed us a pic of Lady Di, and it was a scream to watch her turn green when the XL went into ATTRACT mode.

The topic of the evening was PRINTERS. Bill discussed uses and accessories that make the HP LaserJet indispensable in their production of AIM. Bill then gave a good description of Linotron and BurmySetter hi-res printing and showed samples. Printouts of pics that had been scanned at the January general meeting were displayed showing the different quality one can expect from various printers, and since they were all printing the same picture it was a reasonable apples-to-apples comparison.

Craig announced upcoming meeting topics: March - Sound Tools and professional music production; April - X10 Home Controllers; May - Atarifest slide show, hi-speed modems; June - Elections, Swap Night.

Russ C. reviewed condition of the treasury and membership roster followed by Bill's description of the contents of the January and February AIM disks-of-the-month.

The meeting was adjourned at around 9:30, after which Bill gave an informal guided tour of the Mega STe he had brought along. This looks to be a GREAT machine, Atari FINALLY gave us real keyboards!

The March meeting of WAUG was held on 3/12 in the Anderson Room of the Michigan Union. Craig, "as advertised," called the meeting to order at precisely 7:30pm announcing that the meeting topic would be Musical Applications. Craig immediately turned to meeting over to Dave B. who led a short discussion about the AMS Player system for 8-bit systems.

Craig started an in-depth discussion of plans for the upcoming Atarifest. It seems Atari IS putting its weight behind this show, considering this show to be the official midwest regional show for '91. This acknowledgement is the proverbial shot-in-the-arm we needed to attract those vendors who have not yet formally decided whether or not to attend.

It turns out, somewhat fortuitously, that on Sunday, the second day of the show, St. Clair College will also be hosting the annual Ontario Horticultural Show which is usually well attended. While this may afford our own attendees an optional added attraction to bring the whole family to Windsor for the day, it is also quite possible that we will pick up some traffic consisting of people who might otherwise never know we had invaded Windsor at all!

Craig distributed flyers to the membership asking them to deliver them to places they travel to during the coming months. Bruce U. has been promoting the show on the CrossNet. Dave B. spoke for a few minutes about transportation logistics followed by Dan C.'s discussion of the show workforce and Gold Card plan.

There was some discussion about the structure and organization of the ST disk library. Our best laid plans to make the library available to rent has never been exercised, and so it has been exORcised. Dissolving the rental copies of the library disks will return over 100 disks to the librarian for use in ordinary library sales, thus saving the club $$$ by not having to buy blank disks at this time. Craig also announced that WAUG has officially subscribed to the new AIM 8-Bit Disk of the Month, which should help the club's lagging 8-bit disk sales.

Craig announced the upcoming meeting topics: April - X10 home controllers; May - slide show of Atarifest & discussion of high speed modems; June - officer elections/annual "flea market"

Craig introduced Jean-Michel Creviere of Pentone Productions who gave an excellent demonstration of how he uses his Mega2 in conjunction with a Sony DAT recorder to create master tapes for the production of CDs. J-M had recorded a show before a live audience and, using SoundTools (DigiDesign), he could edit the contents of the "sampled" sound and use the resulting files to produce a new tape that could be sent to a CD production facility for commercial reproduction. J-M received a round of applause for his demonstration.

Russ C. reported on the status of the club treasury and membership roster, followed by a quick Q&A session led by Craig, after which the meeting was adjourned at about 9:30pm.

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
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Western NY Atari Users Group, February Meeting

A funny thing happened to me while I was on the way to the WNYAUG meeting. As I was walking through the parking lot of the Buffalo State College Campus, heading toward 16 E. Bacon Hall, I happened to walk past Kevin Packard's vehicle. As I passed by, I noticed from the corner of my eye, a shiny object resting on the back seat.

Peering throug the road salt and splattered insect remains which decorated the window, I saw that the object that had caught my eye was a horseshoe. My opportunistic subconscious wondered, "Could this be the shoe that makes it possible for Kevin to win the split club jackpot all the time?"

I filed the location of the horseshoe in an obscure corner of my memory and headed for the meeting room. I sat there until 7:45, when our President, Mike Husband, called the meeting to order by announcing that WNYAUG would pick up the tab for any parking tickets our members received. So that was it! The campus police had, after two years, suddenly started enforcing the parking regulations, and there had been a scramble to move cars before they were ticketed. In the confusion that followed, Kevin had apparently forgotten his horseshoe!

This was an opportunity that could be be ignored. I sat there on the edge of my seat, taking down the minutes like a good secretary should, as the business portion of the meeting began with a discussion of the different methods of putting the contents of our old POKEY issues on disk.

Mike then called for the treasurer's report, and Dave Shane reported that our balance was $891.78. He further reported that our donation check to Robert Puff had not yet been returned. I was directed to write Mr. Puff and see if he had received our check or not.

Dave reported on his progress in getting the CHAOS addition to the WNYAUG library organized. All the self-booting disks from the utilities section are ready to go, and a new menu program was demonstrated and approved for use on those disks which do not already boot on their own menu. The motion to adopt the new menu was made by Mike and seconded by Don Koepf and carried by voice vote.

Mike then called for the secretary's report. I reported that we had a new member, Richard Ho. I then summarized the mail the group had received since the last meeting, which included various newsletters from other groups and some catalogs from Toad Computers in Severna Park, MD.

Don suggested that we contact the groups that send us their newsletters to express our appreciation. I ageed that it would ba good idea, and this will be acted upon.

WNYAUG also gained another mew member at the meeting, as Mike Cummings, alias Captain Video, attended along with his wife Debbie, and signed on for a one year hitch as a member in good standing. That capped a lively and productive business portion of the meeting and we then moved on to the program portion.

Mike H. demonstrated Turbo Basic XL, the public domain structured BASIC by Frank Ostrowski in Holland. WNYAUG was the driving force behind bringing Turbo Basci XL to the US, and we were proud to prsetn the langauge, along with documentation, compiler program and runtime veresion, on the February disk of the month. Mike also demonstrated BASIC XE, another structured BASIC for OSS, and MicroSoft BASIC, one of the earliest third-party dialects of BASIC for the Atari.

And then, finally, it was time for the split club jackpot. My trembling fingers peeled a dollar from a small wad of bills that I had drawn from my pocket. I handed the bill to Dave, and was immediately awarded with a ticket. Most of the other 14 persons in attendance also bought at least one ticket, and as Mike began to run the program that would pick a winner, I stole a furtive glance in Kevin's direction.

I saw his hand disappear behind his back. He felt for the horseshoe, and found nothing. And then his jaw dropped and his eyes widened in horrified disbelief as he realized that this time, he was going to be on an even keel with everyone else in the drawing!

Except for me. I now had the edge, because I alone knew the whereabouts of the absent horseshoe and the significance of Kevin's expression. And so it was taht when the screen displayed the winning number, it was the same number that appeared on the ticket I held in my perspiring hand.

I collected and counted my booty while a shaken Kevin Packard recovered from his shock and demonstrated his innovative technique for had disassembly of machine code, then distributed the lastest issue of The Porkard Report. As Kevin finished, the meeting broke up into several sigs.

Later, I lingered over a cup of coffee and pondered what had occurred. I hadn't thought to see if Kevin had locked his car. Should I have stolen his horseshoe? Would this have been ethical or not? And would it had made any difference in teh subsequent turn of events?

I'll guess I'll never know. But that free coffee sure tasted good, and I'll stay alert for another chance at the horseshoe. So, Kevin, if you're reading this, remember: the price of freedom is eternal vigilance.

John Kasupski

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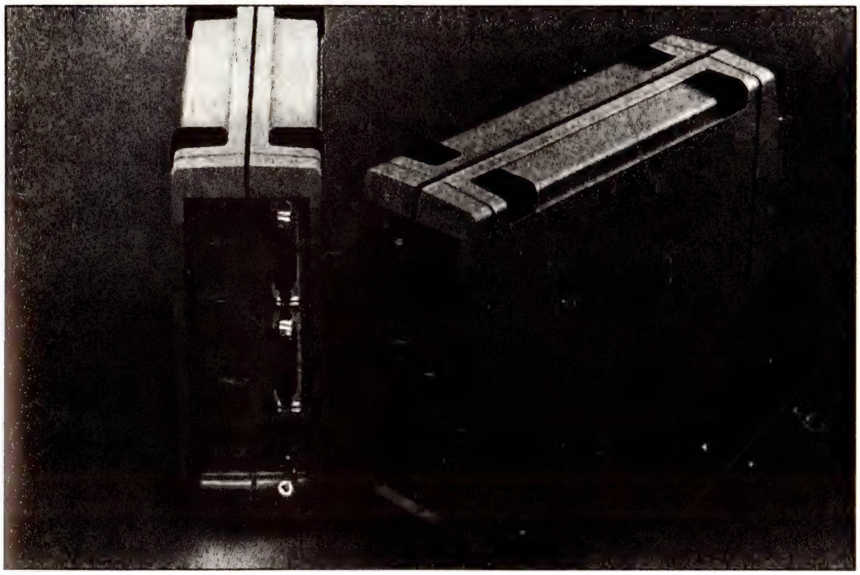

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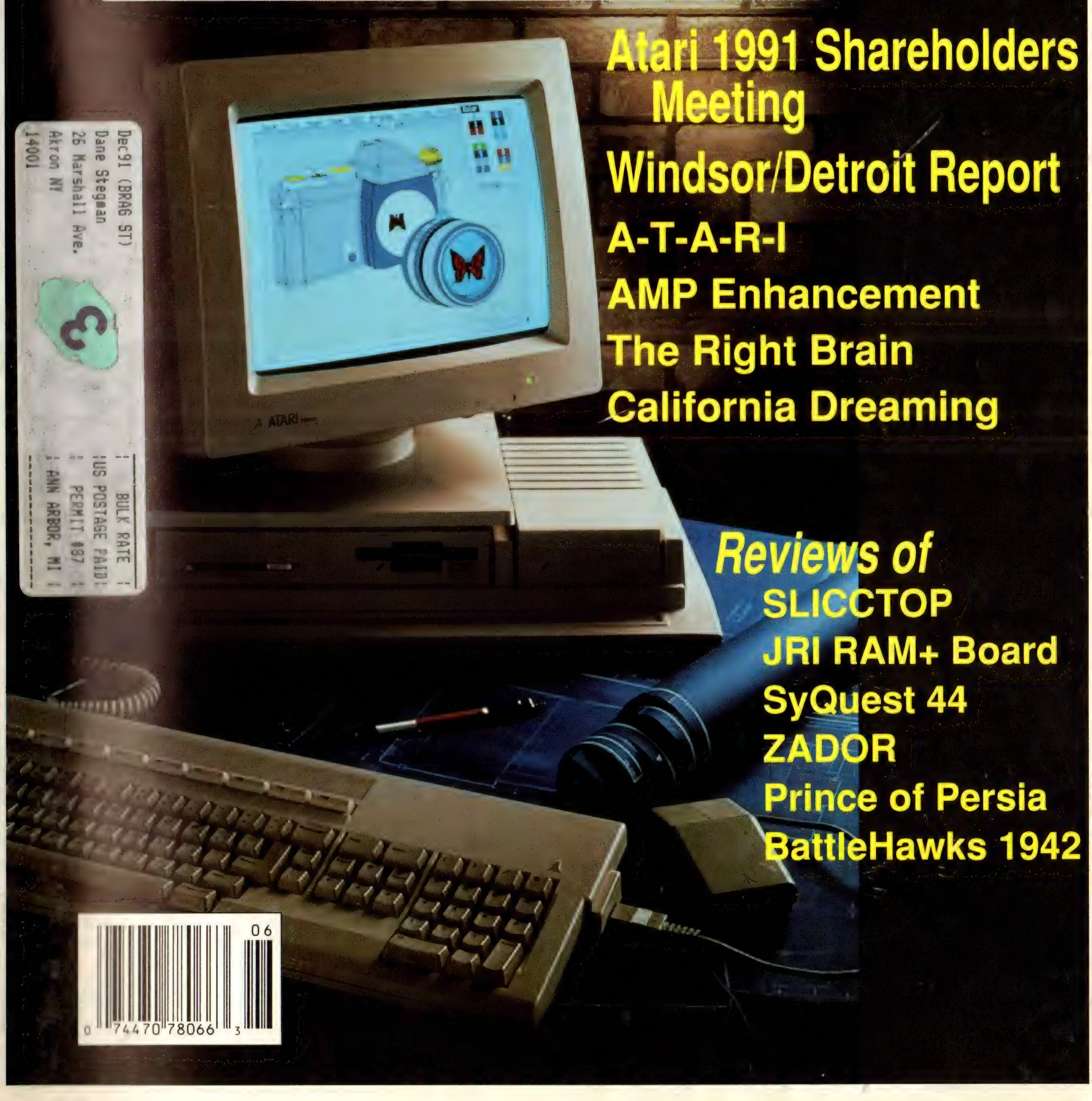

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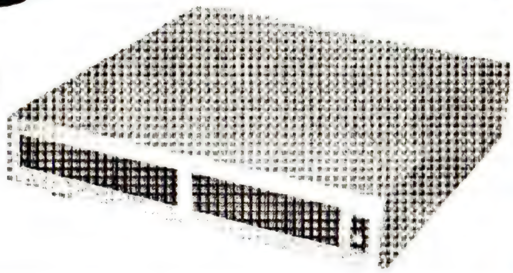

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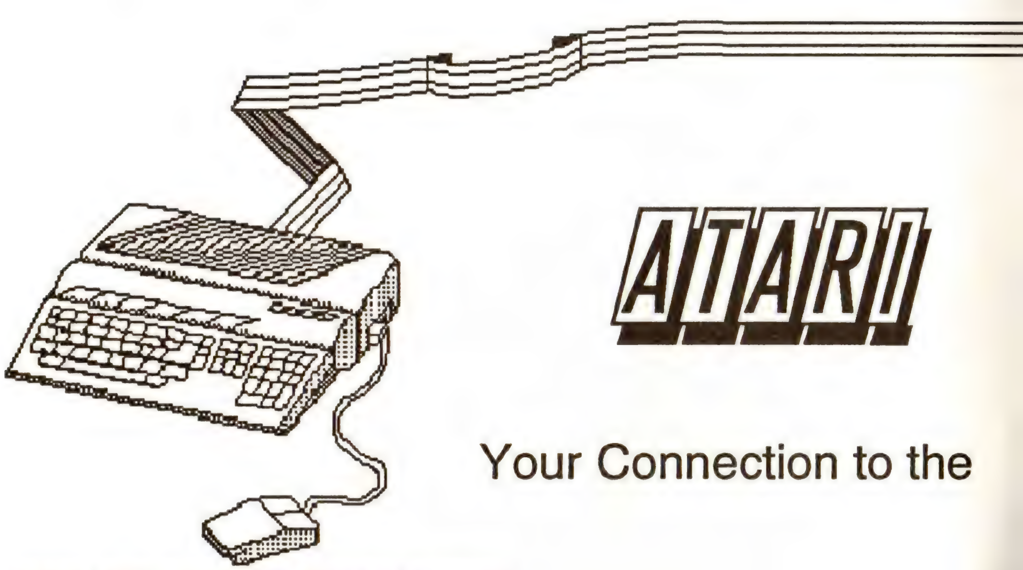

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Your Connection to the

Volume 3

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The Atari TT, showing off its color CAD capabilities. ISD's DynaCAD on the TT was one of many sights to see at the recent Windsor/Detroit show. Read the show report in this issue for details!

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl

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June 1991

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ATARI BULLETIN BOARD

Bill & Pattie Rayl

Well, it's been awhile since we've done a "real" Bulletin Board column, and the news has been piling up!

Atari News

Atari Corp. has finally received FCC Class B certification on the Mega/STE. Earlier reports that this new machine had passed Class B—some of which came direct from Atari employees—were incorrect. The confusion caused from these reports, especially to Atari dealers, can be laid to rest because the machine is now certified for home use.

In last month's issue, Dave Plotkin mentioned Atari's new ST Notebook. Here are a few more details. The Notebook is 30 x 21 cm (approx. 11-1/2 x 8-1/4 in) in size and is about 2 inches high when closed. The little ST weights about 2.5 pounds, without hard drive or floppy.

The Notebook is planned to be sold with internal 20, 40 or 60 meg hard drive (user's choice). The screen is similar to the STacy's LCD monochrome screen, with a resolution of 640 x 400. Parallel, serial, MIDI, DMA and mouse/joystick ports are standard equipment on the Notebook, with some sort of "expansion bus" also reportedly included.

The Notebook is expected to be available, at least in Europe, by the end of 1991. No price has been announced.

Atari's other surprise showing at CeBIT in Germany was what is now being called the STylus. This "computer" takes input from a pen that touches its pressure-sensitive screen. Looked on as "the wave of the future" by some analysts, the STylus would be able to recognize handwriting input.

Computer industry giants IBM and Apple are also working on such systems. Preliminary information on the Newton, Apple Computer's entry into this market, has begun leaking out from time to time.

Details on price and availability for Atari's STylus have not yet been announced, although Sam Tramiel stated in his recent letter to stockholders that they are shooting for release by the end of this year!

STart Stops

The biggest news item for this month is that Antic has ceased publication of STart magazine. The April/May issue was the last released issue, and unless a buyer is found or other arrangements made, that will be the last issue ever to be released.

STart was the last US-based "slick" commercial magazine devoted to the Atari computer. Antic will continue to publish its new PC Home magazine for the IBM user.

In an effort to help out STart subscribers, whose subscription refunds or continuations are questionable at this time, Unicorn Publications is offering a discount trial subscription to Atari Interface. STart subscribers can get a 12-issue subscription to AIM for only $12.

A *free* ST or 8-bit disk and CompuServe Intro kit with $15 usage credit will also be included in this offer. For those STart subscribers who, for obvious reasons, don't want to go for a year's subscription, a 6-issue subscription is being offered for only $6. The 6-month subscription does not include the free disk.

To take advantage of this offer, STart subscribers must send in a check or money order, along with a recent valid mailing label from their STart magazine (or a xerox of the April/May STart disk label). All orders must be postmarked on or before August 31, 1991. Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 (313) 973-8825.

With the passing of STart, it is probable that Antic Software will also cease ST support. (According to Antic employee Paul Lefevre, much of the Cyber software series has already been or is being ported to the IBM platform.) Unfortunately, this may leave Flash 2.0 in limbo! According to our sources, Flash 2.0 is ready for release. On CompuServe, Lexicor's Lee Seiler indicated his interest in distributing Flash 2.0. We can only hope!

Lexicor Software Ships!

Speaking of Lexicor, their long-awaited Phase 4 products have begun shipping to dealers via RIO Datel. The packages include the ROSETTA-3D animation translator/viewer, CHRONOS Key Frame Animator and PRISM PAINT drawing package.

Having seen demo versions of Prism Paint and Chronos, we have to say these are going to be extremely popular items. If you're into graphics and/or animation, the stuff is simply a "must have!"

RIO Datel, 3430 Tropicana Ave. #65, Las Vegas, NV 89121, (800) 782-9110.

Dover Research

Dover Research now has a 600 megabyte read/write optical disk drive available for the ST. The drive, which plugs in to the DMA port and is usable on any ST, STe or TT, retails for $3,495. While this wouldn't be considered low-cost by most standards, it is well over $1,000 less than the retail price of similar drives available for the IBM.

Jay Craswell of Dover also says their new color board, Albert, is available for the Mega/STE and TT. The board plugs into the VME slot, giving resolutions of 800 x 600 and 1024 x 768 with 16 out of 4,096 colors on-screen at one time. The display is non-interlaced, and therefore avoids the "flicker" problems associated with interlaced displays such as on the Amiga and some IBM VGA setups.

Lexicor's software takes advantage of the board, and Jay says PageStream also takes advantage of the color display. Retail is $799. Their ISAC color board for the Mega ST is currently being sold at a special discount price of $599.

As if that weren't enough, Jay reports that a number of new software products will be coming from his company shortly, both for the ST and IBM PC platforms. One of these products is an 8088 to 68000 assembly source cross-compiler. Dover Research, 321 W. 4th St., Jordan, MN 55352, (612) 492-3913.

Another Color Board

CyberCube Research has announced the CyReL Skyline M16-1280, a RISC-based 16 million color board for the Mega STE/TT and ST/Mega. The board plugs into the VME slot on Mega/STE or TT and has an optional ASCI interface for other STs. The board is capable of up to 1280 x 1024 resolution and sports full PAL or NTSC support for GENLOCKing! CyberCube Research, Ltd., 126 126 Grenadier Crescent, Thornhill, Ontario, Canada L4J 7V7, (416) 882-0294, FAX: (416) 886-3261.

PageStream 2.1

By the time you read this, Soft-Logik should have begun shipment of PageStream 2.1. This is a *major* upgrade to an already great DTP package. The package is supports AGFA Compugraphic's hinted outline Intellifonts (10 of these fonts are included in with PageStream 2.1). Adobe Type 1 IBM-format fonts are also supported, with the ability to output these fonts to even standard 9-pin and other non-Postscript printers!

Other enhancements include the option to load and save Tags independent from documents, the ability to easily "bleed" objects off the page, and enhanced color capabilities. Add to that the importing of GIF, ProDraw, DR2D and Aegis graphics and GEM metafiles containing text!

Retail price for PageStream 2.1 is $299.95. Soft-Logik Publishing, PO Box 290070, St. Louis, MO 63129, (800) 829-8608.

ICD 8-bit Super Blowout!

Sadly, ICD is clearing out all of its existing 8-bit inventory. The press release from ICD says "Our basic reason for this sale is that we can no longer show any profit margins for these products, nor produce any large quantities to keep in stock, but we can and will continue to support the end-users."

With discounts of over 50% on most items—from SpartaDOS X to MIOs—this may be your last chance to pick up those great ICD 8-bit products or to get replacement manuals, spare parts, etc. Since these products will be going fast, your best bet is to call ICD voice or call their BBS (you can place credit card or COD orders online!). Also, anyone interested in purchasing the rights to these products should call ICD to discuss terms. ICD, Inc., 1220 Rock St., Rockford, IL 61101, (815) 968-2228, BBS: (815) 968-2229.

TransKey Goes to DataQue

DataQue Software is now the distributor of the TransKey product for the Atari 8-bit. TransKey allows 8-bit users to connect a standard IBM keyboard to their computer. At this writing, new pricing has not been announced. DataQue Software, PO Box 134, Ontario, OH 44862.

Diamond GOS Update

The 8-bit Diamond GOS cartridge from Reevesoft has been updated. Version 3.0 features enhancements to speed up the operating system and includes a new manual and rewritten Diamond Paint (3.0) and Diamond Write (3.0). A special price of $54.95 is available for a limited time, and registered owners can upgrade for $30. Diamond News Station has also been upgraded to version 3.0 and costs $29.95 (or $5 upgrade for registered owners).

Diamond Develop, the developer's kit for Diamond, is available absolutely free to anyone who will develop a "substantial GOS application." Reevesoft, 29W150 Old Farm Lane, Warrenville, IL 60555.

GFA Software

GFA Basic and other GFA products are again available in the US. This time, GFA is directly supplying the US market, rather than going through a third-party like Michtron or Antic. A new version of GFA Basic (3.5) that takes advantage of the new machines (like the TT) is now available. Also, registered ST GFAers can take advantage of a half off deal on the MS-DOS version of GFA Basic.

Online support for GFA products has begun on CompuServe. GFA Software Technologies, 27 Congress, Salem, MA 01970, (800) 766-6432.

Universal NETwork

Developers of UIS III have introduced the Universal NETwork, a hardware independent software solution that can work with all network devices currently on the market. Universal NETwork can multi-task between network nodes, while simultaneously carrying out foreground tasks. Included with the network software are installation and configuration editing programs, programmer tools and a background file transfer utility. Price is $85 per node. A&D is also selling MIDI-net adaptors that plug into the ST's MIDI ports and allow use of ordinary phone wire to connect STs. Price is $30 per ST. A&D Software, 280 Peach Street, Merlin, OR 97532, (503) 476-0071.

CalAssistant

A great new desk accessory from Spar Systems gives detailed help to Calamus users. Using text, icons and pictures, CalAssistant gives step-by-step tips and tricks for getting the most out of the Calamus DTP package. The help "messages" are page-referenced to the original Calamus manual for those times when you might want to refer to it for more details. CalAssistant comes with tutorial .CDK files, fonts and font utilities for Calamus and more. Suggested retail is $34.95. Spar Systems, 381 Autumn Ave., Brooklyn, NY 11208, (718) 235-3169.

Rimik Enterprises

Rich Betson, formerly of Talon Technology, has started his own company and is off to a great start. Rimik's first release is Menu Plus, a "program launching system and more." Menu Plus uses a "menu tree" system for organizing sub-menus of programs, etc. Each "menu" can store over 160 programs. and Menu Plus uses only 32K of memory when other programs are running. The software also allows users to view Degas, Neochrome and Spectrum pics, view/print text files or play sound files. All this for only $39.95.

At the recent Windsor/Detroit show, Rimik was also showing MultiGEM, a German import. This software allows for true multi-tasking of GEM and TOS programs in individual windows. Reports from Germany indicate the software is solid and EXCELLENT. The software should be shipping about the time you read this. Rimik Enterprises, 836 Osborne St., Vista, CA 92084, (619) 630-1217.

Windsor Video

Those of you who missed the Windsor/Detroit International AtariFest, and those who attended, can get to see all the great products by picking up the show video. The video was produced by Dan Stidham and the crew at AAA Images, the same guys who did the excellent PACE and WAACE videos recently. See Lexicor animations, GoldLeaf's Retouche slide show presentation, Calamus SL, and lots more.

The video also has interviews with Geoff Earle, General Manager of Atari Canada, ISD's Nathan Potechin, Charles Johnson's "bathroom interview," and too much more to tell you about. Price is $19.50. AAA Images, 3809 Feather Lane, Elsmere, KY 41018, (606) 342-5660 or (606) 342-9129.

Abbreviator ST

Kyle Cordes has released Abbreviator ST, a new desk accessory that expands user-defined abbreviations as you type. This is a great little utility for automatic entry of frequently typed phrases, names, etc. Abbreviator ST can also "capture" phrases AFTER you've typed them, storing them for later use. At $19.95, this ACC can save you lots of typing time for a little money. Kyle Cordes, 3815 Greegrass Dr., Florissant, MO 63033, (314) 921-0614.

CardFile 3 and STeno/STalker

Gribnif Software is now carrying both CardFile and STeno/STalker, along with their popular NeoDesk line. Originally sold by GT Software, CardFile is an excellent address/phonebook/Rolodex utility that can keep track of appointments, print agendas, address envelope, dial the phone using a person's stored number and more. Price is $39.95.

Although not "finalized" as of this writing, Eric Rosenquist of STrata Software indicated that he was close to an agreement which would give Gribnif the world-wide distribution rights to STalker and STeno. This terminal program and file editor combo were reviewed in the August 1990 issue of Atari Interface. Gribnif Software, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

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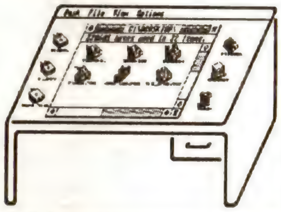

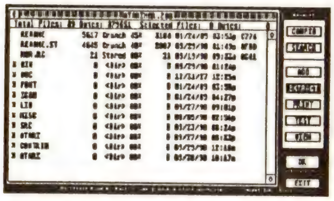

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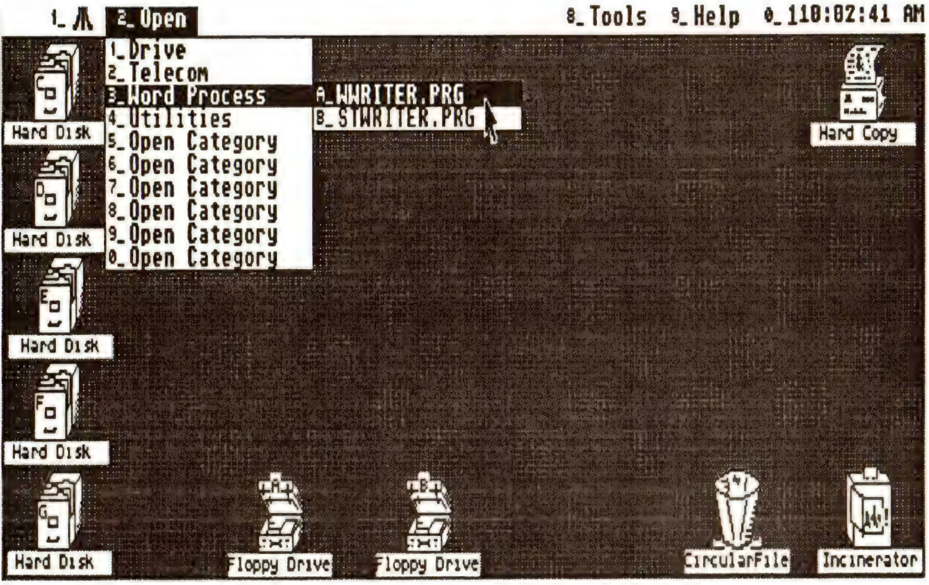
SLICCTOP

Gary Klugman (SVACE)



It is great to see something new that is really innovative for the ST. Randy Foster, programmer and president of SLICCWARE, is a talented programmer and a person with vision.

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Getting Started

SLICCTOP comes with manual, a couple of loose addendums and two disks. The manual is inexpensively produced, made up of light weight paper, and contains screen capture illustrations. That is forgivable for a $49.95 program. It is sadly missing an index.

The manual starts with the very basics of using your computer. In a real way, it is like a manual that would come with your computer. The writing style seems like a programmer wrote it.

Indeed, Randy Foster published it using PageStream. Sometimes, it seemed mundane, other times the explanation was too technical or too brief. Still, it gets the job done.

SLICCTOP can only be used with a hard drive, and it needs an ST with at least a megabyte of memory. The program installs itself on the hard drive when you run an install program. The installation was simplicity itself, a real model for other programs.

The process installs installs SLICCTOP.PRG and a SLICCTOP.ACC, as well as numerous invisible files. The install sequence determines whether you have TOS 1.4 or later. If you have an earlier version of TOS, the installation adds a program to you auto folder. With TOS 1.4 and later, the installation utility modifies the DESKTOP.INF.

The installation software even determines if you have two floppy disk drives. That way, you won't need to swap disks. If you are worried about SLICCTOP's invisible files or changing your DESKTOP.INF, there is no need for concern. SLICCTOP will completely remove itself from your hard drive if you want.

The new desktop will have icons for all your installed drives and partitions. When you move your mouse, the pointer flutters as it moves across the desktop. There is a resettable clock in the upper right side. You also see two "trash cans." One is the icon labeled Incinerator. The incinerator acts like the GEM trashcan. There is also the circular file. Files dragged to the circular file will be stored in a subdirectory called TRASH. These files can be restored if they were deleted by accident.

Messing with Menus

One of the most exciting features is accessed from the upper left of the menu bar. Under the item called "Open" is a drop-down menu. Here, any program can be run very quickly and easily. Also, other routine desktop procedures can be done instantly. One example is that, if you tend to go to a specific folder on a certain partition on a regular basis, it cam easily be done from this menu.

There are nine of these "auto" items on this drop down menu. Choose one of these and you are presented with another menu of up to 16 choices. The choices can be of programs you want to run or places you want to be on your hard drive. This adds up to 144 different processes that can be done from the drop-down menu.

These 144 installed processes are not automated recordings. You don't see the process of selecting a drive, then a folder, next a program, and finally running the program. The program is selected on the drop-down menu and runs from there.

Of course, programs require time to load. During this time, a spinning clock (like on a Macintosh) is displayed, instead of the busy bee. Once the program is executed, the user can terminate the program immediately and roll back to the desktop. At the desktop, normal functions can be done. The user can then roll back to the same place in the program when exited. This feature was extremely helpful in writing this review.

More than a GEM

While SLICCTOP operates similarly to GEM, it has commands of its own. For the power user, there are lots of keyboard equivalents. Although the mouse is friendlier, pressing one or two keys is much faster. To be a power user, you will have to read the manual.

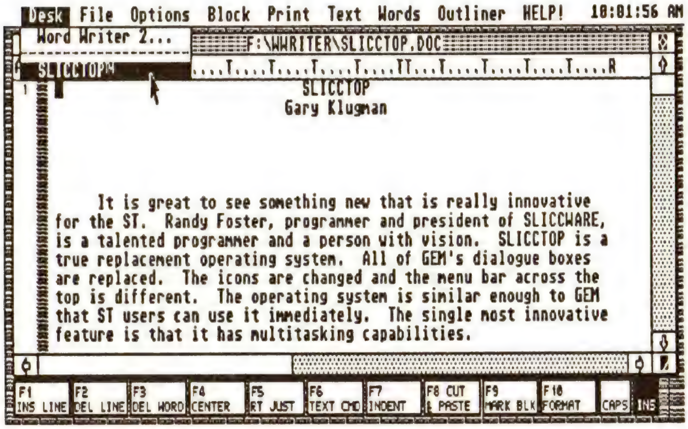
The SLICCTOP dialog boxes give the user the keyboard equivalents for mouse movements. The user can decide to keep their hands on the keyboard for speed, or use the mouse for ease.

SLICCTOP allows the user considerable control over routine tasks like disk formatting. The number of tracks and sectors can be chosen. When copying one floppy disk to another, SLICCTOP will format the destination floppy if it isn't already formated. If the destination disk already has files on it, a diskcopy can merge the files from one disk to another. The choice is made by the user before the diskcopy is done. Whole floppy disks can be erased rather than reformatting by dragging the disk icon to the incinerator. This is a much faster alternative to deleting files individually.

There is no set limit to the number of windows that can be opened!

You can even set the computer's boot delay time, so the hard disks can warm up before the computer kicks in.

Multitasking is one of the most unique things about SLICCTOP. SLICCTOP can indeed truly multitask, although multitasking is slow. I transferred files from the hard disk to a floppy from the desktop. During the transfer, I loaded TimeWorks WordWriter and edited a document. I left WordWriter, loaded Interlink and called a bulletin board.



SLICCTOP
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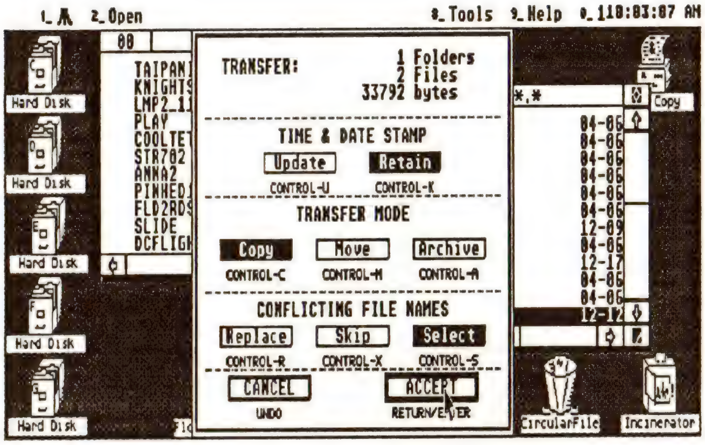

TRANSFER: 1 Folders
2 Files
33792 bytes

TIME & DATE STAMP
Update CONTROL-U
Retain CONTROL-K

TRANSFER MODE
Copy CONTROL-C
Move CONTROL-M
Archive CONTROL-A

CONFLICTING FILE NAMES
Replace CONTROL-R
Skip CONTROL-X
Select CONTROL-S

CANCEL UNDO
ACCEPT RETURN/ENTER

To be spiteful, I tried to read the floppy that I was writing to. The program crashed and the hard disk rebooted. All things considered, rebooting is not the worst kind of crash.

SLICCTOP cannot multitask programs that take over the operating system. Therefore, most popular programs will not multitask. One cannot be using WordWriter and their telecommunications program at the same time. The user can multitask desktop routines, like moving files, while running their favorite program. Still, if a program was opened using SLICCTOP, you can exit the program at any point and "roll over" to the desktop. Once at the desktop, files can be moved and house-keeping chores can be done. Then, at any time, you can roll back to the original application.

True multitasking has been a goal for ST users for a long time. We are the last of the 16-bit computers to get it. Randy said the hardware is not amiable to multitasking. The limited multitasking that SLICCTOP allows is in one word, slow. Keyboard response time can be slowed down as it competes for processor time.

Many of things that we would like to do in a multitasking environment cannot be done with SLICCTOP. Running two applications can only be done by programs specifically written for SLICCTOP.

Randy Foster is planning to publish applications that will multitask using SLICCTOP. In the works is a word processor, editor and telecommunication program. These programs and other utilities will be made available to registered users directly from SLICCWARE. By selling direct, costs can be kept down. Plans are to sell these programs and utilities in the range of $10 to $25.

Since backup is an important thing to all hard disk users, SLICCTOP has a powerful backup utility. There is a great amount of powerful flexibility built in. The user can backup by directories, by the last time things were backed up, or simply backup everything. All backups can be done from one point on the hard drive to another, as well as from the hard drive to a floppy.

Randy Foster spent two years developing SLICCTOP, and he is dedicated to supporting it. He is readily available by phone for questions. I called him just after he sent out a free update. He had just discovered that the update had a bug in it, and he was tremendously disturbed by this. He was in the process of sending out a corrected version within 48 hours. He was also planning on calling as many registered users as he had phone numbers for. Not bad for a program that retails for under $50. I felt that he considers this program to be his baby, and above all, he wants it right.

Finally

I like SLICCTOP. As I continue to use it, I see the thought that went into its development. I will continue to automatically boot into SLICCTOP after this review.

The average ST user can get along fine with the GEM interface. However, if you want to exercise more control over your ST and you like having the alternative of keyboard equivalents for mouse movements, SLICCTOP is for you. If you think multitasking is "sexy" then SLICCTOP is your only choice in desktop replacements.

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The **Juggler** $49.95

Working with several applications at once can be a juggling act - and all too often it's an awkward exercise that requires patience and practice just to keep moving! The Juggler has perfected the art of smooth transitions between several applications.

Utilities Plus $59.95

Some of MichTron's most useful programs: *MichTron Utilities* - helps keep control of your Atari ST files, *DOS Shell* - emulates the popular MS-DOS commands used by all IBM compatible computers, *M-Disk Plus* - a RAM disk and printer spooler, *STuff* - a package of 21 different utility programs for all ST users and *Super Directory* - makes filing and organizing your disk files fast and simple.

Hard Drive
Turbo Kit $59.95

In this three-in-one package you will have all the utilities necessary to keep your machine running at its peak speed and efficiency.

- Backup your hard disk to floppy disks.
- Restore your files from the backup after an accident, or anytime.
- Select whether to backup hidden files and/or system files.
- Rewrite your files to contiguous blocks on the hard disk to speed up the time it takes to access files.
- Hold recently accessed disk sectors in your computer's memory, allowing quick and easy re-accessing of these sectors.

M
M
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ATARI

1991 Shareholders Meeting

John Pilge

According to the bylaws of Atari Corporation, a meeting is held once a year to elect a board of directors and to vote on major changes in the company.

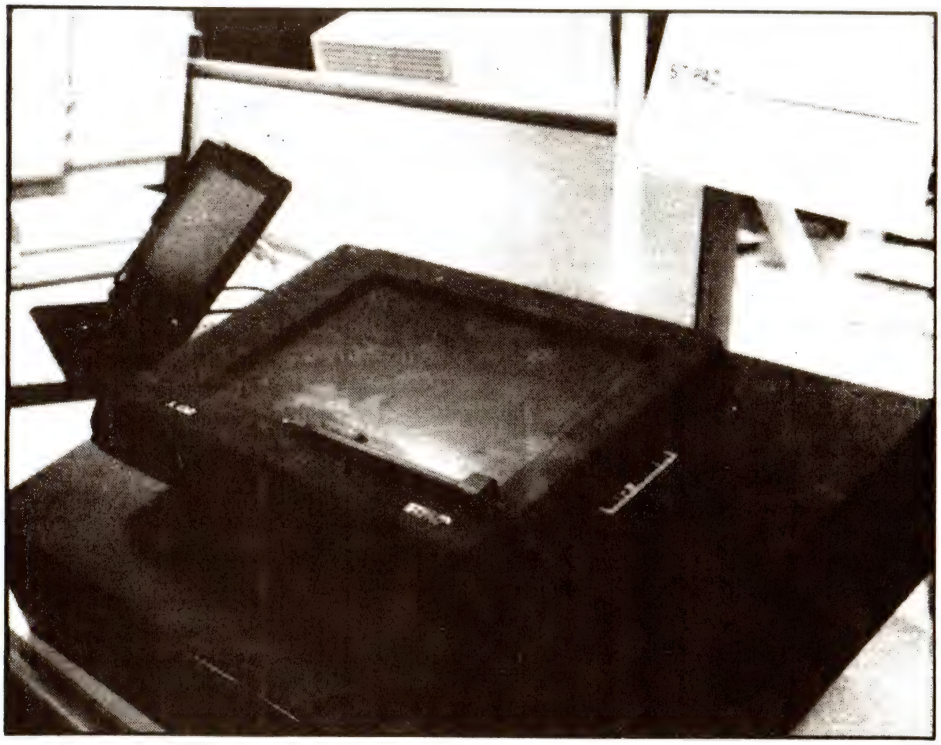
Every April a notice is mailed to all shareholders to send in a proxy statement to vote on the directors and other matters. The results of the vote is announced at the meeting in May.

There are no surprises. The choice of directors run unopposed and the vote is understandably predictable. The board members hold 51 percent and Time-Warner owns about 24 percent of the stock.

Most of the attending shareholders are friends and employees (Atari has a stock purchase plan for employees).

At the May 14th meeting of Atari shareholders, the voting results were announced and the meeting was over. That is the official part of the shareholders meeting. It is over in minutes.

The rest of the meeting is where Atari does a "show and tell" of products and answers questions. The TT, STe, Lynx and Portfolio were on display.



The STacy will be available in a more compact form that will be 8.5" x 11" when folded. It will be called the ST Notebook. The current plan includes a hard disk and hopes of a battery life of perhaps six hours. For a portable with a hard disk, that is exceptional.

The ST Pad will be called the STylus. It will not have a keyboard. It will use a type of light pen. Both products are expected to be out by the end of 1991.

The big news in software for the TT is Retouche Professional by 3K Computerbild in Germany. Soon to be available in the USA from Goldleaf, it allows users to do digital retouching of photographs. (You would, of course, need a scanner and laser printer.)

The XE is still in production. Currently, it is being sold in South America, Eastern Europe and the Middle East.

There are no plans to bring the Atari line of 386 MS-DOS computers to the United States.

According to the Atari annual report, Atari made over $14 million in 1990 on sales of $411 million which works out to about 11 cents a share. Europe accounted for 86 percent of sales by Atari with the USA bringing in 11 percent.

Sam Tramiel reports in the annual report "the Atari 2600 and 7800 continue to sell well in Europe" and are slow sellers in North America. Also, in Sam Tramiel's message in the Atari annual report is, "New table top video game consoles are planned for introduction in 1992."

Sam would not comment further on this, when asked about it at the shareholders meeting.

The entire event lasted less than one hour.

The Windsor/Detroit International AtariFest A Great Show for Seeing All the New Goodies!

Dan Stidham

Courtesy of ST-Report

St. Clair Community College in Windsor, Ontario was the site of the first ever international Atarifest co-ordinated by user groups from different countries—The Windsor Atari User Group and the Washtenaw Atari User Group. Official show direction was provided by Brian Cassidy of the Windsor group and Craig Harvey of the Washtenaw group (who also happens to be the author of an excellent editing/hacking utility called EdHak).

NO SMOKING
NO SMOKING
GramSlam
ATARI

Key promotional assistance for the show was provided by Bill and Pattie Rayl of Atari Interface magazine. From reading online posts and speaking with the Rayls personally, this show was one of the most thoroughly promoted Atari events in memory.

Promotion tools were diverse and included advertisements in the Detroit Free Press, Windsor Star, Ann Arbor News and several other local papers. According to Bill Rayl, the newspaper ads ran for a month prior to the show at a cost of over 1,000 dollars. Detroit and Windsor area stations ran a special ad on network-affiliated TV stations (as a public service) and a local cable station ran a half-hour show dedicated to the Atari line of computers and the upcoming show every night for a week prior to the show.

Over 200 copies of a show kit were sent out to various user groups in the Midwest, New York and Canada. Ads or announcements were also run in national ST publications such as Atari Interface and ST Informer, with press releases sent to ST Journal, Current Notes, STart and Atari Explorer.

Personally, I felt the facilities (taking into account that it wasn't held in a hotel convention center) were top-notch, the best I have seen. A large, colorful Atari banner hung over an information table where tickets were being sold near the entrance of the main lobby for the college. After buying your ticket for four dollars (US or CND), you went down a long hallway, made a right then a left, passed by a small concession area and entered the double doors of a huge gymnasium.

The booths were set up around

Darek Mihocka and Atari Canada's Rob McGowan

the perimeter of the gymnasium with three island strips in the middle of the floor. There was plenty of room to walk around, even if the show-goers were two or three deep in front of booths. The booths were professionally set-up with blue curtains used over a booth frame.

Atari was there with a double wide, double deep booth displaying all of their latest hardware including the TT030, the 1040STe and the Mega STe, Portfolio and the incredibly good-looking and sleek SLM605 laser printer.

Their booth was back-to-back with a large Atari dealer out of Toronto, Canada called Savetech, whom Atari Canada had supplied with an inventory that would make a red-blooded American STer turn green with envy. Large stacks of hardware in boxes made up the bulk of a pretty impressive display. And just what was in them thar boxes? TT030/2/50s, Mega STe 4/50s, 520STfms with SC1224 monitors, Megafiles, 1040 STEs and Stacy 2 with 20 meg hard drives.

Savetech took out a large ad in a local Windsor paper detailing the inventory they would have at the Windsor show. The ad was very professional-looking and included pictures of the "TT030 Graphics Workstation," the Mega STe, etc. The prices were even more impressive, the likes of which I will get into later in this article. (My Windsor video has some thorough footage of the Savetech booth and a close-up shot of the ad they ran.) *[Ed: See the Atari Bulletin Board article for details on this video.]*

The dynamic duo of Atari/Savetech was positioned strategically—smack dab in the middle of the floor—and made up the entirety of a large, squarish middle island.

Canadian Customs...Quite a Tradition, eh?

Many exhibitors took advantage of a generous offer by Atari Canada to provide loaner machines to avoid the hassle of bringing their equipment across the border, and a hassle it was. I produced a video for the show and brought along lots of video gear. My assistant, Scott Haynes, brought along an Atari Mega ST2, hard drive and monitor. The Customs people stopped us for about an hour as they suspiciously checked over all of our equipment.

I knew we were in trouble when the customs agent saw the Atari logo and commented, "What's wrong with Amiga, eh? Why don't you have an Amiga, eh?" Scrambling to stay under the good graces of this apparently brain-washed bureaucrat, I groveled unashamedly and said, "Geez, that's funny you should mention that because I am into video and I was just telling my friend here (Scott), how I wish the Atari would come up with some good GENLOCKing hardware and software to go along with their new genlocking and graphics capabilities, and how if I had an Amiga I could do all my video-editing on the computer ala Desktop Video."

Dropping my head in betrayed disgust, the Customs agent looked at me pitifully while I shook my head. Moved with compassion for a fellow bytemeister who apparently had not seen the light and was suffering for the error of his ways, the Yogi-bear-looking agent, folding his arms and leaning back on the car parked next to ours, took a deeply reflective breath, and proceeded to elucidate mercilessly and smugly on the perfectness and completeness of his Amiga world.

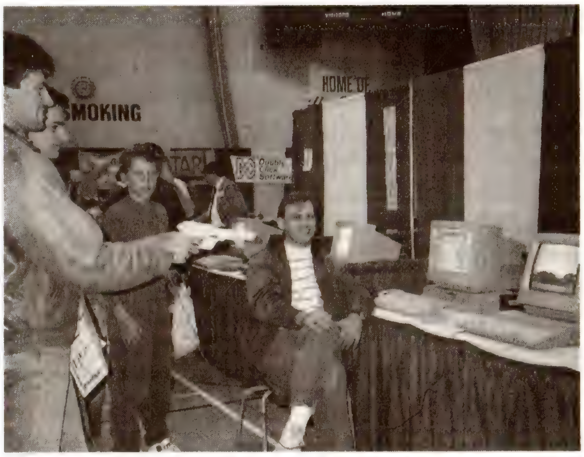
He detailed how he was using the Amiga in his organic chemical business to make brochures (yes, the guy was a self-taught organic chemical marketing mavin). After about 10 to 15 minutes of contrived amaze-

Dave Small demoing the new SST Board

John Fox of Goldleaf

ment (using such expressions as, "No!? Really" and "Something Else!") the Customs agent seemed satisfied that he had put us in our pitiful, slime-pit place and let us go. By the way, he mentioned that all of the Customs agents used Amigas (which is probably why many Atarians experienced hassles crossing over).

Early commitments to the show were slow coming in. But, the event gathered a lot of steam and snowballed the last couple of months (how's that for mixing metaphors?), with over 36 vendors exhibiting. These exhibitors included Gadgets by Small, CodeHead Software, Double Click, Gribnif, DA Brumleve, Goldleaf, ICD, Branch Always, MegaType, MS Designs, Nice and Software, Rimik Enterprises, SKWare One, Wiz Works & Dr. Bob, C-HQ, Unicorn Publications, Taylor Ridge, Phil Comeau, Intrinsic Software, Music Code and user groups and dealers (there was plenty of competition).



Rich Betson demos his lightgun game

Having said all of the above, there are not a lot of excuses to make for an honestly disappointing turnout. Everything was done up right and all the right people came to this party. Great facilities, unprecedented advertising, major developers, fanatical ST users—it should all add up to 2-3 deep in front of booths. As it turned out, I had very little trouble getting good shots with my camera and experienced very few incidents where a giant blob would fill my viewfinder.

Maybe the only legitimate excuse is there ain't that many of us fanatical users out there. But then again maybe there were those, state-side, who felt there would be too much trouble crossing over; this may be a good possibility but still an excuse.

Nevertheless, despite the fairly low turnout, the per capita sales of nearly all the developers I spoke with were very satisfactory. Myself, I had a great time, as I always do when I get to meet up with fellow ST users and developers. So my verdict: It may have been a disappointing turnout, but, if you turned out, it wasn't disappointing.

Final attendance has been estimated from between 800 to 1200 for the two-day show. I definitely have to go with the latter number. There were approximately 500 people attending Saturday and 700 on Sunday.

Moving on, one discovered many new products and upgrades as one went from booth to booth:

Atari Corp.

On hand from Atari US was Bob Brodie, US Manager of User Group Services. Representing the Canadian side was Geoff Earle, President and GM, Rob McGowan, Product Manager, and Mark Campbell, Asst. Product Manager.

This group of Atari payrollees underscored the downright friendliness and approachability of Atari's corporate staff. They jumped right into the crowd, discussing Atari's marketing plans and products. They genuinely seemed to be having a good time and were very upbeat about the product line in their booth. This included the TT, the Mega STe, the highly successful Portfolio and an incredibly good-looking and *quiet* SLM605 laser printer that was hooked up to the TT running Calamus. That setup was constantly cranking out some incredible-looking documents.

Also on display in the booth was the STacy 2 with 20 meg hard drive and a 1040 STe running some colorful demos. Geoff Earle also revealed during his video interview a price reduction, announced shortly before the show, of the 1040 STe to $499 Canadian from a previous price of $695. I understood, but could not con-

EdHak
Edit ANYthing
Clear
Thinking

Craig Harvey, author of EdHak

firm, that Atari US has also reduced the price on the 1040 STe to $399.

Branch Always

If there was any doubt as to Darek Mihocka's continued commitment to the Atari platform, it was completely obliterated at this show. Darek was demoing an upcoming release of Quick ST 3.0 that he billed (and proved) as being even faster that the present release of 2.2.

Q-ST 3 will feature acceleration of line A functions and even faster GEM functions, impacting the speed of some DTP applications. But this just scratches the surface. Quick ST 3.0, which will be commercially released at the Vancouver Atari Festival, will feature even more customization options including customized fonts and desktop icons with the font and icon editor built-in.

Background picture customization, which has always been an integral part of Q-ST, will now allow Prism Paint format (Lexicor's paint program) and (surprise) Windows 3 files, besides the standard Degas and Neo pics. You will now be able to download all of those great Windows pics from GEnie or your favorite BBS and use them as your desktop picture.

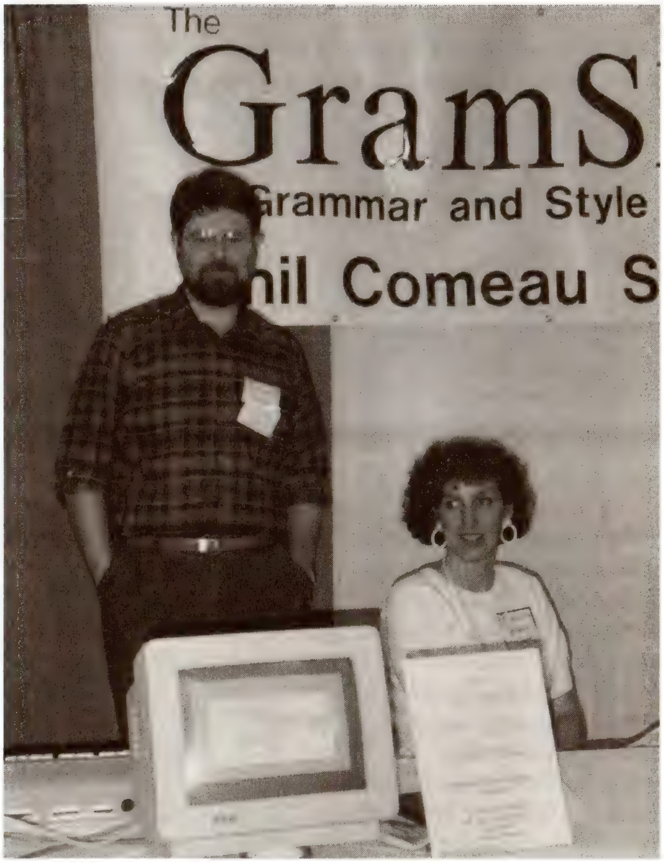
Q-ST 3.0 will also allow background pictures (with samples on the disk) for every TT resolution including 1280 by 960, the latter requiring about 150K. Darek told me Chet Walters and the guys from Wiz Works are going to help him find some nice IMG's for that rez to include on the disk.

The new version of Quick View that will come with Q-ST 3.0 allows viewing of all these pics and if you decide, "Yeah, thats the one..", all you'll have to do is press a toggle key and it will instantly become your new background. If that wasn't enough customization, you will now be able to customize everything for individual programs, Darek states in his BraSoft newsletter (which he was giving away at the show), "...if you like to use one font with ST Word and another with Flash! Or, have a custom desktop pic with PageStream but another one with Word Up, so be it..."

Believe it or not, I have saved the most impressive for last. Darek showed me a new version of MonSTEr that will allow emulation of any TT resolution on any ST screen! I saw it in action and it was operating very smoothly. MonSTEr will also allow the user to customize his virtual screen to any matrix the user wishes (for instance, say, 700 by 700) up to a certain yet-to-be-determined limit. I personally feel that this version of MonSTEr could sell all by itself for Quick ST 3.0's new price of $34.95 list but, wonder of wonders, in the tradition of power without the MAC price, Darek is bundling it with Q-ST 3.0.

C-HQ

C-HQ stands for Command HeadQuarters, and if any of you were at the WAACE show last year, these were the fellas helping work the WizWorks booth.



Phil and Vicki Comeau

C-HQ had on display its full line of in-house artist-rendered and superbly scanned IMG and Degas clipart disks. C-HQ was also selling disks of customized NeoDesk and DC Desktop Icons with over 1200 icons included on one disk! Each of around ten clipart disks had a special theme and were selling for a ridiculously low price of $10. I don't know if this was a show price or not, but the quality for the price should have been too good to pass up (guess who forgot to buy a couple in the midst of taking notes and asking questions?) for anyone who does DTP.

Clear Thinking

Craig Harvey, president of Waug in Washtenaw, MI, one of the sponsoring user-groups of this show, is the author of the popular editing/hacking utility EdHak, previously available as shareware from various online services. While interviewing Craig at his booth to gather info for this article, I was so impressed with EdHak's functionality and practicality that I purchased a copy, as did my video assistant Scott Haynes.

EdHak 2.13 can be run as either an ACC or PRG by simply changing the file extender, and is packed full of features that can accessed from a drop down menu within the file window or with keyboard equivalents. I found some of its more useful features in Edit mode (as opposed to Hak mode which can be entered via an ALT-T toggle) to be the ability to append and merge files on-the-fly within the editing window.

TARI
Double Click Software

Michael Vederman of Double Click

Are you keeping a running account of something or keeping a diary? EdHak features an autoload feature that will, upon boot-up (if EdHak is installed as an accessory) or when the program is run from the desktop, automatically load in a text file (your diary for instance). Further enhancing its diary usefulness is the ability to append, auto-stamp dates (in any format you wish) and encrypt files. Other features include launching of programs (PRG not TOS), word-wrap, search and replace, block cut and paste and text macros.

Entering Hak mode is as easy as pressing ALT-T (T for toggle as Craig explained). In this mode, EdHak acts as a very versatile disk sector or RAM editor. There's lots more but suffice it to say, in Craig's own words, "EdHak is the ST DA and PRG that is there when you need to edit anything." I guess you could expect to pay a pretty fair price if you were purchasing this great little utility for one of the other platforms, but Craig was offering it for an unbelievable $15 show price (US) with a regular retail of $18.95.

I own STeno and am now using it to compile this report (I haven't had a chance to install EdHak yet), but I would have to say EdHak is the best text editor available at its price. By the way, the documentation is excellent and features a keyboard command summary which can be separated from the rest of the manual.

Hold on just a minute, Craig was also demoing this strange little program called MetaPsychology that offered a tutorial and quizzes that offered a pretty sophisticated examination of one's psyche. Word has it that Craig is going to link this program with EdHak and allow you to edit your head if you want! Amazing! Anyway this GEM-driven program was pretty popular at $9 US and sold, according to Craig, fourteen copies on Saturday. What a curious lot, them thar STers.

CodeHead

Besides giving me one of the most memorable moments I have ever had (buy the video!), Charles Johnson was on-hand with John Eidsvoog. The CodeHeads were demoing, along with HotWire and CodeKeys, their latest upgrade to Maxifile, version 3.0. Its list of features is quite long. The upgrade features a unique scroll box, allowing one to scroll through source and destination files simultaneously. Charles told me that this upgrade is so complete and thoroughly packed with features, many of which were requested by Maxifile users, that Codehead, so far, hasn't received any further suggestions in the box.

DA Brumleve

Dorothy Brumleve was again the favorite attraction for those little bit-meisters as her booth offered a chance to try out her colorful and easy-to-use Kidprgs. Dorothy had two 1040STEs set-up, each one running either KidPublisher, KidPainter, KidGrid or Telegram; the latter being the most recent release, fall of 1990 at the WAACE show. Dorothy had one of the more interesting table displays at the show. All four of her programs were slotted into a staircase display made up of large, colorful pre-school Duplo blocks.

Dot reported that on Sunday she actually sold a couple of ST systems to parents who had been contemplating a system for the family and were impressed with the entertaining and educational Kidprgs. Dot promptly and personally escorted them over to the Savetech booth in the middle of the floor where they made their first-ever ST purchase. Way to go Dot!

Double Click

Demoing DC Desktop, DC Shower and other offerings in a quiet little corner booth were them Texas boys, Mike Vederman and Paul Lee. I was really impressed with Paul Lee's new-found Canadian accent. Seems like this guy readily adapts to regional flavors and reminds me of Woody Allen's ZELIG. Anyway, explaining to me that DC Shower was not an X-10 type of controller for all your bathroom plumbing, Paul demonstrated that, when installed in an auto folder, DC Shower enables you to view ANYTHING from the desktop, just by double-clicking on it. Anything includes ARC files, all kinds of picture formats and text files.

UIS 3.3 can now incorporate the functionality of DC Shower from its own Show selection. This gives users who have UIS installed as a DA the ability to view the above files within any GEM program.

Gadgets By Small

The focus of this booth was definitely on the 68030 SST accelerator board that is very close to release. According to Dave Small, waiting on PC boards from the manufacturers is the only thing holding up its release. "Specializing in speed and compatibility," Gadgets has tried to walk a delicate balance of speed and software compatibility as they developed and tested out this unit. Initial testing has proven successful and although I cannot give a compatibility list, we can be sure that Gadgets By Small is obsessed—as though it were their mission from God—to make sure your favorite programs run (witness Spectre GCR). Atari reports that 80% of its existing ST software library runs on the TT, so you'll get at least that kind of harmony from the SST. Coupled with Gadgets "fixes" to tune up lots more compatibility problems, the SST should surpass the TT for compatibility with ST software.

To try and give even a brief overview of the engineering genius that went into this product would cover many more paragraphs than appropriate for this report. Gleaning the excellent article in Gadgets own promotional literature Dave passed out at the show, one discovers that speeding up memory access by allowing you to upgrade your Mega 4 with up to 8 megs of fastRAM (for a 12 meg total) is the theoretical basis on which Dave has approached the design of his accelerator. Dave is providing some fastRAM utilities that run transparently from the AUTO folder, ensuring the loading of your programs into fastRAM. A coprocessor socket is also included for a 68881/2 floating point chip, with the chip coming standard with the 33 MHZ SST.

Dave has also taken a modular approach to marketing and packaging the SST, allowing the user to determine his entry point and upgrade path. For instance, if you (or your pocketbook) are satisfied with a 16 MHZ 68030 SST, you can start there and upgrade in the future. This approach will also allow users to buy their own chips in case they can get them cheaper.

Goldleaf

Goldleaf Publishing was demoing WordFlair II, the front end to their great new line of products which they are now marketing under the "Direct to Press" banner. Although they did not have ReTouche Professional running, they did have an absolutely beautiful slide-show running that demonstrated the fruits of its incredible drawing and photo retouching capabilities. I started to videotape just a few of the pics and was so awed that I kept the camera rolling and captured the whole demo on the show tape.

Goldleaf was also demoing ProFlight on a TT. Imported from Europe, it is a simulator so realistic that it has a high degree of instructional potential.

It seems Goldleaf is executing a very organized game plan to become one of the major publishers and distributors of high-end software in the USA.

Gribnif

Gribnif, as always, was one of the more popular booths with many show-goers taking advantage of the ability to upgrade on the fly. Rick Flashman and Tricia Metcalf were demoing Neodesk 3.0, the up-and-coming upgrade to the NeoDesk CLI and CardFile 3.0. Gribnif bought the rights to this indispensable schedule and address accessory, added a few things and wrote a nifty manual.

Major NeoDesk CLI upgrade features include a configurable, scrollable history (very powerful implementation) and the ability to write batch files that will allow the use of the mouse to choose selections in a menu.

I think Gribnif was quite surprised that several show-goers brought colaware payments to the booth for their popular FormDoIt dialog box customizer. I hope they had room to bring back all those twelve packs!

ICD

Jeff Williams, ICD's new public relations officer, was on-hand with another very friendly fellow (don't shoot me, I forgot to write his name down!), meeting show-goers, selling host adapters and accessories, and showing off the ICD FAST tape back-up unit. The tape back-up unit was selling for a show special $849.

Intrinsic

Intrinsic Software from Toronto, Canada, was demoing and selling a very solid command line interpreter, called (what else?) Command! The program is complete in its features, and is able to run as either a DA or a program. Regular price on this is $24.95, while Intrinsic offered a show special of just $19.95.

ISD Marketing

Seen throughout the show roaming the floor, "harassing" fellow vendors and demoing DynaCadd and Calamus was Nathan Potechin, president of ISD Marketing. Mario Georgiou from ISD was also there demoing the new, soon to be released version of Calamus SL, showing off its color capabilities. To be honest with you, I was probably more fascinated by this guy's great french accent than anything else.

JMG Software

George Geczy of JMG Software presented HyperLINK to the public for the very first time at the show. HyperLINK brings to the ST all the capabilities of Hypertext on the Mac.

MegaType

Don Turnock was demoing and selling his Fontverter program as well as two excellent imports called Font Designer and Font Designer Plus. The latter will create and edit Type 1 Adobe fonts with hinting, while the former allows for Type 3 font creation.

Don also had available a great little utility called Type 1 Converter that allows one to load in an industry standard type 1 font and export it into .ECF (font Designer Format) for subsequent conversion and export for use in an ST PostScript application.

Font Designer was selling for $95, Font Designer Plus for $175, FontVerter for $45 and the Type 1 Converter for $35. Seems like MegaType is quite a 1-stop source for all Calamus and PageStream font editors and aficionados!

One note: MegaType was also carrying the Safari product line—fonts and EPS clipart—from Computer Safari in Woodland, CA. I took advantage of a tremendous offer on the huge Clipables EPS clipart selection. Selling normally for $125, MegaType had it on sale for $85. This collection contains over 600 illustrations in a variety of themes. Every graphic is depicted by classification and references to its disk number are in the catalogue. The catalogue was originally meant for the Mac, but applies equally well to the ST version which Computer Safari has licensed from C.A.R. Publishing, taking all the hassle of ST conversion into their own hands.

MS Designs

MS Designs had a booth next to MegaType and was displaying a line of fonts for both Calamus and PageStream. Most of the fonts were display fonts and all ten groups of display fonts sold for a show special $160.00. MS also had two clipart value packages containing IMG clipart at a show special $10.00 (regular price, $20.00).

MusicCode

MusicCode was displaying a critically-praised voice development system along with a program of a entirely different color, BlackJack 3. This program boasted the capability to teach casino-style blackjack and promises to enhance your performance. (Wonder if that means you'll play with style while you are losing money or you'll win with a wild-eyed, crazed look?) BlackJack 3 was selling for $59.95 and had a beautiful and complete screen display (see it in the video!).

Nice & Software

Nice & Software pulled no punches with their display, simulating a point of sale terminal (two of them) made up of the ST and monitor running the Cricit integrated Cash Register and Inventory Control package. Called the Cricit Bar Code Plus System, Nice and Software boasted that you could own this complete system for the price of a cash register (minus bar-code hardware).

The Cricit system allows for bar-code reading directly from packaging, customized receipts, mailing lists, periodic reports, lay away searching, auto-discounting, stock searches, issuance of coupons, ability to network up to six cash registers and more. This system is incredibly easy to use and so much fun playing around with that you want to start up a retail business just so you can use this software (OK, I got carried away). Questioning Igor Tertysznyj (hey! isn't it illegal to string that many consonants together?), he revealed that there are over 500 Cricit systems installed worldwide.

Nice & Software now also carries a neat little box called the DMA switcher. Among other functions, this piece of hardware lets you turn your SLM laser printer off if it's not in use. Four DMA devices or four computers can be hooked up to the A/B/C/D ports depending on whether you want to network one device to four computers or four devices to one computer.

N&S was also showing its Lantech 10 megabit local area network cartridge, boasting 10 times the speed of SGSnet, which uses the MIDI port to accomplish its networking. On its show flyer Nice claimed that Lantech can transfer a 400K file in 17 seconds as compared to SGS's 2 minutes and 45 seconds. Selling for $179 per node, Igor Tertysznyj informed me that the UIS Net software was actually developed on a Lantech and works quite well with it.

Phil Comeau

Phil's GramSlam software was being demo'ed and claims to check for over 1200 common grammar and writing-style problems. It works in conjunction with all word processors and text editors and even checks for spacing problems, unbalanced parentheses, double words, incorrect abbreviations, and obnoxious spiels (just kidding).

Phil was also demoing TreeSaver ("Save a Tree Today"). TreeSaver claims to work with most dot matrix, ink jet and laser printers. One nice feature is its ability to run either as a DA or from the desktop as a program. A look at Phil's sample printout reveals one of its biggest departures from the ever-popular Double-Page Printer IV by Doug Wheeler. Whereas Doug's program prints two pages side-by-side in landscape mode, TreeSaver prints with a portrait orientation. TreeSaver was selling for $24.95 CND; GramSlam for $39.95 CND.

Rimik Enterprises

Richard Betson, formerly of Talon Technology, has gone out on his own and was present at the show showing some interesting products. Richard had one computer running MultiGEM, a multi-tasking product from Europe that seems to use the desk accessory slots to load in six independent programs. MultiGEM allows the user to adjust and allocate memory used by programs, even those who like to claim all the memory to themselves and claims the ability to run TOS-based programs.

After having some initial problems getting the program set up, I later came by the booth and noticed it running, seemingly without a hitch. Retailing for $99.95, MultiGEM will work with STs and STEs running TOS 1.2 or higher. Richard stated that the active window of the six programs being multi-tasked receives priority, but emphasized that processing still occurs in all other programs.

Richard also had an interface attached to an ST color system employing the light gun used by the 8-bit machines. Several kids and adults were shooting skeet out of the air with it (similar to DuckHunt). Richard promised that the ST light gun would be out on the market very soon and come bundled with the skeet game.

Also being displayed was the Menu Plus program launcher and DT Paint, an accessory pant program for DTPers.

Savetech

For Americans at the show, the Savetech booth was like a window into a totally different world. Easily the largest booth in the show, Savetech featured stacks and stacks of Atari product for sale to the general public that can be obtained only from VARs in the states, let alone in the middle of an exhibition hall.

TT030/4 with 50 meg hard drives were stacked in a display 20 boxes high and were being blown out at $2300 CND by show's end. The exchange rate being 13:10 on that day, this translated into approximately $1800 US. Stacy 2s with 20 meg hard drives were being offered for $1350 CND (about $1,000 US). Mega STEs were available on the first day of the show for $1,900 CND and dropped another $300 CND on Sunday (approximately 1200 US). Portfolios could be had for $250 CND, 520STfms with color monitors for $450 CND, and 1040 STEs for $440 CND. How 'bout (pronounced boat in Canada) the archaic little SX212 1200 baud modems selling for $20 CND?

SKWare One

One of the first products I wanted to see upon arrival was SKWare One's ColorScan program. Even though I was disappointed that this nifty little program didn't do what I was dreaming of (true reproductions of color from scanned image), I was still impressed with the quality of conversion it did. This program will take a scanned IMG file, convert it to a color picture with your palette choice (different shades of red or blue, etc) and then export it in eight different formats. It does highly detailed work with no staircasing, and the results are beautiful. For $59 you can't go wrong with it. ColorScan is an impressive program with lots of potential and has been in development for over six months.

Taylor Ridge

Taylor Ridge reps were on hand selling copies of Clayton Walnum's C-Manship book and program-listing disks ($19.95 US for book and $10 US for two listing disks). Also being sold was a book titled Beyond Nintendo Masters co-written by Clayton Walnum and Andy Eddy, and forwarded by Orson Scott Card ($9.95 US)

Unicorn Publications

Bill and Pattie Rayl had a lot of fingers pointing at and ooh's and aah's floating in the direction of their booth. No, Bill wasn't bending forks with his mind, they had some incredible Lexicor animations running on a TT. About 10-15 disks of Lexicor animations were being made available for $5 a disk, five for $20 and so on. About half of them ran on the older STs. I bought all six of the ST-compatible disks, ran them as soon as I got home and was very pleased with the quality. I highly recommend these to anyone who wants to turn your computer into a conversation piece at a user group meeting or a family get-together.

And, of course, Bill and Pattie were selling Atari Interface magazine subscriptions and T-shirts with a past cover silk-screened on the front.

Wiz Works

Chet Walters was demoing the latest version of MugShot, MugShot Plus, version 1.5. This very easy-to-use, fun-filled, fully icon-driven program added a Plus to its name for a very good reason. By clicking on an icon of a hand painting a face, you enter into a full-featured paint program with excellent brush and spray control to fine tune your Mug creations. Of course, as usual, Chet was giving away a free MugShot mug with every purchase of MugShot.

I had an interesting and heart warming experience at Chet's booth. After having MugShot Plus demo'ed to me and my video guy, we were so impressed that we both bought a copy. Chet then pulled out a data disk and gave it to each of us explaining that he was also impressed by our honesty, noting that we very well could have copied the disk. Wiz Works gets very little proportionate return on some great software and I am impressed that he would show his users even more respect.

Dr. Bob, William Parks was showing the latest update to MVG at the Wiz Works booth. The good doctor was also passing out a large glossy calendar that I saw in lots of peoples' hands. Every once in a while, I would see William walking around in shades trying as much as possible to be incognito and hide from the software groupies.

Finally, Geoff Earle and Bob Brodie announced an interesting new program that will be on trial this coming November 23 & 24 in Chicago. Atari plans on doing shows where they will work with local user groups to put on an extravaganza in top-notch facilities. Geoff and Bob also announced workshops will be set up at these shows that will be handled more like a classroom.

There is more I could have reported on, but to be honest with you, I have run out of steam and time.

Developers attending the Windsor/Detroit show or mentioned in this article include:

Atari Canada
90 Gough Road, Units 1&2
Markham, Ontario, CAN L3R 5V5
(416) 479-1266

Clear Thinking
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Ann Arbor, MI 48105
(313) 994-5619

D.A. Brumleve
PO Box 4195
Urbana, IL 61801
(217) 337-1937

Gadgets by Small, Inc.
40 W. Littleton Blvd, #210-211
Littleton, CO 80120
(303) 791-6098

ICD, Inc.
1220 Rock St
Rockford, IL 61101
(815) 968-2228

JMG Software
801 Mohawk West
Hamilton, Ontario, CAN L9C 6L2
(416) 575-3200

Micro Creations
4609 Millbrook
Bakersfield, CA 93313
(800) 333-3963

Nice & Software
103 Queen St. South
Kitchener, Ontario, CAN N2G 1W1
(416) 332-0075

SKWare One
P. O. Box 277
Bunker Hill, IL 62014

Unicorn Publications
3487 Braeburn Circle
Ann Arbor, MI 48108
(313) 973-8825

Branch Always Software
14150 NE 20th Suite 302
Bellevue, WA 98007
(206) 885-5893

CodeHead Software
PO Box 74090
Los Angeles, CA 90004
(213) 386-3735

Dataque Software
PO Box 134
Ontario, OH 44862
(419) 529-2478 (after 5 Eastern)

Goldleaf Publishing
700 Larkspur Landing, Ste. 199
Larkspur, CA 94939
(415) 243-9605

Intrinsic Software
15 Gamble Ave. #208
Toronto, Ontario, CAN M4K 2H3
(416) 421-1494

Lexicor Software
58 Redwood Rd
Fairfax, CA 94930
(415) 453-0271

MS Designs
611 W. Illinois
Urbana, IL 61801
(217) 384-8469

Phil Comeau Software
43 Rueter St.
Nepean, Ontario, CAN K2V 3Z9
(613) 825-6271

Strata Software
94 Rowe Dr
Kanata, Ontario, CAN K2L 3Y9
(613) 591-1922

Wiz Works
PO Box 45
Girard, OH 44420
(216) 539-5623

C-HQ, Inc.
287 Oakley Ave.
Boardman, OH 44512
(216) 726-6515

Computer Safari
606 W. Cross
Woodland, CA 95695
(916) 666-1813

Double Click Software
PO Box 741206
Houston, TX 77042
(713) 977-6520

Gribnif Software
PO Box 350
Hadley, MA 01035
(413) 584-7887

ISD Marketing
2651 John #3
Markham, Ontario, L3R 2W5
(416) 479-1880

MegaType
PO Box 645
South Bend, IN 46624
(219) 288-7468

Musicode Software
5575 Baltimore, Suite 105-127
La Mesa, CA 92042
(619) 469-7194

Rimik Enterprises
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Vista, CA 92084
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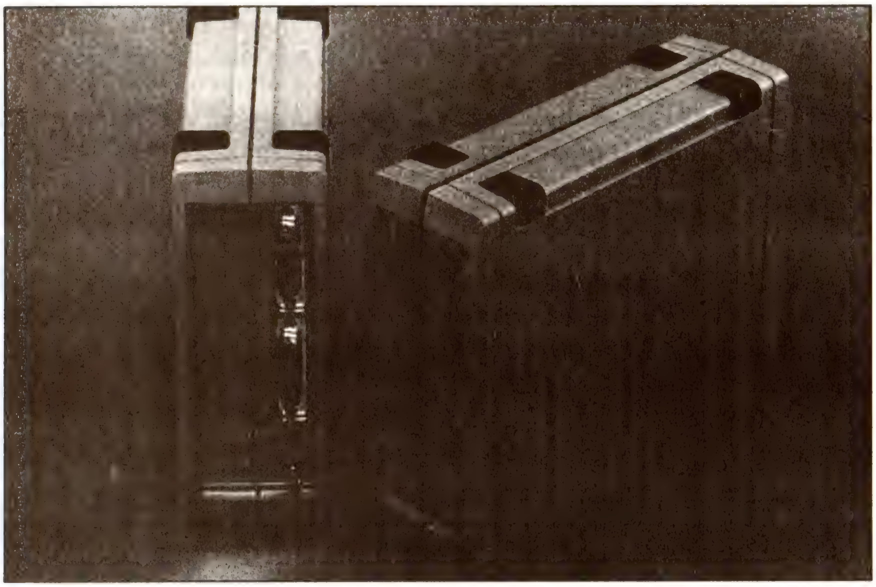

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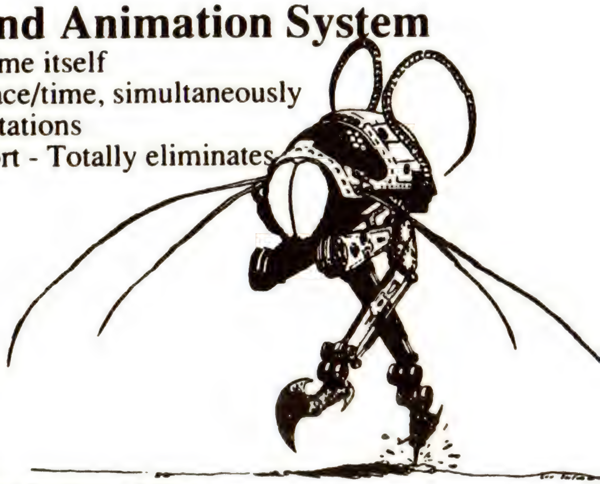

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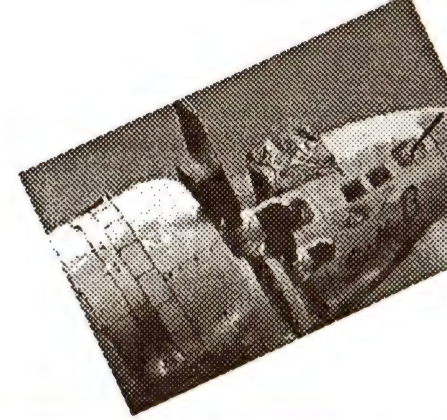

BATTLEHAWKS 1942

(FLY WITH THE NAVY, SON)

Gordon Totty (MACE)

Sorry about that sub-title ladies, but women were not allowed to fly combat missions in WWII, the setting for this excellent simulation. (Are you free to do so today? Do you want to? Read on.)

Using Battlehawks 1942 from Lucasfilm Games, boys, women, men, girls and people of any sex can try to imagine the experience of flying naval air combat missions in the Pacific in 1942.

I tried it, and I imagined images that had nothing to do with a word like "battlehawks." What kind of a man does it take, I wondered, to climb into an aircraft that might be called a "flying coffin" because of its technological inferiority, take off from the deck of a heaving ship and go look for potentially superior enemy airplanes?

At one point during the battle of Midway, a major American victory and turning point in the war, 41 American torpedo planes attacked Japanese carriers. A swarm of Zero fighters destroyed 37 of these planes, and not a single torpedo hit any Japanese ship! Four of our pilots made it back. What could have ever made them take off again? Fear? High pay? Glory? Lunacy? Good fringe benefits? Patriotism? Joie de vivre?

None of the above. It was heroism; they were heroes. "Heroes" is sort of defined for you in the Designer Notes section of the manual supplied with the simulation. According to Havelock Ellis, "Heroes exterminate each other for the benefit of people who are not heroes."

Much as I might wonder about that, mine is not to reason why; my job is to get on with the review.

You do not have to read the entire 128-page book that comes with Battlehawks, but if you like simulations you already know that a major portion of the action will be in your imagination no matter how great the graphics might be.

Getting Started

The book helps set the stage for the program—which does have nice graphics—to work some magic for you. For me, a lot of the initial impact of Battlehawks caused me to wonder about the above questions. It must have been scary in those early WWII planes, scarier than I could possibly imagine. So far, I have been "killed" about every way imaginable in this simulation.

Here's the challenge posed by a torpedo run: Your American plane is slow, and not as maneuverable as the Japanese aircraft. Their ships are heavily armed, and usually well-protected by air cover. You must get close enough for the torpedo to reach the target.

You cannot drop it from a high altitude; it must be released at about 100 feet or so above the water. If you are too high there is a large risk that the torpedo will break apart on impact with the water. You must be flying dead level when you let it go, or the damn thing might just nose into the water, dive and run under the target.

You should come straight at the ship, and then turn to do your final run from the side so that the ship presents a bigger target. Oh, you should know that the maximum fire power is directed at you from the side of the ship. Please ignore the deadly flak; you mustn't be distracted at this time.

Speaking of dead, are you dead level? Slow enough? Don't stall! Close enough yet? Should you drop it now? Is that a Zero coming down on you from behind? Where is your wing man? Said any prayers lately? Were you really sincere? ("Oh, Lord, why me.....?")

Now, do you want your heart broken? You only carry one of those magnificent torpedoes. You risked your life like you never did before. Your run was perfect. You ignored all danger and kept your plane level, slow and low. Your torpedo hit the water perfectly, and you evaded the attack from above and behind. Most of the flak missed your plane.

The torpedo ran to the target, hit it squarely, and...plunk, no boom....another damned *dud!!!* Hey, cheer up; you might have scared them for awhile!

Oh well, if this were real, you would get back to the Enterprise. You could still reload and make another run before dark. Somebody has got to stop the Kaga, the Akagi, the Soryu.

The miracle of WWII is that under conditions like the above, our fathers or grandfathers did it. They stopped better planes and what was, in early 1942, a better and bigger navy. The rest of the story is in the manual. You don't have to read it, but if you are interested enough to buy the simulation, you will want to read the manual.

The manual for Battlehawks is one of the best I have ever seen. It is very well put together in all aspects, including the metal ring binding that allows it to lay flat when open. It lacks an index, but the Table of Contents and organization are so clear that you don't need an index.

It is loaded with fascinating pictures and quotes from people who were involved in the battles. It is a professional job of the first rank, with good use of fonts and layout, and not a single improper spelling. (That's getting to be uncomon [sic] today, folks.)

Sections include: Historical Overview, Game Play, Reference Information, Flight Fundamentals, Aerial Tactics and Tips, Designer Notes, Bibliography, Color Battle Maps and sections on Japanese and American aircraft and ships. The maps are not needed. The game play is very clearly explained, with maybe one exception noted below. The historical stuff and designer notes are the kind of things that you could skip—not directly related to game play. Don't. Great reading!

I thought the manual so good that I almost want to say it is the best part of Battlehawks 1942. That might be unfair. The simulation is very good, though some problems will be mentioned before this review concludes.

Real Life

One reason for the excellence of the manual and the simulation is that Lucasfilm used the help of a retired flier as a consultant on both the manual and the technical details of the simulation. Another retired flier also provided technical information. The first of these is Lieutenant Commander Richard H. Best, U.S.N. (Ret.). I don't know if Dick Best is a "Battlehawk." If he's like my uncles who were also in the South Pacific at that time, he'd probably laugh at such a title. Yet, read his own words from page 6 of the manual:

"The six months I flew combat missions from the Enterprise were probably the best six months of my life. My greatest thrill came on the morning of June 4, 1942, at the Battle of Midway. As I started my bombing run on the Japanese carrier Akagi, I saw its great big tan-colored deck with a tremendous orange Rising Sun painted on the deck just forward of the bridge, and I couldn't believe I was there. I had this tremendous feeling of holding the upper hand; it was heaven!"

Guys like him saved my butt. Maybe yours, too. I was growing up in a coastal area at the time, and well remember the fears that bombings and invasion of the United States were possible. We had air raid drills, and if the siren went off at night we never knew if it was a drill or the real thing. All lights would be immediately doused.

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Street lights go out. Every structure turns black. Did you ever know that a bombardier might be watching to see even just a match light up for a clue as to where you live?

"Air raid wardens" would come out (with helmets firmly on heads) to see if the neighborhood was properly dark enough. Neighborhood volunteer aircraft spotters would sit on rooftops and watch the skies. Where are they? Will this be the night? We were lucky. No explosion ever came. Explosions stayed far away, where Battlehawks fought.

Kids shouldn't have to lay awake and worry about stuff like that. (Perhaps it prepared us psychologically for the Cold War's nuclear warfare scares and the construction of bomb shelters.)

Nearly fifty years later, it is exciting to try my hand at flying under the conditions simulated in Battlehawks 1942. From the main menu, you may select training or active duty. Lots of training is recommended. You may practice fighter intercept, fighter escort, dive-bombing (a tricky business if ever there was one), and torpedo-bombing (even trickier, and more dangerous in my opinion).

When you are ready for active duty, you have to first pick your battle: Coral Sea, Midway, Eastern Solomons or the Santa Cruz Islands. One 10 minute stretch in the Battle of Midway is described as "probably the most critical ten minutes of the entire war." You can try to experience some of those minutes.

For each of these famous battles, four missions are available, e.g. "You fly a Dauntless dive bomber as the wing man for Lieutenant Dick Best as he makes his run on the carrier Akagi. Enemy fighters are at low level, having just devastated the American torpedo planes. Follow Lt. Best in and drop your bomb on the carrier. (Historically, both bombs hit, and Lt. Best went on to become one of the first heroes of the war, and later the Battlehawks technical advisor.)"

Wow! Let's go with Dick! Here's a tip for you when you do try this one: The key word in the explanation is "follow"—keep Best's plane in sight at all times, and do as he does. I lost him on my first run at this, and got shot down looking for him.

There's more. I didn't tell you that you can also play this from the Japanese side. So, for each of the four battles there are also four Japanese missions. In all, if my elementary math is correct, there are 32 separate missions available to you in Battlehawks.

Be warned that if you want to fly as a Japanese pilot, you must first create him following the instructions for setting up a Service Record disk. I didn't think that the documentation was very clear on this, and wondered for a while why I could not train as a Japanese pilot.

The missions vary for the Americans and the Japanese, but the cockpit controls and Ready Room scenes are nearly identical.

You may review the various planes used in the simulation, and even rotate one of the two images to see any plane from several different angles. It is amazing how much Lucasfilm has crammed into two disks. I won't try to mention names of the folks responsible for all this, as about two dozen are listed in the manual.

The last option on the main screen is Review Service Records. When you create a Service Record disk, your successes, failures, medals, and promotions will be recorded in the simulation. If you go down with your plane, you will be KIA and have to create a new pilot to continue. You may, if you wish, fly under several different names representing different pilots. You will be retired after 16 missions. No Catch-22 here. (Lose too many planes and you will be grounded before you are eligible to retire!) I don't think that there is any limit on the number of pilots, as data is maintained on the separate Service Record disk that you format and supply.

For every mission, you must swap disks for the pilot records to be updated. Also, for every new mission you must pass a "recognition test" by matching a picture on the monitor with one in the manual. You don't have to do this if you are flying the same mission over.

During flight, you may turn on a "camera" and later run the film to see a replay of what you just did. You may even modify your viewing angle. Unfortunately, you can't run this after a crash or bail out to see how you got in trouble, but you may use it at any time during flight. Action is temporarily suspended while you watch the movies.

You will be a busy devil in combat, as you have to operate your rear gun (if so equipped) as well as fly. You hop back and forth between the two seats by selecting front or rear view. You cannot be successful and ignore the rear gun, though the temptation to forget it is great during learning.

After your mission you will get a flight review, including some comments that might be helpful and a score card of damage inflicted.

Battlehawks is an excellent effort. Nevertheless, there are some problems to be mentioned.

For one thing, I was disappointed by the lack of take-offs and landings. Your mission starts with you already in the air and near the target. You may even select your initial altitude. In some ways, this saves time. The rate of climb of these aircraft was slow; it takes a day less than forever to attain 15,000 feet. (For an interesting sensation, fly this simulation for a while, and then switch to your favorite jet simulation. Experience a slight hint of the enormous technological advances since early WWII.) Also, once you can do it well, taking off over and over might become a drag, further delaying the action.

Landings are a different story, however. These should really have been included. When a mission is over, perhaps right after you drop your bomb, you just hit "q" and you are returned to the ready room for flight review.

Some Problems

For me, that was a real simulation let down, a real mood or imagination destroyer. Don't you have to escape? Aren't you sometimes chased? Low on fuel? Damaged and limping along? Lost? Will you have a hard time making a safe landing? What's the weather like? Is your carrier under attack? Maybe I am asking for the moon, but it would have been much nicer if at least some of this could have been included.

The mouse operated well enough in flight mode, but I found the arrow keys much more convenient for menu selections. There is one place where you must select a flag, if you wish to review the Japanese aircraft. This was tricky. Use the arrow keys to highlight, and then use either the left or right mouse button to select left or right flag. Though a gripe, I consider this minor.

The final complaint that I should pass on to you relates to the graphics. Good. Even very good. Almost excellent. Not great. Jagged lines in the combat scenes was my biggest complaint. I know, this is a function of the display resolution. Some programs seem to avoid it more than others, however. Maybe I expected too much.

I don't regard any of these complaints as fatal flaws. My expectations were high. If I sound like I think a lot was missing, let me assure you a lot is there. I liked Battlehawks 1942.

Fly it; you'll like it. Fly it too much and the flak from your parents or spouse will not be simulated.

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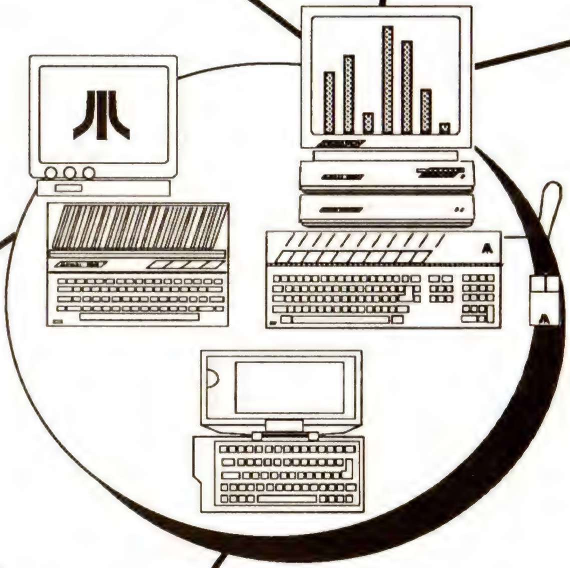

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A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

Paul V. Alhart (AFED)

Another AtariWriter+ Mod

The Atari XL/XE operating system has several changes from the original 400/800 operating system. One of these change allows the user to modify the KEY REPEAT RATE by changing the value stored in memory location 730 ($02DA).

From BASIC, POKE 730 with different values to see the effect. The default value is 6 but I find 2 to be more to my liking. It causes key repeats to be much faster allowing you to move the cursor around the screen quicker while editing.

The Problem

This would be a great asset when editing an AtariWriter+ file, but you can not POKE 730,2 from within AW+. Also the default value of 6 is restored to location 730 whenever your computer is turned on or RESET is pressed.

The Solution

We can change the code of the AW+ program to put our value of 2 in location 730 for us. We don't want to disturb any vital existing code and we want to make the change RESET proof. My answer is to replace the AW+ ATRACT routine with my code.

Normally when no keys are pressed for 7 to 9 minutes the operating system enables the ATRACT mode. This causes all the screen colors to rotate at reduced luminance levels to keep images from being "burned" into your screen. The ATRACT mode is cancelled by the operating system whenever any key is pressed. For aesthetic reasons the programmers of AW+ added a routine that holds the background color to dark blue while still allowing the other colors to rotate during the ATRACT mode.

By placing our new code in place of this routine the background color will be allowed to rotate during ATRACT mode (so what?) and our XL/XE machines will have a much faster KEY REPEAT RATE. This AW+ mod will only be effective on an XL or XE Atari. The modified program will still function normally on the 400/800, affecting only the background color during the ATRACT mode, but not the KEY REPEAT RATE.

How to Do It

With a sector editor, find the following byte string in the file AP.OBJ (either (48K or 130XE version):

```
A5 4D 10 02 A2 94
```

Replace it with:

```
A9 02 8D DA 02 EA
```

If enough interest is shown, I will write DefaultWriter+ Companion #4 to make this change to AW+, and put it in a future issue of AIM as a BASIC type-in program.

There was some good feedback regarding my RANA article that appeared in the Dec. 1990 issue of AIM. An AIM reader in Pennsylvania is sending me some new information I will pass on to you in a future article. Remember ATARI is written for you. Any questions or input is appreciated.

Contact me at 524 North Zee St., Lompoc, CA 93436.

ANTIC MUSIC PROCESSOR ENHANCEMENT

John McGowan

The ANTIC Music Processor (first made available in the December 1988 issue of ANTIC) has become, in the words of STart, "one of ANTIC's most popular programs." However, the only playback option available was on a single-song basis. This was remedied in the Feb/Mar 1991 issue of STart in which a type in version of a "jukebox" player was presented.

This JUKEBOX.EXE program was to have permitted you to "play a disk full of songs without pressing a single key." However, it required pressing a single key every few minutes in order to suppress the ATRACT mode, which the program fails to address.

At the end of this article is a BASIC program suitable for use on the version of the JUKEBOX.EXE program typed in from STart. To use it, either type in the program from STart or obtain it from your local users' group or BBS (if available). Type in the BASIC program listed in this article. Place a disk with the STart program in D1: (make sure it is labelled JUKEBOX.EXE) and run the BASIC program. The BASIC program will create a program called JUKE1.COM on D1: (taking about 25 single-density sectors, so make sure sufficient room remains) which suppresses the ATRACT mode.

If you use the JUKE1.COM program to play your music files, you will indeed be able to play a full disk of *.AMP songs "without pressing a single key."

Technical Notes

The patch to the program is quite simple and is included here in case the method may be useful to other programmers.

A disassembly of the JUKEBOX.EXE programme indicates that it does *not* use Page 6 and that song files are accessed with a JSR CIOV (CIOV=$E456) command. The several accesses to CIOV were replaced with the command JSR $0600 and the following code was placed in Page 6:

PHP: PHA: LDA #0: STA ATRACT: PLA: PLP: JMP CIOV

Where the ATRACT register is at $4D (ATRACT= $4D=77).

This results in cancelling ATRACT mode upon any access to CIOV (in particular upon the load of each song).

Basic program to convert JUKEBOX.EXE to suppress the ATRACT mode:

```
10 REM CONVERSION OF JUKEBOX.EXE
20 REM STart FEB/MAR 1991
30 REM SUPPRESSES ATRACT MODE
35 REM BY JOHN MCGOWAN
40 CLOSE #1:CLOSE #2
50 TRAP 80: OPEN #1,4,0,"D:JUKEBOX.EXE"
60 OPEN #2,8,0,"D:JUKE1.COM"
70 GOTO 100
80 CLOSE #1:CLOSE #2:PRINT "ERROR IN OPENING
FILES":END
90 REM JSR $E456
100 TRAP 40000:DATA 32,86,228
110 REM JSR $0600
120 DATA 32,0,6
130 REM PHP,PHA,LDA #0,STA 77,PLA,PLP,JMP
$E456 IN PAGE 6
140 DATA 255,255,0,6,10,6,8,72,169,0,133,77,
104,40,76,86,228
150 DIM OLD$(3), MY$(3), PATCH$(17)
160 RESTORE
170 FOR I=1 TO 3:READ X:OLD$(I,I)=CHR$(X):
NEXT I
180 FOR I=1 TO 3:READ
X:MY$(I,I)=CHR$(X):NEXT I
190 FOR I=1 TO 17:READ
X:PATCH$(I,I)=CHR$(X):NEXT I
200 PRINT #2;PATCH$;
210 FOR I=1 TO 807:GET #1,X:PUT #2,X:NEXT I
220 GOSUB 1000
230 FOR I=811 TO 834:GET #1,X:PUT #2,X:NEXT
I
240 GOSUB 1000
250 FOR I=838 TO 881:GET #1,X:PUT #2,X:NEXT
I
260 GOSUB 1000
270 FOR I=885 TO 2715:GET #1,X:PUT #2,X:NEXT
I
280 GOSUB 1000
290 FOR I=2719 TO 3086:GET #1,X:PUT
#2,X:NEXT I
300 CLOSE #1:CLOSE #2
310 PRINT "JUKE1.COM WRITTEN":END
1000 FOR I=1 TO 3:GET #1,X
1010 IF X<>ASC(OLD$(I,I)) THEN POP: POP:GOTO
2000
1020 X=ASC(MY$(I,I)):PUT #2,X:NEXT I
1030 RETURN
2000 PRINT "ERROR IN JUKEBOX.EXE"
2010 PRINT "JUKE1.COM IS BAD"
2020 CLOSE #1:CLOSE #2:END
```

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The Right Brain

Paul Stampfli (ACCEPT)

Well, it sure has been awhile since we've talked, hasn't it? Our country has fought, and won, an armed conflict (dare I say the W word?), and we have proven that our army can fight.

The victory was almost too easy, in that it 'looked' easy on the TV from the living room couch. It wasn't all that easy, and the potential was there for it to be almost impossible to win and to last practically forever. The bunker systems that have been uncovered, and the weapons and supplies found, indicate that Saddam's forces were there for the long conflict.

Thankfully, they panicked when they saw the fight and determination in our troops, and fled the field. But I'll bet money that the whole situation over there is a *long* way from being over.

Things are happening at ACCEPT also. Maybe not ponderous, earth-shaking events, but some very interesting stuff. Firstly, Tim got all PO'd about how just a few of us, mostly him, were bringing systems to the club meetings and he ragged everyone out on the BBS (STEEP).

So, last meeting we had about 15 members present and a total of six systems running. This was a great meeting, and it restored my faith in the club. I'm sure Tim will have something to say about it in his notes.

We got a lot of work done at that meeting. We have agreed, in principal, to not only allow, but to invite, Mac and IBM owners to join our happy little band; and to change our name, (oh no, not again) to the *advanced* Computer Club of El Paso. This name change will more accurately reflect what we are trying to do with the group. (And is something I have been personally trying to do for quite some time now.)

Trackballs vs Mice

We also had the great Trackball Roll Off, which almost got lost in all the excitement. (Well, it was kind of a bust, actually.) I had five people actually do the test and fill out the survey.

The survey was 17 questions and covered all the topics I could think of that might be important, such as button and ball size, location, speed, accuracy, appearance and general quality of the device, as well as esoteric data such as "feel" and "ergonomics."

Question 17 was the killer with; "Would you purchase this device based on the information and demonstration presented in this Roll-off?" The contestants were the Kraft Triple-track 3 button controller, and the Best 2 button trackball.

As they say, the margin of victory was small. Best won by 12 points; 249 to 237. But the real story was told in another area, the total points possible were 425! One respondent expressed a slight interest in buying either device, but two respondents outright said *no* they would not buy.

One even wrote me a comment at the bottom of the survey that "Mouse balls stink." That's a quote, I didn't make it up. So, as far as the survey goes, the mouse reigns supreme and the trackball is a second-rate citizen.

So much for objectivity. I love the Trackball, and I much prefer the Best to the Kraft. Tim and I did not take part in the survey because we are biased.

I think a large part of making the change from mouse to trackball is in the use of the thing. I found the trackball clumsy at first, but the more I worked with it, the better I liked it. The mouse certainly has a place, but so does the trackball.

My solution? I got a Mouse Master (Practical Solutions) and hooked up my trackball and my IR Mouse (hamster, also by Practical Solutions), and now I think I have the best of both worlds.

By the Way

As you can tell, I use quite a bit of Practical Solutions' hardware. I am touched to see the recent articles saying they have shut down and gone out of business. This company made fine products for the ST line and I know that we will miss their support.

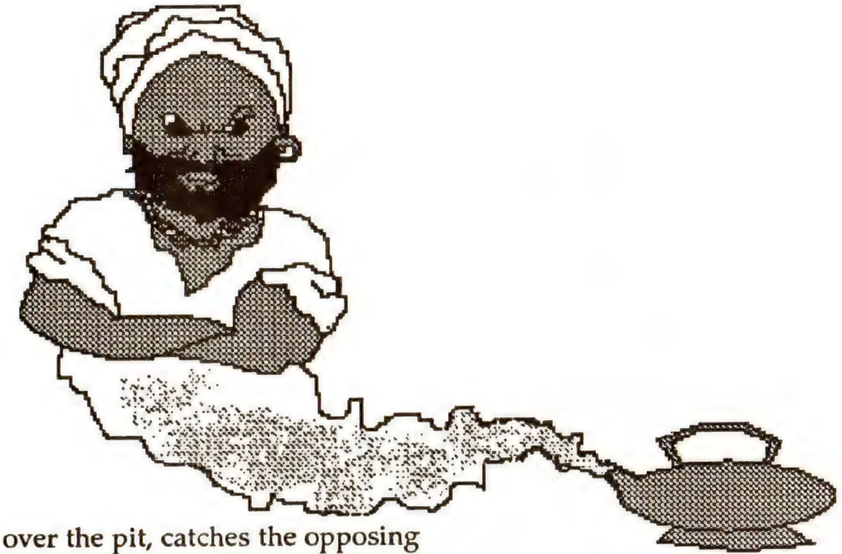
I have recently seen the IR mouse appearing in Mac magazines. Whether this means they are truly out of business and sold their patents, or are just changing areas, I don't know.

But the mice are being marketed in the Mac arena under two different names by two different companies. Most of the time, when a company goes out of business, their products get dumped and people worry about support.

It is a testament to Practical Solutions that I am *not* worried about support. All the hardware I got from them is built very solidly and has never needed any service or attention.

What more can you ask for?

Prince of Persia



Thomas Girsch (MAST)

[This review was originally printed in the April 1991 issue of the Milwaukee Atari ST newsletter, and was revised on 5/14/91 for inclusion in Atari Interface.]

Does anyone remember the game Karateka? Of course, the question is rhetorical.

Karateka was seen by many as the greatest computer game of all time. Let me enlighten you, however. Karateka is a simple, run of the mill game. I hear cries of *blasphemy!* But one look at the new game from Jordan Mechner, creator of Karateka, and you will most certainly agree. The game is Prince of Persia. And the experience is unbelievable.

The premise of the game is typical: In the absence of the Sultan, an upstart seizes the throne and demands that the Sultan's daughter agree to marry him (don't they always demand that?) or she dies in one hour. The princess' only hope is a wandering adventurer who (of course) happens to be trapped in the Palace dungeon. And that adventurer is played (of course) by you.

But, the game itself is anything but typical!

The game contains animated sequences smoother than any previously released for home computers. Hundreds of movie clips were used to be certain that every position, every angle, every frame was perfect.

To be sure, watching someone with a good deal of skill is like watching a good Indiana Jones-style action film. The hero leaps over the pit, catches the opposing ledge with mere fingertips, and then crawls under the iron gate just moments before it slams shut. Then he must dispose of the thug who awaits him!

The game is the opposite, in many senses, of Othello, especially in this respect: It is very difficult to learn, but relatively easy to master.

That is, there are certain spots which one may spend hours learning to get past. Once these are overcome, however, getting past them again is fairly routine. This is one of the things I liked best about the game. (Nothing is more frustrating than losing your last life on a section you *know* how to get through. This has happened to me numerous times in lesser games).

To make things even nicer, you may save your game at the beginning of any level (3 or higher) in Prince of Persia (there are 13), and you may continue as often as necessary, as long as your 60 minutes (real time) do not expire.

At the outset, the game looks like a pretty typical platform game. Until, that is, you start moving. It boggles the mind that so many moves can be controlled by a single joystick! You can run, duck, walk carefully, jump up, jump carefully across a chasm, jump *far* across a chasm, climb up, climb down, jump down, advance, retreat, parry and thrust. (Someone tell me if I missed any!)

But enough of description. Verbal or written description cannot do justice to the game. You have to *see* this game to believe it! It was demoed at the April MAST meeting and the crowd was awed!

The only people who might dislike the game are those who outright *hate* games that require good reflexes and timing.

The copy protection scheme also adds fun to the game. Upon reaching level 2 or restoring a saved game, you are taken to a two room level which contains perhaps two dozen potions, each with a letter hovering over it. You must find the first letter of the word on the line and page specified and drink the corresponding potion. Finally, someone who made copy protection that was not only fair to all, but fun as well!!

All in all, the game *would* have received a 10, but there were a couple of minor problems.

Number one, the game comes on two double-sided disks. In itself, this is not a problem, but *nowhere* on the packaging, on the disks or in the manual does it tell you this. It is therefore conceivable that someone may unknowingly spend $40 on the game and not even be able to use it.

Also, I don't think the game will run with less than one meg of memory, but I am not certain, as this was not mentioned either. So Prince of Persia, because of minor discrepancies, comes close but ohhh so far from a perfect 10 with a 9.5.

I recommend this game to any action/puzzle player, as well as anyone who liked Karateka.

How To Improve Your Memory

Rodney Sullivan (CACE MI)

Several months ago I got the bug to install more memory in my computer, an Atari 520STFM. I began checking out the ads for memory expansion boards in the Atari-specific magazines. In December, I decided on the JRI Ram+ board. The JRI board uses SIMMS; Single In-line Memory Modules, in either 256K by 8 bit or 1Meg by 8 bit configurations. I figured anything that uses the latest in RAM technology should be simple to install and reliable.

I ordered the board from B&C Computervisions at a cost of $125 plus $5 shipping and was told I would receive it in about two weeks. I inquired about next day shipping, but was informed they did not ship next day. UPS delivered my board on Christmas Eve!

My hope for a quick and painless memory upgrade disappeared when I opened the box and found a JRI Ram+ revision C board, a handful of wire, a coil of solder, 5 or 6 photocopied pages of instructions, and a double-sided disk.

The Ram+ board has four sockets for the SIMMs allowing expansion all the way to 4 megabytes of RAM. The board also has two ribbon cables attached, at the end of one is a connector that piggy backs on top of an existing RAM chip (tack soldered in place) for the address bus signals.

On the end of the other ribbon cable is a small daughter board that installs in place of the computer's video shifter chip. The video shifter chip is then plugged into one of two sockets on the daughter board. The second socket is for an additional video shifter chip that increases the color palette to 4096 available colors.

Although the color palette can be expanded to 4096 colors, the maximum number of colors that can be displayed is still 16 in low resolution. (This is equivalent to the JRI 4096 color board; a second shifter chip is not required for the RAM upgrade.)

Also on the daughter board is a connector for an external Genlock device. The device is not yet available. *[Ed: I spoke with John Russell of JRI concerning their new Genlock device. It will incorporate their Capture digitizer and will plug in to the ST's cartridge port. Expected availability for the Genlock/Digitizer is late summer.]*

Programs included on the disk are TOS patches and a custom control panel to select colors from the increased color palette if you install a second shifter shift. Programs to patch Neochrome for access to the increased palette and a RAM test program are also included.

As I am not proficient at soldering, I inquired around Jackson for installation prices and found the estimates of $50 to $80 prohibitive. With the knowledge that I still had to spend about $100 on the SIMMs, I called B&C in early January to request a refund. I explained that the JRI board was not what I expected and I was looking at a rather expensive installation. Their reply was that B&C Computervisions does *not* refund.

Stuck with a solder-in upgrade board, I began investigating less costly alternatives to commercial installation. I approached an acquaintance at JCC, who is quite adept at soldering, and asked if he would consider installing my upgrade kit.

He agreed but said he had several other projects going and it would be some time before he could get to it. Confident that I had procured free (or nearly so) installation, I ordered from Hard Drives International (an advertiser in Computer Shopper) two 1Meg by 8 bit SIMMs at $45 each plus $10 shipping, and had them in my hands two days later. Now all I had to do was sit back and wait for my 'friend' at JCC.

February rolled around and I decided that just in case my 'friend' at JCC would never find the time, another alternative should be pursued. I began practicing soldering and desoldering on an old circuit board. I found out that desoldering without expensive equipment or a lot of patience is no fun.

On February 18, I could wait no longer and figured my new soldering skills would probably suffice. I took my computer to the basement where the cool, somewhat damp air would minimize static electric charges, (static electric charges can *destroy* computer chips). I stripped my computer to the motherboard, heated my soldering iron and nervously began desoldering resistors.

I had called JRI in January to clear up a couple thing about the instructions and found them very helpful. A suggestion made by the gentleman I spoke with was to install a socket in an empty Bank 2 RAM location on the computer's motherboard to provide a better connection for the address bus connector than would be obtained by piggy-backing on top of an existing RAM chip.

The installation proceeded without a hitch but took roughly 4 hours, considerably longer than I had anticipated. Each of the 40 solder connections to either the Ram+ board or to the motherboard was inspected with the aid of a magnifying glass to insure correct solder flow. The Ram+ board is positioned on the left side of the computer in front of the power supply and sort of floats above the mother board on three short, heavy ground wires. Removal of a portion of the upper RF shield was necessary as the Ram+ board with SIMMs installed prevented securing the shield. Also the top of the video shifter shielding was discarded.

I sweated bullets for nearly four hours while I was inside my computer and do not recommend installing the JRI Ram+ in your computer unless you are confident of your soldering abilities or know someone who is experienced at computer repair.

The moment of truth arrived at about 1:30a.m. when I plugged in only the computer and monitor (just in case something went wrong, all of my peripherals would not end up toast) and flicked the power switch on. My computer came to life. Phew! I turned the computer back off and plugged in my external double-sided drive, powered the system back up and loaded the RAM test program. A couple of minutes later, the screen informed me of 2,621,440 bytes available with zero errors.

My JRI memory upgrade to 2.5 Megabyte appears to work satisfactorily. However, I have noticed—even with Pinhead 1.8 installed, a fast-load utility from CodeHead's Charles Johnson—the busy bee stays on the screen considerably longer than before. I do not know if this is common to all large RAM upgrades or just this one. [Ed: This is normal and common to all upgrades. The more RAM you add, the longer it takes to clear at bootup. Pinhead dramatically reduces boot time of individual programs.]

Also I had the power supply fail in my computer last year, and I am concerned about the increased power requirements of a memory upgrade upon that repaired power supply.

On the plus side, I now have plenty of room to load my desk accessories and TSRs (terminate and stay resident) like Turbo ST and Universal Item Selector III. I now have room for a very large RAMdisk, which is great for copying double-sided disks when only one double-sided drive is available. I also have enough room for 73 frames captured with VIDI-ST!

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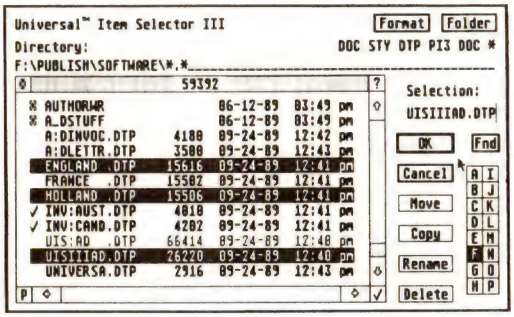

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                 59392
 ※ AUTHORWR                 06-12-89  03:49 pm
 ※ A_DSTUFF                 06-12-89  03:49 pm
   A:DINVOC.DTP    4108     09-24-89  12:42 pm
   A:DLETTR.DTP    3508     09-24-89  12:43 pm
   ENGLAND .DTP   15616     09-24-89  12:41 pm
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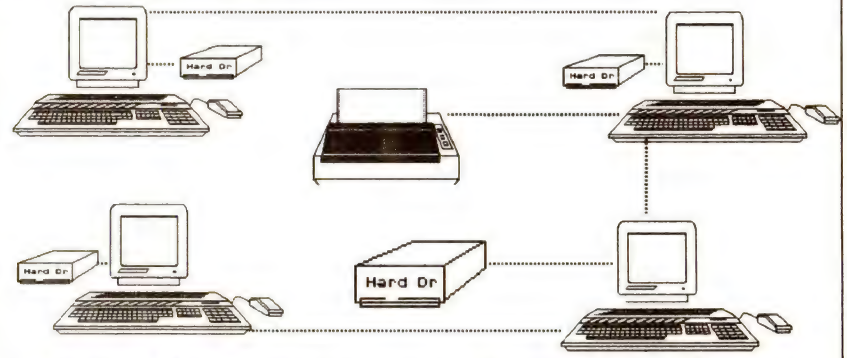

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ZADOR

Bob Reitz (SPACE)

I am one of the lucky Atari users who owns both an Atari 8-bit and 16-bit machine. When the rush was on to upgrade to the more powerful ST machines, I somehow resisted the temptation to relegate my trusty 8-bit to computer oblivion.

The main reason I decided to keep my 8-bit was because of my investment in software. Much of which was purchased in the days when every new title was available for the Atari 8-bit.

I still love to play the classics like The Cosmic Balance, Archon, Crusade in Europe, Cytron Masters and MULE.

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Unfortunately for the loyal masses, Atari's decision to scale back support for their 8-bit computers quickly sent programmers scurrying to move their talents to other platforms and the developement of new entertainment software for the Atari 8-bit community screeched to a halt.

Well, enough ancient history. Here we are in 1991 and we all know that finding new 8-bit entertainment software has become all but impossible.

You can imagine my surprise when I opened a recent copy of Atari Interface and noticed an advertisement by Software Infinity describing *new* games by KE-SOFT for the Atari XE/XL (64k) computer.

The ad read, "KE-SOFT games boast colorful state of the art high resolution animated graphics, outstanding music, handsome and detailed instruction manuals and some have dititized speech and sound effects." All this at bargain prices! Could it be? I aimed to find out.

Scanning quickly through the software descriptions, I spied a game called ZADOR. Zador sounded a lot like Mah-Jongg, a game that I had long waited to make an appearace on the Atari 8-bit. I quickly wrote out a check and sent it off to Software Infinity.

Three weeks later, Zador arrived in the mail along with an excellent KE-SOFT demo disk that provided quality playable demos of many of their other entertainment titles.

It is rare that a company has enough confidence in their products to let a customer try before they buy. What a concept!

After spending several enjoyable hours playing through the KE-SOFT game demos, I decided it was time to get down to business and have a look at Zador.

On boot up, I was greeted by Zador's title screen accompanied with a well done, fast-paced oriental tune which is followed by the impressively-textured and colorful Zador game board.

The individual game pieces, or tiles, appear small but each are well drawn. The object of the game is to clear the board of tiles before the clock runs out. To accomplish this, you must match identical tiles or those from various tile groups (i.e. flowers, seasons, etc.). Tiles are quickly and easily selected by joystick.

There are twenty levels of increasing difficulty in Zador and KE-SOFT has thoughfully included both pause game and automatic high score save features.

Also, if you find yourself stuck for a match, you can request Zador to find matching tiles for you—up to three times per level.

Throughout Zador, game play is accented with various spot sound effects. The instructions for Zador are printed on one side of a folded, standard size sheet of heavy, colored paper which also serves as your disk packaging.

Zador is a professionally rendered, fast paced, addicting version of Mah-Jongg that should appeal to anyone looking for an alternative to arcade shoot-em ups.

Zador sells for a mere $10.50 and can be purchased from Software Infinity, 642 East Waring Ave., State College, PA 16801.

Backup of Data Files on your Hard Drive

Al Riesbeck (SCAT)

When one buys a hard drive the first thing the entire world informs you to do is "BACK IT UP." Now I am not saying backing up the hard drive is not a good thing to do, but using up floppy disks and a couple of hours of my time is not my idea of a fun thing to do.

The Problem

There are two kinds of files on a hard drive, programs from floppy disk and files these programs create.

The original programs obtained on floppy disk are all ready backed up. The files these programs create are not on floppy disks, therefore they are the real problems. I gave this problem much thought after I deleted my word perfect folder one day, which included nearly 20 documents. This event cause me to develop the following plan.

The Plan

For each group of data files associated with a program, create a folder for these files. (Examples: C:\WP\DOC for files used by Word Perfect; C:\GFA\SOURCE for files used by GFA BASIC; C:\STW\DOC for files used by ST Writer.)

Now you can use a Command Line Interpreter batch file to copy files from your data folders to floppy disks. Run this BAT file once a week. The BAT file would backup up all data files without using any brain power.

If the total size of your files are greater than 800K, use two or more floppy disks. This plan should not replace a full scale hard drive backup but will enhance the safety of your data.

My System

I use NeoDesk CLI. I did run into a little problem. Every time I copied a file to disk, I got the file overwrite message and I did not want to change the option in NeoDesk to automatically overwrite files.

I solved the problem by deleting all the files on the floppy disk before starting to copy the files from the hard drive to the floppy disk. I do not believe this deletion is dangerous, because I am using the grandfather copy of my backup when making a new backup. This deletion of the floppy disk will remove delete hard drive files from the floppy disk backup.

To play it safe, you should have one or more generations of backup. I do my backup once a week on Sunday. Therefore, I use two different disk sets—one labeled ODD and the other labeled EVEN. If Sunday falls on a numerically even date, I use the EVEN disk, otherwise I use the ODD disk. This way, I always have a backup disk if something goes wrong. It is really your own judgement how often to back up your files.

I also created a PAUSE command in the BAT file to ask if I had the correct disk in the floppy drive. I then ran into the second problem—files I could not isolate into separate folders. I took care of this problem with a wildcard on the copy command.

The NeoDesk CLI BAT file I use:

```
ECHO "PUT THE CORRECT BACKUP
DISK IN DRIVE A:"
PAUSE
ECHO
ECHO "DELETE THE FOLLOWING
FILES:"
ECHO
DEL A:\*.*
ECHO
ECHO "COPING THE FOLLOWING
FILES:"
ECHO
ECHO "COPYING D:\BASETWO"
COPY D:\BASETWO\HOUSEIMP.TWO
A:
ECHO
ECHO "COPYING D:\OPUS\*.OPS"
COPY D:\OPUS\BUDGET88.OPS A:
COPY D:\OPUS\EDISON.OPS A:
ECHO
ECHO "COPYING
D:STW\KOAS\*.*"
COPY D:\STW\KOAS\*.* A:
ECHO
echo "COPYING
D:STW\SCAT\*.*"
COPY D:\STW\SCAT\*.* A:
ECHO
ECHO "COPYING D:\*.WKS"
COPY D:\*.WKS A:
ECHO
ECHO "COPYING
G:BASIC.3_0\SOURCE\*.*"
COPY G:\BASIC.3_0\SOURCE\*.*
A:
ECHO
ECHO "COPYING D:\WP\DOC\*.*"
COPY D:\WP\DOC\*.* A:
CLOSE
```

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MONSTER DRIVE
Return of the Sequel

Tim Sullivan (CACE MI)

One fine July morning I found myself temporarily unemployed and needed something to do. I picked up an Atari-related magazine and started flipping through the pages.

As I was scanning articles I didn't bother reading initially and paying more attention to some of the advertisements, a thought hit me. "Wouldn't it be nice to have a Hard Drive?"

So, having no job and a basically empty VISA card with no way to make payments on it, I decided to do the only non-sensible thing: To order a hard drive! Now, the only problem was, which one?

Eventually, I decided on a SyQuest-based system. I didn't want to limit myself to just 20 MB or even just 30 MB. A removable cartridge system that provided 44.39 MB per cartridge seemed like the logical step. It was obvious. This would allow unlimited off-line storage to a certain extent. This extent being my willingness to spend the extra $75 to $100 for each cartridge. I called Carter Graphics and Computers in Utah, got some quick information about the ad I read and went with it.

In early August, I received a huge box. I felt like a seven-year-old kid at Christmas! I tore into that box like there was no tomorrow. There was a separate box that the "Shoebox" configuration drive was in; the cartridge, documentation, software and cables were packaged in clear and pink-tinted bags.

I put the drive up next to the computer and began reading the instructions for hook up and initial start up.

The cartridge was already formatted, partitioned and had about 40 MB of PD software installed on it! I hooked up the power cable and went back to get the DMA cable. I rummaged through the styrofoam popcorn-filled box to no avail.

No DMA Cable!!! Almost immediately, I felt the venom seething between my teeth.

I called Carter Graphics and left a message on their answering machine. I now regret the tone of voice and sarcasm I used to convey my disappointment over the matter, but it worked. About an hour or so later, Mr. Carter called and informed me that the cable would be at my door by 10 AM the next morning. He wasn't kidding. It was about the only time I wasn't angry to be roused at such an 'un-godly' hour.

I connected the cable, fired up the drive, inserted the cartridge, waited for it to spin up and turned on my ST. Nothing happened. I checked the indicator lights on the front of the Hard Drive. Both green and amber lights were on steadily.

I checked the error codes. Nothing about both lights being on like that. Hmmm. Naturally, I hit the system reset. Again nothing. A general feeling of dismay overcame me. Now what? I try to eject the cartridge. It won't. Is there something wrong with my ST? Is it the 2 MB memory upgrade responsible?

Nervously, I began to memorize the Trouble Shooting instructions. Everything basically pointed out that the cartridge might not be formatted. I then inserted the SupraDrive Hard Disk Utilities disk into Drive A: and booted up. I decided to try to access one of the drive partitions that appeared on the screen just in case I was wrong. Same old thing: Nothing.

I ran the formatting software when an interesting thing occurred—a DMA error. It said something along the lines of 'Device Not Present'. Now I was really worried that it was my ST at fault.

I went over to my cousin Rod's to make sure. Connected everything up to his ST to see what would happen. Same thing. We tried everything.

He looked over the manuals and suggested we take a look inside. After double-checking the manuals for possible warranty violations for opening the case, we proceeded. We looked at the jumpers to see if the drive was indeed, factory pre-set. We couldn't tell. Checked all the power connections and the Supra Host Adaptor.

We came to this conclusion: A simultaneous shrugging of the shoulders.

Another call to Carter's was of no revelation. Any suggestion he gave me was met with an 'Already tried that, etc.' He said "Send it back and we'll take a look at it." Fair enough.

About three weeks later I grew impatient and called again. He said the jumpers were not set at the factory and that the drive was sent out a few days ago. A week later, I got the drive back. I set it up again and went at it. It booted!

I couldn't believe it! Seeing all those HD partition icons on the screen was the most beautiful sight I have seen! The sound it made as it was loading was, indeed, 'unique' as Gregg Anderson described it in the Sept. '90 issue of AIM.

The drive was populated with all kinds of PD software. Even to this date I haven't completely gone over everything. I've blown away stuff that was either obsolete or of no use to me, but, being the pack-rat I am, I haven't done this to a lot of stuff that might someday be useful (almost 25 MB worth). <SIGH> Oh well.

Soon after I got the drive back in operational order, I began seeing articles about the SyQuest drives for the ST and some other systems much like Gregg's 'Invasion of the Monster Drive' in last year's September issue.

They were pretty much geared towards the Fixed Drive back-up system. I haven't seen a review about a SyQuest being used for primary system use and storage, the reason I bought mine. I was bound and determined that I would write such an article when the time presented itself (which is considerably difficult because of school, work, bar and board crashing).

This Drive is terrific! It is about as fast as a fixed drive. About 31ms seek time and about a 499K/second transfer rate. This is with six oddly-formatted partitions with none having the same size. Generally the smaller the partitions, the better performance you'll get. I've had no real problems that can't be overcome with the Supra Host Adaptor.

It came with a clock, which is something I've desperately wanted and needed ever since I got my ST back in 1987. The drive is wired so I can add either a fixed drive or another SyQuest. If I ever decided to change system platforms, this drive will work perfectly with an IBM or MAC. For you people out there that are into IBM or MAC emulation, you could have a cartridge dedicated to either and not have to worry about having just a dedicated partition on a fixed drive.

I can't just keep going on about how great the drive is without listing some of the quirks I've discovered. For instance, when I wanted to just boot up a game from floppy disk, I don't need the HD on, so it is shut down. Nothing happens. Apparently, the system doesn't like having something connected to the DMA port that isn't active. I've been told this is a by-product of having a Supra Host Adaptor, although I haven't called Supra to confirm this. *[Ed: The SyQuest we use—from ABCO—has an ICD Host Adaptor and the drive can be off and the computer still boots.]*

I've gotten around that. I keep the HD on without a cartridge loaded. No problem, works fine. The way I've had my system set up, everything except the computer, monitor and sometimes the printer comes on at the flip of my power strip. I can make the system 'user-protected' by having the HD shut down! This is especially nice if you don't want anyone to use the computer. (HEHEHEH!)

I also didn't like the way I'd have to boot the system. Turn on HD, insert cartridge then turn on computer after spin-up. I'd always have to hit the reset button after powering up the computer to get the HD to boot. I've also gotten around that. I insert the cartridge before turning the HD on. When I turn on the computer, the HD boots up! I've been doing this for several months without a problem.

I've enjoyed the system despite my initial problems. Carter Graphics & Computers has been nothing but polite, courteous and extremely helpful to me. Now that I have the drive, there is no way I could survive using my system without it! Really! So, if you are looking for a hard drive that can do everything, a SyQuest beastie is the way to go!

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About the Author: Tim Sullivan is a part-time student at Jackson Community College and is employed by Aeroquip Automotive Products Group in Spring Arbor, MI as an Assembler and Painter. This is his first article for any magazine.

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California Dreaming

Gary Klugman (SVACE)

Now that the Christmas season is over, all the sales figures are in and the craziness is over, I have a little time for some California Dreaming.

Were there marketing opportunities lost? What if I woke up one day and found out that I was one of the long lost sons of Jack Tramiel? First, of course, I would thank the people that raised me.

Second, I would be sure my "new" dad met my kids to assure their college educations. Finally, I would take my position as an executive of the family business. With that comes the house in the hills and a sports car.

I would try to become vicepresident of computer marketing. I have some special thoughts on the computer market in the US. It is my belief that, while the ST is showing some age, it is still very marketable.

The TT doesn't have a ghost of a chance in the US business market, especially at the over $3,000 price. I would try to get the ST into the US home. My idea is that when people are used to the operating system, it has a chance to be accepted in other places.

I would be as clever and ruthless as my new dad was with the C-64. I would increase production and produce them at a new, incredibly low price. I would sell them through any mass method possible.

Yes, I know that would anger the existing Atari stores, but how many of them are there? Besides, I would hope they would see the opportunity in the after market sales and service. They would also have an opportunity to sell upgrade machines. What opportunities do they have now?

The price would be so low as to barely break even after advertising. My European sales, and sales of other electronic products, would keep money coming in to the company.

The advertising would be aimed at the giant home game industry. It would go something like this, "Why just teach your kid to kill gorillas, when he might actually learn something useful?"

The TV spot would picture a blurry-eyed kid playing an obnoxious game when the parents are watching. Then it would show the same kid with an ST, using it for homework, when the parents aren't looking. There would be other spots aimed at adults as well as kids.

When people are familiar with the company and the operating system, they will become open to other uses. Enter the Mega STE, and the TT. The second phase of the campaign (business is war, remember?) would be launched after there is a large number of ST users. We would then need to launch a campaign for the business and educational users. Of course, profits would soar.

If there just isn't the money for this venture, or the family just wouldn't try this gamble, I would follow a different route.

I would let the ST line in the US float with as little cost as possible. As long as it was profitable, I would continue to sell it in the US. If it became unprofitable, I would quietly drop it and continue my efforts in Europe. I don't see any halfway fixes as anything other than throwing money away.

Time to wake up! I have it on reliable source that Jack Tramiel is not my long lost father. My thoughts on marketing will have about the same effect on Atari as will a field mouse in Idaho.

Actually, I am a consumer. So what are my thoughts? As long as there is a strong market in Europe, third party developers here can still make money if they market here and there. Europeans can also market their products here. That alone will keep us going.

Perhaps someone will come on board at Atari that is a better marketer than I or anyone else at Atari. Perhaps the Tramiels will sell the company to someone that can market computers better.

No matter, I will happily use my fully-functional computer for years to come. I have a backlog of software whose potential I haven't even explored.

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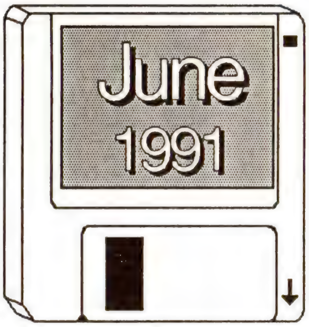


AIM
ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the June '91 disk. For more complete docs, see the text files contained in most of these archives.

BUSYBUD.APP—On line? Nature calls? You can't take a break because the BBS will TIMEOUT and HANGUP before you can get back from the canman? BUSY BUDDY to the RESCUE! From Mat*Rat.

CAL51.APP—New features like automatic HotWire alarms and DC-Squish compatibility! See calendar of any month/year. Attach events to days by date or position in month—never forget a birthday again! New CalShow runs as AUTO program *or* GEM program or desk ACC! Preloaded with over 100 events! Runs on any ST/TT, any rez.

DCBOOTIT.APP—DC Boot It lets you run boot disks from the desktop. Choose drive A or B, 50 or 60 Hertz and resolution. A needed addition for accelerated computer owners. From Double Click Software. 100% Assembly. ST, STe, and TT compatible.

DCINVERT.APP—DC Invert from Double Click will flash your screen whenever a BELL character is printed to the screen. You can set the flash rate. Program suggested by Alan S. Hamilton.

DCLFTARW.APP—DC Lefty Arrow is a supplement to Double Click's DC Lefty program. DC Lefty Arrow makes your normal arrow (which points left) 'flip' around so you get a 'left- handed' mouse arrow! ST and TT compatible.

DCPOPBAR.APP—DC PopBar v1.0 gives the GEM desktop a 'popup' menu of the menubar entries. Now all entries are available in a popup menu wherever the mouse is. Built-in configurator. ST resolutions only. TOS versions below 2.0. 100% Assembly. ST & STe compatible. From Double Click.

DCRTCALL.APP—DC Right Call v1.0 gives you access to the file selector (including alternate ones like UIS) or Maxifile(tm) with the press of the right mouse button. Desk accessory from Double Click Software. 100% Assembly. ST,STe,and TT compatible.

FNKALERT.APP—A really *tiny* (but powerful!) program that lets you use the function keys F1, F2 and F3 to select the buttons in any GEM alert box! Highly compatible with all ST/TT GEM programs, Funk Alert uses less than 1K of memory! Copyright 1991 Charles F. Johnson & LGF Software.

FORMDOIT.APP— FormDoIt 1.2 alters the way dialog boxes and alerts behave in most programs. It lets you:
- o Use the keyboard to select buttons in dialogs and alerts
- o Position the edit cursor anywhere in a field with the mouse
- o Use Shift-left-arrow to move to the start of an editable field
- o Enter any ASCII character, from a table or by number
- o Re-define the icons used in alert boxes

And much, much more! Works with CodeKeys, MaxiFile, and all versions of UIS.

HP2GDOS.APP—Converts fonts in HP LaserJet format into GDOS format. There are many more fonts available in laserjet format than in GDOS format. Now you can take advantage of them and convert them for use with any GDOS program.

LZH11316.APP—New LZH archiving program. Faster compressing than any of the current programs.

NOVAGAME.APP—A great version of the arcade classic, Galaxian, with outstanding graphics. It comes from Europe and runs in low-resolution only.

SERIAL.APP—Fixes some problems with the serial port in TT TOS (up to 3.05) and Mega STe TOS (up to 2.05). Written by Allan Pratt of Atari.

SQUEEZIM.APP—Squeeze that last bit of disk space out of your IMG files. Does a whole folder at a time and squeezes an extra 2% to 70% out of each IMG file found! Does not hurt the IMG and it still loads into any program just like before, it's just smaller. From the guys at Wiz Works.

STRABBLE.APP—Excellent shareware version of Scrabble for the ST called STrabble. Written by Warwick Allison from Australia, it has a 45,000 word editable dictionary. It allows for up to 6 human or computer players, or a combination of both. Both color (medium resolution) and monochrome are supported. *Requires 1 Megabyte of RAM.*

TELEBASE.APP—TELEBASE Version 1.4 keeps track of all those phone numbers! 56 buttons per TBF file instead of 25. 15-character memory tickler buttons. Double the room for notes on each button! New SEARCH and PAGE features! Printing function completely revamped! Copyrighted but Freeware. Great addition to utility collection!

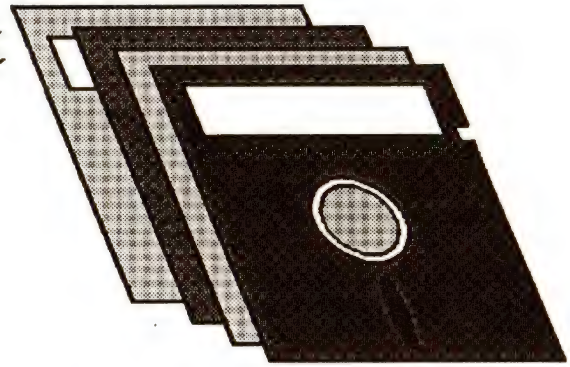
VCTRDEMO.APP—Vector Balls from the Lost Boy's Red Sector Demo. This is an impressive demo! Color only.

VIDI2DLT.APP—Converts sequentially-numbered Degas .PI1 files to a delta (.DLT) file. It will convert an animated sequence created with Vidi-ST, Rezrender, or any other program that produces similar files. Runs in any resolution, but converts low-res files only.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the June '91 disk when ordering.

AIM 8-Bit Disk of the Month

June 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with ARCed software. To extract these files, you will need the UNARC.COM utility (available from most BBSes, user groups or on the April/May '91 AIM 8-bit disk).

Here's a short description of the files on the June '91 disk. For more complete documentation, see the text files contained in most of these archives.

Side 1 of the June '91 AIM 8-bit Disk of the Month:

APACVW2.ARC—Version 2.3 of APACVIEW adds the capability to create COLRVIEW, Pryzm and Interlaced APAC files from GIF source pictures. If you've envied the IBMer's or STer's ability to view colorful GIF pictures, now you can view 'em too! Shareware, by Jeff Potter.

APACPICS.ARC—Sample APAC pictures showing off some of the great color capabilities of Jeff Potter's APAC View program.

DD2NX103.ARC—Daisy Dot II fonts converted to NLQ (near letter quality) RAM fonts for downloading to Star NX10 printers.

DD3MAC.ARC—John McGowan's Textpro 4.54 macros for using Textpro and Daisy Dot III.

Side 2 of the June '91 AIM 8-bit Disk of the Month:

COLRVIEW.ARC— Version 2.5 of COLRVIEW, the program that gives Atari 8-bit users the ability to display images with 4096 colors in 80 x 192 resolution or (new feature) 64 colors in 160 x 192 res. That's right...4096 colors with no hardware modifications! This version also has easy to use color tuning (without adjusting your monitor) and a few other features. Shareware from Jeff Potter!

GR8TODD3.ARC—Converts Graphics 8 screens to Daisy Dot III format. Now, you can use all those Graphics 8 screens as clip art in your DDIII documents.

HPDRIVRS.ARC—Three printer drivers for the HP DeskJet—two for AtariWriter and one for PaperClip. The Times font driver requires an ASCII Times cartridge and includes the AW2DISK option (allows you to (P)rint to disk from the menu with [OPTION] P). The Times driver has corrected character widths for reasonably good Justified output. Works on DeskJet Plus and DeskJet 500. Not tested on DeskJet. From Bob Woolley.

RAMBOOT2.ARC—RAMdisk booter, allows you to run autoboot games from RAMdisk! Multi-disk games supported. This utility was mentioned/reviewed in the November '90 issue of Atari Interface. Works with NEWELL upgrades. See BOOT2FIX.

BOOT2FIX.ARC—Patch program to make RAMBOOT2 work with RAMBO and compatible upgrades.

PSIRD203.ARC—Alternative RAMdisk for SpartaDOS users. This RAMdisk, from PSI, reportedly avoids/fixes some problems that ICD's own RD.COM program has. For SpartaDOS users only.

PSTODD3.ARC—Useful little utility to convert PrintShop icons to Daisy Dot III format! Program by John McGowan.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the June '91 8-bit disk when ordering.

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

Presidential Ponderings

Interests are continuing to expand to educational goals and are providing more of a community service. In my view, this trend is healthy and good. About a year ago, the San Antonio Computer Society (SACS), which espouses this philosophy, was formed in San Antonio. Their stated goal is to provide the community with computer information without regard to the computer system.

SACS members have formed various Special Interest Groups (SIGS) for various computers and interests, including the Atari. They also pubish a very attractive and professionally done monthly magazine for their membership. It is not the purpose of SACS to replace or absorb existing user groups, rather to provide a central point for the consolidation of information and coordination of programs. For further information, contact SACS at P.O. Box 18365, San Antonio, TX 78218-0365, tel (512) 654-6897.

I have included this information in my "Ponderings" this month in the hope that user groups in other areas may consider the benefits of expanding their purpose to a more educational and community-oriented concept. As a nation, we are not doing all that well in the educational scene. We all can provide a significant positive influence in our communities, if we choose to do so. LET'S DO IT!

AUSTIN ATARI COMPUTER ENTHUSIASTS AACE

Our new slate of Officers has generated some new activity in the Club. We have a new MIDI SIG that is six months old, and have just started our second C class. This one is different, part tutorial, part hands on. The only problems were installing the new compiler for the 8 bit users and getting the Mark Johnson C in the ST library to work at all(we didn't have anyone who spoke fluent UNIX). All in all this class was more fun than the last one.

We are still looking for a semi permanant meeting room. All of the options turned into duds because of location, size, parking, and most importantly-liability insurance(it's a killer). But we'll meet the first Wednesday since it's time for a change. Our current meeting is a combined Disk Party, General Meeting, and Officers meeting, but it gets kind of cramped both in space and time.

Both our ST and 8 Bit libraries have been revamped, with more changes coming. They will be easier to access, and have more data per disk at the same price-the ST will be double sided and the 8 Bit will be flippy(SD). 8 Bit lists are available, with new disk update lists printed as needed. Early summer should see the 8 Bit library finished with more new lists printed. Also in early summer will be the AUSTIN COMPUTER FAIR. We have attended that in the past and may this year provided we can get a lot more volunteers and more organised than last.

AACE ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President	Richard M. Houser	(505) 299-3977
16bit Vice President	Everett Schnetzer	
8bit Vice President	Ed Skeans	
Secretary/Treasurer	Mike Evans	

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

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Charles Robique
303-424-2067
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker -
Ed Fason - 371-6814
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

Atari Club Minutes - April 2, 1991

We had a pretty good turnout for the April meeting. I saw 3 members who haven't attended for some time.

Steve started the meeting off by showing two BASIC programs that he wrote. The first program allows up to 18 different fonts to be displayed at once on the screen. This makes it easy to discover duplicates or compare fonts. The second program, an icon indexer, reads the names of icons from PS icon disks and then writes them along with their disk number to an ASCII file. The ASCII file can then be sorted and printed. This makes it easy to find icons with out having to look through each disk every time.

Mike showed four programs to change the default settings for AtariWriter+. The global settings, buzzer switch and duration, screen colors, and character brightness can all be changed and saved to the AtariWriter+ OBJ file. This program works with the original files with out affecting the copy protection.

Larry finished by demonstrated the latest enhancements to the File Information Program.

Starfleet Minutes - April 12,1991

Chris surprised all of us by announcing that he has cataloged all of the disks in the game section of the library. We had hoped that some of the members would volunteer to help out with this project when it gets rolling. Now we don't have as much to do thanks to what Chris has accomplished.

Mike again demoed the programs to change the default settings in AtariWriter+.

We closed the meeting by trying out some of the enhancements to the File Information Program by using it to look at what Chris had done with the game disks in the library.

ACCEPT

Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

May 11, 1991 Here's what happened if you missed it:

1. New Logo for the club shown to members. Will be sent to AIM next week.

2. The information about the free offer was discussed. 12 people have responded to the offer, and one has even joined the club for the full year.

3. 5 members brought computers to the meeting: Paul, Steve, Tim, James and Mr. Regan. Thanks to all.

4. The AIM issue has been sent out to all members last Monday. Should be in your mail this week.

5. Members contributed enough for us to purchase the update to Express. Thanks to all who chipped in.

5. Paul brought a potential new member to the meeting, thanks Paul.

6. Paul showed off the Mac, Steve showed off the formatter, James demoed Vanterm to a needy user.

7. The club auction will be the July meeting.

8. There will be no elections of officers this year. You are stuck with me for another year.

9. James will create a reminder memo that will be mailed out to all late members.

10. Welcome Robert Faulkner to the club. Robert comes from Colorado Springs, Colorado.

11. David Thurman did not renew for the next year, and has been deleted from the club membership.

See you all at the June meeting. Make plans to attend. Until next month...

Tim

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

*Mark O'Connell	(916) 395-8137	President/BBS Sysop
*Bob Drews	423-1573	Treasurer
*Ed Galvan	725-6955	Newsletter/Disk Library VP
Tim Naber	929-4196	Secretary
Barry Gordon	338-1488	Modem SIG
Bob Haynes	371-1726	Archivist

ACCESS -- The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662.

For those of you who don't know who we are, ACCESS is the Atari 8-bit user group for the Sacramento, CA area. We provide help and information to the local Atari community. We offer a number of meetings each month to give you more information on your computer and to answer your questions. And, of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following three consecutive Tuesday nights at the homes of Barry Gordon (Modem SIG), Bob Drews (Board of Directors Meeting), and Tim Naber (Disk SIG). Telephone them for additional details, but we hope you can be a part of these groups.

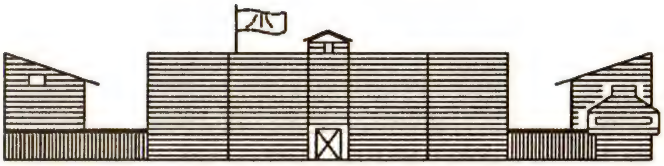
We appreciate becoming part of the Atari Interface Magazine group and hope to be in touch with you other 8-bit user groups. We'll be seeing you....

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, based in room 262S. Before each meeting, a STarter class for the ST meets at 6:45 pm and a Basically Speaking class for the 8-bit starts at 7:00 pm.

ACORN operates a BBS at (716)436-3078 with 52 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692. Dues are $18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Basic. Speak. Class	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
Kernel Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

CALENDAR: Tentative schedule for the demonstrations at the monthly meetings are:

June, Telecommunications; July, Three Rivers Festival

April Meeting Notes

The agreement with the IEEE was discussed and signed by both parties after giving the members one last chance to voice objections at the meeting. There were none so Eric Converse signed the agreement for ACORN. The BBS's 180 Meg hard drive is back on line after being repaired. We should be up and running on Fidonet before long. The Three Rivers Festival will be in July and we will be needing some help with our event as usual with equipment, individuals to help demonstrate software, and MIDI Masters for MIDI Maze. Don't forget, "The Magic of MIDI Music and Much More!" at Saint Francis College, Fort Wayne, Indiana, July 13, noon to 6 PM.

Atari shows in Windsor/Detroit, Milwaukee, and Indianapolis are scheduled for May and June. Several members are planning on attending these. Check with the officers if you would like more info.

The official topic for the demonstrations was Programming Languages. Scott Schaffer covered some of the fundamentals of 8-bit Atari BASIC using a 130XE. Ken Helms demonstrated STOS on the ST with program he wrote for his son's Cub Scout pack to help with their Pinewood Derby. Other languages were also discussed during the meeting. Ken was using an IBM compatible keyboard with his ST using a D.E.K.A. adapter purchased from WuzTEK. Mike Surface demonstrated Universal Military Simulator II. A copy of Road Race for the 8-bit Atari computers was given away as a door prize.

May Meeting Notes

The May meeting was kept informal with the Windsor AtariFest a primary topic for the day. Ten A.C.O.R.N. members attended the show and brought several items back to discuss. The show itself was enjoyable and gave many of us our first look at the new TT and Mega STe computers as well as other products like those from Gadgets by Small, ICD, CodeHead, and others. Copies of the new AtariUser magazine were given out at the meeting.

Don't forget, The Magic of MIDI Music and Much More!, Saint Francis College, July 13, noon to 6 PM. Sponsored by A.C.O.R.N. An official Three Rivers Festival event. Come join in the fun. Free!

ACUNET

Atari Computer Users Network

Salem, Oregon

ACUNet is the Atari Computer Users Network in Salem, Oregon. The key word in our name is "network." We are here for anyone who has an interest in actively networking with others interested in Atari computers. (It only works as well as we all make it work together, folks!) The #1 benefit of membership in ACUNet is tapping into the knowledge and talents of one another -- at our monthly meetings, via BBS, in our newsletter, one-on-one.

Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary

Birmingham
Atari
Computer
Enthusiasts

President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

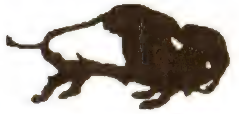
For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

The March 21, 1991 meeting was opened at 7:45 PM by Chairman Mark Pierro. This was the night of our annual auction, and everyone there seem to have a good time and find a bargain or two. We also had two new members sign onto the BRAG*ST membership log. By the time the meeting closed around 10 PM, about $106 had been generated for our treasury. Thanks to all who attended and made it a successful evening.

April 21, 1991 Meeting The meeting was opened by Chairman Mark Pierro at 7:30 pm, there were 14 members present.

Announcements: Mark said he was contacted by an Atari user in Norway who was interested in trading public domain disks with our group, Mark said he would follow this up and we will see what happens.

The AIM disk of the month did not show up in time for this month's meeting. Carl Barron had made a substitute disk for this month and the AIM disk will be available next month.

The Back Scatter BBS will have telephone number as of May 1st, the new number is (716) 646-1114. Mark the did a quick review of the areas we use and how to maneuver through this areas.

Demonstrations: Mike Burkley demo'd his Acer multi-sync monitor which can handle all three resolution and his SyQuest 44 megabyte removable hard drive.

Burt Royce then was to demo Archipelagos but the program would not run on Mike Burkley's computer.

During the break, Archipelagos was raffled off and won by Mike Burkley.

Joe Rogozinski then demo'd TX2VIEWER a text editor that can import graphics and is used to view GEnie Lamp an on line magazine on the GEnie BBS.

The meeting closed at 9:45 pm.

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

From the Prez

Hmmm...The way I've been keeping up with these deadlines, this'll probably be issued in June. So, keeping that in mind, lets go.

OK, March meeting was held in my SECRET computer room on February 20th at 7:30. Again, Joe Mirando took the lead and brought a bunch of demos of which his contribution to AUA (Atari Users Association) was particularly noteworthy. Joe wrote an excellent article on the achievements of Atari in 1990. (A short article...heh-heh just kidding) The top suits at AUA liked the article so much, Joe has been granted a monthly column. Nice going!

April meeting was held at a different location. YES! Road Trip! Tim Brandt, 8-bit librarian, offered to host the club for the night. Like I said before, meetings will be held at any members house if so desired. I was shocked and amazed when the offer came through, but not so much that I couldn't accept! It was nice to have a different locale for the night. Primarily, we checked out Tim's IBM cased Hard drives that he had linked up to his 4 meg 520. Also of interest was his personal library of scanned art. A lot of it not found anywhere in the Atari world. This is due to his Migraph hand scanner. (Must be nice to have $$)

Business discussed on the April meeting was the development of CCCC's ST library, or rather, lack of development. The main arguement was that between us, we had almost everything the ST Public Domain has to offer. What went ignored for so long was the fact new members had no real one location to access any of these PD programs. SO! Beginning soon, maybe, we will start archiving EVERYTHING that we all have to build up this library. This was promised years ago, and it looks like we will finally do it.

Also, Joe delivered and installed Rainbow 1.4 in this user's Mega 2 in the 15 minutes we had before we took the road trip. About time I had this done, sheesh! Maybe someday I'll even find a nice HD to stuff inside!

May meeting (in 2 more days) will feature Joe Mirando's 4 meg STe! And in all probability, a look inside this new beastie. Joe loves to back screws up and out of things....count on it!

One last item. This is to the 8-bit people....I know you are there even if you're not making any breathing sounds. CCCC has a few 8-bit items for sale. Atari SX212--$25, Commodore 1702 monitor--$150/BO, Olivetti inkjet printer--$100, Epson RX100 wide carriage printer--$150, Epson FX286 wide carriage printer--$150, Epson LX100 printer--$100, P:R Connection--$50, Cables for P:R connection, modem and printer--$10 each.

Some of this stuff is Club owned, some belongs to members. Anyone wishing to respond to these items can call me, Rich at (203) 589-3738, most any SANE time, like I said earlier, I am not working (yet) and will in all probability be around.

Reason for the Club sale is we are no longer into 8-bits. We ALL have them, personally, but we don't use them in the club anymore and no one wants to discuss any 8-bit stuff. Strange..but that's the way it is, April 15th,1991. I'm Rich Scheidel, da Prez....good day.

CDACE

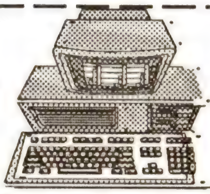
Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members as well as members to visit a meeting and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Joe Pasquini	518-426-3509
XE VPresident	Ian Herrick	518-432-8513
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071
BBS Sysop	Ed Lafortune	518-235-7044
ST Librarian	Bernie LaGrave	518-783-0552
XE Librarian	Ian Herrick	518-432-8513
CDACE BBS	300-2400 24Hrs, 7 days	518-237-1232



CDACC

CENTRAL DELAWARE
ATARI COMPUTER CLUB

President	Keith Talmund	
16-bit VP	Rob Styles	302-492-0305
8-bit VP	Larry Catalino	302-653-8863
Sec/Treas	Tom Baldwin	302-678-9411

Cuyahoga Valley Atari Computer Club

C.V.A.C.C.

ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

The C.V.A.C.C. is a registered Atari user group. The C.V.A.C.C.'s interests include exchanging information and ideas for the help and enlightening of the Atari community. Twice each month club members and their guests are offered either an linteresting demo or workshop on both the 8-bit and the 16-bit systems owned by the club. Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. The club also produces a monthly ST Disk Of The Month and has a large ST and 8-bit library. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

For more information contact:

President	Don Crano	(216) 376-7618
General Secretary	Jim Woodford	(216) 753-5689
P.R. Secretary	Al Silverstein	(216) 724-8836
Treasurer	Ron Mullens	(216) 794-1990
BBS	Rubber City Atari	(216) 376-0885
SYSOP	Don Crano	

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:

Jeff Coe (219) 663-5117
Randy Noak (219) 663-6912

President's Ramblings

From April 8th through the 11th was the CEPS show in Chicago. For the life of me, I can't remember what CEPS stands for... but I know that the show was for the print industry, which includes Desktop Publishing. [Ed: CEPS = Corporate Electronic Publishing Show]

This was Atari Computer's first time as an exhibitor, which seems very odd seeing as how DTP is probably Atari's strongest niche market next to MIDI. Bill Rehbok, formerly our favorite Atari fixer at Multi-Comp in Chicago, and now Atari's number one Tech Representative for developers, was instrumental in pulling off an extremely strong showing for our favorite computers.

He also invited Randy Noak to spend the week demoing software at the event. Most of you already know this, since Randy gave us a report at the April CRAG meeting, but you might not know that Randy was allowed to bring some goodies home with him after it was all over. I don't want to spoil the surprise, but you can look for a very neat demonstration at an upcoming meeting. I think Randy's writing an article about the show as well that we can look for.

One interesting aside here. Atari's signs and press kits were labeled "Professional Systems Group," and in much smaller type below that was "A Division of Atari Computer Corporation". I guess they've finally figured out that they need to shake the Video Game stigma associated with the name "Atari."

There was also a show on April 14th in Rockford, Illinois. It was the Rockford Hamfest and Computer Fair, sponsored in part by the LCACE, MAAUG, and RACC Atari user's groups. There were several dealers and developers set to appear, including the local ICD guys. I had originally planned on going, but Tax Time put a SEVERE crimp on my cashflow for the month, so I figured it wasn't worth the drive if I couldn't spend any money! I hope the show was a success, but as of today (April 16th) I haven't heard any reports one way or another.

There are also BIG PLANS taking shape for the next Chicago AtariFest. Look for a bigger location, more developers, more seminars, major support from Atari, and unfortunately, a bigger ticket price for admittance. It should be a little closer to home as well.

That's all I have for you today. See you at the meeting!

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

C.O.A.C.

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $12/Yr. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Club BBS's: Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

Hank Vize	President/Editor
Dave Pintar	Vice-President
Kelly Webb	Secretary
Larry Hutchison	Treasurer
Tom Guelker	ST Librarian
Kent Savage	8-bit Librarian
Dave Holden	Co-editor

FACCS

First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326- 5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS
Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252
FRACUS BBS		(209) 251-5338
SysOp	Mike Pound	

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of the Z*Net newsletter are available for all members at our regular monthly meetings.

JACS public domain disk libraries (for all Atari computers) currently includes over 200 disks, available for $3 (members) or $4 (nonmembers). JACS ST library now includes the AIM DOM. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P& Member.	Al Guretse	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas& ST Librarian	Forrest Blood	764-0857
Recording Secretary	Gary Mickus	767-1933
Reference Librarian	Joe Verble	662-7316

KAUG
Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User Group has its meetings at A & B computers, 1151 Park Avenue West, Mansfield, Ohio, on the third Saturday of each month. Meetings run from 7:00pm until 9:00pm. Demonstrations are welcomed, piracy is not.

The MAUG group is for owners, and potential owners of all models of Atari computers. We subscribe to the Atari Interface Magazine (AIM) as our main source of news. MAUG also maintains a club library for both the Classic (8-bit) and ST computer systems. Both the 8-bit and ST disks of the month from AIM are available at the meetings. There are several past and present members of MAUG which have obtained 'celebrity' status in the Atari world including; Dan Knauf, Tom Hunt, Chuck Steinman, and Mike Brown (now a member of LCACE). We even have one international member from the Netherlands (Holland), Ernest R. Schureurs.

MAUG membership includes access to the MAUG area on the DQS BBS (listed below), access to the club disk libraries, and a subscription to AIM. All this (and more) for the low, low price of $8.50 per year for Ohio residents, and $12.50 per year for others (US only).

More information on MAUG may be obtained by contacting Chuck Steinman on GEnie (DataQue), Compuserve (71777,3223), Delphi (DataQue), or the DataQue Support Board (419-529-5197). The club mailing address is M.A.U.G. c/o DataQue, Post Office Box 134, Ontario, OH 44862, USA.

M.A.C.E.
The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

The April meeting saw a great turnout with some members coming that we have not seen in a while. We had about 20 members with many lively discussions going on. Members seem to have their hopes up that Atari may be ready to do something in the North American market this year.

Top of the discussion was new hardware that Atari has been showing at CEBIT in Germany. Discussions were held on the new ST Pad and ST NoteBook. We had some new members show up at the meeting and saw some faces that we havn't seen for awhile because of the war.

We had the demo's from ST Action - Back to the Future III and Predator 2. We also had demo's of NeoDesk, and a great new program Public Domain program called FormDoIt. FormDoIt which is given out by Gribnif (the makers of NeoDesk) allows you to switch the default box in Alert windows and substitute keyboard commands it also adds an option to use the UNDO button to get out of dialogue boxes. The program goes into your Auto folder and works with all of the programs that I have used so far with no problems.

On the foreign front the ST seems to be doing well. The ST was the best selling computer in Germany this spring and continues to hold a clear lead in France. In Great Britain the Amiga sales have caught up to ST sales and Amiga sales have been good. There are rumors that Atari will be setting up a factory in Israel. This may be a good sign for the American market in that it will help meet the demands of the European market and perhaps make more ST's available in the U.S. There are still ramblings about mass marketing but as of yet there is no news as of what, where or when.

For those of us that use PageStream the upgrade should be available soon for $75. The biggest added feature will be a better screen display with Adobe Fonts and better printouts on a 9 pin printer. Users of version 1.8 of PageStream will not have to worry about losing the use of their fonts because they will still be able to use their old fonts. The upgrade price also includes new manuals for use with the new program.

The May meeting was another success with the usual great turnout. I got to see some faces that I hadn't seen in awhile. Jimmy Howe is off from school for the summer so we should see more of him at the meetings. Also Mike Wadsworth has quit working weekends so that he can concentrate on college so that means that we should see more of him.

We had some free-bees at the meeting to give out. First of all let me announce that the dues will be going up to $6 per year, but there is a silver lining to that. It is the "Atari Users Magazine" that we will now be receiving each month and all the club has to do is pay U.P.S. shipping of $6 per month for 50 copies. We also received our first Atari Coupon book that was loaded with some nice bargains. One that caught my eye was HagTerm for $22 that includes shipping. Be sure to use your coupons so that we can get more.

Bob Blackshear and Jimmy Howe both brought their computers to the meeting so we had plenty of hardware available. New programs that we saw were F29 Retailiator and A.D.S. Advanced Destroyer Simulator.

Another announcement that I would like to make is the date for our ANNUAL COMPUTER SHOW. Once again we will be teaming up with the local IBM users groups of Warner Robins and Perry for our annual show at the Houston County Mall in Warner Robins. The date is OCTOBER 5, so mark it down in your calendar so you won't forget. More details will be forth comming, I'll keep you posted.

Just another reminder that for most members the club dues will be comming up in July and they will be $6. Don't forget to sign up for AIM magazine and keep your subscriptions current. Let me see, that's $18 per year for 2 magazines each month and 2 double sided disks full of software each month. You can't beat that.

That's about it for this month hope to see you on July 14th and don't forget the computer show is comming up.

N.A.U.G.

Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971

NSAUG

Novia Scotia Atari Computer User Group

The Nova Scotia Atari Computer User Group (NSAUG) is a registered non-profit organization dedicated to sharing information about computing on Atari computers. We will be meeting as one group starting in October (date, place and time to be announced). We own and operate XEST BBS (at 856-0101) which is accessible to all owners of Atari computers. Non-members have limited access to features of the BBS. We are always looking for new members. If you own or are thinking about buying an Atari computer, come on in and see what we do.

We can be contacted either by phone through the executive board or at one of our meetings or by writing NSACUG, 170 Nestor Crescent, Darthmouth, Nova Scotia, B2W 4B1.

President, Treas.	Mike Hundiak	429-2639
ST Vice President	Dave Mason	826-7101
XL/XE Vice President	Hilary McCarron	275-3688
Secretary	Marlene Abriel	434-4430
Newsletter Editor	Steve McCarron	275-368

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

O-Aces - Omaha Atari Computer Enthusiasts 03/13/91

General meeting summary:

At our general meeting in March, we thoroughly discussed what we accomplished at the McMillian Junior High Computer Expo '91. We had 6 machines at the show, including a Mega ST and STacy, thanks to Bob Patton. The club 1040ST died at the expo, the power supply went out. But, the computer has already been fixed. That was fast!

We briefly discussed pirating, and George told us about a group of pirates called the United Federation of Pirates. They ran a bulletin board that he was once on, and it had a very large 'elite' section, that made George delete his account immediately.

We concluded the meeting by talking about the new Mega STe and TT, and talked about their many features. We also talked about Drafix, a CAD program, which was being sold by a former member that showed up at the meeeting (he had acquired a group of them from a local business that was being liquidated). Several members opened up right there and bought a copy. We briefly talked about the upcoming FOCUS meetings, which will include MIDI topics, and ST viruses.

FOCUS MEETINGS for April, May and June:

April FOCUS will be on strategic simulations and war-gaming. Specially featured will be classics like "Balance of Power", newer programs like "Team Yankee", and we expect you to bring your favorites as well.

May: This month the spotlight will be on hard disk utilities. If you have a hard drive or are thinking about getting one, come on out and see what it is all about. We plan to concentrate on those PD/Shareware utilities in our library, though mention will also be made of commercial programs and, as always, we highly encourage you to bring any you have. Bring your questions as well as your observations to share -- remember, FOCUS means never having to say you didn't get a question answered!

June: As summer approaches in earnest, we will return to a subject we have touched on before -- Programming Languages. We plan to primarily review and update what we covered before rather than set off into uncharted waters, so don't worry if the subject is new to you -- come on out and test the waters with the rest of us!

PORTS ATARI

P.A.C.E

COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Don Pfeiffer	724-0563

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari 8/16/32bit Computers. PACE hardware assets: 130XE, 1050 Drive, MacInker and a 520STfm. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

Our March meeting was held in the Board Room of the Duluth Radisson Hotel. This room had luxuries far beyond what we have been accustomed to lately. The glass wall gave us a spectacular view of downtown's firework display. This marked the end of a day-long celebration honoring our Armed Forces and for the early conclusion of the Persian Gulf War.

Our meeting held several surprises for everyone present. Chuck Kelly passed around the internals of his highly modified Indus GT for the 8-bit. Don Pfeiffer showed us his industrial-strength XE mod. His prototype looked as though it was borrowed from the cockpit of a Stealth Fighter! One meg of memory, 3.5" and 5.25" disk drives, built-in 5" monitor, lights and switches for numerous functions, internal cooling fan and detachable IBM keyboard.

The new Mega STe's, TT's, Pen-based ST and the new "notebook" was discussed in some detail. Some members were quite disturbed about the interruption in our AIM/DOM's. It seems AIM has lost record of our check mailed last November. Treasurer John Zupansic found the canceled check and copied it. Hopefully by the May meeting, we'll have our missing Feb/Mar/Apr/May AIM-DOM's for our members. The meeting was topped off with the celebration of PACE's Sixth Anniversary! Nobody brought munchies, so we voted to order pizza for the dozen members present. Compliments of Ports ACE!

Remember, no meetings Jun/Jul/Aug! Each summer, we always find some excuse for the group to have an informal gathering to talk 'tari. Watch the local BBS's for a posting sometime mid-summer. Enjoy the warm summer months, and long live Atari!

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Steve Leser	591-6062

The Prez Sez

For some reason, our March column didn't get printed in AIM, so we'll cover the stuff that was missed (which was actually written in January) and the new stuff from the end of March and the beginning of April.

The club is off to a good start with a fair showing at the January 8-bit SIG and a good plan for the ST SIG. By the way, we are still looking for an 8-bit VP. In the meantime, Dave Koster, myself and several others are taking up the slack.

At the January 8-bit SIG we started to review various word processors. We looked at Bank Street Writer, Letter Perfect, AtariWriter and AtariWriter Plus. Each program had at least one redeeming feature. John Sandgren's demo of AtariWriter Plus was a revelation to several of us.

At the March ST SIG, we were privileged to have Cary Calone from Horizon Computers in Denver speak to the club. Cary talked about hardware mods and "disposable" disk drives among other things. The the April ST SIG will examine Bob Vixie's AdSpeed from ICD. Sam Cherry will demonstrate Video Eyes as well. We got 4 disks from our member at the Wyoming State Prison along with a nice letter. Bruce Faulkner and Terry Quinn report that there was some pretty good stuff on them, so will show that at the April meeting as will. The May ST SIG will be a swap meet.

The 8-bitters demonstrated Video Title programs. These programs are used to put titles on home videos. We looked at Video Titler and Video Title Shop. We had a drawing for a copy of Video Title Shop and Roger Meston won (again). We looked at the German Club disk, which was really fascinating. We also demostrated Mario Bros along with Techno Ninja and Cultivation/Chromatics from Software Infinity. The May meeting will be a "game night."

We should be sending out a mailing to seek your interests for future club meetings and to see what kind of problems you are having with your computers.

P3ACE is now an "official" registered Atari User Group. I E-mailed with Bob Brodie over GEnie and the problem was that they had our old address. Lots of good things will happen now, I think.

The club should have a new Bulletin Board home by the time you read this. It is called the "Community BBS." The BBS is run on a 30MHz 386 machine with a Gigabyte of memory and it is hooked to a HST modem that runs 300, 1200, 2400 and 9600 baud. We haven't set it up just yet, but there will be a P3ACE club section on the board. The number is 390-9320.

Please examine your address label to see how your membership is faring. this will also be the first month that we E-mailed the mailing list to AIM, rather than printing them and mailing them. Please let me know if something went awry. We plan to send out "dues reminders" this year as an aid to the forgetful. Remember, in order to get this great magazine, your dues need to be squared away. See you at the next SIG Meeting.

PAC

Annual Dues $25.00
Newsletter ONLY (year) $10.00

The
Portland
Atari Club
with the
Original
Eugene Atari
Computer
Enthusiasts

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
Vice President	Ben Smith	256-9974
BBS	ACE of America	285-4417

Rushmore ATARI Computer Enthusiasts
9512 A Adams Dr. Ellsworth AFB, SD 57706

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!). RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the State of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	(605)-923-3274
Secretary	Joe Weigel	
Treasurer	Ken Kayl	(605)-343-7289
NL Editor	Mike Harbison	
ST Librarian	Viren Lemmer	
XE Librarian	Ken Kayl	(605)-343-7289

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 12pm to 2pm in room #109.

President	Michael Aubrey	
Vice President	Paul Ihms	
Treasurer	Wayne Myers	(602)264-5737
Member Sec./Sgt. at Arms	Mike Zachary	(602)273-1185
Recording Secretary	Jim Keho	(602)934-9181
Disk Librarian	Dave Thorson	(602)954-6033
Publications Librarian	Donald Thompson	(602)486-1593

PHAST Club Minutes for Sat. April 13, 1991 - by Jim Keho

The meeting started at 12 noon. There was about 13 in attendance! Where were you?? And where's our President?? He disappeared! But don't worry we have a new President and a Vice Pesident too! It was voted and approved! Thanks to Michael Aubrey (President) and Paul Ihms (V. President) for volunteering!

It looks like there'll be some changes at the meetings in the future! But if you're not there you'll never know! <grin>

Also due to PHAST not being able to afford the central phone line for STBase BBS, PHAST is going to have to stop supporting it.. I hope ST Base will continue though! It's been going a looong time! And it's sad for this to have to happen.. If it does not continue, I'd like to say a big thanks to Ken Riggs for running his OWN system on ST Base and doing a great job! And sorry PHAST couldn't keep supporting it.. Well... Watch for changes with PHAST in the near future.. You have to make it to the meetings though!! So Be There!

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

R.A.C.E.

Eric Schofield	President	851-5134
Brian Casper	Vice President	851-8092
Lewis Midyette	Secretary	828-4319
Tony Manino	Librarian	851-8092
Jim Harrop	Treasurer	851-5134

Hey gang! Things are cooking up in the Raleigh area and the club is doing great. All of the officers are keeping very busy and I am up to my arm pits in work and things to do. Therefore, this month will have a very short article.

The most important thing is that you all know when the April meeting will be. The April meeting will be held on April 23 from 7-9 p.m. We will be showing members various ways to SPEED up your ST! From software to hardware, we'll try to cover it all. See ya on the 23rd!

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The SAGE BBS has been operating for 5 years at 814-833-4073 (2400 bps, 24 hours). The SAGE BBS offers public access to all of the message bases, and, in cooperation with the Erie County Library offers a unique on-line reference service known as GET R.A.D. (Get Reference After Dark).

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President	Dennis McGuire	814-833-4724
Vice-President	Patti Irwin	814-825-0834
Secretary	Earl Hill	
Treasurer	Richard Freed	
XL/XE Librarian	Kyle Dain	
ST Librarian	William Bausum	
Newsletter Editor	Robert Buman	

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

Rick Ostapower	President	(404) 487-4845
Bruce Hein	P. President	(404) 926-0095
David Westbrook	V. President	(404) 921-6462
Sidney Ayscue	Treasurer	(404) 633-2015
Tommy Mersinger	Libraian	(404) 938-2718
Jim Menegos	Newsletter	(404) 473-9885

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314
Vice President	John Rojewski	(602) 869-0438
Treasurer	Lee Whiteside	(602) 962-9415
Secretary	David Lyle	(602) 993-2043

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, and reduced rates on the Disk of the MOnth. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
Vice President	Danny Rickey	(619)565-2179
Treasurer	Steve Dato	(619)565-2588
Sec/Newsletter Ed	Vladimir Vooss	(619)534-4593
8-Bit Coordinator	Terry Scott	
Wizop/Memberships	Steven Kiepe	(619)549-3207
BBS	24hrs, 300-2400 68MB	(619)689-815

It's April as I write this and San Diego just finished its winter/spring transition and some of the heaviest rains in one month in the city's history. No real problems out here in America's greenest desert save the inevitable line noise on the BBS when the phone lines and exchanges get immersed.

By the time you read this, a fair number of our members will have returned from a lecture by Bob Brodie at the H.A.C.K.S. user group in Glendale, Ca. I expect it to be well represented by our San Diego users. We are also starting to look forward to September's Glendale Atari Fest - with Southern California down to only 1 show a year, you tend to start looking forward to it very early!

SDACE will not have it's standard first Thursday ST/8-bit user's workshop in July due to conflict with the July 4th holiday. We will, however, come back in full force when on Thursday, August 1 we hold another Atari Swapmeet at the North Park Adult Center in San Diego. The swapmeet is open only to SDACE members although everyone is invited to attend the 8-bit meeting occurring concurrently with the swap meet. The last swapmeet was so successful that by popular demand, we will be conducting them several times a year.

The SDACE BBS hard drive suffered a final, and very fatal attack of "loss of memory" recently and had to be put to sleep. Actually, through amazing luck, we recovered all files from the old drive and quickly replaced them on a new hard drive. The old one served us well for many years, especially remarkable when you consider that it was an old 40 MB MFM drive pushed to 68 MB by formatting it as if it was an RLL. Its controller was also old and rickety, but we're running solidly once again with a properly driven and formatted drive. Many thanks to Rick Dehaven for a very low cost replacement drive. SDACE salutes you (and the check is in the mail).

We hope you can join us at one of our future meetings!

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7 and the meeting begins at 7:30. Dues are $15 per year and include a subscription to AIM and SPACE Probes, our official newsletter. SPACE was founded in 1982 and is still going strong. We support both ST and 8bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

STAG
Saginaw / Tri-City Atari User Group
"where the deer and Atarians play"
ST

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are April 13th, May 11th, and June 15th.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treas/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

Al could not attend the February meeting to demo Base Two but we had an in-depth review of Superbase Personal by Bryant. Superbase Personal is a low-cost database (~$45, mail-order) that can be used for anything that a person would encounter in their home. The enhanced version (Superbase Professional 3.0) is the ultimate database in terms of cost (~$200) and features for the business or professional user.

Superbase Personal is the most convenient database on the ST market for personal use (according to Bryant). It has VCR-type controls on the bottom of the screen for easy movement through the records in the database. This unique interface makes "looking" at many records very effortless. A special filter function can allow only records that meet the filter criteria to be looked at, printed, and/or exported to another database format. The filter function can be as complex as, for a mailing database, "all zip codes=48640, with last names beginning with A through L, and first name = Al". There are many other features in this database that are usually seen in those $100 database programs. For someone interested in a database that can do more than a mailing list program at a price under $50, this database is for you.

There isn't much to report about the March meeting, since only three people showed up. President Bryant wasn't able to attend, and substitute meeting chairman Marty Schmidt went skiing at the last minute. We therefore have no equipment volunteers yet for the April meeting.

We are trying to buy the latest version of WORDFLAIR II and have a demo ready for the April or May meeting. The program will be raffled off after the demo. As always, only current club members are eligible for the raffle.

At the May 11 meeting there will be an in-depth explanation of how one should construct ASSIGN.SYS files using GDOS and GPLUS+. We'll notify you by postcard of the finalized plans for the meetings.

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-1150
Vice-President	Keith Kejlvik	(916)334-6130
Treasurer	Steve Kipker	(916)661-1234
Disk Librarian	Ric Kalford	(916)723-0237
Membership	Robin Meriano	(916)332-5840
Midi Sig	David Bachman	(916)452-2105
ST-KEEP BBS	(916)339-0726	(916)729-2968

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

By the time this arrives at your doorstep STUN will have elected new club officers. Thanks to Randy Larsen, Ron Johnson, Garth Walter, Jim Hepworth, and Eric Nikolaisen for taking care of the details that made the club a success this year. Good luck to the new leaders!

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners (ST.A.R.R.) has held elections and the newly elected officers are as follows:

President - Madelon Wilson - (203) 735-6711
15 John St., Ansonia, CT 06401
Vice President - Leo Taylor - (203) 387-9658
Treasurer - Robert Hueffman - (203) 421-3864
Secretary - Roger Erikson - (203) 481-3326
ST.A.R.R. BBS - (203) 421-4861

If you wish to contact any of the ST.A.R.R. officers, by phone, please keep in mind that we are in the Eastern Time Zone. The ST.A.R.R. BBS is available 24 hours a day and runs on a U.S. Robotics 9600 BAUD modem. All uploads must be public domain. Our SysOp is Bob Hueffman.

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT. Mailings should be directed to one of the officers listed above.

We will be holding our second annual ST.A.R.R. Picnic in August. Once again it will be held at the Madison Beach Club, and the club will pay for entrance tickets and provide the hot dogs, hamburgers, fixings for same, sodas, and paper goods. Each person or family that attends will be asked to bring either a salad or dessert. Further details, such as the date and time, will be provided to all in plenty of time for you to make plans.

Meetings have been held for the past couple of years at Greater New Haven State Technological College, 88 Bassett Road, North Haven, CT. Due to budget cuts that are effecting many of the state colleges, our meeting schedule has been seriously hampered. The building will not be open on Thursday nights during June and July, so alternate locations are being considered. If you have any questions about this, please contact one of the officers.

We would like to take this opportunity to extend an invitation to all interested parties who might like to join our group. Despite our current scheduling difficulties, we have been in continuous existence since March 1986 and will weather this storm as we have others.

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
Vice-President	Dale Meisenheimer	(408) 449-7750
Secretary/Treasurer	Charles White	(408) 449-8986
BitStream BBS		(408) 449-2150

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

TEAC
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Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

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BBS Sysop	Rick Spencer	
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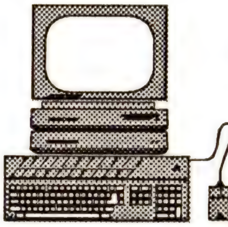

THUNDER BAY ATARI ST ENTHUSIASTS

TASTE--Thunder Bay Atari ST Enthusiasts was formed in October, 1987 by a core of 5 ST owners interested in forming a user group to help each other and to help in publicising the Atari 16bit machine.

We grew fairly quickly to an all-time hig of 20 members by January, 1990. A monthly newsletter was published, and we established a PD library. Soon after, membership began to decrease -- members were getting to know their machines better, and lack of interest in publising a newsletter. We still have our PD library of about 70 disks, and will be adding to the list as we go along.

Thunder Bay is a city of 113,000 located on the norther shore of Lake Superior. We have one Atari dealer; is his also a dealer for the Amiga and IBM clones. Needless to say, the priority for Atari products is the lowest. We manage to stay alive monthly by mail order purchases -- unfortunate by necessary.

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows as well as having a booth at all Pittsburgh shows.

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The April meeting of WAUG was held on 4/9 in the Anderson Room of the Michigan Union. President Craig Harvey called the meeting to order at 7:30pm, announcing this would be the last general meeting before the May 4-5 AtariFest. Craig gave a review to-date of the plans and solicited members to work the WAUG booth. Craig also announced that he and some of the other officers had been interviewed in a 1/2 hour show (for broadcast on Ann Arbor cable channels...) and that he JUST HAPPENED TO HAVE A COPY OF THE TAPE so the next 30 minutes were spent watching it. VOILA! A Star is Born! Many THANX! to member Ralph Salmeron for arranging this free show promo.

Craig announced the upcoming meeting topics: May - Discussion and slide show of the AtariFest including a possible video followed by a discussion of high speed modems; June - Officer elections for '91-'92 followed by the annual Flea Market swap night; July - A suggestion to skip the normal monthly meeting in favor of a pizza party at one of the local restaurants is being entertained by the officers (more info on this at the May meeting.)

Dave B. gave a description of the files on the FIRST 8-bit Disk-of-the-Month from AIM. Bill Rayl has put together a great disk of entertainment and utility software including a relatively new game called Escape from Syntron which Dave demonstrated. Bill is providing a much needed service for 8-bit Atarians around the planet (!) and WAUG is pleased to support/laud his efforts.

Craig described a new magazine that is about to go into circulation. The Atari User Journal, a spin-off from the people who brought you the now defunct ST Journal, will be distributed free every month (WAUG will receive 50 copies...) and subscriptions are available should someone be feeling philanthropic. This must be part of the New World Order we've heard so much about.

Mike Olin gave a demonstration and answered questions about the X- 10 PowerHouse home controller system. This versatile system uses you computer (by way of the RS232 port) to program a master control unit which, in turn, controls various slave devices throughout the home. Using normal electrical wiring, the system sends commands for specific devices to turn on/off at pre-selected times/dates without user intervention. This versatile, hands-off device also serves as a security system by simulating the activities of a normally occupied household while the residents are away and can actually be programmed to conserve energy expenses by operating associated setback controls on home heating/cooling equipment.

Russ Crum gave a Treasurer/Membership report, it looks as if all is stable and steady for the upcoming AtariFest. Russ then sold advance tickets for the show.

The meeting was adjourned at 9:45pm.

WAUG Pizza Party!
The July meeting is a Pizza Party at Uno's instead of the regular meeting.
Please contact Craig (313) 994-5619 to RSVP!
WAUG will provide the pizza, you'll have to pay for your own beverage!
See you there!

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557

WNY
U G

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350

The April, 1991 meeting was called to order by the President, Mike Husband, at 7:45 PM at 116 E. Bacon Hall, Buffalo State College campus, with 12 members present.

Mike opened the business portion of the meeting by noting the occasion marked the ninth anniversary of the forming of the Western New York Atari Users' Group. He then extended a note of thanks to several past and current members for their support of our group.

Mike then noted that election of officers will be held at the May meeting. It was announced that our current VP, Kevin Packard, does not wish to run for re-election, so there will be a vacancy in this position. This offers all of our members a golden opportunity to run for one of the top positions in the group.

It was announced that the group has obtained a new Atari 1050 disk drive, at a cost of just $50, to replace our Indus GT drive, which had major problems, including a bad stepper motor and a drive mechanism that was on its last legs. So, we again have a working disk drive for use at the meetings, and we should have no more problems with being unable to run program demonstrations due to drive problems, as has happened on a few past occassions.

The group also gained another new member, who signed on at the meeting and who is no doubt familiar to some of you. John Chmielewski, better known as "Atari," is an electronics technician and is Sysop of the Atari 8-Bit BBS. Welcome aboard, John!

With the business portion of the meeting thus concluded, we proceeded to hold a commemoration party honoring our ninth anniversary. Drawings were held for a door prize and several other prizes. Congratulations to the lucky winners. We hope those of you who won software will demonstrate the programs at an upcoming meeting.

One final note to all members: Because our regular meeting night (1st Thursday of the month) for July happens to fall on Independence Day, we will in all probability be cancelling the July meeting.

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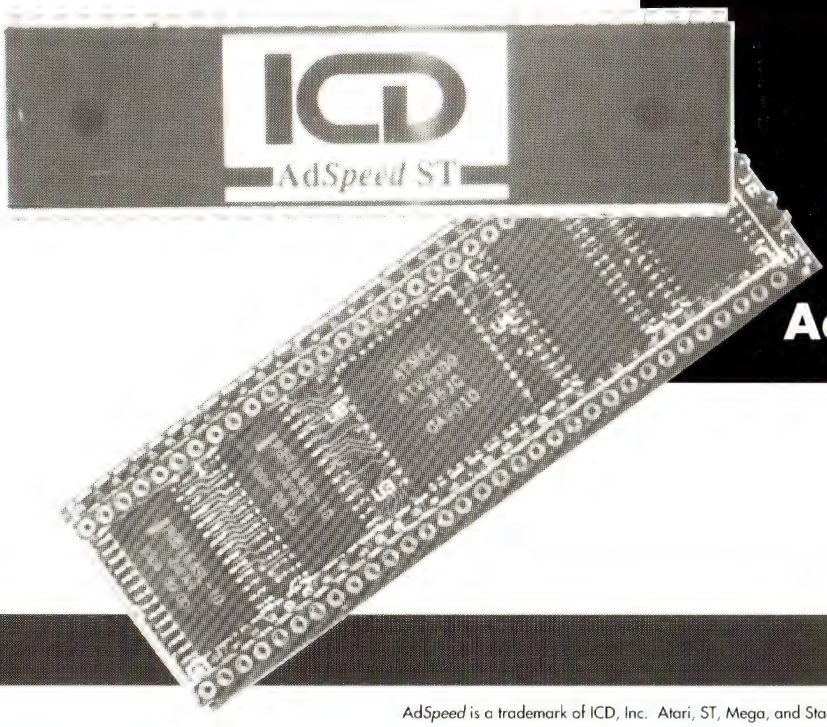

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VOLUME 3
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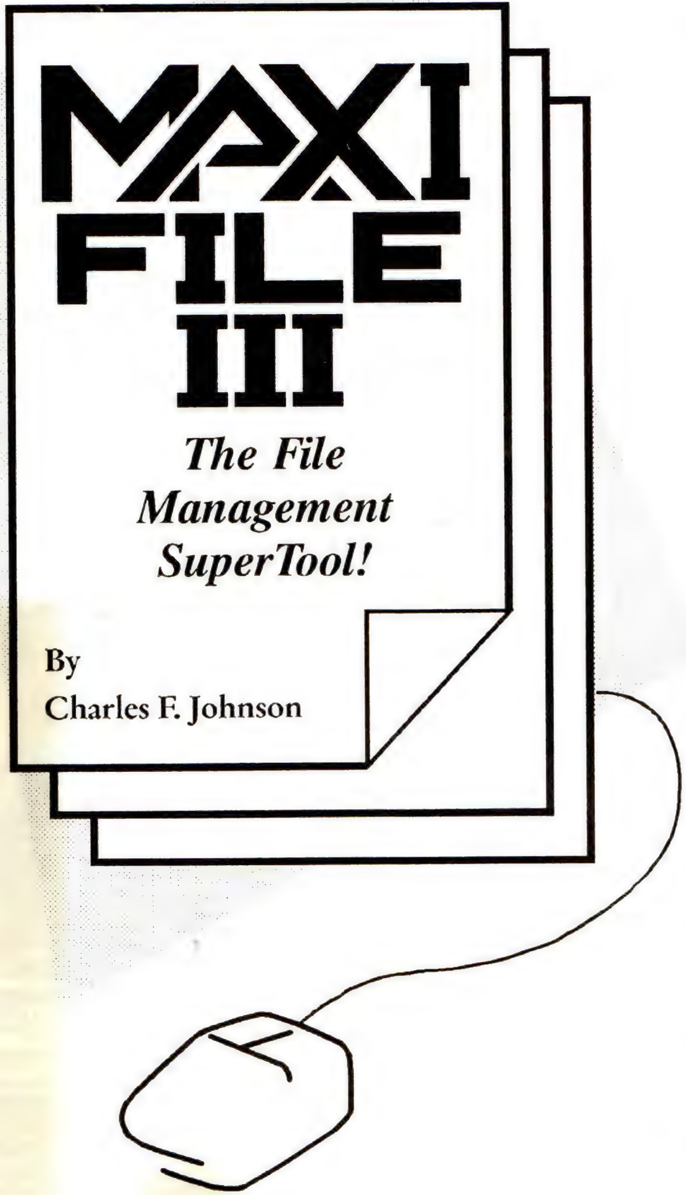

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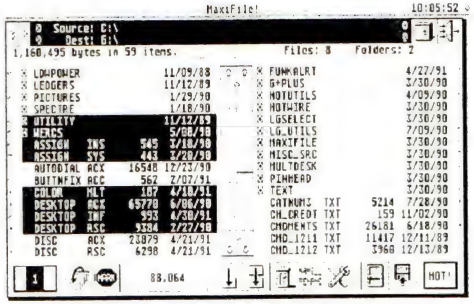

```
Source: C:\
  Dest: G:\
1,160,495 bytes in 59 items.                Files: 8    Folders: 2

  LOWPOWER                 11/09/88    FUNKALRT                   4/27/91
  LEDGERS                  11/12/89    G+PLUS                     3/30/90
  PICTURES                  1/29/90    HOTUTILS                   4/09/90
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  ASSIGN   INS       545    3/18/90    MAXIFILE                   3/30/90
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  DESKTOP  ACX     65770    6/06/90    CATNUMS  TXT     5214      7/28/90
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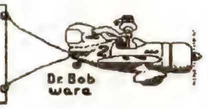

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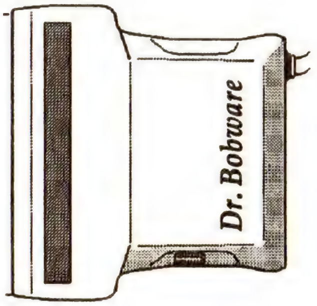

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Volume 3

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Atari Users Community

August 1991

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ATARI INTERFACE

Your Connection to the Atari Users Community

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Contributing Editors — Dave Plotkin, Paul Alhart, Tim Holt, Paul Stampfli

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EDITORIAL RAMBLINGS

THIS ISSUE OF Atari Interface focuses on products from CodeHead Software. Charles F. Johnson and John Eidsvoog of CodeHead have brought the Atari community some of the very best utilities and enhancement programs available for any computer system.

If you own any Atari from an ST to the new TT, chances are you are using one or more of the programs written by these two guys. If you aren't, you should! In this issue, we review MaxiFile III, Hotwire 3.0, CodeKeys, and LookIt! & PopIt!

Just before press time, we received some good news and some bad news from the CodeHeads.

First, the good news. The new two-disk update to the CodeHead Utilities package arrived. We're impressed with the innovative additions they've made to this package. Their RAMdisk and Print Spooler combo is truly amazing. CodeHead Utilities is something every Atari ST/TT owner should not be without.

Now, the bad news. The ever-slowing, ever-declining US market for Atari is taking its toll on everyone, including the CodeHeads. The CodeHeads have now become registered Macintosh developers. While the CodeHeads will continue to support their current products in the Atari market, they "currently have no plans to release any new products for the Atari market."

The CodeHeads have been a mainstay of the Atari market almost from the ST's beginning. Losing their continued innovativeness would be a serious blow to the Atari community.

What can you do to keep them producing new software for the ST and TT? Buy their current products! If you already own the packages, get them upgraded to the new versions (the enhancements are well worth the upgrade costs). If you're using a CodeHead product that you haven't paid for, replace it with a legitimately purchased copy. Like the commercials say, "Just Do It!"

Bill & Pattie Rayl

From The Reader's Viewpoint

Editors:

In the April/May issue, Wayne Padgett from SVACE outlines some problems he is having using the current version of WordUp, 3.0. His main complaint appears to be his inability to import ASCII files using TOS 1.2 or 1.4. I had this same problem, namely that each attempt to do so would produce two bombs.

There is a solution. The key is you must turn off text mode prior to attempting the import. While I realize that having to turn _off_ text mode to import ASCII text files seems rather oxymoronic, it makes a certain amount of sense when you consider WordUp's development history.

This document processor was written to use GDOS thereby giving the user access to fonts not resident in his or her printer. Text mode was just added in version 3.0 and apparently the authors made no provision for ASCII import in that code segment.

They also made no mention of this information in the rather mediocre manual either.

Wayne also mentions that use of the thesaurus with TOS 1.4 causes a crash on his system. I also have TOS 1.4 installed in my Mega 4 and have never had a crash using the thesaurus.

It is possible that Wayne has some accessory or TSR/AUTO folder program installed that is causing a conflict. Other than that I can't think of any explanation for his problem and my lack of one.

I agree with Wayne that any future support for this program seems rather unlikely unless Atari adopts WordUp as an in-house program. This is a possibility since Mike Fulton is currently employed by them.

However even if this happens, I don't know how much further development we can expect to see.

By the way, I typed this letter in Flash's editor, saved it as an ASCII file, and then imported that into WordUp to use it's spell checker. No bombs at all.

I did that just as a test, since the AIM editors can attest to the fact that I really don't _need_ to use a spell checker. <grin>

Keith A. Joins (MACE)

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Right on Target

David Plotkin
Contributing Editor

> **As I see it, 1991 is it for Atari. Either they are going to get their act together this year or the curtain will fall.**

May 22, 1991. It's a day I'm going to remember for awhile. I turned 37 years old that day, and the phone rang around noon. The caller was my old friend and editor of STart magazine, Tom Byron. Tom was calling to tell me something you should be aware of by now—that Antic Publishing had "pulled the plug" on STart, and the premier Atari magazine in the US was no more. It was a sad event, both for what it says about the Atari market and what it says about Antic Publishing.

Stopping STart

What it says about the Atari market is old news, and it doesn't have to be rehashed here. The lack of product, of proper marketing, of advertising, of a coherent business plan, are all combining to hurt the people who threw their lot into the Atari market. The problem is that the situation has intensified to the point where the casualties are mounting at an alarming rate.

STart is just the latest in a long line of casualties. You don't hear from Migraph much anymore, and I was saddened to learn from Charles Johnson a few weeks ago that CodeHead Software does not plan to produce any new products for the ST. This isn't to say they won't support their current users, but they are bending their efforts into more profitable markets—like the Mac.

What it says about Antic, which has been one of the really staunch supporters of the Atari line, is very sad. STart magazine just couldn't make any money, despite the fact that it is an extremely lean magazine—very little permanent staff, agressive advertising reps, and considerable publishing know-how.

But the advertisers are hurting too, and my guess is they are not being real prompt about paying their bills to Antic. If Antic makes it (and the jury is still out on this), it will be because of the success of their PC magazine, PC Home Journal.

Jim Capparrell is striving mightily to keep Antic's doors open and make a go of it. He is using every trick in the book (and some that are not) to manage it, and from what I know of Jim, he may just pull it off. If he manages to get out a few more issues of PC Home Journal, he may yet succeed.

I sure hope he does. He and the rest of the Antic staff deserve better than unemployment for the years they have educated and entertained us. Jim has assured me that, if Antic can return to profitability, their debts (especially those to authors such as myself) will be paid. We'll keep a good thought.

And Now...

The closing of STart leaves the Atari world in a precarious position. There are certainly still valuable resources for obtaining Atari information around—AIM, Current Notes, ST Informer, AtariUser, Atari Explorer (admittedly somewhat of an Atari house organ). But STart was an institution, and probably the most widely distributed of the Atari magazines, with professional production values. It will be just that much harder for users and potential users to get information on our favorite machine.

It appears that the real hope for rejuvenation comes from Europe. There, the market share for Atari is sufficient to support some really professional software and hardware. The recent announcements from Goldleaf (publishers of Wordflair) illustrate this. Professional drawing and typesetting packages and the hardware to match is very impressive, though I'm not sure what the interest for such things in this country will be. Time will tell.

There are actually quite a few interesting products around—accelerators and other technical upgrades are making things exciting for those of us into such things. However, the software that appeals to the masses—that would convince them to go out and buy Atari hardware because of the awesome software, just doesn't seem to be there.

Not everyone will get excited about the latest version of Calamus (though it's very good), and some of the really fun stuff, like CAD 3-D, has basically just died on the vine. I recently noticed a new suite of 3-D rendering packages, but the advertising descriptions were so poor that I was hard put to figure what they did—not to mention the fact that they really worked best with such things as large-screen monitors and resolution enhancement boards—not the kind of thing the average user would go out and buy.

It's Up to Atari

That leads to another point. Atari really needs to get their more capable machines out the door. Most people are reluctant to upgrade their machines when it means tearing them open and clipping or soldering things inside. Thus, with Atari machines, the average user is going to be limited to what Atari supplies with the basic machine.

Open architecture machines, such as the PC, don't have this problem—if the user needs better sound, or graphics, or scanning, or whatever, he/she just plugs in a new circuit board. Of course, its not quite that easy (you usually have to mess with interrupts and jumpers, though the better designed boards are self configuring) but it's doable.

Thus, comparisons between basic PCs and STs always show the ST doing better in a lot of areas—but the PC can be upgraded to do just about anything. I wonder why Atari never produced an open architecture machine. Even Apple has a Mac with slots.

Finally

As I see it, 1991 is it for the Atari. Either they are going to get their act together this year or the curtain will fall. They need to get some neat, cool machines out there that people will fall over themselves to buy—and get those machines past the FCC. Me? I'm pulling for them like crazy, because I have used these machines since 1980 and I don't want to see them die. But I have hedged my bets—I've got a fully equipped 386 PC too. Hey—I'm loyal, but careful.

See you next month.

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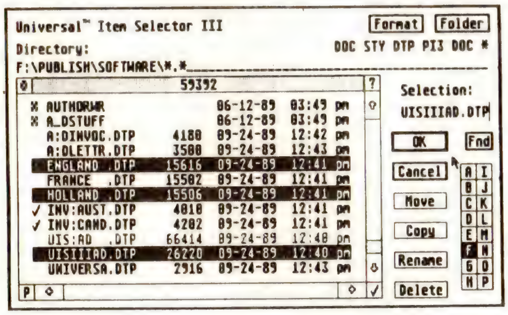
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Directory:

F:\PUBLISH\SOFTWARE\*.*

Selection:

UISIIIAD.DTP

```
59392
 ✖ AUTHORWR               06-12-89  03:49 pm
 ✖ A_DSTUFF               06-12-89  03:49 pm
   A:DINVOC.DTP    4180   09-24-89  12:42 pm
   A:DLETTR.DTP    3580   09-24-89  12:43 pm
   ENGLAND .DTP   15616   09-24-89  12:41 pm
   FRANCE  .DTP   15502   09-24-89  12:41 pm
   HOLLAND .DTP   15506   09-24-89  12:41 pm
 ✓ INV:AUST.DTP    4010   09-24-89  12:41 pm
 ✓ INV:CAND.DTP    4202   09-24-89  12:41 pm
   UIS:AD  .DTP   66414   09-24-89  12:48 pm
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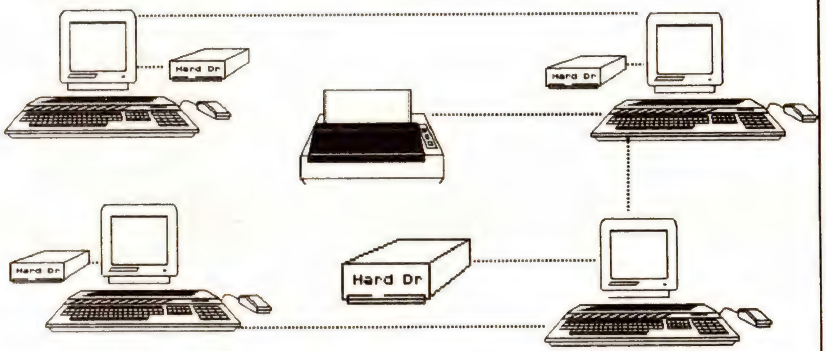

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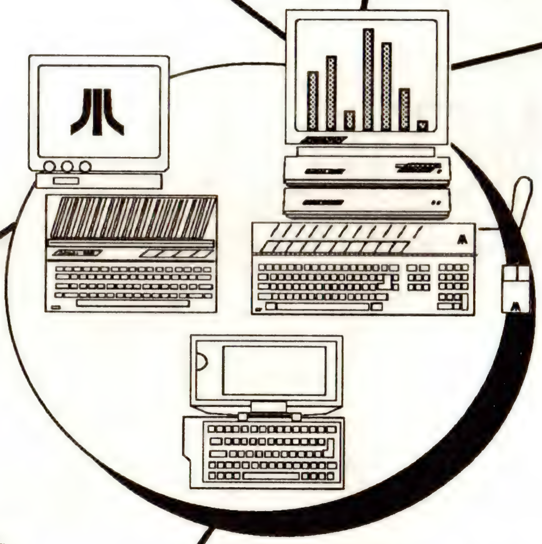

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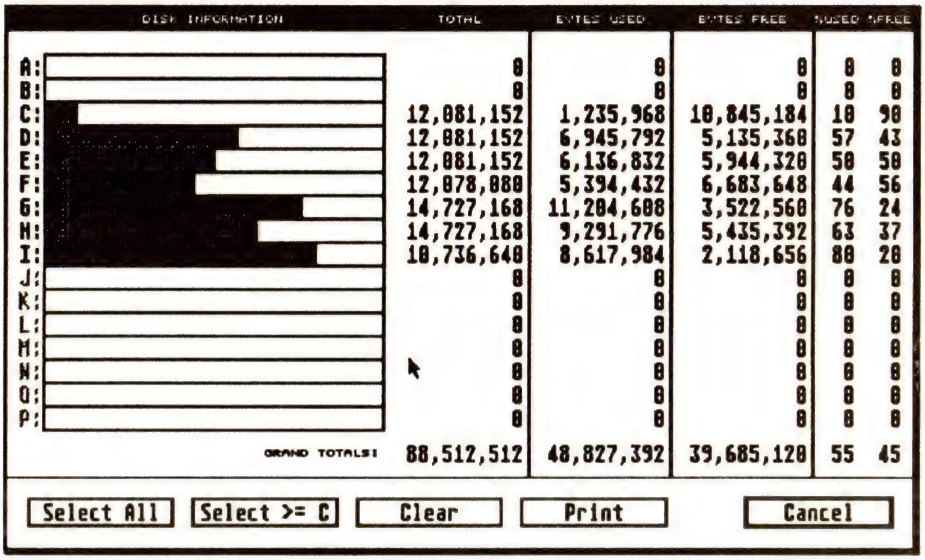
MAXIFILE III

The ST Takes A Course In File Management

Bill Rayl



DISK INFORMATION	TOTAL	BYTES USED	BYTES FREE	%USED	%FREE
A:	0	0	0	0	0
B:	0	0	0	0	0
C:	12,081,152	1,235,968	10,845,184	10	90
D:	12,081,152	6,945,792	5,135,360	57	43
E:	12,081,152	6,136,832	5,944,320	50	50
F:	12,078,080	5,394,432	6,683,648	44	56
G:	14,727,168	11,204,608	3,522,560	76	24
H:	14,727,168	9,291,776	5,435,392	63	37
I:	10,736,640	8,617,984	2,118,656	80	20
J:	0	0	0	0	0
K:	0	0	0	0	0
L:	0	0	0	0	0
M:	0	0	0	0	0
N:	0	0	0	0	0
O:	0	0	0	0	0
P:	0	0	0	0	0
GRAND TOTALS:	88,512,512	48,827,392	39,685,120	55	45

The sales blurb on the back of the MaxiFile III manual claims that it "is far and away the most advanced and powerful file management utility available for Atari ST/TT computers!"

With all the file-oriented utilities available for the ST, that's quite a claim. And MaxiFile III more than lives up to it. Just about everything you can imagine wanting to do to a file or disk can be done by MaxiFile III. There is probably no way to do complete justice to this program in a single review.

Like its earlier versions, MaxiFile III can be run as either an accessory or as a stand-alone program. Not everyone will want to use MaxiFile III as a desk accessory; it takes up 161K of memory!

For most users, running it as a program would be the best route. If, like me, you happen to have at least 2.5 megs of memory, you'll probably want to install MaxiFile as an ACC. That way, you can use it from within any GEM-based program that lets you access desk accessories (or from Little Green File Selector!).

A Whole New Look

MaxiFile III's user interface has been spruced up quite a bit from earlier versions, while still retaining its ease of use. When you first access MaxiFile, you're presented with two independent scrolling directory displays.

The left-hand display contains the "source" directory, while the right-hand display shows the "destination" directory. This is MaxiFile's "Dual-Display" mode. Clicking on the "1/2" symbol at the top left of the MaxiFile screen switches you into "Source Path Directory" display mode.

I find both display modes to be highly useful. Source Path mode allows viewing of up to 80 files/folders at once in the source directory, but you can't see what is in the destination directory without "swapping" paths. Although this is just a single click of a symbol in MaxiFile, you then have to click again to get back to your original source.

The new Dual-Display mode resolves this minor inconvenience beautifully. With independent scroll bars for the two directories, as well as the ability to scroll both directories simultaneously, MaxiFile III gives you the best of both worlds.

Add to this the replacement of text boxes with icons, and MaxiFile's display has become far more eye-pleasing. Having been a previous user of MaxiFile, I was thankful the CodeHeads left the buttons in relatively the same positions and only changed their look. That was a big plus in adjusting from text to icons.

Nifty Features

I'm not going to try to describe all the wonderful things MaxiFile can do, and I'm certainly not going to give step-by-step instructions on how to do them.

The excellent 80+ page manual for MaxiFile III, complete with a useful Appendix of keyboard equivalencies, does a superb job of that...plus it's fun to read. Hats off to Charles Johnson and Maurice Molyneaux for creating a usefule and entertaining manual on the subject of file management!

I will, however, try to point out some of the "nifty" features that I think make this program indispensible to just about every Atari owner.

The GEM Advantage

While file and disk management is not the most glamourous and exciting job, it is a necessity of computing life. When you have to work with a large number of files, the standard ST desktop just doesn't have the power and flexibility you might wish. That is why many people use Command Line Interpreters (CLIs) for complicated file manipulation.

The problem with all CLIs is that they aren't GEM-based; most are TOS program or they run inside a GEM window, but you still have to type your commands. And, you have to learn all sorts of intricate incantations to get the job done. MaxiFile gives you all the power and flexibility of a CLI in a point-and-click environment. You really can have the best of both worlds with MaxiFile.

From the MaxiFile screen, you can select individual or multiple files by clicking on their names. Holding down a Shift key while clicking a filename selects all files with the same extension (such as *.PRG). A Control-Click sequence selects every file. Alternate-Click highlights all files with the same first six characters in their names. And all of these options select every file in the source path matching the respective criteria—even if the files are not currently displayed on-screen.

A Fine Filter

Clicking on the Filter icon (or pressing 'F') gives access to MaxiFile's filter and file search functions. Up to 16 of the file extensions you select/search on most often can be defined here, plus you can enter your own criteria. Multiple file extensions can be used simultaneously—you can find all *.PRG, *.ACC and *.RSC files in one simple process! You can even select/search for files by creation date and time.

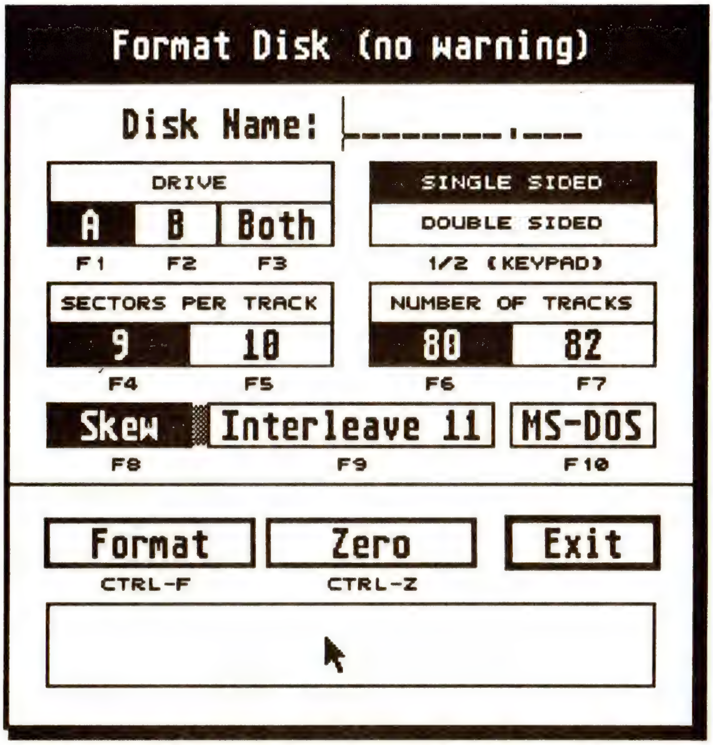
The Search dialog box allows you to individually select the drives on which to search. Alternately, you can select all drives or all drives from C: on up with a single click. Once the search begins, paths found that match your criteria are added to a "Search Paths Menu." You can select a path from this menu, and MaxiFile will automatically set this as the Source path and highlight the matching files (or even all files in the path if you like!).

Behind Door #1...

Clicking on the Door icon (or pressing the space bar) calls up a submenu packed with options. Near the top of the submenu, MaxiFile displays the version and creation date of TOS in your machine and the amount of free system RAM.

One of the most important features accessible here is the Format Disk option. The Format Disk dialog allows you to set a disk volume name; choose Drive A, B or both, and set single/double sided, 9 or 10 sectors per track and 80 or 82 tracks per disk.

An option to format true MS-DOS compatible disks is very handy if you transfer disks between an ST and IBM or PC clone. When formatting IBM disks, you have the option of 1:1 or 2:1 interleave. Users of TOS 1.4 or higher have IBM-compatible disk formatting built in to their machines, but I have personally found that some IBM clones cannot read these supposedly compatible disks. The extra features of MaxiFile's MS-DOS format option fix this problem.



The Copy Disk option is also a handy utility, as it actually analyzes the source disk's format and duplicates it on the destination disk.

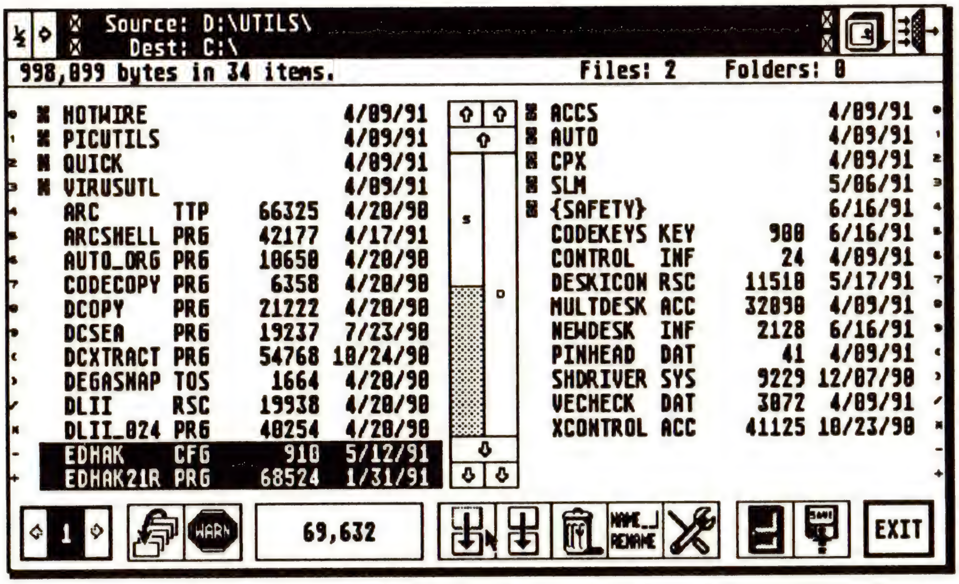
One of the most visually impressive options is Graphic Info. Clicking on this button allows you to generate a bar graph display of disk usage, with total drive capacity, bytes used, bytes free and percentages used and free for each drive. A grand total at the bottom sums up the individual columns.

A Wealth of Information

MaxiFile III's File/Folder Information dialog proves the old addage that information is a powerful tool. For folders, you can change the folder name, open the folder, move to another folder or add comments to the folder.

This ability to add comments to files and folders is a very nice feature of MaxiFile III. Up to three 48-character lines of textual description can be added to each and every file and folder on your system.

The File Information dialog lets you view a file on your screen or print the file to disk. MaxiFile's "view mode" is an excellent file viewing utility. You can easily move up or down a document, line-by-line or page-by-page. You can jump to the end, beginning or even the middle of a file with a single keypress. While viewing a file, you can search forward or backward for a word or phrase. You can use the left mouse button to



```
Source: D:\UTILS\
  Dest: C:\
998,099 bytes in 34 items.                        Files: 2    Folders: 0

HOTWIRE                     4/09/91     ACCS                          4/09/91
PICUTILS                    4/09/91     AUTO                          4/09/91
QUICK                       4/09/91     CPX                           4/09/91
VIRUSUTL                    4/09/91     SLM                           5/06/91
ARC       TTP   66325   4/20/90     {SAFETY}                      6/16/91
ARCSHELL  PRG   42177   4/17/91     CODEKEYS  KEY       900   6/16/91
AUTO_ORG  PRG   10650   4/20/90     CONTROL   INF        24   4/09/91
CODECOPY  PRG    6358   4/20/90     DESKICON  RSC     11510   5/17/91
DCOPY     PRG   21222   4/20/90     MULTDESK  ACC     32090   4/09/91
DCSEA     PRG   19237   7/23/90     NEWDESK   INF      2128   6/16/91
DCXTRACT  PRG   54768  10/24/90     PINHEAD   DAT        41   4/09/91
DEGASNAP  TOS    1664   4/20/90     SHDRIVER  SYS      9229  12/07/90
DLII      RSC   19938   4/20/90     VECHECK   DAT      3072   4/09/91
DLII_024  PRG   40254   4/20/90     XCONTROL  ACC     41125  10/23/90
EDHAK     CFG     910   5/12/91
EDHAK21R  PRG   68524   1/31/91

69,632
```

scroll forward and the right to scroll backward through your text files, as well.

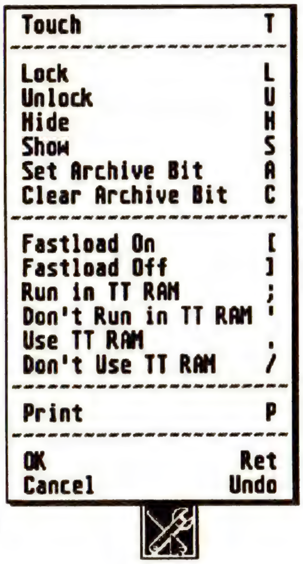
Read/Write or Read Only, as well as Normal, Hidden or System flags can be set from the File Information dialog. You can also set a number of "program flags" for executable files. These include FastLoad flags and flags for running or using TT Fast RAM.

Other Features

Setting these flags from the Information dialogs affects individual files. In addition, MaxiFile allows you to modify these flags for groups of selected files via the Tools icon.

You can rename entire groups of files by selecting a batch of files and clicking on the Name/Rename icon. MaxiFile presents each file, one after the other, for you to modify.

Clicking the Safe icon in the upper right corner of the MaxiFile III screen gives you the equivalent of a recoverable trashcan. When on, any files you delete via MaxiFile are copied to a folder called {SAFETY} in the root directory of the source drive. Using MaxiFile to delete items in the {SAFETY} folder actually deletes them permanently.



Users of HotWire and MaxiFile get the added bonus of being able to run programs from HotWire by simply double-clicking on the displayed names. MaxiFile can also be called directly from within Little Green File Selector, a shareware File Selector replacement that is included on the MaxiFile III disk.

Everything you can do in MaxiFile III by using the mouse, you can also do using keyboard equivalents. Everything!

You can save your configuration of MaxiFile III, so you don't have to reset often-used options. Your current paths, sort and warning options, disk format and copy settings, filter extensions and lots more are all saved.

Conclusions

In short, MaxiFile III is one heck of a great utility. In fact, it replaces a whole slew of individual programs. Unlike some "integrated" packages that do a lot capably while individual programs do individual tasks better, MaxiFile III does everything superbly. In fact, if Atari's executives managed their company as well as MaxiFile handles file management, the Atari world would be a happy place, indeed.

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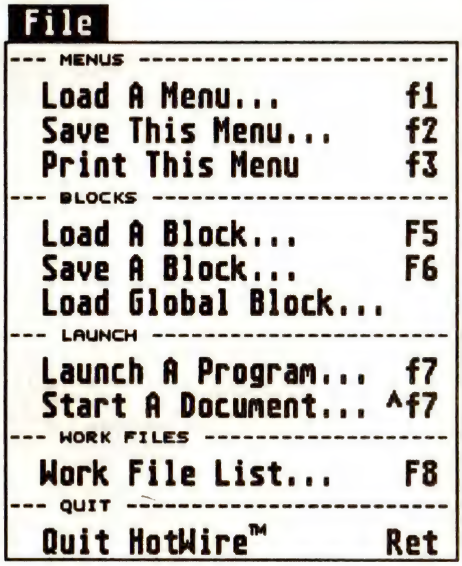
HOT

I'm a fan of desktop replacements and enhancements. I find that I like to spruce up and juice up my computing experiences as much as possible. I've tried, and liked, almost every package that falls into this category—NeoDesk, DC Desktop, SLICCTOP, VDOS Pro-Queue, Menu Plus, GoGo ST and the list goes on.

Most of the desktop enhancing or replacing programs are high on functionality and features. They all use up some degree of your system's memory, but what they give you in return is well worth the cost. And, each person will have their own favorites for one reason or another.

Personally, I like them all. But the one I use most—the one I have continued to boot my systems with for the last two years—has been HotWire from CodeHead Software.

Other software packages, like Menu Plus from Rimik or GoGo ST, also work in a similar fashion. Rather than do a feature-by-feature comparison with these other products, I'm going to stick to HotWire. *[Ed: A review of Rimik's Menu Plus will appear in a future issue of Atari Interface.]*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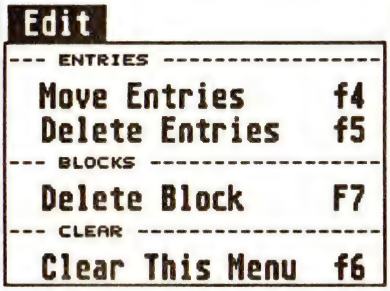
Quit HotWire™ Ret

What It Is

HotWire is now at version 3.x and has come a long way over the years without losing its ease of use. In fact, it's gotten easier to use, in my opinion.


Edit
--- ENTRIES
Move Entries f4
Delete Entries f5
--- BLOCKS
Delete Block F7
--- CLEAR
Clear This Menu f6

Before we get into how HotWire functions, though, it's probably best to discuss what HotWire is and what it can do for you and your computer.

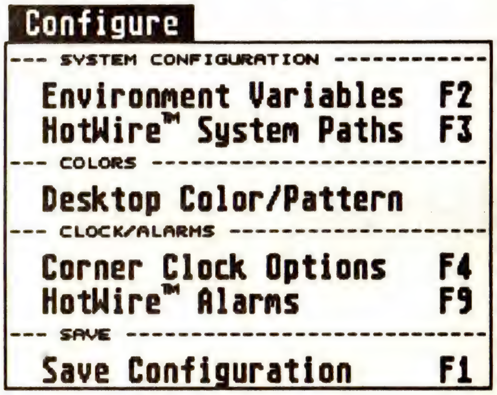
HotWire falls into the category of desktop enhancements. You could, however, use HotWire exclusively—along with a couple other packages from the CodeHeads—and never look at the ST desktop again. Like most of these programs, HotWire is most useful to hard drive owners and not very practical for floppy-based systems.

The actual HOTWIRE.PRG file goes into your AUTO folder and is installed into your system's memory at bootup. You can define HotWire to "autostart" at bootup, or you can switch into HotWire from the desktop with a click of the right mouse button.

What HotWire allows you to do is fairly simple—it allows you to create menus from which you can execute programs. Of course, there are piles of other features, like Ledger Files, corner clock and alarms, environment variables, Work Files and more. We'll discuss some of these extra features later in this review.

Gourmet Menus

When you first use HotWire, you need to add your favorite programs into the HotWire menu. HotWire recognizes TOS, TTP and GEM programs. With


Configure
--- SYSTEM CONFIGURATION
Environment Variables F2
HotWire™ System Paths F3
--- COLORS
Desktop Color/Pattern
--- CLOCK/ALARMS
Corner Clock Options F4
HotWire™ Alarms F9
--- SAVE
Save Configuration F1

WIRE 3

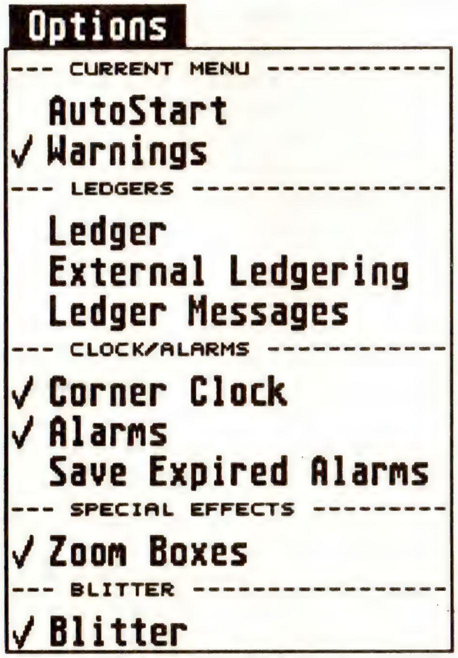
TTP files, you can include command lines—in fact, there are HotWire menus available from the online services that act as ARC shells, etc.

You can also create "headlines" to group programs by type within a specific menu. HotWire lets you go even one step further by allowing you to create "sub-menu" entries. You can, for example, put all utilities on one menu, all games on another menu, etc. Then, you can link the menus to each other via sub-menu entries in each individual menu. I use both headlines and sub-menus in my setup of HotWire.

With up to 54 programs per menu and the number of menus limited only by the amount of free disk space, you'll run out of programs before you'll run out of entries!

Program Entry Options

Although the concept of what this software does is simple, the way HotWire does it is unique and very powerful. To give you an idea of the power and usefulness of HotWire, let's look at the Options Box for a specific program.



Options

--- CURRENT MENU ------------

AutoStart

✓ Warnings

--- LEDGERS ----------------

Ledger

External Ledgering

Ledger Messages

--- CLOCK/ALARMS ------------

✓ Corner Clock

✓ Alarms

Save Expired Alarms

--- SPECIAL EFFECTS ---------

✓ Zoom Boxes

--- BLITTER ----------------

✓ Blitter

Once you have clicked on an empty cell in a HotWire menu, the File Selector appears. From the Selector, you choose the program you wish placed in the cell. After selecting the program, HotWire presents the Options Box. Let's split this dialog box up into four distinct parts for this discussion.

Identification

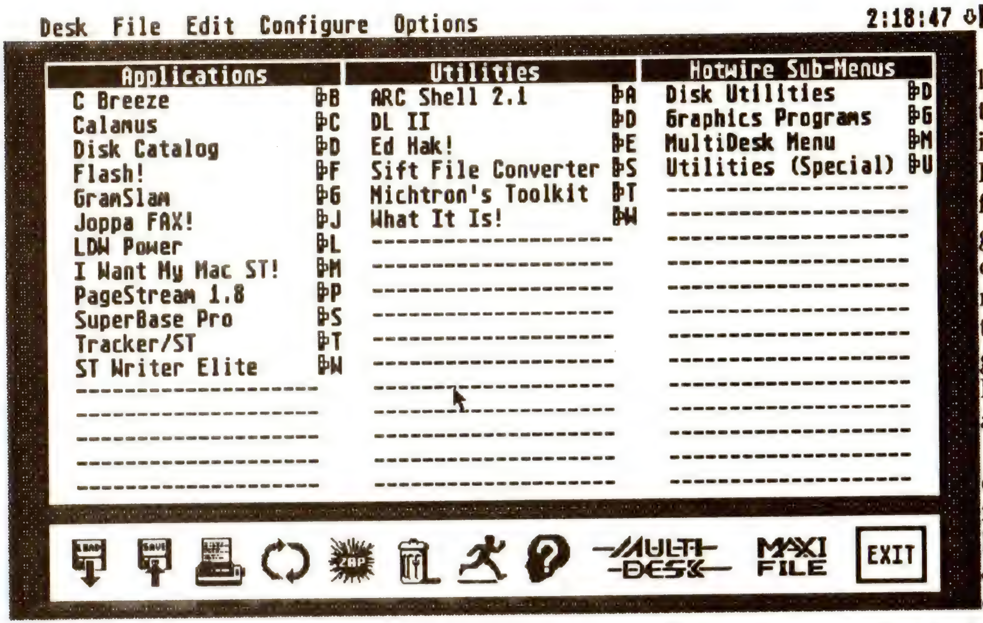
The first part, at the top of the Options Box, identifies the program. In the Title field, you enter the name you wish HotWire to display for the program. The Title need not be the same as the actual program, allowing you to give programs more descriptive names. You can also set the text color for your program entries.

Beneath the Title Field are four buttons that tell HotWire how to execute the program. The function of the GEM and TOS/TTP buttons are fairly obvious. Selecting the Command Line button causes the standard TTP command line to appear each time you run the program from the HotWire menu.

Running your TTP programs from HotWire in this fashion gives you the added bonus of being able to use the File Selector to input filenames. Clicking on the Exit Prompt button makes HotWire pause and wait for a keypress or mouse click after running TOS/TTP programs.

Further down in the Options Box, you can define up to four "document types" to be associated with this program. This works like the "Install Application" facility of the ST desktop. For example, let's say you have created a Calamus entry in HotWire. In the Documents section, you could add "CDK" as an extension. Then, you could add entries for any Calamus documents you use frequently, adding them to the Hot-

...the one I use most—the one I have continued to boot my systems with for the last two years—has been HotWire...



Wire menu as "document" files. By clicking on one of these document files, Calamus would execute and automatically load the chosen CDK file.

HotKey Selection

The second part of the Options Box allows you to pick a single key (or key combination) that can be used to execute the program from the HotWire menu or from the ST desktop. This is one of the most useful features of HotWire, in my opinion. Let's say, for example, that you have PageStream defined with a HotKey of Alt-P. To execute PageStream from the desktop, all you do is hold down the Alternate key and press 'P'.

HotWire allows you to define HotKeys using the Control, Alternate, Left and Right Shift keys, or any combination of the above, as well as single characters. In all, there are 416 possible combinations from which to choose!

On Atari's new Mega/STE and TT, these HotKeys do not function from the desktop. The CodeHeads say this was done to maintain compatibility with future TOS versions. Also, the newer machines use key combinations for their own purpose. The HotKeys do function perfectly from the HotWire menu screens on these new machines.

Return Options

The Option Box's next major section determines what happens when you exit a program you've run via HotWire. Just below the Documents fields are four buttons labeled Always, Never, Same and Opposite. Choosing Always will cause your system to always "return" to the HotWire menu, while Never causes your ST to always "return" to the desktop. Clicking on Same returns you to the same place from which the program was run (either the HotWire menu or the desktop). Opposite, obviously, sends you to the desktop if you ran the program from the HotWire menu, or vice versa.

Miscellaneous Options

For lack of a better definition, let's lump all the little buttons at the bottom of the Options Box into a miscellaneous catagory. Here, you can set how HotWire functions with individual programs. You can set HotWire to display (or not display) the corner clock, keep track (or not) of the time you spend in a program, use (or don't use) CodeHead's Button Fix accessory, and more.

I don't have room to go into detail on all of these features. I find some of them highly useful, like the ability to turn the corner clock on or off for each program. Others, like the password protection for individual program, I never use but can see how someone might find it important.

Global Blocks

HotWire 3.0 adds the ability to define a "global block" of programs. These are programs that are independent from any specific HotWire menu. The big advantage to this is that they are available at all times, no matter which menu or sub-menu you are in. You can switch from your main HotWire menu to a Utilities sub-menu and still retain access to your most-used programs.

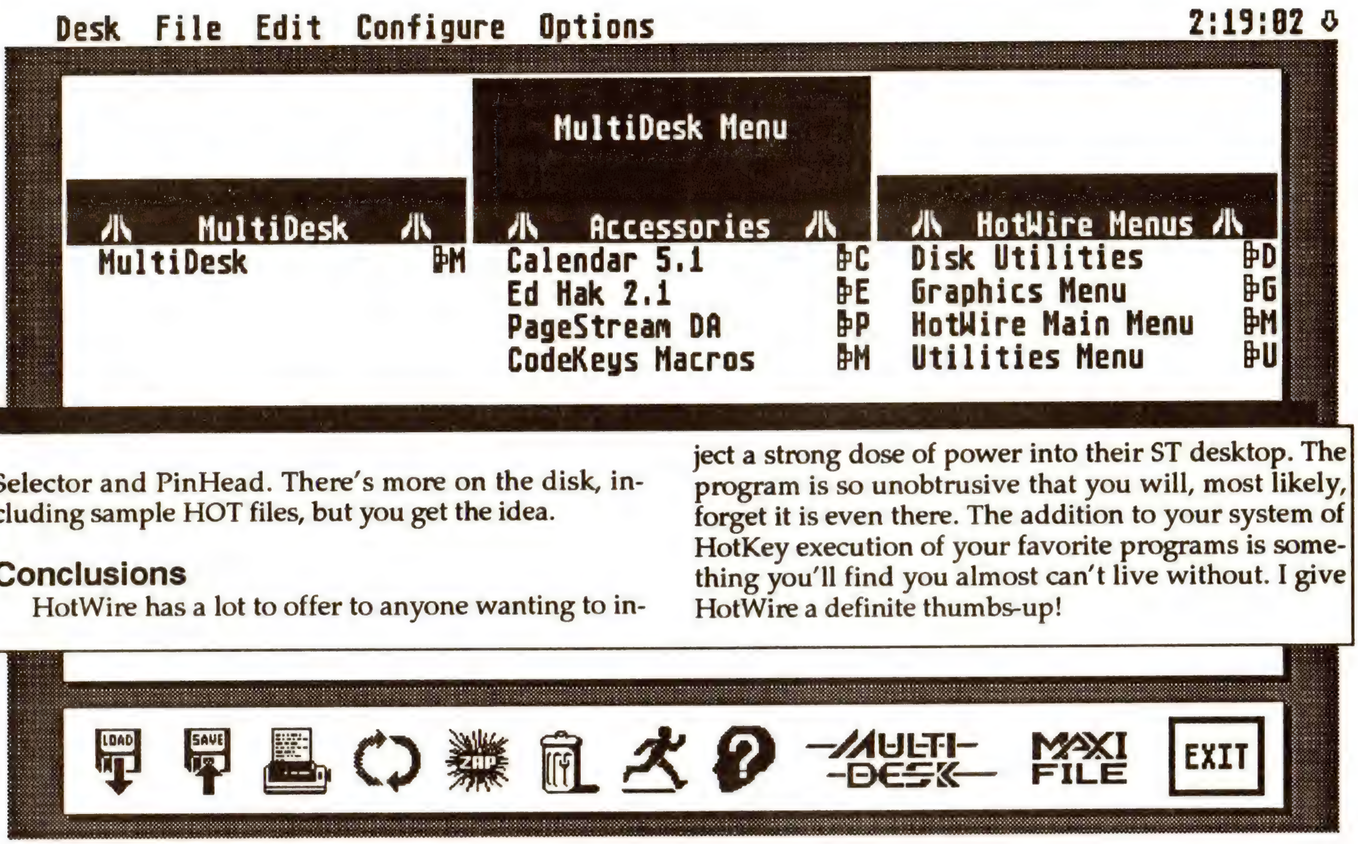
Other Goodies

At the bottom of the HotWire screen is a row of icons for saving, loading or printing HotWire menus (.HOT files), configuring HotWire and even for executing programs not found on your HotWire menus. Also in this row are buttons allowing you direct access to MaxiFile and MultiDesk, CodeHead's file manager and desk accessory loader, respectively. Of course, you have to own MaxiFile and MultiDesk to take advantage of these options—and I strongly advise you to get these two utilities! *[Ed: See the review of MaxiFile III elsewhere in this issue. MultiDesk was reviewed way back in the April '89 issue of Atari Interface.]*

The HotWire disk comes jammed with a whole slew of HotWire-related utilities. HotSaver is a screen saver, mouse accelerator and hard drive park utility all-in-one. HotSaver works just fine without HotWire, but has some extra features—like displaying the time—when HotWire is present.

Other utilities on the disk allow you to edit HotWire menu files, globally change drive paths, etc. A special KIKSTART program allows you to get up and running with HotWire quickly.

Plus, the CodeHeads have thoughfully included the Button Fix accessory (stops that annoying double scroll of window bars in TOS 1.4), Little Green File


Desk File Edit Configure Options
2:19:02
MultiDesk Menu
MultiDesk
MultiDesk ^M
Accessories
Calendar 5.1 ^C
Ed Hak 2.1 ^E
PageStream DA ^P
CodeKeys Macros ^M
HotWire Menus
Disk Utilities ^D
Graphics Menu ^G
HotWire Main Menu ^M
Utilities Menu ^U
LOAD
SAVE
ZAP
MULTI-DESK
MAXI FILE
EXIT

Selector and PinHead. There's more on the disk, including sample HOT files, but you get the idea.

Conclusions

HotWire has a lot to offer to anyone wanting to inject a strong dose of power into their ST desktop. The program is so unobtrusive that you will, most likely, forget it is even there. The addition to your system of HotKey execution of your favorite programs is something you'll find you almost can't live without. I give HotWire a definite thumbs-up!

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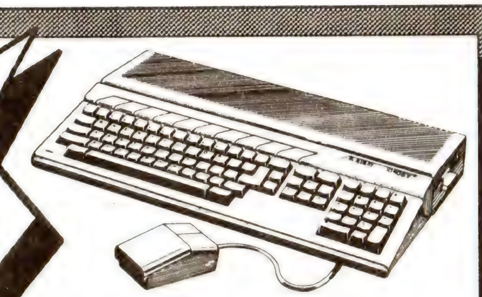

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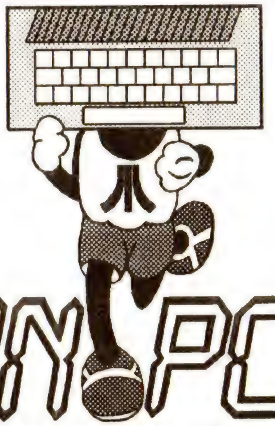

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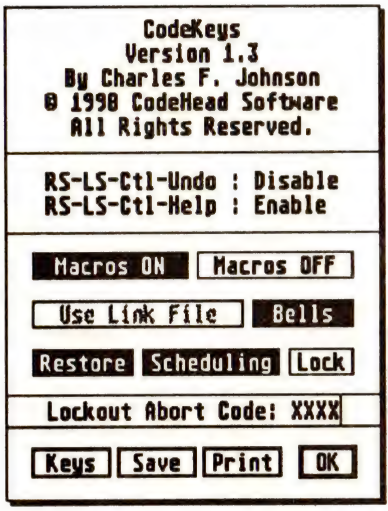
CodeKeys
Version 1.3
By Charles F. Johnson
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RS-LS-Ctl-Undo : Disable
RS-LS-Ctl-Help : Enable

Lockout Abort Code: XXXX

CODEKEYS

Bill Rayl

I don't know how many times I've had a program that makes me go through the exact same sequence at bootup and I've said to myself, "Gee, I wish there was some way to automate this." Short of writing to the author and hoping the program would be updated to make my life easier, my options were very limited.

CodeKeys from CodeHead Software to the rescue! This little combination AUTO program and desk accessory package can be a godsend to anyone who wants to automate part or all of a given program.

Although this is one of the few CodeHead products that not everyone will need, I think most people would find CodeKeys useful if they had it. Ever wanted to add keyboard equivalent to the desktop's drop down menu commands? Well, you can get one of the newer machines with TOS 2.0 or higher...or use a replacement desktop...or you could use CodeKeys to get the job done.

BBS sysops, how would you like to set your BBS to automatically back up your important system files at a specific time each night? CodeKeys can do it for you, while you're sound asleep.

User group members needing to do demos can automate the demo process, complete with dramatic pauses, freeing the demonstrator from sitting at the computer and allowing for a better overall presentation. CodeKeys is the next best thing to a VCR for demo purposes!

The possibilities are as endless as your imagination. Anything...absolutely anything...you normally do on your computer can be recorded and played back by CodeKeys.

How It Works

The CodeKeys package consists of two programs. The first goes in your AUTO folder and actually does the macro recordings. The desk accessory allows you to edit, name, save and load CodeKey macros. While it is not necessary to install the desk accessory to use CodeKeys, you will want it around when you are first creating your macros.

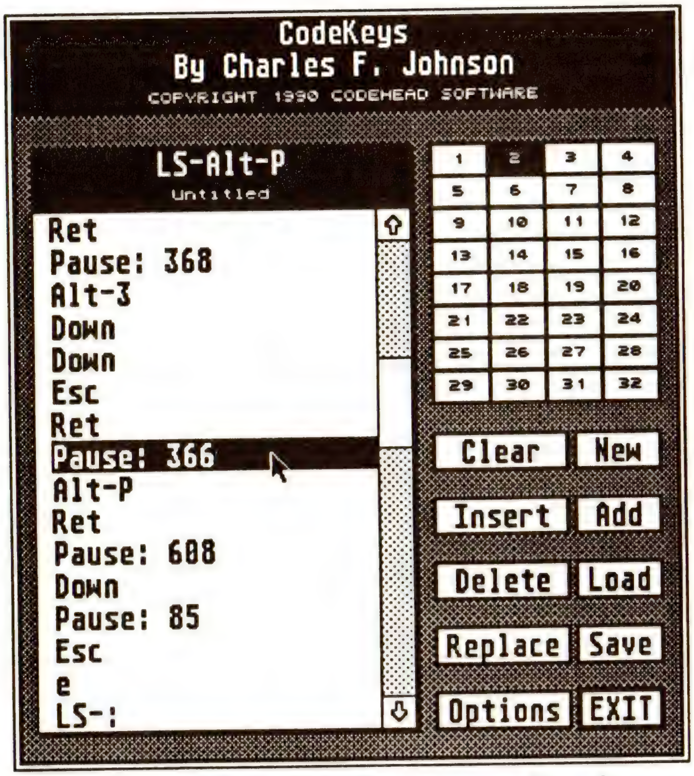
Once you have installed the CodeKeys executables and rebooted your system, you are ready to start recording. Creating macros is a simple process. In fact, the most complicated thing you have to do is decide whether you want a normal or "timed" macro. A timed macro is one that runs at exactly the same speed at which it was recorded, and is very handy for program demonstration. Normal macros, which run as fast as possible, make your ST look like it's just gone into warp drive.

Depending of which form of macro you choose, you press a given key combination to start recording. CodeKeys asks you to supply a macro number (1-32), and then requests a trigger key combination that you will use to invoke this macro in the future. Then, you go about doing whatever it is you want to record—accessing drop down menus, running programs, even calling other macros. When you are done, another key combination tells CodeKeys to stop recording.

That's it. The macro has been created and is now ready for your use! To play back a macro, all you have to do is press the trigger key combination you defined while recording.

Accessory to CodeKeys

Well, that's really not *it*. There are lots more options, and most of them are editable or available through the CodeKeys desk accessory. One of the most impor-



CodeKeys
By Charles F. Johnson
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LS-Alt-P
Untitled

```
Ret
Pause: 368
Alt-3
Down
Down
Esc
Ret
Pause: 366
Alt-P
Ret
Pause: 608
Down
Pause: 85
Esc
e
LS-:
```

tant of these options is direct editing capability of your macros.

The left side of the CodeKeys accessory display contains the Macro Display Window. All the commands (called "events") contained in a selected macro appear here. You can scroll through the macro, and add, delete or change events. These features allow you to fine tune your macros, adding or removing timing delays as needed, etc.

Clicking the Options button lets you define a number of useful functions. Probably the most important of these are the Repeat 0, Repeat 1, Delay and Scheduled options, in conjunction with the Time and Repeats fields. Selecting Repeat 0 or Repeat 1 tells CodeKeys to repeatedly play the macro once it is triggered. The timeframe and number of times to be repeated are indicated in the Time and Repeats fields.

Macros set with Repeat 0 will begin executing after the time interval, while Repeat 1 macros begin playing when triggered, then wait for the specified time interval before playing again. It sounds complicated, but it isn't.

For example, let's say you do a lot of word processing, but your program doesn't have an autosave feature. Use CodeKeys to record a "Save Document" macro. Set this macro to Repeat 1, Time of 00:05:00 and leave the Repeats field blank. You now have a macro that saves your document immediately upon being triggered, then automatically initiates a save after every five minutes until you manually turn off the macro.

The Delay option sets a macro to play once after a specified time period has elapsed. Scheduled macros play at preset times, such as 4 AM. Scheduled macros are useful as an alarm clock, backing up important BBS files late at night, etc.

Other Options

The CodeHeads have given CodeKeys lots of other nifty options. You can, for instance, create what is called a Link File. This file "links" individual macro (*.KEY) files to specific programs. When programs in this list are executed, their corresponding macros are automatically loaded.

For example, you could create a special KEY file for your word processor that contained all the macros related to that program. In this KEY file, you could include the "Save Document" macro mentioned earlier. Whenever you ran you word processor, these macros would automatically load and be ready for you to use. Then, when you exited back to the desktop, those macros would be unloaded and your "global" macros reinstated.

With 32 different macros possible for every program you own, you'll run out of procedures to automate before you run out of macros!

CodeKeys can also be disabled by a key combination at any time. This allows you to turn off all macro playbacks. Another key combination gets you going again.

Users of CodeHead's HotWire have the added ability to load KEY and Link files by using LOADKEYS.PRG. While this program can be used from the desktop, it is far more useful when placed on a HotWire menu with KEY and Link files included as "documents."

The following chart gives version numbers and suggested retail prices for all CodeHead products as of Monday, June 24, 1991 are:

CodeKeys	1.3	$39.95
G+Plus	1.5	34.95
MultiDesk	2.2	29.95
LookIt & PopIt	1.2/1.1	39.95
MaxiFile	3.0	44.95
HotWire	3.0	44.95
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CodeHead Software accepts Mastercard, Visa and American Express, as well as checks, money orders and cash. Shipping charges are $3 US, $4 Canada, and $6 elsewhere.

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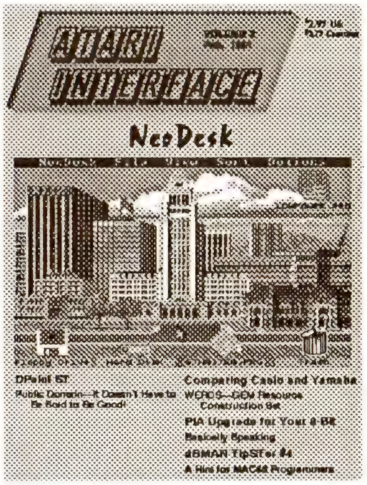
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LookIt! & PopIt!

A Double (Code)Header

PopIt! is one of those "neat-o" little hacks we've come to expect from the CodeHeads.

In the CodeHead tradition of producing excellent utilities at a reasonable price, the LookIt! & PopIt! package gives you "two powerful utilities for the price of one."

The only connection between these two programs, other than being in the same software package, is that they are both programmed by Doug Harrison. LookIt! & PopIt! is the first CodeHead package not written by Charles Johnson or John Eidsvoog. Both programs live up to the "CodeHead standard," though. While LookIt! is the most impressive of the two programs, PopIt! is one of those "neat-o" little hacks we've come to expect from the CodeHeads.

LookIt!

LookIt! is, to put it simply, a file viewer and binary file editor. The user interface is very Macintosh-like. For some, this could be a hindrance; for others, a major plus. The manual explains the interface quite nicely, so no one should get lost. Users of the Spectre Macintosh emulator or GEMINI replacement desktop will feel right at home.

If you're a GEM purist, don't let the interface turn you off to this program. LookIt! is the fastest file viewing utility I have ever seen. I'm not talking about the kind of speed up you get with Quick ST or Turbo ST. I'm talking blindingly fast.

To give you an idea of the kind of speed I'm talking about, I did a test using a 97K text file. From the ST desktop, with Turbo ST installed, it took me exactly one minute to get from start to finish of the file. Running LookIt! on that same configuration, I scrolled through the same file in 22 seconds!

Speed isn't all that LookIt! has to offer. You can load up to 32 files at once. Up to four "bookmarks" can be placed in each file, allowing you to jump to a specific point in a file with a single keypress.

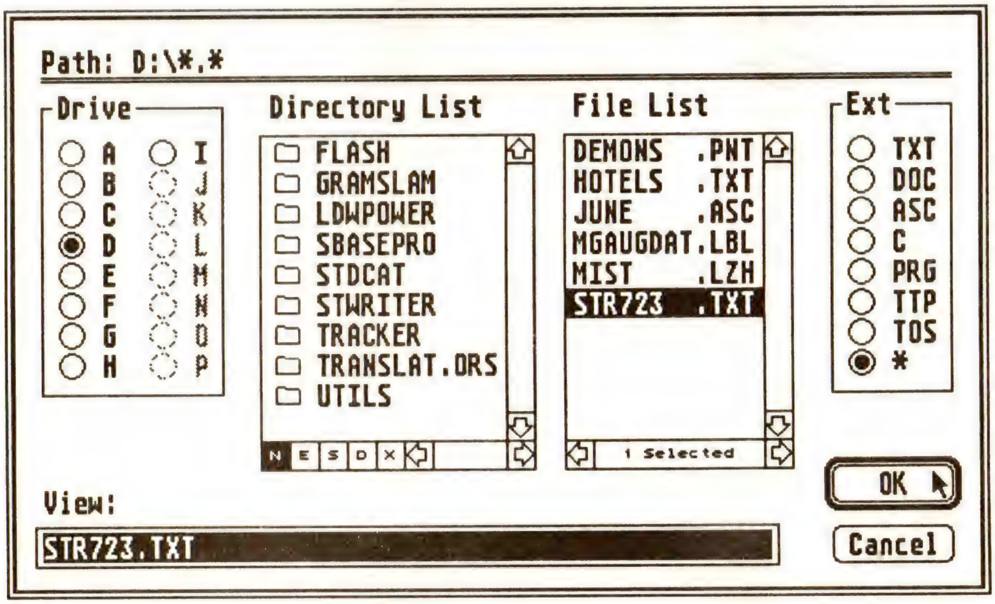
Expressive Searching

LookIt! gives you word/phrase searching capabilities using "regular expressions." In other words, you can do some pretty complicated searches using some fairly simple to learn operators.

For instance, to find all words that start with a capital letter or all lowercase words ending with "ing," you could search using this expression—[A-Z]+ [a-z]* | [a-z]*ing. That kind of search capabitily is hard to find even in highend word processors. Users of UNIX and egrep will, no doubt, recognize this form of searching.

While many users may not need the kind of searching power LookIt! offers, it sure is nice to have the capability.

When in Binary viewing/editing mode, you can search using ASCII, Decimal or Hexidecimal inputs.



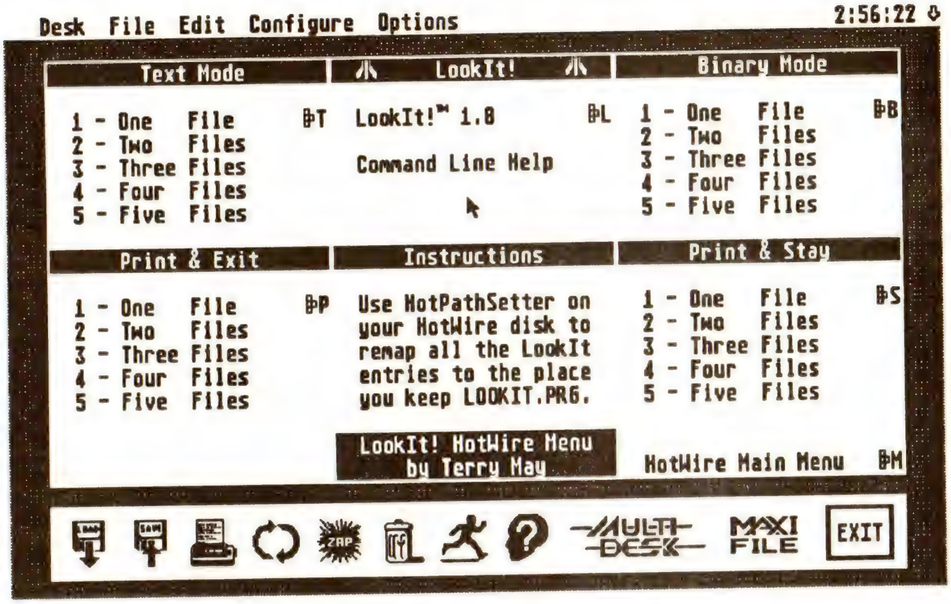
Path: D:\*.*

View: STR723.TXT

Printer Control

Once you're done viewing your file, you might wish to obtain a printout. LookIt! can do this for you, as well. LookIt! has a pile of useful print options, and comes with printer drivers for the HP DeskJet in 66 and 132 lines-per-page mode, as well as for standard Epson and compatibles. If the predefined drivers don't suit your needs, you can define your own printer configuration file.

Other print options include final/ draft, condensed printing, use of extended characters, printing a header on each page and setting of left, right, top and bottom margins.



Text Mode
1 - One File ⌂T
2 - Two Files
3 - Three Files
4 - Four Files
5 - Five Files

LookIt!
LookIt!™ 1.8 ⌂L
Command Line Help

Binary Mode
1 - One File ⌂B
2 - Two Files
3 - Three Files
4 - Four Files
5 - Five Files

Print & Exit
1 - One File ⌂P
2 - Two Files
3 - Three Files
4 - Four Files
5 - Five Files

Instructions
Use HotPathSetter on your HotWire disk to remap all the LookIt entries to the place you keep LOOKIT.PRG.

Print & Stay
1 - One File ⌂S
2 - Two Files
3 - Three Files
4 - Four Files
5 - Five Files

LookIt! HotWire Menu
by Terry May

HotWire Main Menu ⌂M

Command Line

Users of HotWire or any other program execution shell that can send command lines can really have fun with LookIt! LookIt! comes complete with a very powerful predefined HotWire menu allowing you to load from one to five files with a click of the mouse.

Using the command line, you can actually load multiple files into LookIt! simultaneously, with some files loaded in text viewing mode and others in binary. Once in LookIt!, you can switch from file to file with a single keypress.

PopIt!

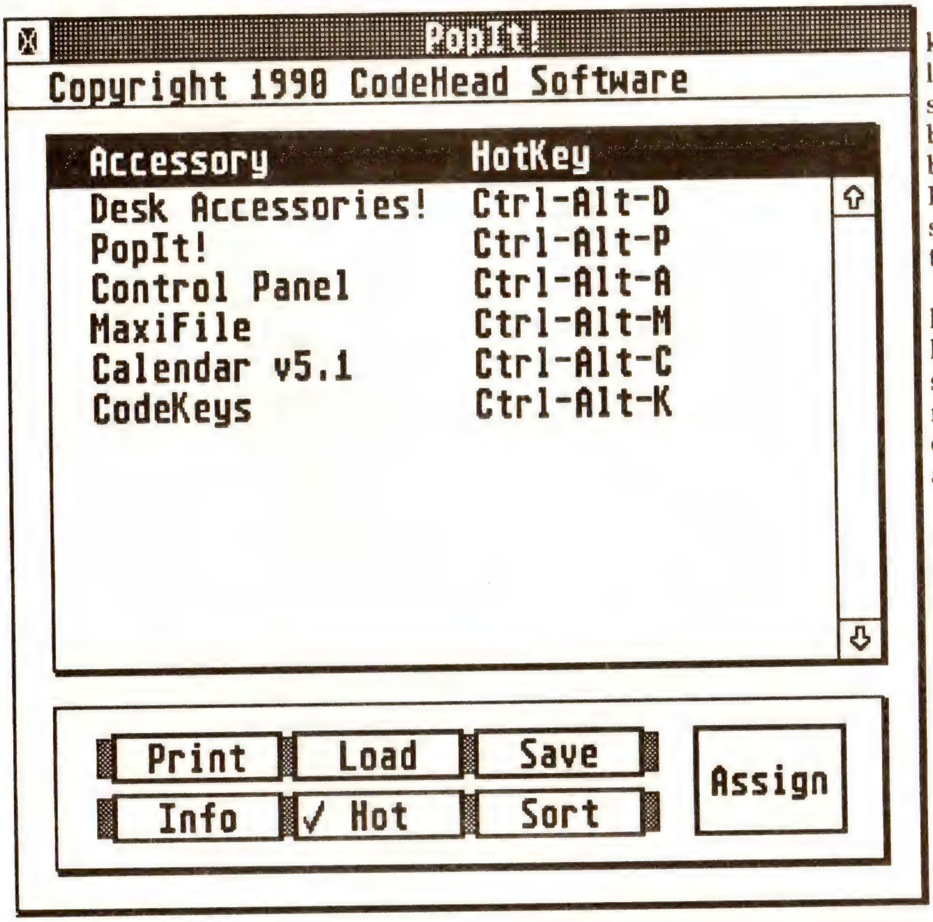
PopIt! is a very uncomplicated kind of utility. In fact, the 50+ page manual for LookIt! & PopIt! contain only seven pages for this program. It's the kind of utility that is super easy to install, and once you start using it you forget it is even there.

What PopIt! does is assign "hotkeys" to your desk accessories, allowing you to open a desk accessory with the press of a key combination. Nothing earthshaking, but definitely a useful utility. PopIt! even works with desk accessories loaded by CodeHead's MultiDesk.

As a devout MultiDesker, I really like what PopIt! does for me...allows me to access my desk accessories without moving to the Desk menu, clicking on the MultiDesk entry, then selecting the appropriate accessory.

PopIt! can keep track of up to 50 different desk accessory definitions per configuration file. You can load and save these configuration files on the fly. PopIt! does not, however, load any desk accessories—it only allows you to add hotkeys to the currently loaded accessories.

You can also call any active desk accessory by double-clicking on its name in the PopIt! window.



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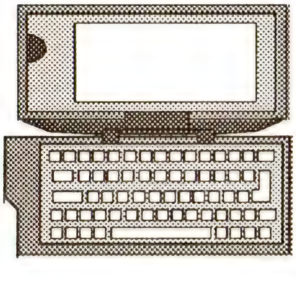
Accessory	HotKey
Desk Accessories!	Ctrl-Alt-D
PopIt!	Ctrl-Alt-P
Control Panel	Ctrl-Alt-A
MaxiFile	Ctrl-Alt-M
Calendar v5.1	Ctrl-Alt-C
CodeKeys	Ctrl-Alt-K



The Portfolio Hand-Held Computer: A Business Tool

Bill Kithas (HACE)

I am employed by an Oilfield Service company that records logs (graphs) of oil wells to assist oil explorers in pinpointing and evaluating oil- and gas-bearing rocks. This describes how I use the Portfolio to assist me in doing my job.

With the introduction of small, hand-held computers and small portable printers, computer-assisted well log analysis can be performed anywhere. All equipment can be carried in a briefcase. Along with this portability, you have the ability to do basic word processing, spreadsheet analysis, maintain an active diary and maintain a dialing/address book.

Any business application for which you may use a laptop computer can be performed by these small computers. The Portfolio computer was the first hand-held computer introduced to the American consumer. The use of hand-held computers will greatly expand the capability of the log analyst and technical representative beyond the technology provided by programmable calculators.

1989 was the year the computer industry introduced small, hand-held computers to the U.S. consumer market. The Atari Portfolio was introduced in September of 1989. Basic specifications are:

List Price: $399.00
Power Specs: 3 AA batteries.
RAM: 128K / 640K
Media Storage: Ram Card
Screen Size: 240 x 64
Keyboard: 63 keys
Size: 1.2"H * 7.8"W * 4.1"D

The Portfolio is the hand-held of choice for the following reasons. First, it has built-in software that covers all the needs of a Sales Engineer, Log Analyst and Manager. Second, the size and weight are excellent because of comfortable transport wherever your job takes you. The final reason is the reasonable cost. The availability of portable printers for about $300 provides a complete system at the cost of the next competing hand-held computer.

These three facts, once recognized by technical people on the move, will cause a dramatic change in the portable computer business. As these machines become more powerful and more reasonable in cost they will replace the programmable calculators.

Built-In Applications

The Portfolio has the following built-in applications that allow the businessman to conduct his everyday business with a portable computer.

The Operating System for the Portfolio is resident in the computer's ROM and is compatible with MS-DOS 2.11.

The Address Book allows the user to compile as many separate books as he wishes and the only limitation is memory. Notes and comments may be recorded with each entry, as well as several phone numbers per entry. An option allows the auto dialing of a selected phone number.

The Calculator serves as a continuous business calculator or a scientific calculator. Remember, these applications are in the machine's Read Only Memory (ROM) and are retained even if the machine is left without power. No part of RAM is used for program storage by any of the resident applications.

The Diary has a Calendar that can be scrolled to the future as well as the past. As many appointments or messages can be entered for each date as you desire. The Diary can be actively edited and its contents may be printed. All the applications allow printing of their active contents.

The Editor is a simple word

processor. This article was written using the editor. The saved file was then transferred to my office PC and copied directly to a 720K IBM-formatted disk. This disk, as you know, is compatiable with the ST.

A file from the Editor can then be imported into ST Writer, Wordwriter ST or Timeworks Desktop Publisher. I am sure other programs will accept these TXT files, but these programs were the only ones tested. The Portfolio can be used as a portable text editor for the PC, the ST and probably the Macintosh.

The Setup utility allows configuration of the Portfolio's bells and whistles and printer, RS232 and file transfer setups.

The Worksheet is a Lotus 1-2-3-compatible spreadsheet. This application allows the user to perform many basic business functions that can be done using a spreadsheet. Log analysis, expense account entry and printing, job price calculations, financial record keeping and forecasting are some of the uses of this spreadsheet. The same IBM and ST compatibility applies to the worksheet WKS files as the editor files. VIP Professional, Masterplan, LDW Power and others read the worksheet files. The remainder of this article will cover examples of the worksheet utilization.

Open Hole Logging Job Pricing

The Worksheet application allows the use of Lotus 1-2-3 WKS files or templates. One such template is a simple spreadsheet that allows the user to make a price estimate for a normal open hole logging job. Once the user becomes familiar with the mechanics of using a spreadsheet, he or she can easily modify this template for custom needs and even save these custom templates for future use.

Most of the entries for this template are in one column. This makes the actual pricing very fast. Discounts may be set for the entire job as well as changing the discount for special services. This template will handle wells of any depth on land or offshore.

Basic Log Analysis

Log analysis is done using the Worksheet application. The benefits recognized for the pricing template apply to any other spreadsheet template. One template is for quick look (or basic) log analysis, another is for Complex Lithology Reservoirs. A shaley sand template and a pulsed neutron template are not, as yet, ready but are being developed or tested.

These templates provide a print that is similar to the handwritten worksheets commonly used. The equations used in this spreadsheet are in popular use and no proprietary information is used.

In the basic template, porosity is calculated from Sonic travel time using the input matrix velocity. Porosity can also be input as density or neutron porosity values. The density and neutron porosities are averaged using special averaging functions that duplicate crossplot porosities very well. This is the default porosity.

To use the sonic porosity, the density and neutron values must be omitted. Water saturation is calculated by either the Archie Equation or the Humble Equation. This option is selected in the heading. As an aid to the log analyst, Rwe can be calculated from the SP. This is also provided in the heading.

Resistivity of any water can be corrected to a bottom hole Temperature in a part of the spreadsheet. Also the Rwa and Ro for each zone is calculated. The traditional disclaimer is included in the printout of each analysis worksheet.

Conclusions

Of the available hand-held computers, the Atari Portfolio is best suited for use by mobile technical professionals. Those who need large file capacity may choose a laptop. However, most large applications are done on a desktop machine. The cost, size and built-in software make the Portfolio the most acceptable choice. Normal business applications are provided by the Portfolio making it desirable for the average businessperson.

By combining the Portfolio with a small portable printer, a complete, complex system can be carried in a briefcase for only $760 (plus tax). As consumers recognize and accept this, the use of hand-held computers will exceed the use of programable calculators.

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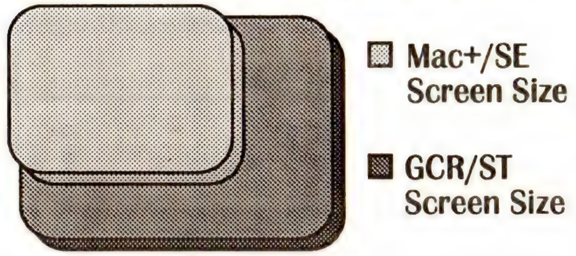
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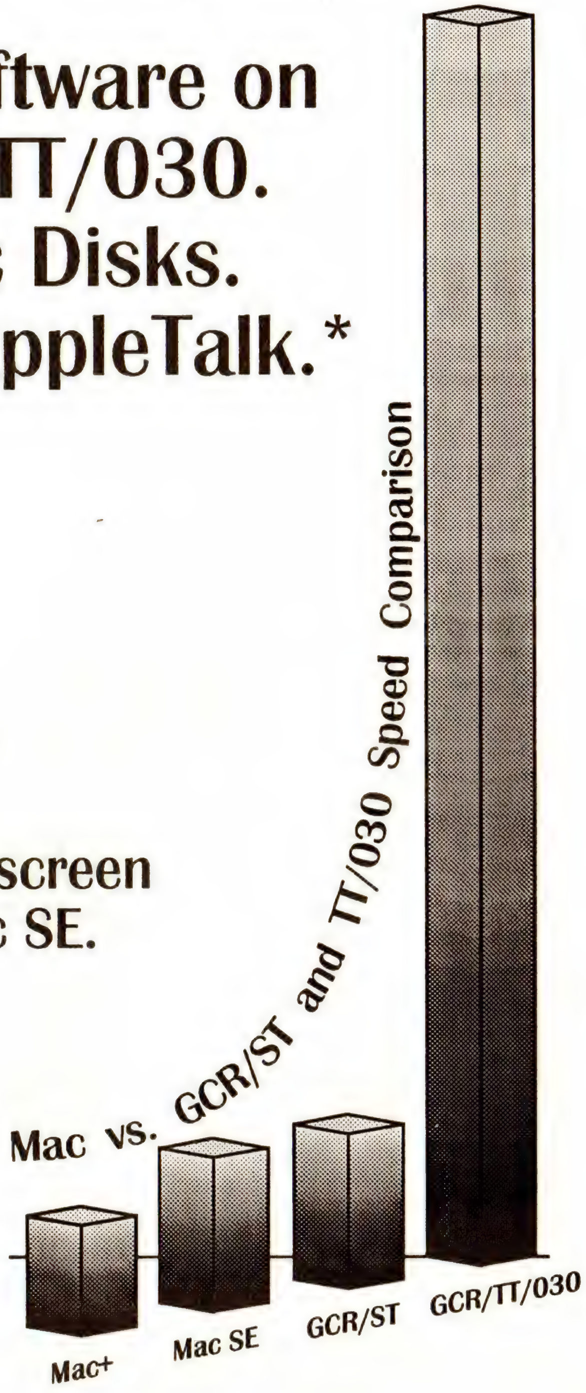
GCR has a 30% larger screen than a Mac Plus or Mac SE.



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So You Want to Start a User Group?

A Primer for Starting Your Own User Group, Part 1

Tim Holt (ACCEPT)

The computer sits on your desk, shiny, new and ready to take you on a cruise you have never been on before. You got your word processor, your spreadsheets, your databases, and all the other neat things the guy at the computer store could sell you. Your tax rebate check is gone, and your wife wants some results from that expensive "toy."

You crank up the word processor and start into the 576-page manual: "Make sure interface A is solidly connected to your camshaft before you begin any operation of your wing nut removal system..." It is going to be a long time before grandma gets her letter.

How could you avoid the hassles of computer ownership? How could you find out how Part A slides "easily into Slot B?" And, most importantly, will grandma ever get her letter?

Well, you could go back to your dealer, but chances are they would have to fit you in between customers. And, frankly, they thought you were smart enough to figure the computer out before you bought it. It would be *embarrassing* to go back to them. You convinced them that you were smart, and going back would prove they were wrong.

The best bet would be to find another computer user who was at one time in the same mess you are in now. Another user who could guide you through the programs. Even better, a group of users who could help you, whose brains you could pick, and who wouldn't make you feel too stupid. What you need is a *User Group.*

What do you say? There is no user group in your area? Well, why not start your own? In this series of columns we will hopefully describe how someone can get a user group going in their area, what to look for, what to avoid, and how to keep that club going even after you have it well established.

Of course, this is just a generic outline of how to get a group going. The rest will be up to you. Like art, the limits in any user group are the limits of your imagination. You will do things that we have never tried, and some of the things we have tried won't work for you. But hopefully, this series will let you at least see the way to go.

What, Why and How

1. What is a user group, and do I belong?

A user group is defined here as a group of people with some sort of similar interest (i.e., the computer). This group meets, either formally or informally to discuss how to make the computer a more useful tool for them. If you do not think you are getting all you can out of your computer, then you might enjoy the services of a user group.

If you are a master of everything about computers, then a user group would be a great place to display the fruits of all your hard work. In other words, a user group can be fun for just about everyone.

2. Why form a user group? Wouldn't just talking to your friends be enough?

Well, this idea works if all of your friends own exactly the same things you do. Chances are they don't. Chances are also pretty good that your friends are not using the computer for the same purposes you are.

The old cliche that two heads are better than one works well here. Input from a wide variety of sources is extremely important. You didn't buy the first car you ever saw, or the first computer. You shopped around and got a variety of ideas.

A user group facilitates the wide variety of inputs, the bantering around of new ideas. Some fellow from the other side of town, or in another city, might have a solution to your problem that your inner circle just can't figure out. The sharing of ideas is *the* major reason user groups are formed.

3. Okay, I want to form one. How do I do it?

Well, you just can't expect a user group to form overnight. Some careful considerations are in order *before* you even have a first meeting.

Check the Numbers

Consideration #1: Will your area support a user group?

Get a feel for how many other similar computer users there are in your area. If you are the only one in a 300 mile radius, chances are a group won't work. However, if you know of several other people with your type of computer, chances are there are many others that you do not know about. (Kind of like roaches—if you see one, there might be thousands in the walls....)

Put a "feeler" up on a local BBS that supports your computer. Ask the dealer nearby if they would ask customers about starting a group. Put a poster up in the local computer store saying a user group is forming, and to call you if they are interested. This should give you a pretty good idea.

Make an effort to let it be known that you will be having an organizational meeting. Make the date and time convenient for most people. The organizational meeting for our group was held in a food court at a local shopping center. The reason being, the mall was well known, easy to get to, centrally located, and neutral. Folks might have qualms about going to some stranger's house. If you find that a few people are interested, great. Don't be discouraged by a low turnout, either. Our first meeting had 5 people show up!

Consideration #2: Where are you going to meet regularly?

Well, you can't keep meeting in the middle of the mall, so you had better find a place that facilitates your club's gathering. Here are several things to look for in a meeting room—lots of chairs (for the big crowds!), lots of tables (gotta put those computers somewhere) and lots of electrical outlets. If you know a place that meets those criteria, go for it. (This also knocks out most people's homes.)

Public libraries usually have meeting rooms they will let you use. They should let you use them if you tell them you are a non-profit organization. Since your taxes help pay for the library, most cities allow clubs to use the meeting rooms in libraries.

Public schools also make nice meeting places. Lots of chairs, etc. However, most schools are not open on Saturdays, which is a traditional meeting day, and many of them are not usable during the summer. Check with your local school district on their policy towards clubs using the facilities.

Churches usually have meeting rooms and tables with chairs. If you have a close relationship with a local church, go ahead and ask them if you can use the room once a month. They might ask for a small donation, and if it isn't too outrageous, go for it.

The dealer who sold you the computer might have an open area in the back of the shop that you can use. This is especially nice for you because you get to use their computers and see the newest gadgets right in the store. It is also nice for the dealer, because he gets a group of users that are always looking for the newest and neatest stuff, and he essentially has a captive audience for a few hours. Good for you, good for him.

Other options: I have heard of clubs meeting in banks, Shriner's Halls, Bingo Parlors, the local college. You name it, they meet there.

Remember, though, if you can save money, do so. If you have a choice between a free place and a $5/month place, go for the free one if they are similar. Some places make you sign an agreement for a period of time, say, a year. Don't sign one that says *you* will have to pay so and so. *You* will get stuck with the bill if something happens. Try to find a place that has no monetary restriction, such as security deposits.

That's why our club meets in a library. We have an agreement that says our club will meet there the second Saturday of each month for an entire year. No other user can use the facility during our time, from 12:30pm until 3:30pm.

Consideration #3: How will the group be structured?

Traditionally, a club of *any* kind has the basic officers.

President: The grand marshall. He oversees all the goings-on of the club. This person sets the agenda of the club and is responsible for making sure that things run smoothly. In many clubs, the president is EVERYTHING! Don't let this happen. For one, he will get burned out real fast OR he will go on a power trip that will alienate the rest of the membership. When things go well, the president looks good. When things go poorly, the president looks real bad! If you have a traditional club, make sure the president shares responsibilities.

Vice President: This guy fills in for the president when the president is away, sick or resigns, as in the case of our club! Sometimes, the president just flips out, and the vice president must be there to fill in. (I would tell you about our flipped out president, but there are still a few in El Paso that are sensitive about it...)

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Secretary: This person is in charge of the club's office work. Mailing out letters, filing newsletters, keeping the membership informed about the goings on in the club. Also, the secretary often will take the minutes of the meeting to be read at the next meeting. The duties of the secretary are often closely related to the Treasurer.

Treasurer: The person in charge of the club's money. Your club will have to get a bank account and this person is in charge of it. Make sure it is someone trustworthy.

Also, make sure there are specific guidelines for how money should be spent. Can the treasurer take money out of the account by himself, or must two officers sign for money? Can the officers spend money *between* meetings, or must all transactions be approved by the membership? All of these questions must be answered *before* anyone should be allowed to play with the money.

Sure as shooting, if you spend money, someone will ask why. Since the membership money was paid by the members, they will demand an accounting. They have the right to one at any time. It's really their money. Sometimes, the officers of a club will get cocky and think that the money belongs to them. That is why safety guidelines should be established, to protect everyone. In many smaller clubs, the secretary and the treasurer are usually the same person.

This traditional method is rather like a triangle, with the president at the top, and the regular members at the bottom.

There are other ways to structure the club as well. ACCEPT has no officers per se, but rather a three-member executive committee that meets on occasion.

There are no *rules* that say your club must have things a certain way. Our group started out with the traditional officers, but evolved into what we have now. No one way is correct. You may decide that officers are needed, or you may decide that officers are a pain. If it feels good, do it.

Can't decide? Well, that's one of the neat things about user groups, someone will always come up with an idea. (Sometimes the ideas are pretty lousy, but every once in a while, a gem comes through.)

So you have decided to form a group, you got a meeting place and have decided on the organizational aspects. Next time, we will discuss how to get members, and what you have to offer them in order to keep them.

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STers, Don't Let Your 8-Bits Grow Up To Be Doorstops!

Thomas Girsch

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Someday when you've got some hours to kill, go back and boot the old thing up, and see how much fun they really are.

The Atari ST is a wonderful machine. So wonderful, in fact, that I seem to keep investing more money (that I don't have) to enhance my system. After acquiring a hard drive, I found myself a bit stripped for cash, with only one solution in sight. "Old Faithful," my 130XE system, would have to be sold.

Now, while I certainly liked my 8-bit (it got me through middle and high school), I figured I wasn't using it, I had no room for it, I have no time for it, and so on... So, I dug it up. And boy, did I find all the neat stuff I had with it!

I heaved a sigh. I no longer wanted to sell this old beauty. While the applications can easily be replaced by those on my ST (better, in fact), there are some old games on the 8-bit that I miss dearly that cannot be obtained for the ST. I longed for the time to use them again.

Star Raiders—While it's true there was an ST conversion of Star Raiders, the general consensus is that it was nowhere near as playable as the old 1978 Atari 8-bit classic. I probably spent more time with this one over the years than with any other game. Never did master it, either. *That* was a game with lasting appeal.

Ali Baba—This was another of the all time 8-bit faves. OK, so the graphics were poor, but the game was so much *fun!* I used to have groups of people come over and I'd dig out the ol' 400 with 4 joystick ports. We would literally play for 5 or 6 hours. They just don't make fantasies like they used to.

Koronis Rift—Toward the end of the 8-bit heyday, Lucasfilm developed some excellent titles. KR was probably the best of these. Long hours went into this one, too.

M.U.L.E.—This one is probably the most widely missed of the 8-bit games. I don't know how many Atari shows I've been to where people would cry out for ST MULE! I even heard talk of "MIDI MULE." Sometimes the simplest games are the best, and MULE was a perfect example.

Alternate Reality—Only two modules of this one—City and Dungeon—saw release, but boy were they ever good. Many people I know preferred 8-bit Alternate Reality Dungeon over ST Dungeon Master!!! The City saw ST release, but to the dismay of many, it paled in comparison to its 8-bit counterpart.

So many of these I found. "God," I thought, "how can I ever get rid of this???" Still, the empty wallet calleth. I was forced to sell the old system. And I felt torn asunder, as if an integral part of me was missing. I realized then that I had been an 8-bitter for ten years!!! There was only one way to solve this dilemma, and I exploited it—I sold the 8-bit to a friend. That way, I can still get at it when I go through my "8-bit withdrawal" symptoms.

Many of you STers, I am certain, still have your 8-bits laying around somewhere. Some of you may still even have them hooked up. Someday when you've got some hours to kill, go back and boot the old thing up, and see how much fun they really are. You may even begin to miss it as much as I do.

Who knows? Maybe I can scrape up the cash for a Branch Always 8-bit adapter....

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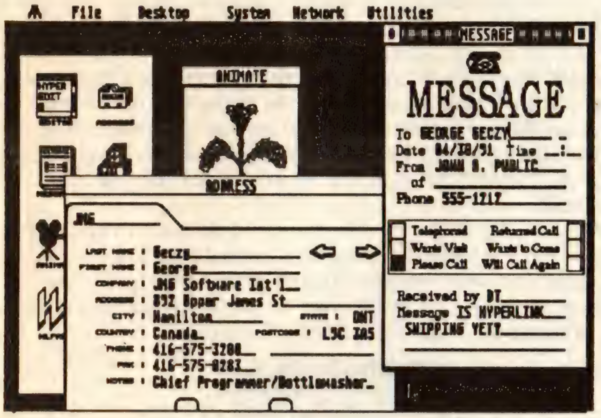

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To GEORGE GECZY
Date 04/30/91 Time _:_
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of
Phone 555-1212

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☐ Wants Visit ☐ Wants to Come
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FIRST NAME : George
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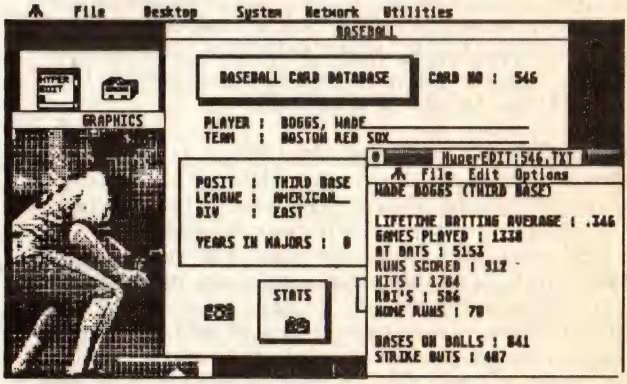

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AAAUA ATARI 8-BIT USER GROUP

Presidential Ponderings—May 1991

On May 14th and 15th, the ninth annual COMPUTER & OFFICE SYSTEMS SHOW, was held at the San Antonio Convention Center. American Show Management, who organized and conducted the show, invited all computer user groups in San Antonio to participate and to hold a user group meeting at the Convention Center the evening of May 14th. The show management also provided a booth for participating user groups to display and distribute posters advertising their respective groups.

AAAUA accepted the invitation, as did several other user groups, and held an Atari Historical Exhibit from 7-9 PM, on Tuesday, May 14th. It wasn't a complete exhibit of all Atari products, but we did have a fair representation of computers from the Atari 400 up to the Atari ST. We distributed and posted hundreds of posters and talked to dozens of people.

Although thousands of people attended the main show, only a few found their way to our Atari exhibit. This was rather disappointing, but understandable. The show was virtually 100% MS-DOS oriented and most of those attending had that mindset. Also, two of the user groups who participated were "PC" groups, and their "PC" oriented presentations lured attendees from our "off brand" exhibit.

This experience at the San Antonio COMPUTER & OFFICE SYSTEMS SHOW served to highlight, once again, the entrenchment of the IBM and clones in our business community and the vast difference between the business user and the user group member. The typical business user looks at the computer simply as a means to an end; the user group member looks at his or her computer as a source of pleasure and entertainment, while, at the same time, serving a number of very useful functions. We are certainly in the minority, especially those of us who have chosen "other" machines. Once again, we are reminded of the function and usefulness of the user group and the need for users to band together. SUPPORT YOUR USER GROUP!

Presidential Ponderings—June 1991

It should come as no surprise that education in the United States is on shaky ground. The deplorable state of our educational systems is the topic of numerous interviews and debates.

The topic appears on TV, on the radio, in magazines and in newspapers. Many of our high school graduates, barely able to read, are joining a community with already a large percentage of functional illiterates. A recent survey showed only 46% of high school seniors can solve problems involving fractions, decimals and percentages and only 5% are ready for college math! The majority of college graduate students in science and engineering are foreigners, most, of whom, return home after their studies.

How long can we, as a nation, remain a world leader if our population, as a whole, is becoming so academically weak?

Most everyone recognizes the problem, but there are vast differences in how best to solve it. There are those who advocate spending more money. But in my view, "throwing money" at a problem alone does little to solve it. Much more important to the solution is the attitude and value system of those involved. And that does not mean JUST the teachers. Parents and their families play a key role in the success of any educational system.

So, what does that have to do with computer user groups? Could it be that helping correct this problem should be a mandate of every user group? Yes, I know that originally the user group was formed to provide a source of information for home computer users. This is still a valid and primary purpose of a user group.

But, think of what we of the computer community could do by encouraging young people (and those not so young) to become involved in a computer user group. The spin-off benefits are practically endless.

Becoming computer literate is the first thing that comes to mind. But, along the way, the active user group member will (can) learn many ancillary skills. Among them are logical thinking, programming, math, music, art, video work, desktop publishing, English (and other languages) and writing and speaking skills.

If the member becomes an officer or otherwise gets involved in the administration of the group, he or she will gain organizational and management skills and possibly even political skills if they undertake to persuade other users to participate in group activities. This is difficult enough even if one is working with paid employees! But with volunteers, it provides a REAL challenge!

Yes, there are numerous benefits from working with computers, especially if one is an active member of a user group. Young folks who are aware enough to know that the rewards of this life are largely dependent upon their education and skills, and especially their parents, whom we trust are dedicated to providing the best for their offspring, would be wise to actively participate in a user group.

We, who are active members, would do well to encourage participation. We would be benefiting not only the individual user and ourselves, but we could take justifiable pride in our contribution, even in a small way, to elevating the educational status of the nation. And, to top it all off, it's FUN!!

Atari Clubs of Denver

Atari Club of Denver Minutes - May 7, 1991

Paul started the meeting with a demo of Print Power. This program has been available for some time, but it was new to some of the members. Paul showed almost every feature short of printing out his creation. Print Power is still available from Horizon Computers and some Mail Order houses.

Larry showed a utility written by Tom Hunt called Snapshot. Snapshot enables an 8-bit machine of 128K or larger to have two programs in memory at the same time. Each program is run independent of the other. Although both programs can't be running at the same time the user can switch from one to the other in less than four seconds. This interesting utility has some great possibilities.

Mike announced ICD is having a sale on most of their 8-bit products. The sale prices are available only through their BBS. Anyone interested in ordering something should contact one of the club officers.

Mike showed us a File Information Data disk with almost all of the game section of the Starfleet library cataloged on it. He demonstrated the speed of the search feature by searching 168 records in under three seconds. As soon as we work out the details, the Atari Club will start cataloging its library too.

Starfleet Meeting Minutes

by Thomas Oughton, February 8, 1991

Officers present: Guenther, Oughton

The meeting started with a total of 7 members present. Anyone who wants to attend our meeting, please call an officer for our summer meeting location. Chris, our president and librarian, has been cataloging our library. This month he demonstrated a new games disk added to the library. The disk includes classic games like Wumpus, Bowling and Ski. Other games are Oilwell, Acrobat, Roto and Star Attack.

Wumpus is a basic game where the player is in a cave and is hunting a cave dwelling animal called a Wumpus. A Wumpus is very heavy so "super-bats" that live in the cave can't lift it. It has suction feet so it can cling to the side of a pit. It spends most of it's time sleeping, but wakes when it hears an arrow. The hazards in the cave are the fore-mentioned "super-bats"; that carry the player to unexplored parts of the cave; and the bottomless pits; where the player falls to his death.

Bowling is a simple Basic game where the computer is the bowling alley. It even keeps score. Ski is a game where you try to avoid trees and other things while sking down a mountain. Acrobat is a game where a man is running along and must jump over or duck under things placed in his way. In Oilwell, you get to buy and sell oil wells. Once an oil well is bought, you can drill the well to produce oil. Taxes are charged on the amount of oil a well produces. It you make enough money, you can be the next J.R.

Roto is a machine language game that has a one man helicopter flying in a cave. By shooting the walls he can enter other parts of the cave. His object is to find all these glowing fuel cell like things and return them to his base. Star Attack is also a binary game. The player must avoid stars bouncing around a room or box.

I demonstrated Jukebox a program from STart magazine. It plays A.M.P. files without all the keystrokes needed by A.M.P. to play a file.

Family Finances is an Atari program that allows the recording of expenses and income for an entire year. It can be used to then budget the expenses for the next year. While written back in the early 1980's, it is still very usable and is still available.

Mike demonstrated Snapshot, a program written by Tom Hunt. This program allows a 128k or larger memory XE compatible to switch between two 48k programs while running them. This for example, allows an author to play a game then, while still playing, switch to a word processor and write the review on it. While not a true multitasking system it is as close as an eight bit can get.

The meeting broke up at 10:00 p.m.

ACCEPT

Atari Computer Club of El Paso, Texas

A very nice meeting, unless you let me carry any of your equipment. Thanks to Paul, Wendell, Pete and Mark for bringing systems to the meeting. Paul did a nice demo of the Macintosh game "Life or Death" in which you are an actual surgeon trying your best to save someone from certain death. Although Paul demoed the Mac version, the game is also available for the ST, but you must get it from Europe.

The new AtariUser was handed out to everyone. All people seem impressed with this new offering. I don't think anyone will complain about the $6 they charge us each month.

We have had responses from 45 people to our free membership offer. Two have actually joined. I would also like to welcome back to the club Joann Anderson. Ben Tice also has become a new member. Welcome both!

I destroyed Paul's keyboard. (Actually just the down cursor) and I apologize again. See, trust the prez to do something...We had several of the European mags on display today, and a lot of people took a look at what we are missing by living in the US.

Next month, our meeting time is changed to 3:00pm. PLEASE NOTE THE TIME CHANGE. Also, next month is our auction, so if you have something to sell or trade, this is the place to do it.

Well, that is all for now. Thanks to all who have given money for the upgrade, it should be in soon. Also, thanks to Wendell for doing a fine job with the library. Thank you Pete for scanning the new club logo. Thanks to Angela Holt for designing the new club logo. Keep bringing those computers! Until next month...Tim

ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

For those of you who don't know who we are, ACCESS is the Atari Computer Club Encompassing Suburban Sacramento (California). We are proud to be an EXCLUSIVELY 8-BIT user group, carrying on the 400/800/XL/XE tradition. If you have trouble finding software for your 8-Bit, check out our Disk Library and the ACCESS BBS. We provide help and information to the local Atari community. In addition to AIM, our members receive "The ACCESS Key", our local newsletter.

We offer a number of meetings each month to give you more information on your computer and to answer your questions. And of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our GENERAL MEETING is at 7:30 pm on the first Wednesday of each month in Classroom B of the S.M.U.D. training building at 1708 59th Street, between Folson Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following three consecutive TUESDAY nights at the homes of Barry Gordon (Modem SIG), Bob Drews (Board of Directors Meeting), and Tim Naber (Disk SIG). Telephone them for additional details. We hope you can be part of these groups.

Our meetings are very informal and lots of fun. The format is called RANDOM ACCESS, meaning it's up to you to bring something to share--a new program you might be working on or an old favorite that you want to show off. There will be a sign-up sheet at the door.

We will start with a "question and answer" session, so be sure to write down specific questions or technical problems you might have. During this session we won't go into detailed answers, but we will point you to someone who is likely to know the answer, and then you can get together with him (usually Barry Gordon!) during the later part of the evening, after any demos or presentations, when all pretense of organization is dropped and we gravitate into informal groups and "catch as catch can."

During the past few months, for example, we have been treated to: Michael Stomp (our most often published writer) on programming; Bob Haynes with his "works in progress" (Big Font, Son of Big Font, and Illegitimate Son of Big Font!); former ACCESS president Mark O'Connell with the very popular "Antic Music Processor"; Jim Dysle (our other prolific writer) with a mind-boggling, humorous "Acrosstix" (how do you spell that???); and not the least of all, our hardware experts, Tim Naber & Barry Gordon with everything from the Black Box and MIO's to 1-Meg upgrades, hard drives and SynFile.

We're comfortable with a "laid back" kind of club: casual, informal, just friends getting together on a monthly basis to share what we know or to learn from what somebody else is sharing. It's a great group. We have alot of fun at the meetings. If you are reading this and are not a member, come on and join us. We hope to be a group "where everybody knows your name."

Anyway, we hope to be in touch with you other 8-Bit user groups. Why not drop us a line -- electronically on the ACCESS BBS (916-428-8662) or "the old fashioned way" (at PO Box 1354, Sacramento, CA 95812-1354).

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Notes from the June 1 Meeting.

The topic for the meeting was telecommunications. Kim Stahn had just received the new US Robotics 9600 baud dual-standard modem for the BBS and he had it with him. (It has since been installed and is up and running on the BBS.) Our FNet node number will be 678 but Kim and the Sysops are still getting things set up for us to be an FNet node.

Scott Sorg demonstrated a couple of inexpensive approaches to modem use with the ST. Vanterm 3.8 is a shareware telecom program that has many features that make it easy to use. Vanterm was written in GFA Basic. Scott also demonstrated how the VT-52 emulator that comes with the ST can be used as an accessory which along with another accessory like Transfer 1.2 to make maximum use of a 512K, single-floppy system. An ST was set up with Forem to act as the BBS for the demonstrations. An XE running Express! was also demonstrated.

Mike Surface demonstrated Lemmings on the ST. Adam Kelley demonstrated the ST version of the Lynx game Chip's Challenge.

Notes from the Officer's Meeting

The July, August, and September meetings will be held at the Shawnee branch library on the first Saturday each month starting at 10 AM. Final preparation for our Three Rivers Festival event is being made. Plans are for the joint ACORN/IEEE meeting to have emulators as the main topic.

ATARI FEDERATION

Secretary's report: June's meeting was started with a demo of AIM's new 8-bit disk-of-the-month. Looks pretty good. Phil brought in the club's new 1040STe. The club librarians are maintaining the club computers. Discussions started with the Glendale Atari Show, we will not be having a booth this year, but some of our members may assist in show activities. There is a new release of ST Writer Elite, it's on Sonny's BBS for those interested. The latest Calamus update is modular. Word also has it that the Stacey was canceled. However, the Atari Notebook is due out 'soon'. Following the regular meeting, several people got a chance to try out the new 1040STe. Next club meetings are: Jul. 1st, Aug. 5th, and Sep. 2nd. See you there, and don't forget to renew your memberships!

BRAG ST

Buffalo Region Atari Group for ST's

The May 16, 1991 BRAG ST meeting was opened by Chairman Mark Pierro at 7:30 p.m. Due to an error (wrong meeting date and agenda) on the reminder postcards sent to members for the May meeting, there were only 10 members present. We regret any inconvenience this may have caused.

Club business included a discussion about having a fund raiser, but the idea was voted down for the present time. Copies of the ST Connection "Atari Users Coupon Book" were then passed out.

The meeting continued with demonstrations of Informer 2 (an excellent data base program with the ability to integrate graphics with data) by Gerry Genson and Hard Driving by Mark. Because of the low attendance it was decided to save the raffling of Hard Driving for the next general meeting. As usual, Carl Barron was busy selling the AIM disk of the month.

See you all at the next meeting.

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

Our own Mr Aaron Leis is gittin' married to Miss Charah Celeste Starr. The wedding took place the 29th of June at the Village Green in Sisters Oregon. Our congratulations and best wishes to you, Aaron and Celeste.

Everyone, remember we receive PD software monthly. Much of it quite good and useful. We have utilities, graphics, and games. We have recieved some DeskJet and hard drive utilities that some of you may be very interested in. One of the HD utilities allows you to turn your system on all at once. The utility awakens and waits for those SCSI drives that require you to do a double boot. It's Shareware ($5.00) that makes life with you HD much nicer. There are envelope and sheet label print utilities, screen dumps, and down loadable fonts for your Desk Jet. Come to the meetings and pick some up. Oh, by the way, it would be handy if you would pre-format your disks. That way we don't have to waist the time formatting we can get right to copying.

HACE

ANNOUNCEMENT !!!!

HACE has confirmed its plans for the 1991 **ATARI SAFARI** to be held in Houston on Saturday, 28 September 1991. Times will be from 11:00AM til 5:00PM. *Everyone is welcome!* For details call the officers of HACE or call 915 855-0815 (evenings). A dealers package is about ready and will be mailed out in June or early July. Bob Brodie has indicated that he wants to come to Houston and that he did not want to miss the ATARI SAFARI. Everyone make your plans to make this *Houston Event*. The location is at the Holiday Inn @ I-10 and Silber. The meeting space is three times larger than last year's space, so this is going to be the largest ever Atari event in Houston. Y'all come!

Middle Georgia Atari Users Group

M.G.A.U.G.

JUNE MEETING

The June meeting was a little smaller than usual. Discussions were held on the state of Atari and new developments. One discussion was about whether Atari's move to production in Israel was wise. Although Atari will be cutting transportation cost for its main export (Europe) there will be substantially higher labor costs in Israel.

Lee Benjamin brought his computer to the meeting with a new and unorthodox adaptation for the Atari -- n IBM power supply adopted for use with the ST. Seems that Lee's power supply in his ST died last month and while looking for a low cost alternative he noticed that many IBM power supplies have the same outputs as the ST. A little rewiring and the IBM power supply was hooked up without a hitch. Although the set up was not very good looking there is an added bonus of using low cost IBM power supplies which in many cases sell for $40 or less.

Plans for our annual show on October 5 are going ahead so be sure to sign up to participate. As stated earlier we will have the IBM, and Amiga users groups will attend also for a big gala event.

Thats about it for this month. Don't forget the next meeting.

P3Atari Computer Enthusiasts (P3ACE)

The Prez Sez by Rick Reaser

It's hard to believe it, but summer is already here and it's time for our annual picnic. The plan is to have it at the same place as last year, Black Forest Regional Park, with the same general plan-- bring your own meat and the club provides everything else. We will be sending out a separate flyer with the details by direct mail. Since the park has electricity, we will also have a few computers in the pavillion as well.

Mailbag—We have a nice library of catalogs from many Atari vendors. Several catalogs are really worth seeing. Best Electronics and B&C ComputerVisions both have new catalogs with excellent product selection, pictures and graphics. The latest German club 8-bit disk has stuff that will knock your socks off (so will the stamp that mailed it). Of course we continue to receive PSAN and Current Notes. We are also getting the new AtariUser magazine as well ST Connection. The ST Connection sent us a bunch of coupon books that were passed out at a recent ST SIG meeting. We got a nice letter from Jim Cox, who is still in Germany, but at a different location. Jim renewed his dues so that P3ACE membership will continue to span the globe. Nick Christopolous, our Wyoming member also wrote and is having trouble winning at some of his games. Looks like STart is no more. At least we still have AIM.

The April 8-bit SIG was game night. We played One-on-One, Mario Brothers and a whole lot of other things. Fun was had by all. We looked at educational software in June. There were a number of picks and a lot of pans. The watchword is to ask someone else, before you buy any educational software. There are some real dogs out there. The July meeting will be a swap meet. We are doing heavy advertising on it with the GT, Base paper, CableVision and a post card to each member. Someone donated an entire 8-bit system to the club which we well sell cheap at the swap meet. ICD is selling out all their 8-bit stuff direct to anyone. We are going to "double" the donated 1050 disk drive and keep it, but sell the club's Percom drive. The ICD sale is pretty good, so if you ever wanted anything from ICD (P:R: connection, SpartaDOS, R-Time, Rambo XL, US Doubler, Toolkit, etc) now is the time to get it, cheap!! We are also signing up to get AIM's 8-bit Disk of the Month. More 8-bitters need to start coming to the SIG, so that Roger Meston doesn't keep winning the door prize.

The STsters have been up to their usual antics. In April, Bob Vixie demoed his ICD AdSpeed. Slick!!! Not only that, he explained how the AdSpeed worked. Slicker!!! Bob also had several other "industrial strength, home made" boxes hooked up to his highly modified 520 ST with 1Meg and Rainbow TOS. Sam Cherry, the accesory and public domain software king, showed us Video Eyes. He severely jeopardized his 1040's memory chips by scanning yours truly's happy mug as a part of the demo. May was a swap meet for the ST SIG. (I wonder where the 8-bitters got the idea to do their swap meet?)

On a sad note, Dave Koster is now in Ohio getting his Masters Degree in Space Stuff. We will really miss Dave in P3ACE. He was always ready to help and go that extra mile for the club or anyone for that matter. He was a true Atarian's friend. But wait, he's not dead yet. Maybe he will get reassigned here to the Springs. We can only hope. In the meantime, I will need to find someone else to call when I don't know what to do.

See you at the next SIG meeting.

PORTS ATARI

P.A.C.E.

COMPUTER ENTHUSIASTS

Summer's here, and as I've been told, interest in computing declines markedly. I don't know about the rest of you, but I have been logging an enormous amount of time on my ST. I've fully organized PACE's ST Disk Library and that should be to everyone's benefit. Working around system crashes with Word Up is enough to drive one insane. How could such a program be sold for money? Maybe it was written to run on an Amiga and went through a sour translation. Nonetheless, my MIDI programs run supurbly. Next project is to upgrade the STe to 4 megabytes and try to locate Atari's "Midi-Tasking" software. I've been searching for some software that will "show off" my STe's sound and graphics. If anyone hears of such a program, let me know.

By now we should be receiving our 8-bit DOM from AIM. Hope the disk contains some of those fabulous European programs we have all been hearing about. I'm sure each disk will contain a good mix like the ST AIM DOM's. I have read that the 65/130XE continue to ship to many parts of the world, including the US. Atari is supporting the machine the best way possible, but support for the 8-bit in the US is declining sharply. My 800XL is still used many times during the week. Aaron's favorite games? Challenging the computer in Archon, flying with Blue Max and Ace of Aces! Keeps his trigger finger finely tuned.

Our summer meeting respit is half over. However, like previous years, we always seem to get together once in the summer to talk 'tari. Think of summer as an opportunity to familiarize yourself with fellow members on a more personal basis.

PACE loves their AIM DOM's!!! Those of us who don't have access to either modems or the commercial BBS's have become reliant on those disks as a source of excellent software. The magazine isn't bad, either! Again, our club is in excellent financial shape and is continuing to "run itself."

I've received an alarming number of telephone calls lately involving the sale of used Atari equipment. One caller with a huge ST assortment joined the IBM league and was hoping we would purchase his equipment for our club. Another call was from a real 8-Bit power user who bought an IBM clone and needed to sell his gear. More and more Atari users are defecting in favor of "Big Blue" and nothing I say will stop it. Just about every major retailer has IBM clones for sale and prices are coming down monthly. Most of us agree if there were only one retail outlet that sold Atari's in this area, people could at least compare machines and make an educated decision what computer to buy. On the positive side, there's bound to be an enormous amount of Atari gear in the local want-ads, so keep an eye open for some good deals.

Our ST-PD disk library is ready and by now, everyone should have our catalog on disk. It is chock-full of useful programs along with the PD library. The disk also features GoGo-ST as the menu driver. Out of town members should have received their disk by mail. The 8-Bit AIM Disk arrived and has a varied mix for everyone. I admit I was a bit rusty unarc'ing the disk, but after the first one, it was easy. It's been a long time since we've had anything new to offer our 8-Bit users and this disk fits the bill perfectly. We'll have a lot of catching up to do at next month's meeting, so be prepared to wait in line for your free ST / 8-Bit DOM's. See you next month in AIM!

Club Minutes–Meeting on 06/08/91 by Wayne Myers

Well, with this meeting our club meetings now begin at 10:00am in the morning so the rest of the day wouldn't seem so short. Unfortunately, some failed communications brought some members at the 12:00pm time.

During the meeting we had demonstrations of two programs, Shufflepuck Cafe and ST Writer Elite V. 4.1.

Shufflepuck Cafe is a game by Broderbund in which you play a futuristic air hockey player and find your way in to a bar with some alien hockey players which want you to play a game or two or more of shufflepuck. Shufflepuck itself is very similar to pong, you basically knock a puck with your paddle to your opponent and then your opponent returns it to you, and back and forth until someone fails to return it. Each opponent you face has their own personality and special ability in shufflepuck, so you need to develop different strategies against each one of them. As well there are various options to modify the paddle size, speed of puck and other things.

ST Writer Elite is a word processor which started out as the ST's 16 bit Atariwriter program, but Atari dropped its rights and it became public domain. With that a fine programmer modified it and it became what it is today, a free word processor for all to use at no cost. The actual word processor covers most command used by word processors, as well it can convert Atariwriter files to ST Writer files.

R.A.C.E.

Well gang, it's been a while since we've talked but since we missed the last issue, there's a little bit of catching up to do. First of all, I'd like to announce the new officers to all of you who missed the May meeting.

I was concerned that no one would want to step up and help with the club and I was really thinking that the club may come to an end. But I was proven wrong. As of now the officers for R.A.C.E. are as follows:

President -	Lewis Midyette -	828-4319
Vice President -	Eric Schofield -	851-5134
Secretary -	Don Nelson -	942-2764
ST Treasurer -	Tony Manino -	851-8092
8-bit Treasurer -	Arthur Katz -	881-0247
BBS SYSOP -	Robert Yates -	552-7053

If you have any problems, please call. We're here to help you.

The club BBS is now up and running and activity on the board is very low right now! We need to change this. We all have been griping about getting a BBS and now that we have one, no one ever calls it. We need EVERYONE to call and upload their favorite Atari software to it (no copyrighted software please!) whether it is 8-bit or ST software. Let's get involved gang, send email, send fmail, start messages, DO SOMETHING! The name of the club BBS is the Galaxy BBS and the number is 552-0974.

The club is now receiving AtariUser magazine each month. You can pick up your FREE copy simply by coming the the meeting. The mags will be distributed there. It has a color cover and the articles inside the magazine are excellent. It has easily become one of my favorite magazines on the Atari market.

July's meeting will be held at the Richard B. Harrison Library at 7p.m. on Tuesday, the 23rd. We will be discussing telecommunications and hopefully we can work something out where we can hook up to the club BBS and GEnie while we're there. We'll show you a couple different terminal programs and show you what some of the telecommunication services have to offer. We'll see you at the next meeting and don't forget to call us if you have any questions!

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

President's Comments:

This column contains information to our members who have not attended our past meetings. Because of AIM missing an issue and our problems with meeting at College of DuPage some of our members are unaware of changes made at the last meeting. COD is starting to charge for meeting on the weekend at a rate of 10 dollars an Hour. Therefore, the following will take place. The July meeting will be on the 20th of July. There will not be any August meeting. Starting in September the meeting will be on the first saturday of the month. This change will be permanent. The ST Sig will be canceled until Mike Riley can get together a group to restart the meetings. This change was the best the club could arrange at the present time. It also will mean our treasury could get tight in January next year.

SCAT has scheduled the following demo's at the general meetings.

July 20. Al Conley will attempt to get an 8bit Atari to talk to a ST with the use of a null cable. Room K157

August NO MEETING

September 7 Desk top publishing programs Timeworks Publisher ST and PageStream Version 1.82 will be compared. Room K157

October 5 A Hewlett Packard Laser IIP and deskjet 500 will be compared.

San Diego Atari Computer Enthusiasts

SDACE has been busily arranging for speakers to address our monthly general meetings and it looks as if we have a couple of good ones coming up. At our May 20th meeting, we had Mr. Todd Bane demonstrating ST Informer II database system. At our June meeting, we hope to have a demonstration of ST Tracker although that was not confirmed by press time. For upcoming subjects that will occur after this goes to print, at our workshop meeting Thursday, August 1, we will have our second Atari Swapmeet. Don't miss this event! We hope to press on with more demonstrations including TT's, ICD's ADSPEED accelerator, and more! Come join us at our general or workshop meetings, everyone is welcome.

For those of you who just joined us, SDACE is still alive and well and continuing to hover around 100 members. That makes us a significant Atari market and we want to make sure other folks know it. Why might you ask? Because our size has aided us in our ability to get some good Atari product demonstrations for the group, and some great software discounts to boot!

In May, we had a demonstration of ST Informer II, a semi-relational database program, by Mr. Todd Bane of Soft-Aware Inc. After the meeting, we managed to get a special discount on the latest release of the program and 5 happy members picked up a copy. While we're all not in the process of itemizing our workplace or household, the power of the program and ease of use make this an ideal database for all but the most demanding of users. Thank you Soft-Aware!

In another coup for the group, Vladimir Vooss, our Secretary/Newsletter Editor, managed to work another deal on ST Tracker. With a demo version to be shown at the June meeting, and a big discount to club members, we're rounding out the software inventories of our group.

We've had some changes in our group - Dennis Kay has taken over the monumental job of maintaining SDACE's public domain disk library with hundreds of disks to be catalog'd and updated. Terry Scott, our 8-bit coordinator has moved out of the area and had to turn the reins over to Tom Smith. We'll miss Terry, he brought a tremendous revitalization to the 8-bit group.

Our August workshop meeting, scheduled for Thursday, August 1st, is rapidly approaching, bringing with it our second SDACE swapmeet of the year. The response to the first one was exceptional, but this next one should easily eclipse it. I'm dusting off my unused software and hardware in preparation for this event. It is coming just in time to help me get in the mood for the September Glendale, Ca Atari show put on by the HACKS group. This event is the big Atari event for all of southern California. Hope to see you there!

SEVAC

SEVAC Report for 4-20

Treasury Report $650

We have a 520st and are upgrading it with the jri simm board to 2 meg and starting an ST BBS. We got an 85 meg harddrive for $275. No date yet for its operational start. Phone number will be 833-9216.

1040STE $400 drop from $699. Branch Always discount through club for 5 or more orders. Practical Solutions is out of business. Our meetings are now at the Dobson Library in Mesa.

SEVAC Report for 5-18

Treasury Report $293

Wire schematic for Microsoft mouse on ST. STart is not publishing any more. Jim Allen's new T20 (68020) board upgrades for $329.

June 15, Hardware Day...Bring Your Favorite to Show.
July 20, Applications Day...Bring Your Favorite to Show.
Aug 17, Audio/Video Day...Bring Your Favorite to Show.
Sept 15, Emulation Day...Bring Your Favorite to Show.
Oct 20, Telecomm Day...Bring Your Favorite to Show.

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By Randy Foster
President of SLICCWARE

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August will bring the release of a powerful word processor, SLICCWORD , which will also be made available only to registered owners. Both the word processor and the text editor will run directly on the desktop and make use of the multitasking, unlimitted windows, and transparent data sharing capabilities found only in SLICCTOP !

Additionally, a terminal emulator and various five'n-dime software modules for interfacing modem hardware and performing file transfers using standard protocols, are planned to be released before summer's end.

Most importantly, SLICCTOP will not increase in price until autumn, when it will undergo a substantial increase in price to reflect its capabilities as an operating system.

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IMPORTANT NOTICE: NO MEETINGS IN JULY AND AUGUST!!!! OFF FOR THE SUMMER. HAVE A SAFE AND FUN SUMMER.

At the MAY MEETING:

At the May meeting, we discussed the happenings at the Atari show in Ontario, Canada. Two of our members attended the show and enjoyed the seminars, dealers, and discussions with fellow Atarians. Bryant LaFreniere demoed the stuff that he bought from Codehead Software. The major program of interest was the CODEKEYS program. This program can remember keystrokes, mouse clicks, and other movements. With this ability, macros can be created for any of your Atari programs. The ability to edit these instructions makes this program the ultimate macro creation program for the ST.

At the JUNE MEETING:

At the June meeting, we discussed the information recently received from AIM. The new format for sending information to the club within a month of a meeting was our goal in the beginning. I hope that it works out for them and us. We will register for the AIM disk for the ST and 8-bit for the following year. We will not participate in the community fair during the July 4th weekend at Fashion Square Mall. Doing two shows is too much for our small club and we will concentrate on participating in the January show next year.

Marty demoed dbMan, the most sophicated database for the Atari ST. DbMan is compatible with that other computer's (IBM) popular database, DBASE. The ability to create your own desktop menu allows you to customize your databases. The self-creating and editable programming language gives you the flexibility to do whatever you want in formatting, printing, and search capabilities. We were very impresssed on the possible uses of the dbMan database program.

In SEPTEMBER:

NO MEETINGS IN JULY AND AUGUST!!!!

At the September 14th meeting, we will hopefully look at WORDFLAIR II for the ST. The newest GDOS, FSM GDOS, should be out and a demonstration of it with WORDFLAIR will show you the power of ultimate word processing. Bryant LaFreniere and Darryl Ziegler will show you these programs and will be the equipment volunteers. Also, The premier issue of the AtariUser magazine SHOULD be there (if Steve gets it to us). A free copy will be given to all who comes to this September meeting.

May Meeting Minutes

The May meeting of WAUG was held on Tuesday, 5/14, in the Anderson Room of the Michigan Union. President Craig Harvey called the meeting to order at 7:30pm, keeping his campaign promise good to the last drop! Craig distributed a survey polling the members on ideas concerning the club's future.

The video of the AtariFest we had hoped to show was not available, so it looks as if we'll be watching that next month instead. There was some discussion about the show for the sake of those who had not attended, and copies of the show brochure were made available. By most accounts the show was highly successful and, although the attendance levels were somewhat disappointing, most of the vendors have indicated in the online networks that their sales levels were good and both the WAUG clubs were happy to note they did not report any red ink when all was said and done.

Craig detailed coming events: June will be the annual officer elections/flea market. July will feature a twist from the normal general meetings, we'll be meeting at Uno's pizzeria instead of the Union where the club will spring for 'za for the members in a sort of Post-AtariFest- Extravaganza-For-No-Good-Reason.

Bruce Urbanski started the discussion of the feature topic (high speed modems) showing his U.S. Robotics HST and describing some of its features. Bruce was happy to tell us that the USR proprietary protocol has allowed him to experience throughput exceeding 14,000 bits per second. Bruce was followed by Victor Volkman, sysop of the local HAL9000 BBS. Victor held the room in near silence as he described the history and status of current CCITT standards, modems and protocols, and the Hayes hardware he uses.

Bill Rayl demonstrated and/or described most of the titles on this month's AIM disks, both 8-bit and ST. The latest picture display programs for the XL were truly astounding! Russ Crum followed Bill with a treasury/membership report.

The meeting was adjourned as Bob Retelle showed prints of pictures he took at the show, with Bill merrily chugging away making up copies of disks from the club library.

June Meeting Minutes

The June meeting of WAUG was held on 6/11 in the Anderson Room of the Michigan Union. Craig called the meeting to order at 7:30, depending on whose watch you were looking at, and announced this was to be the annual officer election night.

Preceding election activities, Craig read the list of job descriptions from the Charter. With the formalities out of the way, the fun started. It is noteworthy to mention that MOST of the positions had more than one nominee in contention! And the winners (?) are:

David Brzezinski, President
Craig Harvey, Vice President
Dan Cable, Secretary
Russ Crum, Treasurer
Bob Retelle, Editor
Mike Olin, ST Librarian
Dick Selke, 8-bit Librarian

Congratulations all!

Following the elections, Craig reviewed the results of the survey taken last month. It was decided to update our old and outdated demo equipment, along with an increase in door prize activities.

Dave B. described a brainstorm he's been working on concerning future Atari shows and a way to promote user groups amongst Atari computer owners. While this is still in the thought stages, ideas will be considered during future officer and general meetings.

Craig announced that the show video is still not available for viewing. Apparently the producer has been having some equipment problems which should be rectified any day now. Plans for the July general meeting, however, will make it impossible to view the tape at that time so we will probably now postpone it until the August meeting.

The July meeting will be a pizza party, a "good job" gesture in recognition of the excellent work and support that went into planning and execution of the AtariFest. Members will meet at Uno's pizzeria (South University, near Forest) at 7:30. The August meeting plans are a bit fuzzy at this point. We will either take a guided tour of a TT or demonstrate the assembly of a hard drive system for the ST and 8-bit systems.

A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

CREATIVE PROGRAMING USING ATARI BASIC'S IMMEDIATE MODE

Paul V. Alhart (AFED)

What is the Immediate Mode? Just type in a command, *with no line number*, and press RETURN. The command will execute *immediately* without disturbing any program or data you currently have in memory. Try this from BASIC:

```
FOR I=1 TO 255: POKE 710,I:
NEXT I: POKE 710,144[RETURN]
```

As you can see, more than one command can be placed on a line, just as in any BASIC program line. There are some obvious limitations though. You have to type in the commands each time you want to use them, and you can only type in as much as will fit on one "logical" line (120 characters max).

So where does the creative programming come in? Type in the above example again, only precede it with a line number before pressing RETURN. Notice that this time it didn't execute when you pressed RETURN.

The line number tells the computer the command is a Program Mode Command and should execute only after you issue a RUN command. Now give this one line program a name and LIST it to disk (for example, LIST"D: TEST").

Using a word processor, load this one line program and edit away the line number. Resave it to disk using the ASCII Save option, and you now have a disk-based program that will RUN in Immediate Mode when ENTERed from disk (using the above example, ENTER"D:TEST").

Now you can get creative. Your Immediate Mode programs are no longer limited to one "logical" line. They don't have to be retyped each time you want to use them. They will not interfere with programs or data residing in memory!

Most BASIC commands can be used, including DIMension, Open & Close, GET & PUT, IF & THEN. Commands that reference a line number—like GOTO or GOSUB—cannot be used within an Immediate Mode program. But, GOTO can be used as an exit to a program line that is in memory.

Immediate Mode programs can call other disk-based programs. BASIC programs can call Immediate Mode programs and use them as disk-based subroutines. End your Immediate Mode program with a RUN or GOTO command and a program in memory can be automatically restarted when your Immediate Mode program finishes.

Some uses for disk-based Immediate Mode programs could be for utility programs. I have written several Immediate Mode programs which I keep handy on my BASIC Programming utility disk. They allow me to look up an ERROR number, convert numbers between hexadecimal and decimal, look at disk directories, Lock/Unlock/Delete files and more....

All without ever leaving BASIC or the program I am working on! You may remember seeing some of these in my Atari BASIC Enhancements article that appeared in the May '89 issue of Antic.

Now it's your turn to get creative. Write an Immediate Mode program or utility of your own. You will find that writing a program that does not reference any line numbers can be quite a challenge.

Be sure to LIST it to disk and edit out the line numbers after you have it debugged and RUNning. Feel free to send me a copy of the fruits of your labors. I would love to see what other 8-bitters are doing.

Also, with your permission, I will share your efforts with my readers in future A-T-A-R-I columns or possibly on an AIM 8-bit DOM.

Paul Alhart
524 North Zee St.
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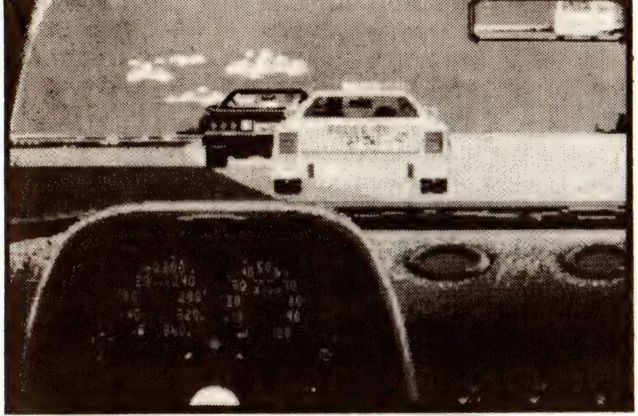

TEST DRIVE II: THE DUEL

Mike Bonkowski (MACE)

It's finally here!!! Test Drive II: The Duel is out. But how does it compare with the original?

I have been waiting for this program to come out ever since it was released for the IBM machines last year. I saw all those wonderful scenery and car disks, especially the muscle cars. I called Accolade in March, and I found out it was released about a month earlier.

A couple of quick calls to my dealers and Test Drive II was on its way.

I believe Accolade listened to all the comments and complaints about the first and set out to correct those in the sequel. Most of the users of the original version will be very surprised when they try out this game.

The cars are "super" responsive. The original had very basic steering, and was very sluggish. This game gives new meaning to the word "oversteer." It is *extremely* easy to try to steer around one car and crash into another car or tunnel wall.

Did I say tunnel? Yep, there are three tunnels on the second scene of the master scenery disk, and each one is longer than the one before. They are also two lanes wide. So, it's near impossible to pass in a tunnel.

Thankfully, the scenery changes from round to round. You are not "locked" into the same type of scene as you were in Test Drive I. There are six different scences.

The first scene (level) is a flat open desert, where you can really "open it up." The second scene is a mountainous road, similar to Test Drive I, except that the road has no guard rails and has tunnels. You will also get a very weird sensation as your car goes over the edge of the cliff and crashes into the valley below.

The third scene is of a winding, tree-covered road. The fourth is similar to the second, except the mountian is on the right side, instead of the left. The fifth is similar to the third, except it is is more winding. The sixth is like the first, except it is *extremely* winding, almost in circles at times. Also, the third through sixth screens are heavly patrolled.

Overall, game play is still very similar—you are still "behind the wheel" of the car of your choice, either a Porsche 959 or a Ferrari F-40. Both are extremely sensitive to turns. Through my own trial and error, I have found that the Porsche is a little easier to drive and control, but not much.

In addition to what was found in the original game, this version also shows the distance you have to travel, distance to gas station, and elapsed time. You also have a graphic display of where you are on the course, where your opponent is, and where, if in pursuit, the police car is.

They also changed the sounds of the game. People who were annoyed by the "whine" of the original, will find that Accolade now uses digitized sounds, so it even sounds like you're really driving this car.

They even changed the traffic. The original had only three types of cars, all Fords. Now, there are Mercedes, Chevys and Fords trying to share the road with you. (Fat Chance! I own the road. I pay the electric bill.)

You can race against the clock or against a computer-controlled car. I have found it is a lot easier to race against the clock, since you will not have to worry about the computer car possibly boxing you out of passing traffic and slowing you down.

You now also have control over the traffic and type of transmission in the car. This version has a slide bar that has a setting for "Auto-Shift," a near automatic transmission. This bar also sets the speed and the amount of traffic on the road. The closer you set the pointer to "Pro," the harder the game is to play.

They even improved the crash and "blown engine" effects. When you crash into another car, you actually see the hood crumple and glass break. When you blow the engine, instead of a simple message of "Blown Engine" and cracked glass, you get a rear view mirror full of smoke. Nice touch. It make a lot more sense than a cracked windshield.

And the best part? Accolade decided to release it on two unprotected single-sided disks. You can copy it to one double-sided disk, or even to a hard drive! Accolade decided to use a "Code Wheel" instead.

Accolade deserves a round of applause. To release a game like this with no copy protection, it must take a company a lot of trust in its users. *So let's not let them down, shall we?!*

The only things I found wrong with this program are minor—a seldom occurring bug where the game stays stuck at the main menu. A quick movement of the cursor on the "rookie-pro" slide bar solves that problem. This could be the fault of my Mega ST. The other "annoyances" are that the Porsche 959 is an "all wheel drive" car, but only the rear wheels spin in the demo, and the computer shown in the "play against the computer" Icon is an Amiga 1000. Come on...the least Accolade could have done was change it to a ST. But I nit-pick.

Overall, the game is first rate. The program ran the first time, on a machine it wasn't designed for. It is "listed" for 520/1040 machines, and even Accolade, when I contacted them, was not sure if it would work on my Mega. Well it did, even with add-on boards and a Mac emulator hanging out of the cartridge port.

My final recommendation is *buy it!* Now if you'll excuse me, I must return to my Porsche. I left it idling, to challange that ST to a rematch. I wonder if anyone would want to buy my old copy of Test Drive I?

Test Drive II
Scenery and Car Data Disks

When I purchased Test Drive II, I also ordered all the data disks that are available. I mainly wanted to experiment with different cars. You can get tired of the same scenery and cars after a peroid of time, especially when the cars are not *really* what you want.

So when Accolade released Test Drive II, and stated that it would have additional cars and scenery, I couldn't wait. There are four disks for Test Drive II—The Supercars, The Muscle Cars, California Challenge and European Challenge.

Car Disks

The Supercars data disk is very much like Test Drive I's cars, except that instead of a Porsche 911 and Corvette, the cars are the Porsche 911 RUF Twin Turbo and Corvette ZR1. Otherwise, the cars are basically the same. The Lamborghini has lost its rear fin, but that is about the only change. The only car I am utterly disappointed with is the ZR1. If this game exactly simulates that car, I am not interested! As you will see below.

The Muscle Cars disk is the disk I *wanted!* Here are the cars I grew up with, and now cannot afford. If you purchase Test Drive II, get this disk as well. You won't be disappointed.

The cars on this disk, top speed in brackets, include 1963 Corvette Stingray (142 MPH), 1968 Shelby GT500 Cobra Mustang (138 MPH), 1967 Pontiac GTO (107 MPH), 1969 COPO 9560 ZL-1 Camaro (154 MPH), and my favorite, a 1969 Dodge Charger Daytona (144 MPH).

With the exception of the GTO, which is the slowest of the cars, they can all beat the ZR-1. The GTO can even beat the ZR-1 if the Corvette crashes even once. How pathetic—1990 Technology beaten by 1969 Horsepower! That doesn't say much for the new Vettes, does it? But I digress.

All of the cars are very nicely drawn. The '63 Vette is best, due to the use of shading. Sadly, the '69 Daytona is only very good. For some odd reason, Accolade chose to make the car completely dark blue. And actually, the rear of the car is almost completely wrong. It looks more like a 1970 Plymouth Road Runner Superbird than a 1969 Dodge Charger Daytona. But, it's still a very nice car.

Scenery Disks

The California Challenge scenery disk has six different scenes. Trees of Mystery to Eureka—a mostly straight stretch of road and not patrolled. Eureka to Rockport—this stretch of road has a lot of climbing roads and sharp turns. Rockport to San Francisco—here, the streets are straight and flat, open it up and gain some time. The last three scenes I have not yet seen—San Francisco to Carmel, Carmel to Santa Barbara and Santa Barbara to Mexico. I cannot tell you what to expect, but the screen shots look nice.

The European Challenge is the other scenery disk available. Due to a delay, I have not yet received it. According to the Accolade catalog, you drive through The Netherland, drive on the beaches of the French Riviera, descend the mountains in Switzerland, and drive flat out on the German Autobahn. It sounds great. But more mountainous roads? I think Accolade could have come up with something else instead.

All the disks I have seen have been very good. I prefer the Muscle Cars, but all of them are first rate. When you purchase Test Drive II: The Duel, take a look at the scenery and car disks. I am sure that after racing the same two cars on the same scenery, you will enjoy the change.

Your Friendly Neighborhood Echo Boss Loves You

Tim Holt (ACCEPT)

I don't know much about those BBS networks. I have seen Nets, Mail, and Echos, but to tell you the truth, I can't figure out the difference between one and another. Our club BBS doesn't have a net, is not on an echo, and the only mail I see is an occasional complaint left to me in the E-mail.

What I know is rudimentary to say the least, but I do know that if you put a message on a net—or in an echo—you get all kinds of replies from all over the place.

Perhaps a few of you have seen the free offer our club had a few months back. Essentially, what we did was offer a free three-month membership to any ST user in the United States. No big deal, right?

Well, after posting the offer in ST Report, and on GEnie and Compuserve, I decided to put the offer on an "echo" of another BBS here in El Paso. Uh Uh. Big mistake.

I posted the message for the free offer, and about a week later, I got a reply back from the head echoer, one Pat Moffit. I guess he is important, because he has a title: "Atari ST Echo Moderator."

I am in trouble. Let me show you part of our message (the end part) and the reply Mr. Moffitt sent me:

Message #108 'NETMAIL' >
Date: 30 May 91 20:14:44
From: Pat Moffitt of 1:347/11.0
To: Tim Holt of 1:381/67.0
Subj: Free Offer

TH> This offer is taking the USA by storm! No other user group in the United TH> States is making this offer! Take advantage of it now...Time is running TH> out!

"Now this is the kind of thing I was afraid was going to happen. Another act like this and you will ban all user groups for advertizing in the ECHO.

I also find this message very annoying for the amount of space it takes up. As the moderator I don't have to put up with this.

This is an offical [sic] *warning, do not enter adds* [sic] *that take up more than one screen in the Atari_ST Echo on Fidonet again."*

Pat Moffitt, ATARI_ST Echo Moderator
Fidonet 1:347/11.0 (509) 965-2345

Holy Moly! I had no idea the Atari ST echo is so anti-user group! Let's look at what I did, and then at the response:

I sent a message that was about 45 lines long. I guess that is about 5-6K long. It was not any type of commercial advertisement; it was just an offer for our little club, way out here in El Paso.

Apparently, Mr. Moffitt thought it was too long. Now correct me if I am wrong, but don't these echos and nets and such shuffle about huge sums of messages each day? I mean, if I get things right, they deal with megabytes of information! One little message 5-6K long can't make *that* much of a difference.

Well, I could understand if *everyone* left real long messages, but out here in El Paso, I see messages that the entire contents are two or three words! And that is the *majority* of the messages. Most of the messages say things like:

"Thanks Billy Bob, I'll check it out!"

The point is, I cannot believe that our *one* message clogged up the entire Atari ST Echo in the entire United States of America.

I think that our message was important, it was addressed to every user in the United States, and at last count, we have gotten over 100 responses. Of all the "ads" we placed, 36 of the responses came from the ad that was placed on the "ECHO." (We had a question that asked where people heard of our offer.)

"Now this is the kind of thing I was afraid was going to happen. Another act like this and you will ban all user groups for advertizing in the ECHO."

Doesn't that seem to you to be an *extreme* stand to take? Even if our club did break some horrible rule, this guy would ban *every user group* in the world from using his personal echo.

Let's see, how many user groups are there? Well over 300, I think. Mr. Moffitt would ban every one for something those dorks way out in El Paso did. Thanks Mr. Moffitt.

With support like this, it is no wonder that Atari is on the ropes. This guy is supposed to be a *friend of the ST?* Well, you know the old saying, with friends like these...

"I also find this message very annoying for the amount of space it takes up. As the moderator I don't have to put up with this."

Gee, Mr. Moffitt, I had no idea that the echo limited to a certain size any message that is put up. I just put the darn message up on a local board. However, if there is a limit in size, how in the heck was I able to *leave* the message to begin with? Seems to me you need to talk to your sysops, not get your panties tied in knots when user groups try to get a few new members.

"This is an offical warning, do not enter adds that take up more than one screen in the Atari_ST Echo on Fidonet again."

Okay you user groups, this is it! The official *warning* from *Sysop Pat*. Don't advertise on the Echo again. We at ACCEPT are sorry that we have dampened your chances. Our lawyers are ready for your responses.

Seriously, aren't we ST users supposed to be working together? Haven't we all figured out by now that the user group is important to the last remaining days of our computers? With the poor attitudes like the ones displayed by Mr. Moffitt, it is no wonder that Atari is still the stepchild of the computer world.

Gee guy, lighten up! We were only trying to get a few new members! It wasn't like we posted death threats or were passing pirated material over your system! I hope your attitude changes, Mr. Moffitt. I hope that you begin to realize that user groups are the thin line that separates Atari ST computers from Atari ST *orphan* computers.

As for all you user groups out there that are "Officially warned," we here at ACCEPT offer our sincere apologies. We didn't realize that our *one* message out of the millions that are posted would cause such a response. I hope it doesn't mean we can't do lunch next week...

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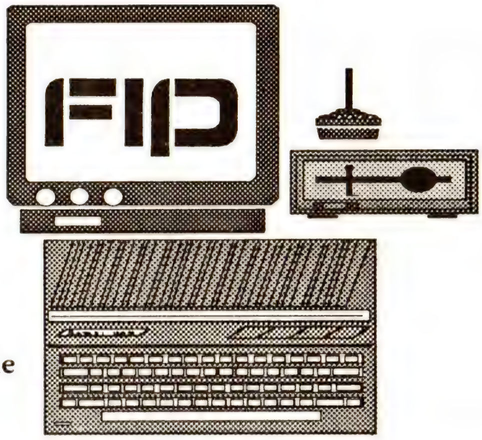
File Information Program



Chris Guenther (ACCD)

So there's nothing new or different for your 8-bit Atari, I hear you cry? Well, think again. What Atariwriter did to word processing with its power and ease of use, the File Information Program (FIP) has done for disk cataloging.

It's written in Action! (but, of course, stands alone), so everything it does is fast, and all of the functions are accessed from the single main screen. There's no hopping back and forth from one menu to another, and no disk swaps once it's loaded.

Fool Proof

Also, it's goof proof, because the FIP formats disks with a number in the first sector. If you swap disks without telling the program, it won't overwrite precious data or crash because it can't find an entry.

Data entry is very easy. Not only can you enter new data, but you can also modify any or all of an old entry. The field headings are what you'd expect. There are: 'filename' (w/extender); 'Record #' (the FIP increments this—you don't have to); 'Category' (the categories are already predefined. You just choose the one that best fits the program); 'Disk Number'; and 'Details' (which is a four line field where you can enter a more detailed description of the program).

The 'Details' field is great, because the FIP remembers the last entry here. Thus if you're entering a series of similar programs, just press <control>-R, and the previous entry is brought back, allowing you to put something like '...part 2' at the end.

Drawback?

One thing some people may feel is a drawback of the FIP is the lack of a sort function. But, because of the speed of the search routine, the user really doesn't need to reshuffle the entries.

For a test, I ran a search through the Details field for a key word I knew was only in the last of 186 entries. It took about 30 seconds to get through all the data and find it, and this was while reading from the disk! Searches on any of the other fields are even quicker, because that data is retained in memory.

Printing

If you want to print out a series of entries, just toggle on the print option, then use either the Search or Display option. These allow you to see the first, last, previous, or any in-between records.

Additional utilities from the programmer in the future (he doesn't leave much memory available for any major changes) may include a sort routine, a pack utility to take out deleted entries, and maybe a program to convert the data files to standard text, so they can be printed by a word processor.

The File Information Program can be obtained by sending **$12.50** to:

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Video Titler III

For The 8-Bit

Ellen Lentz (ACCT)

Video Titler III (VT3) is a shareware program produced by Andrew Buongiorno. The purpose of the program is to produce titles which can be transferred to a VCR tape. It requires 48K memory and BASIC.

How VT3 Works

The program is divided into two parts and produces two types of files. One is called a Title and the other, a Screen. Either can be transferred directly to the VCR, but the Screen can include a picture with text, and a Screen can be incorporated into a Title.

There are several Screens included on the disk. These pictures can have text added to them and used in your own Titles. There are three .TXT files which can be printed out, giving information about the programs.

There are also two Titles—DEMO and SCREEN—which can be viewed to demonstrate what Titles can do, and the different Screens available.

On the back of the disk are two programs which allow you to convert MicroIllustrator and Fun With Art pictures to the MicroPaint format, which is used by VT3.

Getting Started

The program, once loaded, is resident in memory at all times, so you can remove the program disk and work with your data disk. The Main Menu is quite comprehensive. It allows you to List the names of the Titles and Screens, Enter changes, Retrieve, Display, Save, or Delete a Title and Paint (Create, Retrieve, Display, Change, or change colors) on a Screen. The Paint option is a very elementary drawing program, but it is useful when applying text to a picture.

There is also a HELP option on the menu which lists the commands used to create a Title or Screen. These commands can be listed to a printer for future reference.

Creating Titles

Titles are actually BASIC programs which are entered under the Edit option, complete with line numbers. The same features apply as in writing a BASIC program—you can list the whole file or a portion of it, delete a line by entering the line number only, change a line by typing over it or add new lines which fall between existing lines.

If you are creating a new Title, the line numbers are presented to you; if changing a Title, you supply the necessary line numbers. Commands can be typed in either upper or lower case.

You can flip between the Edit and Display options very easily—create your Title, then see what you have created. Then go back and add some more, or change it if you want to. Every so often, you should Save the Title, in case you do something illegal to generate an unrecoverable error. You have to reload the program after such as error, but you can then Retrieve your saved Title and continue.

VT3 commands are preceded by a period (i.e., .S). All other text entered will be displayed on the screen. You can have three sizes of letters, three different colors of text on one page, 16 background colors, and nine different intensities.

You can position the text on a certain line and between margins (useful if you want the text to appear in a certain position on a screen) and scroll the text horizontally or vertically. The text (if not horizontally scrolled) will be centered on the page, and both upper and lower case letters can be used. Screens can be entered with the ".Pict (filename)" command and music can be generated with ".Song" command followed by the appropriate code for the music.

An illustration of the foregoing can be observed by Retrieving the Title DEMO, then Displaying it. Each of the above features will be presented. To see the coding generated, use the Enter option. LIST will then list the code (you can stop and start it by toggling with CTRL-1).

Although these are BASIC programs, there is no way to list them to the printer, unless you first load a screen dump program (such as Humpty-Dump), run VIDEOTL3.BAS, use CTL-1 to stop and start, and then print each page to the printer. There will not be enough memory left to Display the Title, but since you have your printed listing, you can then reboot the program.

Since the word "screen" has a specific meaning here, the word PAGE will be used to describe what you will see on your TV screen or monitor.

To get a new page, you must enter the size of the letters you want—.S, .M or .L. You should then set the colors and intensity of your background and text. The default is a black background and gold text. On entering your text, you are limited to the number of characters on each line—about 18 or 20 characters for the small text. .Blank can be used to get a blank line between text. You can get 12 lines of small text on a page.

Entering a Screen will also produce a new page, but you can enter text on this same page (using the line number and margins). Entering .Song will not change the page.

Coloring

The colors available for both background and text are: Gray, Gold, Orange, Red, Pink, Purple, Navy, Blue, Lt. Blue, Aqua, Gb, Green, Yg, Og And Lt. Orng.

To set a background color, use .B (color). For the text, just .(color). Remember, only 3 colors can be used on a page.

The intensities are .Dk (0-4) or .Lt (1-4). The higher the number, the darker (or lighter for .Lt) the intensity. Again, for background, you use .B first.

Two other commands are available. .Pause (.1-5) will hold the page on the screen for the specified length of time. .Goto (line number) will create a loop.

Once you have the title DEMO loaded in, try changing it to see the effects of the above. It will not affect the original file. If you wish to save your changes, save the file to another disk.

To see the coding for the first page only, enter LIST 10,120. This shows an example of starting a page and using the background colors, intensity, and inverse type (use the Atari key for this effect).

List 120,370 for the 2nd, 3rd, and 4th pages. This demonstrates the different sizes of letters that can be used.

The 5th page, list 380,480 shows the text in three different colors. Try changing the colors.

490 through 830 changes the background colors on the page, and 840 through 1040 changes the background intensities. Note the use of the .Pause command.

1050 through 1210 is an example of the vertical scrolling. Note that no background color was specified so the default (black) will be used.

1220 through 1280 is an example of the horizontal scrolling. The screen is loaded (.PICT VT), line position is chosen (.VPOS 8), margins are chosen (.LMAR 3 and .RMAR 16), and the number of times the text is to be scrolled (.HSCROLL 3). The text to be scrolled can be any length.

1290 through 1310 loads the screen MUSIC (both screens VT and MUSIC are on your disk) and plays the song coded in line 1310. For those with a musical background, C is Octave 3.

1320 through 1340 is the final page and the Goto 10 at line 1350 returns to the first line and continues the display until you press Start, which returns you to the Main Menu.

Experiment with changing the text, text colors and background colors, or add some more text of your own. Hitting return with no entry will take you back to the Main Menu, where choosing Display will show you the effects of your changes. Press Start for the Main Menu again and choose Enter to make more changes.

To start creating a new Title, choose Enter, and type New instead of List. Line numbers will be generated for you until you exit. When you return to this feature you will have to supply your own line numbers. Take care because the keys are rather sluggish.

The PAINT option on the Main Menu is to allow you to draw your own screens but you would be better off using a drawing program such as Micro-Illustrator (Koala), Micro-Painter or Fun With Art, then converting these screens. The only two editing keys that work as specified are the Print and Fire Button.

Position your cursor to where you want to start printing, then hit 'P' and start typing your text. RETURN will turn it off. You must use a joystick to control the cursor, which will first appear in the middle of the screen. Holding down the fire button will draw a blank line. "Q" will quit the Paint option without saving the picture, but START will save the picture, with not always satisfactory results.

There are two programs provided on the back of the disk to convert screens. PICCNVRT.BAS will convert Micro Illustrator (Koala), Micro-Painter, and Fun With Art screens from one format to the other. It will alert you if the format you've chosen isn't correct.

Some of the picture files with .PIC extenders are actually Micro-Painter pictures and only need the extender changed to .MIC. This program will tell you which it is and you can copy from Micro-Painter to Micro-Painter, getting the .MIC extender. This program allows you to use two disk drives and shows you the picture before it is converted. You use the full name of the files.

VT3UTIL.BAS will convert a picture with the extender .MIC to a screen with the extender .SCN. There are two options available. XTFR will copy .MIC files from one disk to another. You should only put about 6 files on a disk to leave room for the .SCN files. PROCESS converts .MIC files to .SCN files on the same disk. You have the choice of copying every other line on the .MIC file, or copying only the top half of the picture. This is because Micro-Painter has 160 rows and Video Titler has only 80 rows. In either case, you'll get a full screen. Try them to see which one you'll like best.

VCR.TXT has the instructions to hook-up your computer to your VCR. Print this file (also the two READ.ME files) from DOS.

This is a very useful and easy-to-use Shareware program. If you enjoy it, show your appreciation by sending a few dollars to the author and keep these good Shareware programs coming.

Video Titler III—Andrew Buongiorno, Box 257, Brooklyn, NY 11214

The Right Brain
Shareware

Paul Stampfli
ACCEPT

Many years ago my Grandfather said something that, for some reason, stuck with me throughout my life. It was one of those things that he probably said in passing without giving it a lot of thought. But, to my child-brain, it sounded like genius, and stayed there forever.

What he said was, "You get what you pay for, Knuckle-head." True, I doubt this is an original saying, but I do have a lot of hero-worship left over for my Grandpa that I never had the chance to give him.

Which brings me to Shareware and Public Domain. For some reason, these have been lumped together over the past few years like they were the same thing. They aren't.

For those of you new to computing, or living under a rock for the past ten years, or perhaps if you have been ignoring Shareware fees, here it is. Shareware is *commercial* programming.

True, it doesn't come in a fancy box and have a fancy name like the stuff you get at your local dealers. It doesn't even come in plain, brown wrappers like the stuff you get from mail order houses, but it *is* commercial programming just the same.

What these brave souls, (Shareware programmers) have done is tried something *very* American. They have attempted to beat the system. These guys, mostly, are "back room" programmers that have created something they feel has value and use, but they can't afford to promote it or don't want to sell control of their beloved creation to a big, impersonal company.

They have set it adrift in the world of the computer and relied on people's honesty to send in their fees for their income. Generally, these folks are *very* disappointed in this method of doing things. Why? Because we computer users *don't pay*. It's just that simple. Oh, sure, we talk big stuff, but we don't pay up.

Public Domain, on the other hand, is just that—Public Domain. Anyone can have it, and anyone can freely give it (or often sell it) to anyone else. Some of these efforts are just plain garbage, and others are just plain wonderful. It just depends on what you want, or need, at a given time and the "Brownian" movement of software in the public domain scene.

Is this just another Shareware plea from a "back room" programmer that wants to make a few more bucks? Yes, and no. This is another Shareware plea, but not from a programmer. (I couldn't write a line of code if my life depended on it!) The doom and gloomers are always talking about the ST market drying up and moving on to other operating systems. Well, eventually, the ST will die. But I'm afraid that we are helping to kill it.

If we support the low-budget programmer—the "hobbyist" programmer— that writes good shareware stuff, he will continue to write good stuff. And since he is a hobbyist, has a day job and isn't likely to go to work for IBM tomorrow, he will probably continue to write programs for a "dead language" computer long after the big companies have moved on. (Look what's happening to the Atari 8-bits!)

They, (the big companies) have to make big profits to stay in business and will not continue to support a computer with a small, and shrinking, installed user base.

But the Shareware programmer, who needs no such "big bucks" will continue to support us IF we continue to support him or her. So pay your Shareware fees, folks! It will help us all in the long run, and hurt us all if you don't.

Besides, like the man says, it's the right thing to do.

Shareware authors... rely on people's honesty to send in their fees for their income. Generally, these folks are *very* disappointed...

TextPro Configuration

John McGowan

(This article is Copyright 1991 by John McGowan but can be reprinted ad libitem provided this notice and the source from which you obtained the file are given credit.)

This article is for those who use TextPro version 4.54 (or later) and who also have a RAMdisk (there are some SpartaDos specific recommendations, but similar procedures can be used in MyDos).

One difficulty I had when I first used TextPro (from hereon referred to as TP) was that I had many macros and help screens and had to be sure the proper disk was in Drive 1 before accessing them (either by using the HELP key—OPTION-? on the 800—or CTRL-V to load a macro).

However, as indicated in the documentation for TP, this *can* be avoided *if* you have a RAMdisk.

Here's how to set TP to use a RAMdisk. First, boot TP, then load TP into itself as a text file! Do a global search and replace of "D1:" to "D8:" (assuming your RAMdisk is numbered "D8:"). Then, go to the head of the TP file and look through it to find the title screen and edit that to indicate that the program has been configured for RAMdisk (just overwrite some of the text with a "RAMDISK CONF" message...be sure not to overwrite the copyright notice).

Now, save the file as TPRAM.COM (when you save it be SURE the command line is GREEN indicating that you have NOT changed the length of the file).

When you write macros, be sure they access files from 'D8:'. For example, if your macro file needs to load a configuration file, use a "SELECT-CTRL-L BACKSPACE 8:cnfgfile.name" command in the macro.

The BACKSPACE (entered by pressing the ESCAPE key and then the BACKSPACE key) will delete the ":" in the "D:" prompt on the command line and replace the "D:" prompt with "D8:cnfgfile.name" to load the file from Drive 8.

Do this for all relevant files (help screens, configuration files, fonts if you use the TP fontloader program I wrote, or use TP 4.56 which allows new fonts).

Make sure everything is on "D8:" and you will access everything from RAMdisk and have all your macros/help files, fonts, etc. immediately at hand with no worry about disk swapping.

As an example, I have modified TP to run from RAMdisk as above and have a STARTUP.BAT file for SpartaDOS with the following:

```
RD D8:
COPY D:TPRAM.COM D8:
COPY D:*.FNT D8:
COPY D:*.MAC D8:
COPY D:*.CNF D8:
COPY (other files of mine)
D8:
D8:TPRAM
```

This ensures that all the files that TP looks for load in immediately—TEXTPRO.FNT, TEXTPRO .MAC (TEXTPRO.MAX in version 4.56 and later!), configuration files etc. are on D8: and the conversion to TPRAM ensures that the program looks to D8:.

As all configuration, fonts and macros are on Drive 8 and all my macros have been converted to find files on Drive 8, I never need have a disk in the physical drive! Further, as TPRAM.COM is on Drive 8 as well, if I exit TP (CTRL-X) to do some DOS utility work (such as format a disk in Sparta format, XINIT) or run some utility, I type "D8:TPRAM" and TP reloads, finding all its files...on Drive 8! (very fast!)

The main use I have for this is with DaisyDot3 (DD3). My TEXTPRO.MAC file is a DD3 formatting macro file which has the OPTION-CTRL-P macro designed to do a binary run of DD3 from "D8:" (yes, my STARTUP.BAT copies DD3 to D8: as well!)

I can then run TP, edit a file and save to D8: (OPTION-CTRL-S is defined as a save to D8:!), hit OPTION-CTRL-P and be in DD3 before you can say "uncle." I then print the file, exit to DOS, enter "D8:TPRAM" and I'm right back in TP with my TP macros and configurations loaded (from D8:) VERRRY quickly.

If you have enough memory for a RAMdisk, consider modifying TP to access its files from RAMdisk. It makes it fast and handy (there is the option of using SNAPSHOT instead, but I leave that to SnapShot users to work out).

Additional Notes

I have had some trouble with ICD's RAMdisk handler for "D8:" using my RAMBO and using TP454XE, the XE version which allows three files in memory at once.

If you have a copy of the PSIRD .COM file, which is a SpartaDOS RAMdisk handler from PSI, use it instead.

[Ed: The PSI RAMdisk is one of the programs contained on the June '91 AIM 8-bit Disk of the Month.]

Boot Fix

Glenn Dulin (COAC)

The Problems

When I purchased my 1040 STE I quickly found it wouldn't work with my SH204 Atari hard drive. It seems there is a hardware problem with the host adapter or something. There isn't a simple fix and the one there is isn't worth it. The drive is fine when working with normal STs even with TOS 1.4.

Now, this upset me quite a bit. I had documentation to get out for a PC program I had written! I needed my software! I needed my hard drive! I found a good price on a SyQuest drive and ordered it. I was wanting to get one for a long time anyway.

I got the drive and found that the SyQuest, which is a SCSI drive, needed to be booted twice before the computer would boot from it! So, whata-ya-do? You put a disk in drive A: and the COLDBOOT program in the auto folder and watch the computer boot a few ridiculous times before you can use the darn thing. Geez! This hardly seemed like a reasonable way for any high class computer to act.

With my older system I had to turn on the hard drive, wait for it to spin up, then turn on the computer. Double Geez!

Yea, I know all this isn't up there with the plight of the Kurds or the poor storm-struck folks in Bangladesh. But geez!

Yea, the good news is coming.

The Reason

The above problem with SCSI drives is common. All the SCSI drives need to be awakened first, then booted to be recognized. Except that some drives can have a bit set in the SCSI controller to allow you to boot only once. These are Seagate and Quantum drives. ICD's software will set this bit. Of course I don't have one of those!

The Solution

Enter...shareware from Art Zeigler. Art has managed to cure, smooth and down right blow away all the aforementioned absurdities.

Ta daaa—SCSI Boot to the rescue. A low-powered name for a high-powered gem. I have already received a revision of this wonderful boot fix. It's SCSIWAI2.

It's simplicity itself. You run the program and it writes a boot sector on a floppy in Drive A:. When you boot from this disk, the program awakens the hard drive and waits for the drive to spin up and become ready. Then, the operating system does its thing and boots off the hard drive.

You can turn your whole system on at once and not have to wait for the spin up or for that double boot! This does mean you will have to boot with this disk if you want it to work, but I found this not a problem. I have but one drive, but the software shows the ready status of all seven on-line SCSI devices. It's marvelous!

The Price

Art says send him $5 along with a disk and your address and he will return the latest to you. I think it's worth more.

The Place

Art Zeigler, 1719 SW 16th Ave.,
Apt #4, Portland, OR 972011

The Goodbye

Goodbye!

" Its even more remarkable when you think it was written before wordprocessors were invented"

THE FONT RESOURCE

Welcome to *The Font Resource,* our new monthly column spotlighting some of the latest font releases for your favorite ST DTP packages.

This month, we're going to take a look at two of the many disks available from Computer Safari under the Safari Fonts title.

Computer Safari is, by far, the most prolific font supplier for PageStream. In fact, most of the font disks sold by Soft-Logik actually originated from Computer Safari and its president, Jay Pierstorff.

Many of the newest Safari Fonts disks contain font versions for both Calamus and PageStream. The quality of all their fonts is excellent. You really can't go wrong with any of them!

For purchasing information on any of the fonts showcased here, or for details on other font disks, contact Computer Safari, 606 W. Cross St., Woodland, CA 95695, phone (916) 666-1813.

SAFARI DISK #1 (for Calamus & PageStream)

EXPORT

`´".,;:!?$()0123456789ABCDEFGHIJKLMNOPQRS
TUVWXYZÀÁÂÃÄÅÈÉÊËÌÍÎÏÑÒÓÔÕÖŠÙÚÛÜÝŸŽ

Nervous

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PQRSTUVWXYZ_`abcdefghijklmnopqrstuvwxyz
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áâãäåæçèéêëìíîïñòóôõöšùúûüýÿž

WILD WEST

`´"-.,;:!?$()0123456789ABCDEFGHIJKLMNOPQRS
TUVWXYZÀÁÂÃÄÅÇÈÉÊËÌÍÎÏŁÑÒÓÔÕÖŒŠÙÚ
ÛÜÝŸŽ

SAFARI DISK #2 (for PageStream)

HARI EXTRA BOLD

''""""---.,;:!?$%()0123456789ABCDEFGHI
JKLMNOPQRSTUVWXYZÀÁÂÃÄÅÆÇÈÉÊ
ËÌÍÎÏŁÑØÒÓÔÕÖŒŠÙÚÛÜÝŸŽ

AVANT Bold

!"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOP
QRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~AA
AC‹›CAEA«»EA1ГeHHVVNRAUAtcvvKALMNSTØWWwwy
GA',„""·•–—...fiflPtS™®©¿¡ßøÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔ
ÕÖŒŠÙÚÛÜÝŸŽàáâãäåæçèéêëìíîïłñòóôõöšùúûüýÿž

TWO-TONE

ABCDEFGHIJKLMNOPQRSTUVWXYZ0123
456789.,:;''''""!?$%()+---•ÀÁÂÃÄÅÆÇ
ÈÉÊËÌÍÎÏŁÑÒÓÔÕÖØŒŠÙÚÛÜÝŸŽ

All fonts displayed in 15 point, except Two-Tone (18 point) and AVANT Bold (12 pt).

Folks visiting the Nation's capital ***should*** see the National Arboretum the Senate Subway, the Washington Navy Yard, and

the largest Atari computer show on the east coast.

W•A•A•C•E

AtariFest '91

October • 12 & 13 • 1991

Sheraton-Reston Hotel

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user groups seminars vendors
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desktop publishing demonstrations
door prizes midi games telecom
education entertainment utilities
applications ibm & mac emulation
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Admission:
$5.00 for one day, or $7.00 for both days

For general information, contact Charles Smeton at 301-465-8628, or on GEnie mail as C.S. Smeton. For vendor information, contact John Barnes at 301-652-0667, or on GEnie mail as J.D. Barnes.

Telephone for hotel reservations: 703-620-9000

Hotel rates, which include FREE admission to the 'Fest, are $59 per night, single or double occupancy, and $66 triple or quad. These rates are valid from Oct. 10 through 13. State tax of 4.5 percent applies. In order to obtain these special rates, you must mention AtariFest '91.

AtariFest '91 is presented by the Washington Area Atari Computer Enthusiasts

August
1991

AIM
ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the August '91 disk. For more complete docs, see the text files contained in most of these archives.

CLOCKSET.APP—This is version 1.3 of CodeHead's ClockSetter. It lets you set the system time and date. You can also use ClockSetter in your AUTO folder to read the keyboard clock and set the GEMDOS clock. New features allow you to input time in 24-hour format and a bug has been fixed which caused a lockup on some systems. ClockSetter is freeware from CodeHead Software.

DCRESERV.APP—DC Reserve will save a predefined amount of memory when you execute a program. For example, when you run FLASH! it takes all free memory for its capture buffer. With DC Reserve installed and set to reserve 100K of memory, you will get 100K free RAM in FLASH! to use for other things (like DC Shower or DC Xtract Plus). 100% Assembly. ST, STe and TT compatible. From Double Click Software.

DCSALVAG.APP—Ever try to copy a file that had a bad sector in it? What happened? Couldn't copy the file? DC Salvage will rescue any file from the junk heap. Just tell DC Salvage which file to copy, and it'll copy as much of the file as possible, displaying info all the while it is copying. 100% assembly. ST, STe and TT compatible. From Double Click Software.

HORSTCAP.APP—Horst Caps, a "curly-Q" display head font for ISD's Calamus. Converted from a PD Mac Postscript font.

HP2WWDRV.APP—WordWriter ST printer driver for the HP LaserJet II. Now, you can take advantage of the HP's abilities via WordWriter!

MICRON.APP—Micron Demi and Micron Bold Extended fonts for Calamus. Includes italic versions. This font is similar to Eurostyle. Excellent for headlines. Shareware.

MINI_6.APP—Yet another Shareware font for Calamus, Mini <6> is specially designed for optimum printing at 6 point on a 300 DPI laser. This font should not be used above 7 point, but it can produce legible text even lower than 3 point!

MINT_07B.APP—MiNT (MiNT is Not TOS) multitasking operating system for the ST/TT. Allows access to GEM and can handle MINIX formatted partitions. Complete documentation included.

SOLITARE.APP—Demo of a sharp-looking solitaire program. Color only.

STW4DOCS.APP—Documentation for STWriter Elite version 4.2.
STW4ENG.APP—Version 4.2 of ST Writer Elite Word Processor. Fixes some cosmetic bugs and adds scrolling help dialog box accessed via the Help key from the Edit window. Works in all resolutions on ST and TT, with 3 font sizes on TT med and high res. Fully configurable.

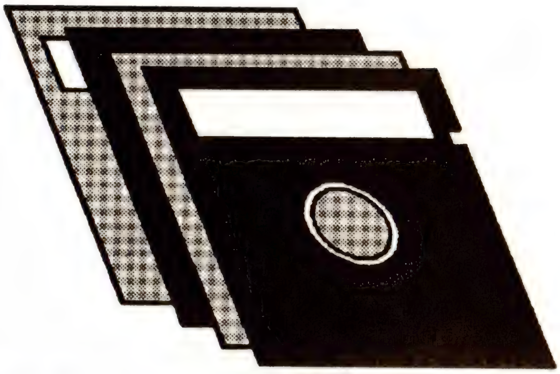
STW4GER.APP—ST Writer Elite 4.2 German version of the program.

STW4SPN.APP—ST Writer Elite 4.2 Spanish version.

UMORIA.APP—Version 5.2.2 of UMoria, a D&D-type game similar to Hack or Rogue. Uses "text graphics," and is very addictive. If you've played Hack, Rogue, Phantasie or similar games on mainframes or UNIX systems, you'll love UMoria.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the August '91 disk when ordering.

AIM 8-Bit Disk of the Month August 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility and to decompress files with a DCM extension, you need DISKCOM3.UTL (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

Here's a short description of the files on the August '91 disk. For more complete documentation, see the text files contained within most of the ARChives.

Side 1

BRIKBAT.DCM—A 2-player combat game where you control a Breakout-type paddle to volley the ball and knock out bricks. But, there's a twist—you also get nifty items like a laser gun, etc to fire upon your oponent. Adds a whole new dimension to the old Breakout style game. Excellent playability and good graphics. Disk-comm'ed boot disk. Shareware.

GLYPH.ARC—A font editor and utilities package. This ARC includes Glyph (the font editor), Rosetta (a conversion utility), documentation and a number of fonts. Shareware.

SOURCES.TXT—Text file listing names and addresses of companies that still support the Atari 8-bit computer. From PD software to hard-to-find commercial programs to hardware to magazines, there are still companies out there if you know where to look. So, look right here!

WARPZONE.ARC—PD "demo" release of a game written for the Atari some 7 years ago. In WARPZONE, you blast the aliens while collecting all the crystals from the various sectors in each level. Complete game available for a Shareware contribution to the author.

Side 2

EXTENDED.ARC—Extended Atari BASIC adds DOS commands, line renumbering, automatic line numbering, joystick cursor control, clock, function keys, and many other commands and functions to Atari BASIC. Runs on XL/XE's with at least 64K RAM and built-in BASIC. Works well with DOS 2.5 and MyDOS, but doesn't work with SpartaDOS. Docs and three sample programs included.

INFOMIND.ARC—INFO MINDER is a new full-screen database program for all Atari 8-bit machines. Written in Atari BASIC, user customizing options, easy data entry and more. Very easy to use and flexible enough for almost any purpose. UNARCs to 662 sectors, so be sure to use an empty disk (no DOS) to UNARC.

MYDOS80.ARC— An 80-column menu for MYDOS 4.5. Works with any 80-column driver, but the README file in this ARC is for the XEP80. This replaces the DUP.SYS of MYDOS 4.5.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the August '91 disk when ordering.

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President	Richard M. Houser	(505) 299-3977
16bit Vice President	Everett Schnetzer	
8bit Vice President	Ed Skeans	
Secretary/Treasurer	Mike Evans	

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

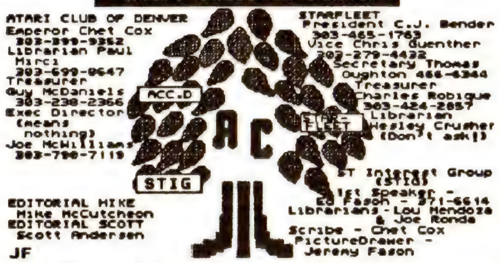
AUSTIN ATARI COMPUTER ENTHUSIASTS

Our new slate of Officers has generated some new activity in the Club. We have a new MIDI SIG that is six months old, and have just started our second C class. This one is different, part tutorial, part hands on. The only problems were installing the new compiler for the 8 bit users and getting the Mark Johnson C in the ST library to work at all(we didn't have anyone who spoke fluent UNIX). All in all this class was more fun than the last one.

We are still looking for a semi permanant meeting room. All of the options turned into duds because of location, size, parking, and most importantly-liability insurance(it's a killer). But we'll meet the first Wednesday since it's time for a change. Our current meeting is a combined Disk Party, General Meeting, and Officers meeting, but it gets kind of cramped both in space and time.

Both our ST and 8 Bit libraries have been revamped, with more changes coming. They will be easier to access, and have more data per disk at the same price-the ST will be double sided and the 8 Bit will be flippy(SD). 8 Bit lists are available, with new disk update lists printed as needed. Early summer should see the 8 Bit library finished with more new lists printed. Also in early summer will be the AUSTIN COMPUTER FAIR. We have attended that in the past and may this year provided we can get a lot more volunteers and more organised than last.

the Atari Clubs of Denver



ATARI CLUB OF DENVER
Emperor Chet Cox
303-399-9352
Librarian Paul Mirci
303-699-0647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

STARFLEET
President C.J. Bender
303-465-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robigue
303-424-2057
Librarian
Wesley Crusher (Don't ask!)

ST Interest Group (STIG)
1st Speaker - Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronde
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT

Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

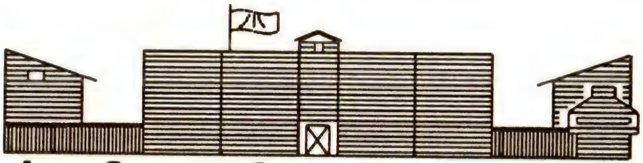
Bob Drews	(916) 423-1573	President
Ed Galvan	725-6955	Newsletter/Disk Library
Ken Helton	446-2794	Treasurer
Barry Gordon	338-1488	Modem SIG
Bob Haynes	371-1726	Archivist

ACCESS -- The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662.

For those of you who don't know who we are, ACCESS is the Atari 8-bit user group for the Sacramento, CA area. We provide help and information to the local Atari community. We offer a number of meetings each month to give you more information on your computer and to answer your questions. And, of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following three consecutive Tuesday nights at the homes of Barry Gordon (Modem SIG), Bob Drews (Board of Directors Meeting), and Tim Naber (Disk SIG). Telephone them for additional details, but we hope you can be a part of these groups.



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

ACORN has both an 8-bit and ST PD software library. Over 300 8-bit disks and over 100 ST disks are available to any individual. We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President	Don Allis	(716)293-3415
Secretary	Chris Freemesser	(716)328-1703
Treasurer	Sam Duck	(716)461-0544

ACUNET

Atari Computer Users Network

Salem, Oregon

ACUNet is the Atari Computer Users Network in Salem, Oregon. The key word in our name is "network." We are here for anyone who has an interest in actively networking with others interested in Atari computers. (It only works as well as we all make it work together, folks!) The #1 benefit of membership in ACUNet is tapping into the knowledge and talents of one another -- at our monthly meetings, via BBS, in our newsletter, one-on-one.

Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

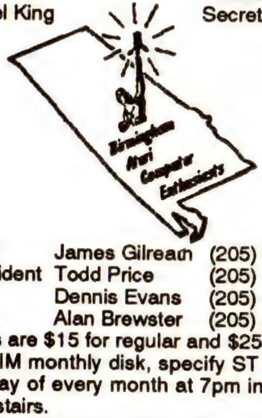
ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Allen Hanson
16-bit Librarian	Dan Liston
8-Bit Librarian	Chester Hadley

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary



President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conference Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President	Hal Nason	(606)269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

A.C.E.

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

CDACC

CENTRAL DELAWARE ATARI COMPUTER CLUB

President	Keith Talmund	
16-bit VP	Rob Styles	302-492-0305
8-bit VP	Larry Catalino	302-653-8863
Sec/Treas	Tom Baldwin	302-678-9411

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members as well as members to visit a meeting and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Joe Pasquini	518-426-3509
XE VPresident	Ian Herrick	518-432-8513
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:

Jeff Coe (219) 663-5117
Randy Noak (219) 663-6912

C.O.A.C.

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $12/Yr. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club

C.V.A.C.C.

ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

The C.V.A.C.C. is a registered Atari user group. The C.V.A.C.C.'s interests include exchanging information and ideas for the help and enlightening of the Atari community. Twice each month club members and their guests are offered either an linteresting demo or workshop on both the 8-bit and the 16-bit systems owned by the club. Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President	Don Crano	(216) 376-7618
General Secretary	Jim Woodford	(216) 753-5689
P.R. Secretary	Al Silverstein	(216) 724-8836
Treasurer	Ron Mullens	(216) 794-1990

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

First Atari Computer Club of Spokane

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the $15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President	Tim Osborne	(509) 624-1917
Classic Vice-President	Glenn Bruner	(509) 328-2177
ST Vice-President & Lib.	Greg Morse	(509) 328-1013
Treasurer	Norm Iverson	(509) 253-4733
Secretary	Nancy Prevost	(509) 456-0506
Classic Librarian	Ed Hicks	(509) 922-1244
Newsletter Editor	Merry Iverson	(509) 253-4733

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS

Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P& Member.	Al Guretse	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas& ST Librarian	Forrest Blood	764-0857

KAUG

Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group (MAUG)

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

General topics of discussion at the montly meeting are the contents of the AIM disks, recent news and events. Of course demonstrations of new hardware and software are appreciated!

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with the newsletter optional. Use of the club library is free to all paid members.

NASAC
NORTHMONT Area Systems of ATARI Computers

Northmont Area Systems of Atari Computers, NASAc

Terry Browne	President

N.A.U.G.
Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

PAC

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
Vice President	Ben Smith	256-9974
BBS	ACE of America	285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

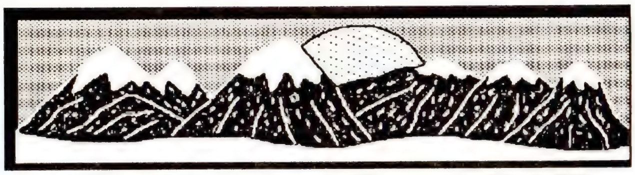
President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Don Pfeiffer	724-0563

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari 8/16/32bit Computers. PACE hardware assets: 130XE, 1050 Drive, MacInker and a 520STfm. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

President	Michael Aubrey	
Vice President	Paul Ihms	
Treasurer	Wayne Myers	(602)264-5737
Member Sec./Sgt. at Arms	Mike Zachary	(602)273-1185
Disk Librarian	Dave Thorson	(602)954-6033



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Steve Leser	591-6062

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Rushi asts

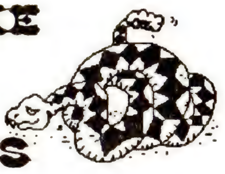
9512 A Adams Dr. Ellsworth AFB, SD 57706

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!). RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the State of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	(605)-923-3274
Secretary	Joe Weigel	
Treasurer	Ken Kayl	(605)-343-7289

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS



Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President	Lewis Midyette	828-4319
Vice President	Eric Schofield	851-5134
Secretary	Don Nelson	942-2764
ST Treasurer	Tony Manino	851-8092
8-bit Treasurer	Arthur Katz	881-0247
BBS SYSOP	Robert Yates	552-7053

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President	Dennis McGuire	814-833-4724
Vice-President	Patti Irwin	814-825-0834

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, and reduced rates on the Disk of the MOnth. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
Vice President	Danny Rickey	(619)565-2179
Treasurer	Steve Dato	(619)565-2588
Sec/Newsletter Ed	Vladimir Vooss	(619)534-4593

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314
Vice President	John Rojewski	(602) 869-0438
Treasurer	Lee Whiteside	(602) 962-9415
Secretary	David Lyle	(602) 993-2043

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

SPACE was founded in 1982 and is still going strong. We support both ST and 8-bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

Here is a list of upcoming meeting themes:
August 19 - Word processing, spell checkers.
September 16 - Sports on the computer
October 21 - The public domain

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-1150
Vice-President	Keith Kejlvik	(916)334-6130
Treasurer	Steve Kipker	(916)661-1234
Disk Librarian	Ric Kalford	(916)723-0237
Membership	Robin Meriano	(916)332-5840
Midi Sig	David Bachman	(916)452-2105
ST-KEEP BBS	(916)339-0726	(916)729-2968

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are September 14th, October 12th, November 16th, and December 14th 1991.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treas/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President	Rick Ostapower	404-487-4845
V.P. & Editor	David Westbrook	404-426-8954
Tres & Mbrshp	Stephen Embry	404-923-4828
Librarian	Tommy Mersinger	404-938-2718

ST. Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners (ST.A.R.R.) has held elections and the newly elected officers are as follows:

President	Madelon Wilson	(203) 735-6711
15 John St., Ansonia, CT 06401		
Vice Presiden	Leo Taylor	(203) 387-9658
Treasurer	Robert Hueffman	(203) 421-3864
Secretary	Roger Erikson	(203) 481-3326
ST.A.R.R. BBS		(203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT. Mailings should be directed to one of the officers listed above.

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
Vice President	Ray LaFollett	(801)467-6726
Secretary/Treas.	Neal Baker	(801)466-4577
Disk Librarian	Jim Hepworth	(801)964-0586
STUN's BBS "The Bolt"		(801)272-4243

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
Vice-President	Dale Meisenheimer	(408) 449-7750
Secretary/Treasurer	Charles White	(408) 449-8986
BitStream BBS		(408) 449-2150

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian

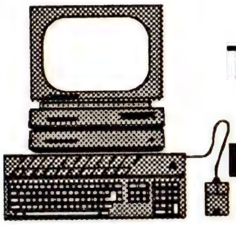
TEAC
The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE
TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649



THUNDER BAY ATARI ST ENTHUSIASTS

TASTE--Thunder Bay Atari ST Enthusiasts was formed in October, 1987 by a core of 5 ST owners interested in forming a user group to help each other and to help in publicising the Atari 16bit machine.

We grew fairly quickly to an all-time hig of 20 members by January, 1990. A monthly newsletter was published, and we established a PD library. Soon after, membership began to decrease -- members were getting to know their machines better, and lack of interest in publising a newsletter. We still have our PD library of about 70 disks, and will be adding to the list as we go along.

Thunder Bay is a city of 113,000 located on the norther shore of Lake Superior. We have one Atari dealer; is his also a dealer for the Amiga and IBM clones. Needless to say, the priority for Atari products is the lowest. We manage to stay alive monthly by mail order purchases -- unfortunate by necessary.

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows as well as having a booth at all Pittsburgh shows.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

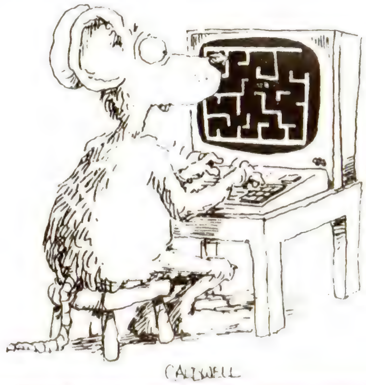
President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coor.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom Woodrich	(519) 948 5448
Associate Editor	Shawn Cassidy	(519) 966 0305
Past President	Ray Caille	(519) 734 8183

WNY U G

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654



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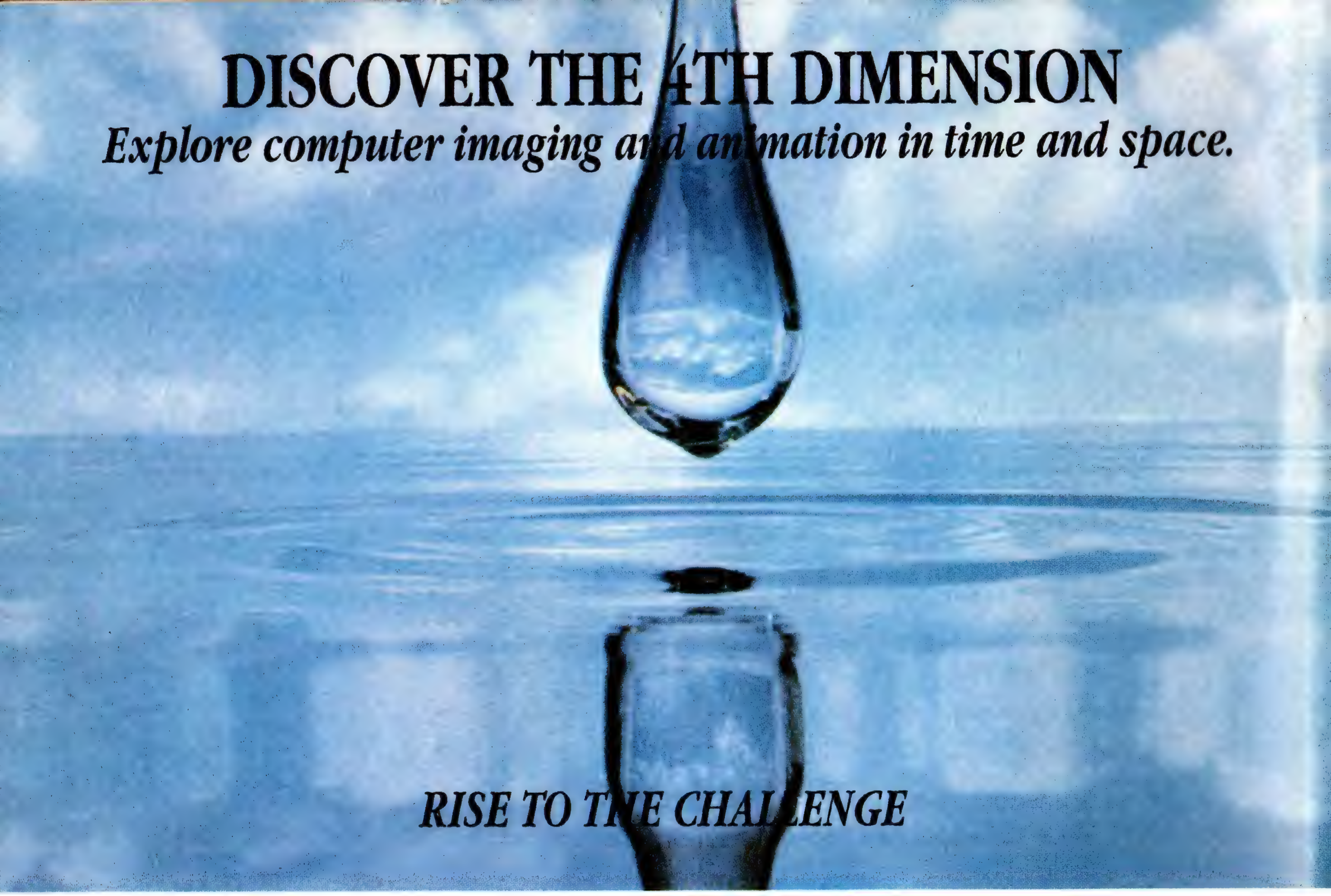

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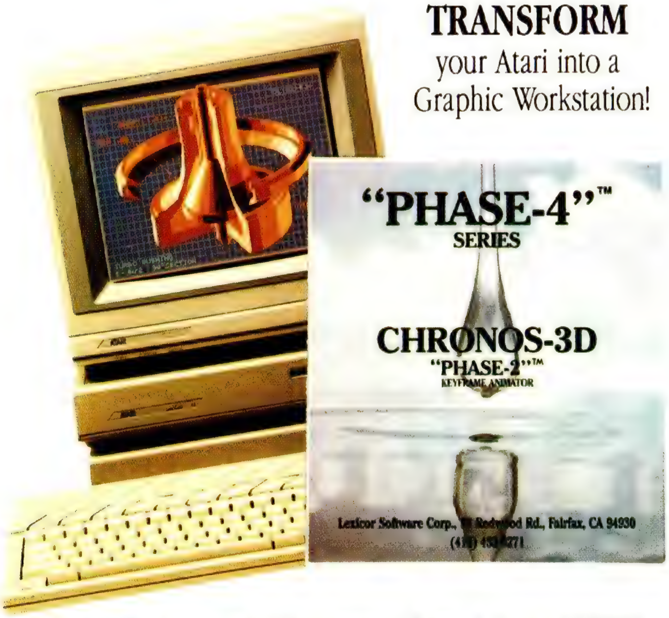

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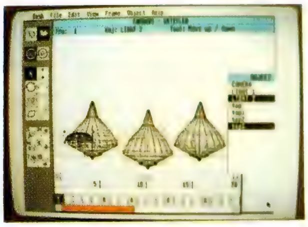

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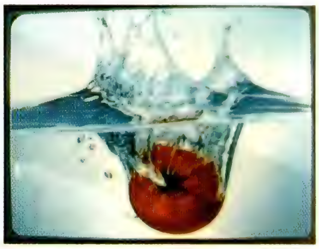

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ATARI INTERFACE

VO
Sept. 1991

Why Not a Generic Software Engineer's Forum?

So You Want to Start a User Group?

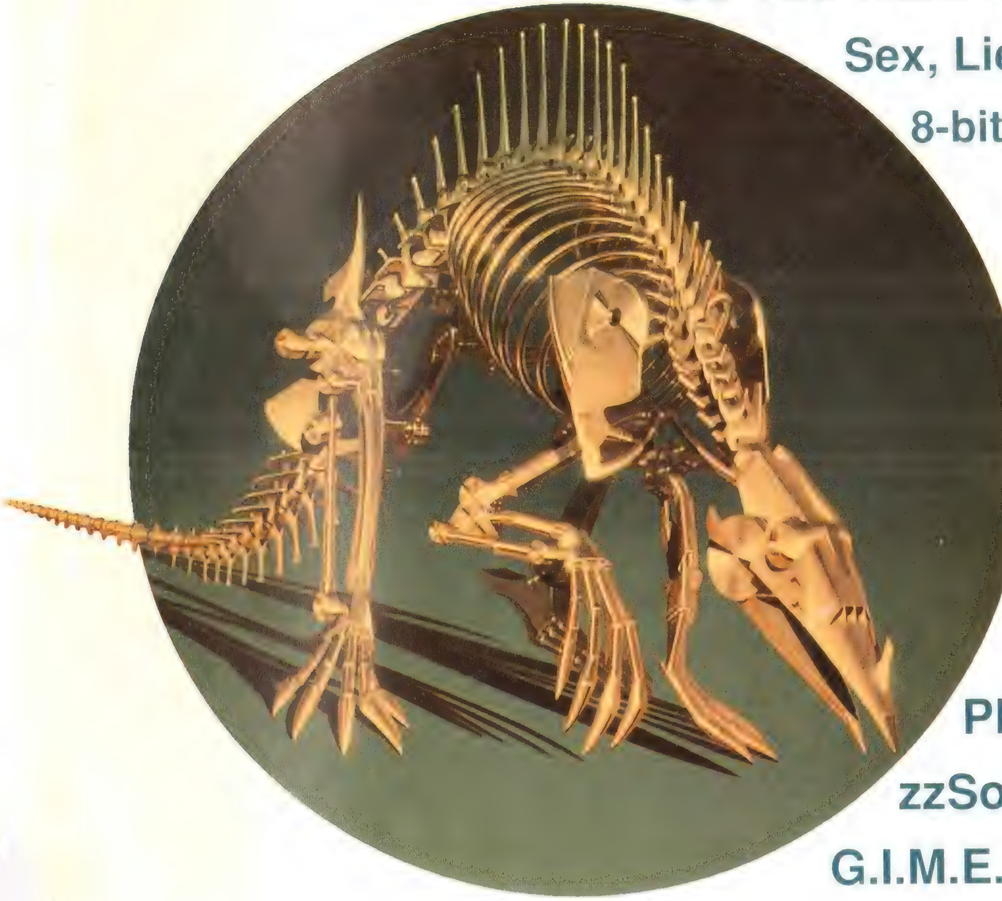
Sex, Lies and Graphics/Video

8-bit Player Missle Graphics

SpartaDOS vs. MyDOS

MIST III Show Report

Right on Target



DREDIS

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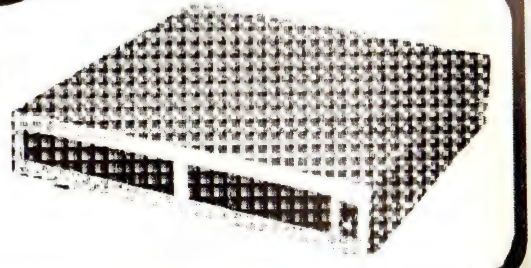

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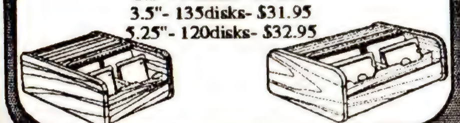

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MISC. ITEMS

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Supercharger W/1Meg - $419
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Too many excellent titles to list. Call for current pricing and availability. All prices are subject to change.

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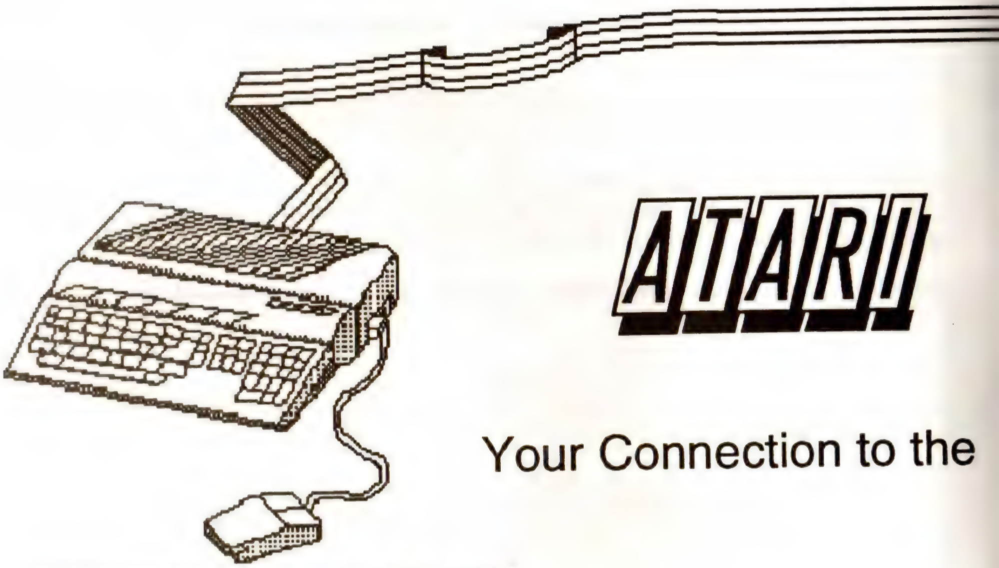

ATARI

Your Connection to the

Volume 3

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INTERFACE

Atari Users Community

Sept. 1991

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  - Fremont, MT
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  - Ann Arbor, MI
- **WAUG**
  - Windsor, Ontario, Canada
- **WNYAUG**
  - Buffalo, NY

ATARI
INTERFACE

**Your Connection to the
Atari Users Community**

Publishers
Bill Rayl / Patricia Snyder-Rayl

Managing Editor — Patricia Snyder-Rayl
Editor — Bill Rayl
Contributing Editors — Dave Plotkin, Jay Craswell, Dave Stewart, Tim Holt

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EDITORIAL RAMBLINGS

THIS ISSUE OF Atari Interface puts us back on track with both stores and clubs! It was hard getting back in step once we were out of synch, but we did it. The only delay now is in the mailing process, and we did some checking into that recently.

As some of you may recall, we asked our readers about spending money on improving the magazine or upgrading to second class mailing. The overwhelming response was to keep improving the appearance and content of the publication, which we will keep doing. A few voices were raised in support of going to 2nd class—mostly from clubs and readers on the east and west coasts. Well, come to find out, since we offer such a discount to the clubs who participate with AIM, we've all but tied our hands when it comes to second class mail.

According to US Postal regulations (we got to read the whole exciting chapter on 2nd class mail!), we would have to get a form from each and every member of each and every of our 80 clubs stating how much club membership dues were and how much of that was sent to us each year. The US Post Office states that it is preferable that all subscriptions be signed up with us directly. Because about 2,500 copies are sent to members of clubs at what the Post Office considers a "nominal fee," we can't go to 2nd class mailings without forms from everyone.

However, we are willing to offer the service of mailing the magazine to readers by 1st class mail. This, of course, costs more—an additional $2 per magazine (see our subscription form for more details). You would get the magazine a bit faster each month, plus it would be sent in an envelope, and some people have complained about their issues being a little worn by the time it reaches their mailbox. This may not be for everyone, but we want to offer this service for those to whom it makes a difference.

One last thought: if you move, the Post Office will not forward your 3rd mail unless you tell them you're willing to *pay* them to do it. So, be sure to get your new address to your officers or to us as soon as you know it! Also, clubs may wish to get a few extra copies each month if they aren't already doing so. This gives new members something to read until their subscription starts, and covers those people who lost an issue in the mail for whatever reason.

Bill & Pattie Rayl

From The Reader's Viewpoint

SyQuest Backup

No bout adoubt it, Atari users are happy with the SyQuest 44. SyQuest is aware of that satisfaction, and the company seems willing to provide all support required to increase the popularity of their products.

My interest in the SyQuest SQ555 Removable Cartridge Disk Drive is diverse. At Machine Specific Software, we are developing programs to copy entire partitions between fixed and removable drives, in all combinations—that is, fixed to fixed same/different drive, cartridge to cartridge same/different drive, fixed to cartridge and cartridge to fixed. Our programs are best suited for backup and reorganization.

We have attained copy speeds of 16 megs/minute partition to partition on the same cartridge, 21 megs/minute between partitions on a Maxtor 210 megabyte, 18 megs/minute between the Maxtor and SyQuest cartridge and 14 megs/minute between a Seagate 251-1 and cartridge.

We verify the correctness of the copy with a compare algorithm that executes at speeds between 9 and 12 megabytes/minute with a CPU clock speed of 8 megahertz.

In addition to the basic program, which copies between partitions having fixed logical sectors of 512 bytes, we have an enhanced version which copies between partitions having identical sector sizes up to 8192 bytes.

A third program copies data between partitions having differing logical sector sizes. All programs are in final beta test. You can express your interest by writing to the address below.

Robert C. Arp, Jr.
Machine Specific Software
278-1 San Tomas Aquino Rd.
Campbell, CA 95008
(408) 370-9039

Late Issue

I know that you are receiving some flack about being late. Those who are criticizing obviously don't know what is involved in putting out a professional magazine, especially with as little help as you must have.

I want you to know that we in AAAUA are solidly behind you and hope that you don't become discouraged. Hang in there and do the best you can. While I am sure you are in this to make a dollar, you are also carrying a moral banner. A banner that many others did not have the fortitude or loyalty to carry. You have a *great* idea. Don't let it die!

We have been receiving both the ST and 8-bit PD disks for which we thank you. They are great!

Alvin Sherrill (AAAUA)

SOFTWARE PIRACY
hurts
BIG companies.
But it KILLS
small companies.

Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

Well, the truth is that many of the best Atari software houses are NOT big companies -- they're small businesses with few employees. Many of the best programmers and developers are Atari enthusiasts like you. And the loss of just a few sales due to software theft can help drive them out of this comparatively small market.

The next time you're tempted to give or receive a copy of a commercial program, consider how piracy affects Atari software developers and the future of Atari computers.

THE IAAD Independent Association of Atari Developers

ATARI BULLETIN BOARD

Bill & Pattie Rayl

Atari News

Bob Brodie has a new title! As "Director of Communications," Bob is now in charge of PR and ad placements for the computer division. This is an extension of his past responsibilities as Manager of User Group Services.

You can be sure that Bob will continue his appearances at shows and user group get-togethers, but now he has the chance to work some of that "Brodie Magic" in a wider arena.

Congratulations, Bob, on a well-deserved "promotion."

The Atari Portfolio made its big screen debut in the smash hit movie Terminator 2, Judgment Day. The Portfolio serves a crucial function in the movie, contributing to the saving of the world. Although not blatantly displayed, the Atari name does (mostly) get shown on-screen at least once in the movie.

Not to be outdone, STs have been appearing in some recent TV episodes of Growing Pains, The Flash, Night Court, Working Girl, etc.

The Atari TT030 is going to be used for creation of graphics and animations for the SFA-Network, a science fiction cable channel that should (hopefully) be available near the end of 1991. Atari has reportedly delivered one TT to SFA-Network and a Mega/STE to the channel's spokesman, Walter Koenig (Star Trek's Chekov).

Mike Kelly, President of SFA-Network says they are looking for artists and animators familiar with the ST and TT computers. Give 'em a call at (512) 440-1092 for details on how and what to submit in the way of a "portfolio" if interested.

Plans for Atari to open a production facility in Israel have seemingly fallen through. According to the July 25 issue of the San Francisco Chronicle, "Atari Corp. has canceled plans to build a $53 million computer plant in Israel because of government bureaucracy, Israeli officials said." Atari is currently using contracted builders, having sold their Taiwan factory a few months ago for $60 million.

Developer News

Andest Communications of Milton Keyes, England has released a pocket modem for the Portfolio. Andest also has a telecommunications program for the Portfolio that supports VT52 and VT100 emulation, as well as Kermit, Xmodem and ASCII file transfers. The modem is currently being bundled with the Portfolio in the UK.

PageStream 2.1 has shipped to owners who took advantage of the $75 upgrade deal. The new version features the ability to print Type 1 Postscript fonts to ANY printer, easy "bleeding" of text and objects within a user-definable bleed area, real CMYK color definition and much more.

Retail price is $299.95 and owners of PageStream 1.8 can upgrade for $100. Call Soft-Logik at (800) 829-8608 for more information.

Maxwell CPU is selling Silhouette version 1.0 for $69.95. Silhouette is a graphics manipulation/paint program with many unique features. One of its most prominent features is its "Autotracing" capabilities. Silhouette supports GDOS and Atari's soon-to-be-released FSMGDOS fonts, and the software can load IMG, DEGAS, TNY, MacPaint and GEM formats. Graphics can be output in IMG, GEM or DXF (CAD) formats.

Maxwell CPU, PO Box 576, Louisville, CO 80027, (303) 666-7754.

Lexicor Software and CompuServe's Atari Forums have begun the long-awaited online animation classes. Classes are held each Saturday at 5PM Eastern in the Lexicor conference room of the ATARIVEN Forum.

The classes include lectures and homework assignments for specific topics, with lecture text and files for all classes available for download.

Innovative Concepts of Warren, Michigan is having a "Super Summer Sizzler Sale" until September 31. The list of 8-bit and ST hardware and software on sale for fairly attractive prices would fill a few pages of this magazine! And some of the stuff they're selling is pretty hard to find.

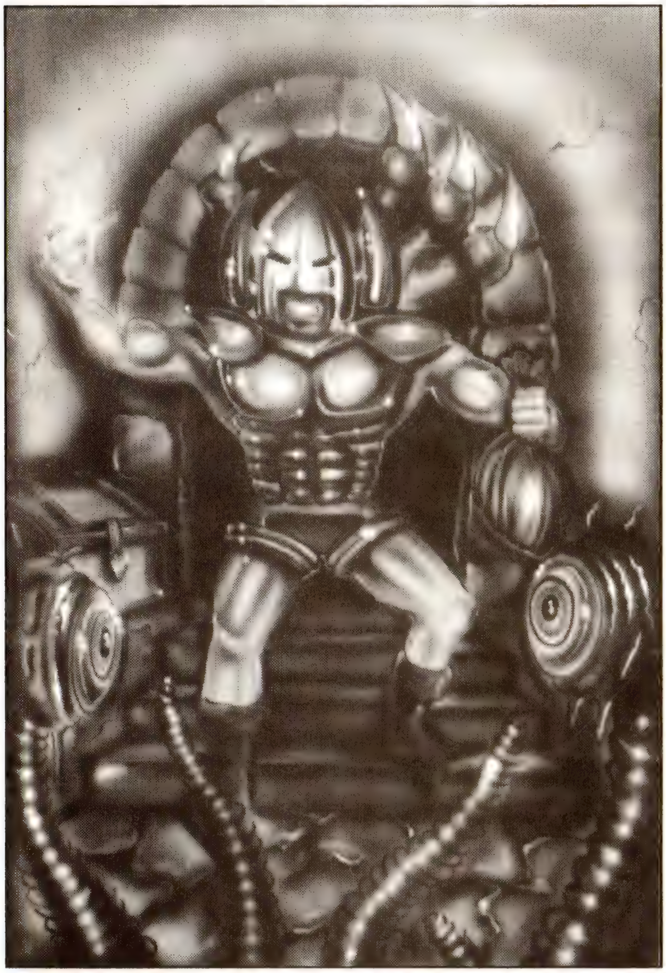
For a complete list, download their file from CompuServe, GEnie or their BBS (313) 978-1685...or contact Innovative Concepts at (313) 293-0730. If you're an 8-bit owner, you'll be sorry if you miss this sale!

The "Summer Savings Issue 1991" DAMARK catalog has the Atari SX212 modem for sale for only $19.99!

This 1200 baud Hayes-compatible modem comes with SIO cable for connection to the 8-bit Atari. The SX212 also has a standard RS-232 port for connection to the ST or other computers. To place an order, call DAMARK at (800) 729-9000 and ask for Item #B-374-181504.

A new game for the Atari 8-bit is due to be released in September by Aerion Software. Titled "FURY: The Wrath of Taijun Cathu," photos we've received of this game look *great!*

The game features five "worlds" with 20 "rooms" per world. On each level, you must defeat the "keeper of the key" in order to enter the room that gives you passage to the next world...but, beware of the "guardian of passage" in each room! Along the way, you pick up treasure chests, coins and food. A shop on each level lets you spend that hard earned money to buy better weapons and health points.



Aerion Software Ltd., PO Box 1222, Riverdale Station, New York, NY 10471.

Another new release for the 8-bit Atari are the ChromaCAD 3-D Model Builder and Surface Shader XE packages from Palette Imaging. Some of the results from this software is very impressive. (See the ad from Palette Imaging elsewhere in this issue.) The sofware is available *now*...in fact, we have a copy of both packages. At $29.95 each, these packages are a steal.

Palette Imaging, 1 Closter Commons STE 789, Closter, NJ 07624-0400, (201) 767-3913.

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Right on Target

David Plotkin
Contributing Editor

There isn't really any reason why the ST can't have a multi-tasking operating system. There is no inherent limitation in the processor.

I can't wait for the day when the ST can do true multi-tasking.

What multi-tasking refers to is the ability to run multiple programs at once. What distinguishes true multi-tasking from "context shifting" is that, with context shifting, you have multiple programs loaded at one time, but only one is running.

When you switch to one of the other programs (usually via some kind of key-press sequence), the program switched away from stops dead in its tracks. Nothing is lost (if context switching is implemented properly), but if you were in the middle of recalculating a long spreadsheet when you switched away, you are still there when you return to the spreadsheet program.

Context switching is handy, and there are a number of programs that allow it. The ones that come to mind are Juggler and Revolver. Both work by partitioning your ST into "virtual machines." Each partition thinks it's the whole machine.

This can work so well that you can actually crash one of your partitions and still have the other ones work (although I don't recommend proceeding this way). Of course, the memory in your machine must also be partitioned between the applications. Thus, running Juggler or Revolver on my 4-meg machine results in four 1-meg machines.

There are some inherent problems with context switching, however. The first is that the only program running is the currently active one. This isn't a big problem until you consider that one of the most time-consuming things that some people do is download files from a BBS.

Switching away from the telecommunications program stops that process, usually breaking the connection after a short while. Also, with the partitioning scheme, you will never be able to cut information from one application (in one partition) and paste it into another. Of course, a multi-application cut-and-paste clipboard has never been fully supported on the ST anyway. This is too bad, as it is one of the most useful features of the Macintosh.

Multi-Tasking Done Right

True multi-tasking allows multiple programs to run at the same time—often in their own windows on the screen. With multi-tasking, you can start a lengthy download, then go work on some other task.

A properly designed multi-tasking environment usually supports a multi-application clipboard, allowing cutting and pasting of information. This can be implemented even when the application in question doesn't support clipboards at all!

For example, Windows 3 on the PC allows you to cut information from a DOS application or window, which it then stores in a buffer. When you go to some other application (including another DOS application), Windows can paste the information in by loading the stored buffer into the keyboard buffer one character at a time. It's kind of eerie to watch your PC type the information in all by itself!

What About the ST?

There isn't really any reason why the ST can't have a multi-tasking operating system. There is no inherent limitation in the processor (the Amiga uses the same processor, and it *does* multi-task, as does the Mac with the advent of System 7). On the PC, the 80x86 line of processors couldn't really multi-task without special help until the advent of the 80386.

But the 68000 can. It won't be really snappy, because the chip is aging and, by today's standards, isn't very fast.

Still, you could upgrade to one of the accelerated chips available to improve performance.

The magic for multi-tasking is in the operating system. GEM is not a multi-tasking operating system, so something else would have to be built. That "something else" may be Rimik's MultiGEM, which I have yet to see, but have heard good things about. From the descriptions, it does most of what a multi-tasking operating system should, including allowing TOS programs to run in a window (much the way Windows 3 allows DOS programs to run in a window).

Why Multi-Task?

Once you have tried multi-tasking, you are spoiled for life. This may not be clear to you until you have tried it—for years I couldn't imagine why anybody would want to multi-task. After all, I can only do one thing at a time. Why should my computer be able to do more? This seems rational until you think about your everyday life. *You* may not multi-task, but with the help of the machines around you, it can seem that you do. You throw the dirty clothes in the washing machine, flip on the fan in front of the window and go start dinner. Are you multi-tasking? Well, there are three tasks going on at once—the clothes are getting cleaned, the house is getting cooled and the dinner is getting made. You figure it out.

Multi-tasking is especially useful in a work situation, where someone can walk into your office at any time and ask for something. Instead of shutting down whatever you are doing, you just start the program that lets you answer the question, then go back to whatever you were doing. No muss, no fuss. It can get very addicting.

The down side of multi-tasking is that no matter how carefully the operating system is programmed, some programs are going to break. This is especially true of programs that "break the rules." With Apple's System 7 (the first true multi-tasking operating system for the Mac), quite a few programs "broke" and updates had to be rushed out for them. Why, even our beloved Spectre GCR broke when System 7 came out.

Another good example of the difficulties of writing a multi-tasking operating system that runs with "normal" programs is Windows on the PC. Even with Windows 3 (where Microsoft had three releases and six years to get it right) there are programs that absolutely refuse to run.

This difficulty is accentuated on the ST, where not only do many programs break the rules, but the software companies that wrote them are either gone or no longer interested in supporting the ST. Can you imagine Timeworks updating Publisher ST to support MultiGEM? Still, it would be wonderful to have the option for the many programs that would work. Ideally, you could choose to run the multi-tasking operating system or not, just as you can choose not to run Windows on the PC.

See you next month!

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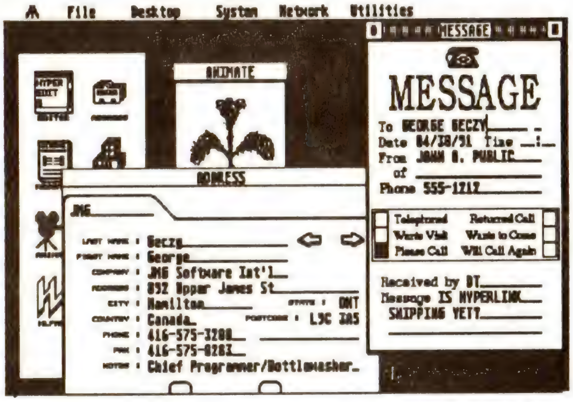

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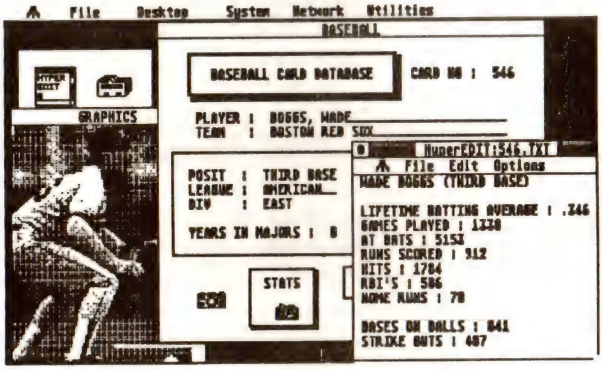

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MIST III Show Report

Patricia Snyder-Rayl

COMPUTER WORKS
MIS

Looks like there's just enough time to squeeze in a report about the recent MIST show before we send the magazine off to the printer, so here we go!

The third annual MIST show was held in Indianapolis, Indiana the weekend of July 27th and was a good little show! The three clubs hosting the show obtained a large conference area with a large room for vendors/developers, a smaller room for club displays and a good-sized seminar room.

Seminars included talks about Lexicor's Prism Paint and Chronos by Bill Rayl, Editing with EdHak by Craig Harvey, and CompuServe and Telecommunications with Bob Retelle. The folks at MegaType showed off their fonts and, to top it all off, there was a special talk by Atari's Bob Brodie.

Bob Brodie's table was featured prominently among the 21 different vendor booths. These included Atari dealers One Stop from Chicago, Randall's Home Computers from St. Louis, Computer Works from Carmel, CAL COM from Kokomo and Mars Merchandising from Chicago.

Vendors

Hardware-oriented companies were represented by ICD, Inc., Touch Technologies and AT/Com Electronics. Graphics-oriented companies at the show were Wiz Works, M-S Designs, MegaType, Electronic Spinster Graphics and SKWare One. Application-oriented companies included Soft-Logik, Gribnif, MP Graphics Systems (representing ISD), Clear Thinking, DA Brumleve and Apprentice Software, leaving only the CompuServe and Atari Interface booths in the miscellaneous category.

Cin'tari, LCACE, STar, EAUG and MAST—as well as the three hosting clubs ASCII, BLAST and PAUG—all had booths showing various PD/shareware programs and graphics demos.

I know many other clubs were represented in the crowd of showgoers because I got to meet quite a few of 'em! One gentleman from BRACE (KY) introduced himself, and I saw people from the SAGE and WACO (PA) clubs, too.

The official estimate had about 275-300 people attending this one-day show, with attendees coming from Kentucky, Illinois, Missouri, Michigan, Ohio, Pennsylvania and probably more states!

Booty!

Door prizes included products for the TT to the Lynx! Atari donated a Migraph Hand Scanner with TouchUp and six sets of TOS 1.4. ISD gave away Calamus, Outline Art and a Guide to Calamus Desktop Publishing. Soft-Logik donated a copy of PageStream 2.1 and two copies of Font Pack 1, Font Plus Pack and Business Forms. Other font packages contributed included fonts from Sol Gruber and M-S Designs Multi-Font Pack (with 34 different fonts).

MissionWare gave away a copy of LottODDS and their Printer Initializer, Kyle Cordes contributed three copies of his Abbreviator ST and DA Brumleve donated a copy of KidPublisher Professional. Clear Thinking offered EdHak, SKWare One gave away Seurat and Computer Works donated two arcade games. MP Graphics Systems supplied DynaCADD and AIM gave away two copies of the August issue and an ST and 8-bit Disk of the month. Current Notes donated a subscription to their fine magazine.

Vendors were happy with the show. ICD sold out of several product lines they brought. Clear Thinking did better at the MIST Show than at either single day at the Windsor show, according to Craig Harvey. Bob Brodie said his hand was still attached to his arm at the end of the day, so it was a good show! I asked him if he sold lots of product, and he laughed because he wasn't selling anything at his booth, just sharing good will! Bob Retelle said he "sold a lot of CompuServes." Talk about high finance! I wonder how H&R Block feels about that? (grin)

All the vendors I talked to expressed satisfaction with this seven-hour show. M-S Designs had some technical difficulties though. They were having trouble getting their "souped-up" ST enough power from the lines to work, but this was the only glitch spoken of at the show.

Impressions

As for Bill and I, we had fun talking to a lot of people from clubs participating in the magazine. We sold a bunch of disks and a whole pile of magazines.

There didn't seem to be a lot of 8-bit users in the crowd, but those who were there were very happy we now had an 8-bit Disk of the Month for them.

Officers of the three hosting clubs said later online that they're trying to get the St. Louis clubs involved in having a show next year. Let's wish them the best of luck, and with MIST's sucessful track record, it's sure to be a hit!

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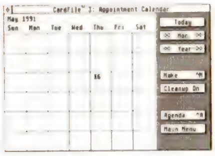

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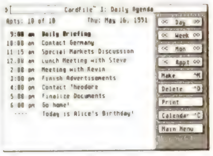

```
Apts: 10 of 10          Thu: May 16, 1991

 9:00 am  Daily Briefing
10:00 am  Contact Germany
11:15 am  Special Markets Discussion
12:00 am  Lunch Meeting with Steve
 2:00 pm  Meeting with Kevin
 3:00 pm  Finish Advertisements
 4:00 pm  Contact Theodore
 5:00 pm  Finalize Documents
 6:00 pm  Go home!
  ----    Today is Alice's Birthday!
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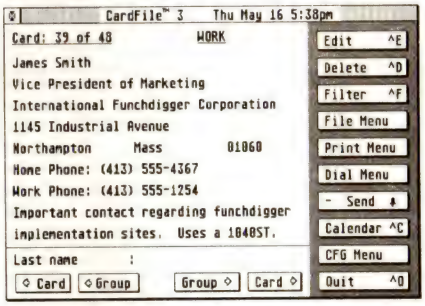

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Card: 39 of 48              WORK
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Vice President of Marketing
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So You Want to Start a User Group? Part II

A Primer for Starting Your Own User Group

Tim Holt
Contributing Editor

Last time, we discussed how to go about seeing if you need a user group in your area. Hopefully, you decided to take the big plunge. You checked the BBSes, you asked your friends, you asked at the local computer dealer and you decided that a group is just what your area needs. Now we will look at how to obtain the most important thing any user group needs: *members.*

As soon as you decide to start a user group, there is something you must be warned about—you are going to have to dump some of your own money. How much you spend is up to you, but expect to spend at least $25 to "get the word out."

In terms of getting the group off the ground, it is truly money well spent. Run off a few flyers with information about your group. This is very easy with any DTP program. It doesn't have to be great, just informative.

(Just a note: If you are starting an *Atari* group, make sure the Atari logo is displayed very prominently in your flyer. Same goes for *any* type of logo that is associated with your club.)

Your flyer should include, *at least,* meeting time—When you are meeting; meeting place—Where you are meeting; contact person—Someone folks can call for more information.

The flyer doesn't have to be a work of art, but it should catch the eye of anyone passing by... You have to let the world know that there is a new user group out there. Go to where the computer users are!

Post the meeting times and information about your group on every local BBS. It doesn't matter if the BBS supports your computer or not. Chances are someone on that BBS knows someone with your computer that doesn't have a modem, and will pass the word on. He or she will in turn pass it on and so on.

Ask permission to post a flyer in all local computer stores. Everyone hates to ask strangers to do something, but I have found most store owners are willing to let you post info if you ask politely. Expect some anti-Atari sneers—it's part of the game.

Some might even let you put up a little bulletin board in a corner somewhere in the store, where club info can be posted. If a store owner does *not* let you place club info in his store, don't be offended. (Just remember him when the club really gets some membership going...he he he...)

Atari specific or authorized stores should even let you place some flyers on a counter or in a bookshelf somewhere, where prospective members can pick on up and take it home. Explain to the owner that your club can help him as much as he can help you. Chances are, you are already friends with the dealer.

Look for unusual places to post information. Are there bookstores that sell Atari Explorer or Current Notes, or AIM? Ask the manager if you can place a flyer by the magazine rack. Want to be real bold? Ask the manager if you can place flyers *in* each magazine! This is a great way to grab someone's attention. And do not limit it to Atari specific publications! Many Atari users pass up the Atari mags and head right for the Computer Shopper, etc.

Place a flyer in the local libraries. Most libraries have a "Community Calendar" type board. Place a flyer at the site where you are going to meet. Place a small classified ad in the Computer area of the classified ads in your local paper. Place an advertisement in the local community college or university paper. (This usually is real cheap advertising: 10 cents a word!) Post a flyer in the computer science or math department of your local college.

Let the local newspaper know about your group. Let the local radio stations know. They usually have a community listing of groups. The radio stations *have* to list the groups as part of their FCC licencing agreements. Its called "Community service". Local TV stations often broadcast community meetings as well.

The point is, no one will post your information if they don't know you exist. Let everyone know. Some will help, some won't. I am sure that you can think of many more places to let the word be known about your club.

Okay, the big day arrives! Prospective members come to the meeting. Now what?? Well, the easy part is getting the members, the hard part is keeping them.

You and your officers must decide on what things you will *give* members. That's right: *give* the members. From my experience, after the folks plop down the membership dues, they expect a song and dance, with a little magic thrown in for good measure. A small percentage of the membership will help you out (take good care of those folks, they are few and far between). The rest want entertainment. It's up to you to do that. So, here is a little list of items designed to keep the natives happy. After all, you have their money... what are you going to do with it?

A Club Library

How much PD stuff do you have? Good, it now belongs to the club. Gather as much as you can, copy it onto disks, keep a list of what is on each disk. (The local dealer should have a nice selection. *Grab it*! Nicely of course.)

This is one of the most important parts of the club. People have come to *expect* a club library. There is a major need for a club librarian here. Remember, as leader, you need to spread the roles around.

Let me digress for a moment with a word of warning: *please* do not let your librarian make the club library his own private collection. The library belongs to the *club*. Buy the disks to copy, the labels, etc. Our club made the mistake of accepting the offer of someone to let his private PD collection be the club's library. When he got mad at someone else in the club, he decided to regress into childhood and took the *entire* library with him. We haven't seen hide nor hair of him for about 15 months.

Needless to say, we had to rebuild the library from scratch. Lots of hurt feelings, lots of bitterness because we let a private collection be the library. Be sure that you always distinguish what is the club's and what is

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not. The library can contain any public domain program, shareware, freeware or demo that is produced by a company. The library *cannot* contain *any* commercial programs, *even* if the company no longer supports your computer.

Discounts from Computer Stores

Local computer stores usually will offer user group discounts of anywhere from 10 to 25%. Don't press the issue if you don't get the discounts you want. Remember, dealers have a greater profit margin on software than on hardware, so you may not even get a hardware discount.

Let's say a member spends $20 on membership and gets a 10% discount on software at Bob's Computer Stand. If the member plans to spend more than $200 on software in during his membership period, he will recoup any money spent on the membership. Essentially, he gets his membership for free! This is an excellent selling point!

Discounts on Local Products/Services

If there is a member of your club that owns a business, ask if you can offer the club members a discount on his services. In the past, our club has offered discounts from plants to car tune-ups from various members in our club.

Discounts on Atari Publications

Current Notes, Atari Interface and ST Informer offer discounts to members of official Atari user group that are registered with them.

Giveaways

Door prizes are a great way of getting folks to show up. The prize can be *anything,* but traditionally, software is a good way to go. Ask your local dealer if you can get a program *at* his cost. Then you don't spend so much on door prizes. Members may even offer old programs that they no longer use, and are just collecting dust.

The giveaways don't even have to appear to be Atari-related. In the past, we have given away books on MIDI and recordings by groups that use the Atari, like Tangerine Dream or Fleetwood Mac.

You might make the giveaways even more spectacular at the holiday time. Of course, the type of giveaway is directly related to the financial situation of the club. (I told you that you might have to dump some money early.)

Auctions

Every six months or so, have a club auction, and let members sell the old unused items that are just collecting dust. Our local dealer, Jenkins' Computers, loves the idea. As soon as the auctions are over, everyone tramps over and buys things from them.

Here is how we do an auction: Members must bring original Atari-related products, and then we, the club, auction them off. (We have had some humdingers of bargains too, like Timeworks DTP for $15!!) The seller must pay the club 10% of the final selling price.

So, the seller gets 90% profit, the club gets 10% and the buyer gets a new toy. We have been very successful with these, and you should too. However, you had better advertise these as you did the original club meeting! Let everyone know you are having an auction about one month in advance.

A Club Newsletter

Decide who is going to do this! It requires a lot of time and patience, plus someone who is good at desktop publishing. Most members will *not* write for the newsletter, so many times it becomes a one man show. (Online magazines like ST-Report and Z*Net are great sources of information for newsletters when the membership has word processor fright.)

This job becomes as much a time sucker as being the librarian. The newsletter should be mailed out at regular intervals—once a month, every three months, whatever.

There are a number of questions that have to be answered. Who will pay for making copies? How big will the newsletter be? (Hint: One stamp pays for a nice 18 page newsletter: 9 pages front and back.) Who will make copies? What if you have 100 members and an 18 page newsletter? That's a lot of copier time, plus a lot of money!

Newsletter are great for letting members that missed the meetings know what is going on, for advertising upcoming events like auctions and for getting info out about new products. Members really like to get newsletters, even if they are not professional-looking. I looked at the first ACCEPT newsletter—two pages, and half of one was clip art. The rest was a message from our president who flipped out. (See previous column.)

Reminders

Have one member be responsible for sending a postcard to or calling the members to remind them about the upcoming meeting. This should be done the week prior to the meeting, so those that forgot about the meeting can adjust their schedule. This lets members also know that you are remembering them. A nice touch, no matter how large your group becomes.

Get Togethers

You do not always have to have a computer in front of you in order to meet with your group. Have semi-annual get togethers at local restaurants, have picnics during the summer and do other *non-computer* activities. Who knows, you may actually make a friend for life! I have!

This month we looked at things to "keep the customer satisfied." Next time, we will look at what should actually happen at the meetings!

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Sex, Lies and Graphics/Video

(but without any sex or many lies)

Jay Craswell
Contributing Editor

[Ed. Note: This article introduces our readers to Jay Craswell, president of Dover Research and designer of the ISAC and ALBERT color boards. In future issues of Atari Interface, Jay will be sharing his views on color displays and other topics that strike his fancy. We think you'll find Jay's unique outlook and sometimes off-beat sense of humor refreshing.]

Ahh, another chance to write. When I think of the first thing I ever wrote for a magazine, I remember the astonishment of my dear Ma. Looking incredulous at the magazine (Atlantic Tech), she read aloud one sentence. "Did you really use this word?!" she demanded.

"Ah...yes," I replied. "Why, is it spelled wrong or something?"

"No." Ma said. "It's just that I didn't think you even knew that word!"

So now that you are forewarned of my limited talents in the world of writing.....

How it All Began

People are forever asking me where I got my "start" and I have had a tough time trying to explain it. Here for your amusement are some stories about my formative years as they concern electronics/computers.

One of my first experiences with computers was, of all places, English class featuring Mrs. Nelson. She was, to put it mildly, "quite a babe." Most of the male teenagers in her class were desperately in love with her. Personally, I was more interested in a flag twirler (I know, I still can't believe it) named Debbie who was about as far out of my league as you could get—blonde, beautiful, with one of those Farah Fawcett Hairstyles from Hell.

At any rate, thoughts and feelings about Mrs. Nelson teaching in the nude, etc., were pretty common to the male members of our class when our beloved teacher introduced us to poetry and computers all in the same day! Computers of this era were really primitive. When I say primitive, let your mind roam. Fred Flintstone-style 110 baud Teletypes were the order of the day.

Lucky thing we had Tom Hoyne! His ability to be talked into foolish and dangerous situations created a lifelong bond.

Our project was to sit in front of the terminal and type in responses to the computer. With me was Rob (whom we called Flob), full-time funny man who stated in third grade that his ambition in life was to create his own religion with himself as the Great Abba Sid, Master of time space dimension and owner of several Mexican restaurants (just in case). All of this so that his "Followers" would pay his way by "donating" their worldly goods and facial hair. In return, he would promise nothing. This, he was sure, he could deliver and thus no one would be disappointed. Also guest starring in this little tale was a shy boy named Kevin who, to this day, will not speak to me.

Anyhow, we sat down and the computer chugging away somewhere in MECC-land (or maybe Bedrock) spit out the fateful questions....

"ENTER A SEASON OF THE YEAR <bing>"

After heated discussion between Rob and Kevin, they entered 'SPRINGTIME'. Then the computer made its fatal mistake. It asked...

"ENTER A HUMAN EMOTION <bing>"

Without hesitation (because it was prominent on my mind)—and besides, I didn't want to wait for Rob and Kevin to argue for another half hour—I typed 'LUST'. Truly a turning point in my life. "The Lust of Springtime" a poem by Rob, Jay and Kevin.

The problem was that the MECC computer did not have a very complete background on "lust," so it asked three boys who knew about as much as it did for details.

The results were, shall we say, "less than accurate." Especially since one-third of our group (Kevin) had absolutely no comment, wanted nothing to do with it, wanted new partners. The other two (Rob and myself), knew only what was available by word of mouth in the Tree Fort and from what we could guess based on African issues of National Geographic.

After reading our little masterpiece, Mrs. Nelson was so impressed (or so she said) that she asked—no, I guess you could say demanded—that it be read in front of the class. After carefully removing the divider separating the adjoining classroom (a larger audience to look stupid by), I stumbled to the front of the room and announced in a loud voice "'The Lust of Springtime', a poem by Rob, Jay and Kevin."

Now, mentally picture the scene of poor Kevin smashing his head into his desk and covering his head with his arms groaning "Ohh, noo," followed closely by Rob turning beet red and stifling huge sobs of laughter.

Remember, also, that I am standing one foot on top of the other, white as a sheet (we are talking about a D average in speech), staring into the faces of two whole classrooms who are staring back at me with disbelief. No doubt the thought running through their minds was "Is Mrs. Nelson really going to let him read this!?!?!"

The actual text is lost in the depths of time, but I think this is close:

Springtime is the time for lust.
Fun and Games in Spring. *(a computer translation I'm guessing)*
It's the time, the time for lust.
Do it.
Do it.
Till we turn to dust.

Spectacular, eh? Rob tried so hard to stifle his laughter that he nearly gave himself a seizure. However, it was not a complete failure. Debbie the flag twirler did give me her phone number. Too bad I had no idea what to do with it!

I guess the moral of this story is that computers can help you meet chicks and is a good way to excuse bizarre behavior...a lesson I learned that the other computer "geeks" in school somehow missed. They were far too busy collecting confetti for the yearly locker clean out. Oh well, if I have a talent (and that is doubtful), it might be seeing things in a truly different light than others.

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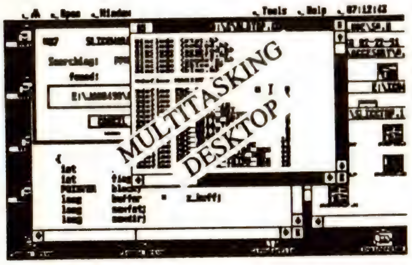

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More Fun and Games!

At the risk of getting a letter bomb, here's another story of my formative years as it relates to the world of electronics and computers.

This story concerns my high school electronics teacher, Wilber Eggman (our nickname, goo goo ga joob). This was a man who had an instant dislike for me. Apparently, when my brother Denny took his 3-year class 11 years earlier, Denny managed to drop a 100 watt soldering iron onto this guy's lap.

You can imagine (or can you) a new level of dislike "vibes" coming out of this guy. I tried. I really tried, because I was interested in the subject...one full year of doing everything I could to make this guy like me. But he was cold. We are talking liquid nitrogen. Wilber, the super conductor of bad news.

We were a typical class. Sure, we had a classroom full of brains, plus a few dummies like me (I was pretty bad). I'm sure none of them had a clue as to why the teacher seemed to have it in for us. After all, he may have hated me personally, but he was democratic and took it out on us all!

Every single day started out about the same. We were told old WWII stories of how Wilber invaded France with his radar set (no doubt winning the war). We were then told that we needed to go back to the "basics." That meant we would do the most boring and mundane garbage possible.

Then, he would tell us (I'm not kidding) that we were the worst class since he started teaching (Pre-Cambrian period?) and that he hoped enough of us would drop out or fail so he could spend more time stroking his "dream class." This usually took half of the hour.

This guy was a breakthrough in the definition of the word jerk. He did things that blow my mind to this day. He would tell us that he didn't "trust" us with his beloved solid state components. He figured we were so dumb we would blow them all up. So, he gave us the course he wrote up in the 40's and 50's for vacuum tubes. Ask me about 6V6Gts some day. No, on second thought, don't!

Since he had to drag out a tube tester and some *really* old parts, we got a glimpse of his "Goodie Room." Here I was to discover one thing that would really change my life—the relics of the old Richfield HAM Radio station. I thought this was the neatest thing since sliced bread. With this thing (or something similar) you could talk to people all over the earth... and, nowadays, even people in space! Wilber's comment that HAM radio was silly and a waste of valuable time was only more incentive for me to take and pass my HAM test. [If you are a HAM and ever hear me or my wife give us a call! Our radio call signs are WB0VNE and N0KJH (which I contend stands for K.eep J.ay H.appy).]

Anyhow, since Wilber would not let us turn on the set *or* play with his beloved solid state junk (transistors), we waited until the end of one class and took all of his tubes and plugged them into his tube tester...all at the same time.

You can't imagine what happens when you do this. We are talking about a 2000 watt psychedelic light show. This went over real well with him. We got a full year's worth of lectures in the danger of fire and, to top it off, we all got *The Killer Question!*

Now, this was a looooong time ago, so I don't actually remember what the question was, but it was tough! *It Was Impossible!?* It was so hard that he gave us all 24 hours to figure out the answer any way we could. He told us that it was going to count for some incredibly large percentage of our grade. If we failed to answer it correctly, we would fail the course. Wilber figured that this would get rid of enough of us that there wouldn't need to be a class next year. Or so he said.

Enter Dave Senum, always good for a yuck and besides, he had a real CB radio, which was pretty cool in those days. I had some rough idea that this was almost as fun as a HAM radio and was forever asking him questions about it. (Note: CB radio doesn't even come close.) Back to the story...

Dave wasn't going to miss out on his third-year Electronics course and end up taking Woodshop. Besides, Wilber was a vegged out old fart/complete jerk

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and didn't change his cloths very often. Yes fans, this called for drastic action!

We went to the nearest pay phone during lunch, where Dave directed me to call the local library (I had the dime or was it a nickel?). Dave instructed me to inform whomever answered that I was calling for "Professor Senum" and needed to reserve a room for that night. His plan was that few (or none) of us would solve the problem alone, so we'd have solve it together. If even a few of us answered incorrectly, the class would be gone. We needed a place to study that had lots of reference material.

OK, I admit I was really scared. I was sure the library police were going to arrest me. After all, didn't I have overdue book fines that were higher than the national debt?

I dialed (scared out of my mind). The nice lady at the library said in a sweet voice "I'm very sorry, sir, but this is very short notice."

Well, that was OK with me. I just wanted to get away without getting caught. I mumbled "Oh, short notice...ahh...OK."

Dave, no doubt sensing that I was about to wimp out, ripped the phone out of my hand. Holding it in both hands as if he was going to head butt it, he screamed "This is *Professor* Senum! Listen Goddamit, I haven't been teaching for as long as I have (yeah, right) to listen to a bimbo like *you* tell me I can't have a room for my class when I need it!...Don't tell me *your* problems just do it!!! I'm going to be there at 6 PM. Have it ready."

He slammed down the phone, sat on the floor and turned white. I said "I can't believe you just said that." He said "I can't believe I just said that."

We did get the room. "Professor" Senum was afraid to show up early lest the library lady meet him and realize he was a tad young for his title. When I got there, the old bat insisted that a person at least 18 years old sign for the room.

Lucky thing we had Tom Hoyne! He had just turned 18, and we dragged him to the desk and got him to scribble his name. His ability to be talked into foolish and dangerous situations created a lifelong bond. Besides, you wouldn't believe how funny he looks when you talk him into stuff like that.

We had the entire class together and took parts of the problem apart. Somehow, we got the correct answer. We also drew some crude pictures for the librarian on her overhead. The next day, Wilber was totally stumped as to how all of the class got the correct answer, and we continued on for the full three years.

I learned some valuable things. First, that the rule makers *can* be stopped from making your life suck (sometimes), if you are clever, sneaky and willing to bend a rule or two. Second, that working together can (sometimes) be better than hoofing it alone. And last, when you need someone to do something foolish or dangerous, Tom Hoyne is your man!

Looking back though, I have to wonder how things would have been if we had all just taken wood shop.

Later, Jay builds an Orgasmatron?!?!

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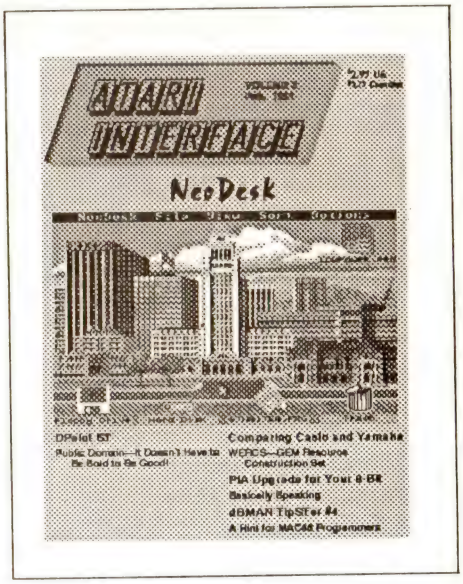

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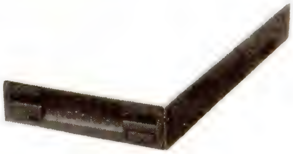

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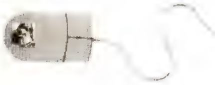

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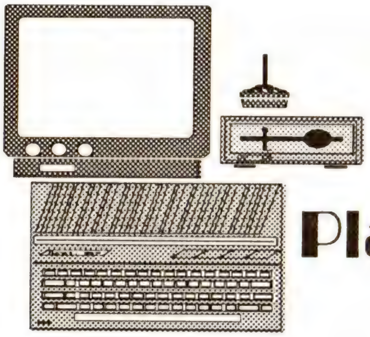

8-Bit Atari Player Missile Graphics

Mitchell & Malcolm Orr
AAAUA

The classic Atari 8-bit computer is the most versatile of the machines which used the 6502 Central Processing Unit (CPU). With the additional chips ANTIC, PIA, POKEY and CTIA (GTIA on later machines)—the latter of which provided Player Missile (Sprite) Graphics—the Atari 8-bit was the most powerful of the 6502 class computers. This was clearly demonstrated by the Atari "Star Raiders" game which led the field in 1979.

Other features, which we now take for granted but which appeared early in the development of the Atari, were colors, full screen editing, upper and lower case letters and overall the best ever graphics in an 8-bit computer. In this article we have attempted to provide an introduction to PM (player missile) Graphics, together with memory locations you will need in order to explore this powerful tool of the Atari 8-bit computer.

How It Started

Our initial interest was to use this computer to develop a visual two-dimensional display to show the mechanism of complement activation in the human body, how it occurs and what the consequences are when this system is activated inappropriately.

Under such circumstances there is a danger of "friendly fire" and bystander lysis if the defense mechanisms are turned against the cells of the host, rather than against the invading microorganism.

Just as the computer provided an excellent forum for Star Raiders, so, too, did it lend itself to a dynamic presentation of the "Battle Within."

To illustrate this reaction, we first had made molecular models, but these did not move. The computer provided the dynamic interaction to show the ongoing process. In 1982, it was not possible to make these models on the mainframe computers available to us at that time.

In June, 1982, we purchased an Atari 800 Computer with 48K memory, an 810 disk drive, an 850 serial/parallel interface and a Hayes 300 baud modem at a cost of about $2600. All are still operational today. Our guide was "Your Atari Computer" by Lon Poole, et al. We also found several excellent articles in Compute! magazine.

It took us less than three months working parttime to finish a program which later won two awards. We used a programming technique known as "Substitution." We reviewed existing graphics programs and modified the shape tables and the colors and paths of the players. Any changes were checked instantly, as they were part of a running program.

We were creative as we were learning from the masters.

What are Player Missile Graphics?

Player Missile Graphics are special graphics characters which can be placed over (visible) or under (invisible) the screen and are independent of the screen background. They are zero to eight pixels wide, and up to 256 pixels high. In quadruple width, each player can be up to 32 pixels wide.

If all four Missiles are programmed side by side, they can be used as a fifth player. In quadruple wide mode, the five players can cover the entire screen. They are so independent that they do not appear if you perform a screen dump with player-missiles on the screen.

Priorities can be established between the players and the screen so that the players can move in front of or behind images on the screen. Thus, you may have a plane fly behind a church steeple in your picture, but remain in full view in front of the sky and the hills in the background.

Players may be positioned anywhere on screen or just off screen waiting to appear, like actors waiting in the wings of the theater, ready to walk onto the stage.

In normal mode, each programmable pixel in the player missiles is identical with a pixel of Graphics mode 7. When you use half height players, you match Graphics 7.5. Remember that Graphics 7.5 is available from Basic XL and XE (OSS). But, if your favorite screens are in one of the more exotic GTIA modes, there is no reason that you cannot use these modes to showcase your masterpiece in Player Missiles.

But long, tall columns prancing across the screen would be very boring, especially if you wanted to show Great Balls of Fire exploding at random. This is where your creativity comes in. When you create your animated masterwork, you must design your players, just as the animators at Walt Disney Studios create their characters.

What we are doing is storing in memory small sequences of code which tell the computer which pixels in the display to illuminate. The data for each player is stored in a special, programmer-defined memory location. The players allow you to create animation by "player flipping" between different bit maps stored in memory.

Each row of the player is defined in memory by a single byte. If your player is 24 pixels high, that shape is defined by 24 bytes. If you create a table of different shapes in memory, you can animate at machine language speed simply by pointing to another memory location in memory. This is accomplished with a routine written by Sak & Meier which is neatly stored on Page Six of memory.

You may flip between the images stored safely above MEMTOP, (the top of memory available to Basic). The engineers who conceived the Atari gave us a hardware register for the X-coordinate for each of the players but they did not provide a simple means of changing the Y-coordinate. Moving the row of the player in Basic is slow and cumbersome.

Sak & Meier have made this a painless process in their vertical blank interrupt routine. This simple machine language subroutine is less than 250 bytes long, and fits comfortably on Page Six of the computer's memory. The writers of the Atari operating system gave us Page Six of memory ($0600-$06FF, 1536-1791) to insert a machine language subroutine which allows you to change the position of the X,Y coordinates of each of the players as often as fifty times per second. That is fast enough for movie quality animation.

The television screen is scanned with an electron beam from the top left-hand corner, across the screen to the right when it shuts off and moves back to the left of the screen to repeat the process.

The interval when the beam is turned off is very short and is known as the horizontal blank interrupt.

When the electron beam reaches the bottom right corner of the screen, it shuts off, and returns to the top left corner. This interval is known as the vertical blank interrupt. Sak & Meier use this interval to have the computer look at the next position for the players. In the case of Player Zero, The X coordinate will be stored in memory location 53248 (HPOSP0) and the Y coordinate will be stored in 1780 (VPOSP0).

Now, you won't find VPOSP0 mentioned in the books. It was created by Sak & Meier for these very fine programs. In the time it takes for the electron beam to move from the lower right corner to the top left corner, the Atari is capable of performing approximately 7980 machine cycles. Moving the images of the players for us is just one of the tasks the computer accomplishes during this vertical blank interupt. Don't underestimate the power of these short routines. They can unlock the flexibility of Player Missiles for you, as they did for us. Please review the description of these routines. The papers of Sak & Meier are a goldmine of information for those who wish to program in Basic. Their papers review many aspects of 8-bit Atari programming. Their programs include:

A machine language subroutine for Page Six ($600 to $6FF)
Vertical Blank Interrupts
Antic direct memory access (DMA)
Definition of the top of Memory (MemTop)
How to select colors for the players
How to set the players' X and Y positions
How to change the pixel resolution of your players
How to set screen priorities for players
How to tell Antic of Vblank PM and the address of the first page of data shape tables

To demonstrate how powerful these programs are, the code to actually move the players around the screen is only a couple of lines long. These are lines 170 and 180 in the February '82 paper. Changing just these two lines will alter the pathway that the players follow. In the August '82 paper, movement is defined in lines 125, 135, 145, 165, 185, 195 and 205. Note that line 205 slows the action down, so the cowboys walk with a saunter.

Memory Locations

When you program the Atari computer, the computer language uses verbs in the form of special memory locations which, when conjugated with the appropriate numbers, execute the programs of the operating system.

There are some essential memory locations for implementation of Player Missile Graphics. You may check what number is set at a given memory location by PEEKing. You may change the number with the Basic POKE command.

Once you have decided how you wish your players to appear, you may POKE all of these values into the appropriate memory locations with a single line of Basic code. Some you may want to change during your program. Just as one actor may play more than one part, your players may represent more than one object. Just POKE in the new code from the selection below.

559 DMA control register (SDMCTL)
See full explanation in CHADWICK.
34=Default value, ANTIC active, screen on
0=Shuts down Antic. Processing time increased 30%
46-produces double line resolution, same size pixel as Graphics 7
62-produces single line resolution, same size pixel as Graphics 7.5 (ANTIC Mode E)

Summary of 559 bit codes.

Option	Dec	Bit
No Playfield	0	0
Narrow Playfield	1	0
Standard Playfield	2	0,1
Wide Playfield	3	0,1
Enable Missile DMA	4	2
Enable Player DMA	8	3
Enable Player and Missile DMA	12	2,3
One line player resolution	16	4
Enable instruction for DMA	32	5

623 Player/Playfield Priorities (only 1 pixel on)
1=All players have priority over playfield
2=Player 0 & 1 have priority over playfield and players 2 & 3
4=Playfield priority over players
8=Playfield priority for registers 0 & 1 over all players and priority over playfield registers 2 & 3

704-707 PM Color registers (COLPM0-COLPM3)
Stored value determines the color of the player and its missile.

1771 Player Missile address (Special PMvblank code, accessible with Sak & Meier program only)

1772 Player Drawing (Special PMvblank code)

1780-1783 VPOSP0-VPOSP3 (Only for Sak-Meier Programs)

1788 Player Missile Address + 4

53248-53251 Player horizontal Position Registers (HPOSP0-HPOSP3)
Stored number gives horizontal position.
0=Off screen left
255=Off screen right
Note: Pos 49 - 207 appear on the TV screen

53252-53255 Missile Horizontal Position (HPOSM0-HPOSM3)
Stored number gives horizontal position.
0=Off screen left
255=Off screen right
Note: Pos 49 - 207 appear on the TV screen

53256-53259 Player width registers (SIZEP0-SIZEP3)
0 or 2=normal width
1=twice normal width
3=quadruple normal width

53260 Missile Width register (SIZEM)
same code as for Players

53277 Graphics Control Register (GRACTL)
Controls Player Missiles with 559 (DMACTL)
2=Player DMA only
1=Missile DMA only
3=Players and missiles activated
Note: Poke with 0 (zero) to turn off P/M

54279-54280 Player missile base register (PMBASE)
Contains the starting address of the player missile shape tables

Images on the television screen are created from the top down, where 0,0 is in the top left-hand corner. This is also true for the players, and the index point for the players is in the top left-hand corner.

Binary notation is used to identify which pixels are illuminated and which are not. It is a little confusing that binary code reads from the right, which will be eight columns to the right of the index point for the player. A blank line would be represented by zero. All pixels illuminated in one row would require 255 to be entered. To illuminate only the leftmost pixel on a single line of the player, you insert the code 128.

To define any combination of illumination and blanks, you must insert the number between zero and 255 which matches the pattern you desire to illuminate on the screen for that row of the player.

Very few of us are so facile with binary code that the appropriate number flashes to mind immediately. The lesser mortals among us have two solutions to this problem of identifying the digital code for each line of the player. One is to draw our designs on graph paper, and then calculate by hand the binary code sequence for each row of the player.

For those who seek a computer solution to this problem, there are player missile generators which can be used to create your masterpiece and automatically translate your graphic image to the necessary digital code for insertion into the program.

One such program is PM Design Aid by Tom Gurak. It is in our AAAUA library. If memory serves me, the program appeared in Creative Computing in 1981 or 82, and was reprinted in Creative Atari, edited by David and Sandy Small and George Blank. It will allow you to design your drawings and digitize them for insertion in your Basic program.

If you are learning to program in Basic, the structure of the players and the concepts you need to program them will reward you as you expand into other areas of programming.

Suggested Reading

Chris Crawford. Player Missile Graphics. Compute! #8. January, 3, 66, 1981.

Ian Chadwick. Mapping the Atari. Compute! Books 1983. ISBN 0-942386-09-4.

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Tom Gurak. PM Design Aid. Creative Atari. David Small, Sandy Small & George Blank. Creative Computing Press, 64-66, 1983. ISBN 0-916688-34-8.

Lon Poole, Martin McNiff and Steven Cook. Your Atari Computer. Osborn/McGraw Hill, 1982.

Philip C. Seyer. Atari Player Missile Graphics in Basic. ISBN 0-8359-0112-2. Reston Publishing Co. Inc. 1984.

Tom Sak and Sid Meier. P/M Graphics Made Easy. Compute! #21, February, 90-93, 1982.

Tom Sak and Sid Meier. Animation And P/M Graphics. Compute! #27, August 119-124, 1982.

Eric Stoltman. Extending Player Missile Graphics. Compute! #17, 3, 98 1981

All programs described in this article are available on disk in the AAAUA Library. AAAUA nonmembers are asked for a $5 donation. Send your request with check to AAAUA, P.O. Box 79-1426, San Antonio TX 78279-1426.

Malcolm D. Orr, 10610 Benchmark Way, San Antonio, TX 78213.

About the Authors

Dr. Orr received his MD degree at the University of Queensland, Australia and his PhD at the Australian National University at Canberra. He is currently a Professor of Anesthesiology at the Medical Center Hospital in San Antonio, Texas. He began computing with an Atari 800 in 1982. His medical programs won several scientific awards later that year. Although Dr. Orr has since acquired an Atari ST and a Macintosh, he still uses his now several 8-bit Ataris for record keeping, to produce a widely distributed newsletter, and for just plain fun. Dr. Orr has been a member of AAAUA for over eight years.

Mitchell Orr, Dr. Orr's son, has lived in the United States for the past twenty-two years and assisted greatly in the development and debugging of the award winning programs. At that time he was a high school student. He now is a graduate of Our Lady of the Lake College in San Antonio with a BA in Political Science and will soon be continuing his studies towards a Masters in Information Science at North Texas University at Denton, Texas.

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The zzSoft Assembly Programming Package

The Package Beginners Have Been Waiting For

Robert C. Arp, Jr.

Had circumstances permitted, "Introducing Atari ST Machine Code" with companion disk is the package I would have published two years ago.

Well, my text would have been longer—perhaps wordier—but with more operating system detail; and the examples would have been different; and I would have supported another editor, assembler and debugger.

But the essence of the package from England that I'm to discuss and that which I would have introduced myself are similar enough that I can recommend this package as enthusiastically as I would have recommended my own.

"Introducing ATARI ST Machine Code" was written by Roger Pearson and Sean Hodgson, published by zzSoft, 3 Riverdale House, Mytholm Close, Hebden Bridge, West Yorkshire, England, HX7 6BP, in December, 1990.

If you would like to purchase the book and disk (I paid $24.95), please contact Best Electronics, 2021 The Alameda, Suite 290, San Jose, Ca 95126-1127 (408)243-6950. In fact, were it not for the efforts of Best Electronics, I would not have the materials which permit me to write this article.

A True Beginner's Package

zzSoft has put together a true beginner's assembly language package for the Atari ST. The disk contains an editor, not the best, but definitely not the worst; an assembler, not the best, but certainly not the worst; a symbolic debugger, again, not the best, but definitely not the worst; a resource construction set that is adequate; and many examples and listings.

The 24 chapters cover disk formatting, pull down menu construction, GEM objects, desk accessories, GDOS, blitting, AES, VDI, BIOS calls, XBIOS calls and GEMDOS calls. Chapter 23 discusses the text editor; chapter 24 discusses the assembler and debugger. Interfacing assembly with GFA BASIC is covered in chapter 18. Other specific topics are resource construction, file selectors and bit images.

The book contains a table of contents, an index, a key code appendix, bibliography and glossary. Text files on the disk cover the resource construction set in more detail, explain all 68000 instructions and all operating system calls. Many of the files are arced, but the disk even includes copies of ARCSH191.PRG and ARC.TTP. The only thing missing is a list of debugger commands. Those commands are available via the Help key when working within the debugger, but I'll be giving you a list of the more important ones.

Evaluating the Package

A programming package of such scope would require months of evaluation if I could not find something to ram down its throat rather quickly. My primary objective was to get an immediate response to AIM readers with the confidence to recommend "yeah" or "nay" unabashedly. For my torture test, I chose a program that would send DevPac to the showers immediately.

The program, SECTDUMP.S, reads a designated logical sector of a designated partition, formats the sector data and writes the formatted output to a designated file.

I quickly learned two very important facts about the zzSoft assembler. One, put everything in the root directory, otherwise the assembler will cough up executable files with strange names in strange places. Two, the assembler outputs a couple of meaningless warnings even when assembly and linking have been successful.

That's ok, I can live with that, and so can you. The assembled executable program ran perfectly. The assembler was unreasonably slow, and when errors were actually present, the messages were a bit cryptic. I could decipher their meaning, but you may have a bit more trouble with the error messages.

Not to worry, I can give you a few pointers. Don't use .s on branch instructions and don't use (pc) with labels. Use a RAMdisk because everything is very disk intensive. I did not check out the RAMdisk included on the companion disk because whether it functions correctly or not is irrelevant—there are plenty of other RAMdisks around.

The assembler, debugger and assembled program are accessible from within the editor. The files you need in the root directory of the disk from which you are working are Assemblr.TTP, Editor.PRG, Editor.RSC, Link.TTP, Debug.TTP and the source and/or program with which you are working.

The Debugger

Within the debugger, the prompt is >. Debugger commands are mostly two characters long. If you single step a program within the debugger, you will not see the first instruction line before it is executed. Instead, the first instruction will be implemented, then the second instruction will be shown. Thereafter, as you single step each instruction, the next will be shown.

Here is a list of the more important debugger commands. You can view the rest using the Help key from within the debugger.

$ Commands

```
$c or $C   stack backtrace
$r         show registers
$p         show basepage
$o,$x,$d   set number base
$q         quit returns you to editor
$b         show breakpoints
$s         set symbol offset
$e         show external symbols
```

: Commands

```
:c or :C   execute or continue
:s or :S   single step
:b         set breakpoint
:d         delete breakpoint
```

The Resource Construction Set

I didn't spend much time with this program. Everything seemed to function correctly. I tried to read in a resource file constructed with Atari's developer resource construction set and could not; however, I was able to read in DEGELITE.RSC and observe the menu and dialog boxes. I must leave some of the fun of exploration to you.

Conclusion

The zzSoft assembly package contains enough material to keep one busy for a very long time. For very little expense, the entire assembly language programming environment can be explored. In fact, for the casual programmer, or for one who uses a higher language primarily, this package might be sufficient for all assembly language programming needs.

Robert C. Arp, Jr.
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Campbell, CA 95008
408 (370-9039)

```
;Program Name: SECTDUMP.S
;Version: 1.001
;Function:
; Reads a designated logical sector of a
; designated partition, formats same and writes
; the formatted output to a designated file.
;    So that this example be as uncluttered as
; possible, the sector to be read, the partition
; from which it is to be read and the output file ;
path are all coded as constants within the
; program.
;    The associated output buffer is also coded as ;
a constant.
;    A version of this program with a user-
; friendly interface would include a GEM window,
; menus and dialog boxes so that all of these
; constants could be chosen.
;    In addition, the file selector would be
; available for the output file path to be chosen.

calculate_program_size:
lea         -$102(pc), a1       ;Fetch basepage
                                ;  start address
lea         output_buffer, a7   ;Fetch prg end addr.
; Output buffer size is 2,516 bytes for each
; sector to be read.
adda.l      #2516,a7           ; Output buffer space
adda.l      #1200,a7           ; Space for stack
movea.l     a7, a0             ; A7=>new end of prg.
suba.l      a1, a0             ; Program size
return_memory:
pea         (a0)               ; Push program length
pea         (a1)               ; Push basepage addr.
move.l      #$4A0000, -(sp)    ; m_shrink=GEMDOS $4A
trap        #1                 ; Invoke exception
lea         $C(a7), sp         ; Reset stack pointer
create_output_file:
move.w      #0, -(sp)          ; File = read/write
pea         output_path        ; Must be specified in
                               ;   data section
move.w      #$3C, -(sp)        ; f_create=GEMDOS $3C.
trap        #1                 ; File handle is
                               ;   returned in D0
addq.l      #8, sp
move.w      d0, output_handle
read_and_write_sectors:
move.l      #0, byte_count      ; Init. byte counter
lea         output_buffer, a5   ; Get output address
move.w      #$0, sector         ; Sector to read and
bsr         read_sector         ;   store in buffer
bsr         write_sector
write_output_file:
pea         output_buffer
move.l      byte_count, -(sp) ; # of bytes to write
move.w      output_handle, -(sp)
move.w      #$40, -(sp)  ; GEMDOS function fwrite
trap        #1
lea         $C(sp), sp   ; Reposition stack pointer
close_output_file:
move.w      output_handle, -(sp)
move.w      #$3E, -(sp)  ; GEMDOS $3E = f_close
trap        #1
addq.l      #4, sp
terminate:
move.w      #0, -(sp)
trap        #1
print_line:
move.l      a0, -(sp)     ; Push string onto stack
move.w      #9, -(sp)     ; Function = c_conws
trap        #1
addq.l      #6, sp
rts
newlines:                       ; Write 2 newlines
move.b      #$D, (a5)+
move.b      #$A, (a5)+
move.b      #$D, (a5)+
move.b      #$A,, (a5)+
add.l       #4, byte_count  ; Add count to output
rts                         ;    file byte counter
read_sector:
move.w      #7,-(sp)        ; Drive H
move.w      sector, -(sp)   ; Start sector
move.w      #1,-(sp)        ; Read 1 sector
pea         input_buffer    ; Store sector here
move.w      #2,-(sp)        ; read (ignore media
move.w      #4,-(sp)        ;   changes)
trap        #13             ; rwabs function
add.l       #14,sp
rts
write_sector:
lea         input_buffer, a3
moveq       #31, d6        ; Row down counter
moveq       #0, d5         ; By bytes up row counter
write_headings:
lea         heading_2, a0 ; Top of page heading.
move.w      #4, d0
write_heading_2:
move.b      (a0)+, (a5)+
dbra        d0, write_heading_2
write_sector_number:
move.w      sector, d1
bsr         function_2
lea         dec_string, a0
moveq       #1, d0
write_digit:
move.b      (a0)+, (a5)+
dbra        d0, write_digit
lea         heading_3, a0     ; Balance of 'top of
move.w      #66, d0           ;   page' heading
write_heading_3:
move.b      (a0)+, (a5)+
dbra        d0, write_heading_3
add.l       #74, byte_count
lea         heading_4, a0     ; Spacer heading
move.w      #73, d0
write_heading_4:
move.b      (a0)+, (a5)+
dbra        d0, write_heading_4
add.l       #74, byte_count
new_row:
lea         ascii_string, a4
moveq       #0, d4            ; Reset output file
                              ;   column counter
move.w      d5, d1            ; Convert row count to bsr
function_1                    ;   4-digit decimal
lea         dec_string, a0
moveq       #3, d0
write_row_number:
move.b      #$20, (a5)+       ; Insert 2 spaces move.b
#$20, (a5)+        ;   before row number
write_number:
move.b      (a0)+, (a5)+
dbra        d0, write_number
move.b      #$20, (a5)+       ; Add a space
add.w       #16, d5           ; Add column count to
                              ;   row counter
convert_byte_to_hex:
move.b      (a3)+, d1
move.b      d1, d3            ; Save for printable bsr
function_0         ;   ASCII test
write_to_output_file:
move.b      #$7C, (a5)+       ; Write a vertical bar

;MAJOR NOTE:
; Because the above instruction moves the pointer
; to an odd address, the two bytes cannot be
; stored in a word move below; instead, two byte
; moves must be used. I would have wanted to use:
;      move.w hex_string, (a5)+
; But doing it that way causes a 3-bomb crash.

lea         hex_string, a0
move.b      (a0)+, (a5)+    ; Write byte to file
move.b      (a0)+, (a5)+
addq.b      #1, d4          ; Increment column count
printable_ascii_test:
cmpi.b      #$20, d3        ; Space character test
blt         not_printable
cmpi.b      #$7E, d3     ; Last printable char. test
bgt         not_printable
move.b      d3, (a4)+       ; Store printable char.
bra         end_of_row_test
not_printable:              ; Use a period for
move.b      #$2E, (a4)+     ;   non-printables
end_of_row_test:
cmpi.b      #16, d4         ; 16 columns per row
beq         end_of_row
bne         convert_byte_to_hex
pad_row:
move.b      #$20, (a5)+     ; Spaces in short row
move.b      #$20, (a5)+
move.b      #$20, (a5)+
addq.b      #1, d4
move.b      #$26, (a4)+     ; Pad string with &s
cmpi.b      #16, d4
bne         pad_row
end_of_row:
move.b      #$7C, (a5)+     ; Write a vertical bar
lea         ascii_string, a0
move.w      #15, d0         ; Initialize counter for
                            ;   ascii string
write_string:
move.b      (a0)+, (a5)+
dbra        d0, write_string
move.b      #$0D, (a5)+     ; Write newline
move.b      #$0A, (a5)+
add.l       #74, byte_count
dbra        d6, new_row   ; 32 rows/512 byte sector
rts

function_0:
; 8-bit Binary to hexadecimal converter.
; Expects D1 to contain an 8-bit binary number.
;    Beginning with the most significant nibble (a
; nibble=4 bits), each nibble is converted to its
; ASCII hex equivalent and stored at the location
; "hex_string", then a null is stored there.
lea         hex_string, a1
lea         hex_table, a0 ; A0 points to hex_table
moveq       #1, d2          ; D2 is the loop counter.
moveq       #0, d0   ; D0 is not zero. Proved in a
                     ;   later program, so it must
                     ;   be cleared before use
convert:
rol.b       #4, d1   ; Rotate most significant
                     ;   nibble to the least
                     ;   significant position
move.b      d1, d0   ; Copy least significant byte
                     ;   of D1 to D0.
andi.b      #$F, d0  ; Mask out most significant
                     ;   nibble of D0.
move.b      0(a0,d0.w), (a1)+  ; Store ASCII hex
dbra        d2, convert        ;   digit in buffer
move.b      #0, (a1) ; Terminate string with a null
rts

function_1:
; Binary to ASCII decimal, with leading zeroes.
; Expects D1 to hold a 16-bit binary number.
lea         table_1, a0     ; Put address of sub-
lea         dec_string, a1 ;  trahend table in A0
bra         loop_setup
decimal_subtract:
addq.b      #1, d2       ; Incr. subtractions counter
sub.w       d0, d1                ; D1 minus subtrahend
bpl         decimal_subtract  ; Loop til D1 is neg.
move.b      d2, (a1)+  ; Store in array "decimal"
add.w       d0, d1       ; Restore the minuend
loop_setup:
move.b      #$2F, d2    ; Init. subtractions counter
move.w      (a0)+, d0   ; Get next subtrahend
bne         decimal_subtract ;Loop til subtrahend=0
move.b      #0, (a1)     ; Terminate with a null
rts

function_2:
; Binary to ASCII decimal, with leading zeroes.
; Expects D1 to contain an 8-bit binary number.
lea         table_2, a0     ; Put address of subtra-
lea         dec_string, a1 ;   hend table in A0
bra         _loop_setup
_decimal_subtract:
addq.b      #1, d2       ; Incr. subtractions counter
sub.b       d0, d1       ; D1 minus subtrahend
bpl         _decimal_subtract ; Loop til D1 is neg.
move.b      d2, (a1)+  ; Store in array "decimal"
add.b       d0, d1       ; Restore the minuend
_loop_setup:
move.b      #$2F, d2    ; Init. subtractions counter
move.b      (a0)+, d0   ; Get next subtrahend
bne         _decimal_subtract ; Until subtrahend=0
move.b      #0, (a1)     ; Terminate with a null
rts

data
copyright_notice:
dc.b 'Copyright Notice: '
dc.b 'CLUSDUMP.PRG by Robert C. Arp, Jr. in 1990. '
dc.b 'All Rights Reserved. Inquiries: '
dc.b '278-1 San Tomas Aquino Rd, Campbell, CA, 95008 '
dc.b 'Telephone: (408)-370-9039.',0

even
table_1:        dc.w  $3E8,$64,$A,$1,$0
table_2:        dc.b  $A,$1,$0
hex_table:      dc.b  '0123456789ABCDEF',00
heading_2:      dc.b  'SECT ',0
heading_3:
 dc.b  '|00|01|02|03|04|05|06|07|08|09|10|11|12|13|14'
 dc.b '|15|PRINTABLE ASCII ',$D,$A,0
heading_4:
 dc.b  '-------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--'
 dc.b '|--|----------------',$D,$A,0
output_path:    dc.b 'F:\\SECTDUMP.DMP',0
even

bss
; APPLICATION VARIABLES
byte_count:         ds.l      1
input_buffer:       ds.b    514 ;Must be sector size long
sector:             ds.w      1 ;# of sector to read
output_handle:      ds.w      1 ;File handle
dec_string:         ds.l      3 ;Out buffer, NULL to end
hex_string:         ds.l      3 ;Out buffer, NULL to end
ascii_string:       ds.l      5
output_buffer:      ds.l      1

end
```

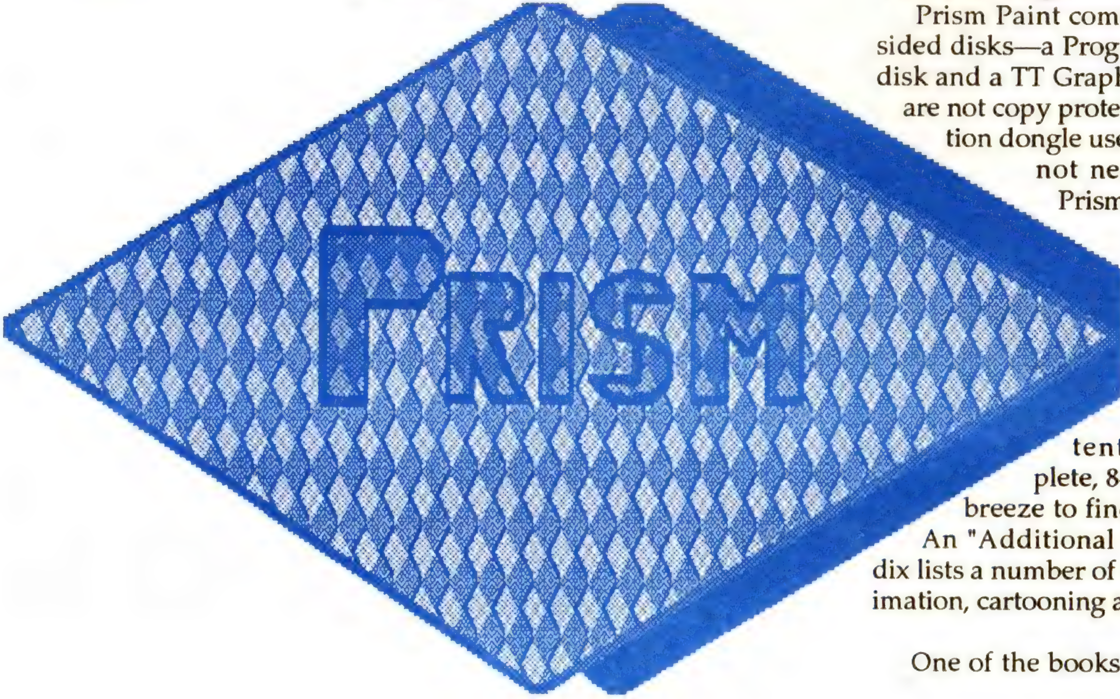
Prism

Bill Rayl

One the brightest new stars in the Atari heavens is Lexicor Software. A lot of people, including myself, have waited for months to get their hands on the packages Lexicor announced back in January of this year.

Well, the packages are shipping, and the wait has definitely been worth it! I have had the pleasure of using both Prism-Paint and Chronos-3D for about a month or so now, and I'm both pleased and impressed. In fact, I was so impressed with the software that I signed up to help Lexicor with their online support on CompuServe.

Although I am now doing support for Lexicor, I am not an employee of Lexicor. I have not been paid by Lexicor or anyone at Lexicor, and I am using my own personal CompuServe account for the online work. I mention my affiliation with Lexicor because it's the honest thing to do. My first resposibility as a reviewer is to give you as honest and thorough a product review as I can, and that is what I intend to do.



Now that the "disclaimer" is out of the way, let's get to the review! We'll look at Chronos-3D next month. This issue, I'm going to focus on Prism Paint.

What is Prism Paint?

Prism Paint is the first truly resolution independent paint programs available on the Atari ST/TT computers. While I've only used Prism Paint in all ST and TT modes, the program is designed to work with all color boards that use a GEM driver. So, if you have an ISAC or ALBERT board from Dover Research or CyberCube's new CyReL SUNRISE board, Prism Paint will take advantage of the new resolutions/colors available.

Complementing its paint program features, Prism Paint can also be used to create or modify FLM animations (created by Prism Paint or Chronos-3D) or DLT animations (created by Antic's Cyber Studio and Cyber Paint).

The Package

Prism Paint comes on three double-sided disks—a Program disk, a Utilities disk and a TT Graphics Disk. The disks are not copy protected and the protection dongle used by Chronos-3D is not necessary for use of Prism Paint.

The manual, which comes in a sturdy 3-ring binder, is well-designed and well-written. A six-page Table of Contents and very complete, 8-page Index make it breeze to find almost any topic. An "Additional Resources" appendix lists a number of useful books on animation, cartooning and drawing.

One of the books on the list—Build-

Paint

ing Beings, Creating Creatures, and Doing Dinosaurs—was written by Lexicor's Lee Seiler.

Topics covered in individual chapters of the manual include Screen Layout, User Interface, Drawing Tools, Color, Fills and Brushes and Animation. A Reference chapter gives short descriptions for all drop down menus, etc.

Throughout the manual, simple step-by-step "tutorials" show you how to use each feature of Prism Paint. Two full-blown tutorials take you through the process of creating a picture and editing an animation.

General Info

The default main menu window displays all the tools avaiable in Prism Paint, as well as the current Brush, Line, Fill and Text settings. Notice that this menu is called a "window." That's exactly what it is...a GEM window. It can be moved around the screen, so you can actually view your picture or frame while the menu is displayed.

By clicking on the "select active window button" at the top right corner of the main menu window, you can switch to only displaying the Drawing Tools, Frame Control (animation) or Color Palette menus.

These menus are actually parts of the large main menu. The Frame Control menu is particularly useful for paging through an animation frame by frame while viewing each frame.

The main menu, itself, can be displayed either full- or half-size. Pressing the right mouse button toggles between the menu windows and the "Work screen," just like in DEGAS and other paint packages.

Tools

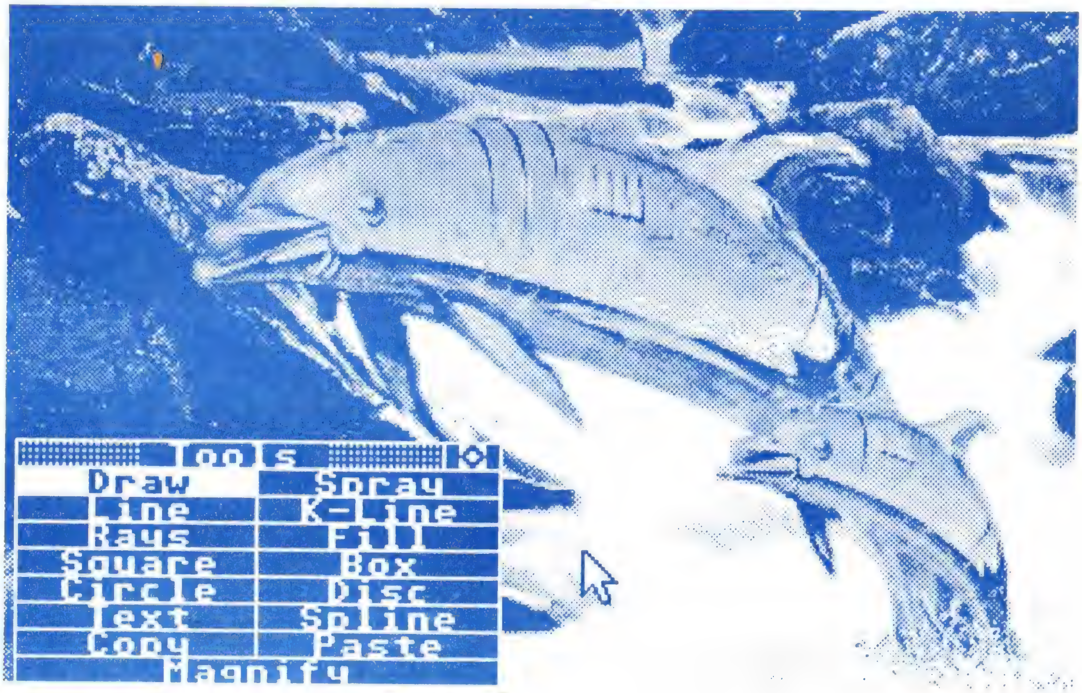
Prism Paint can do all the things you normally expect a paint program to do. You have tools for drawing lines, K-lines, boxes, circles, etc., with or without being filled. Other "standard" drawing tools include Spray, Text and Rays.

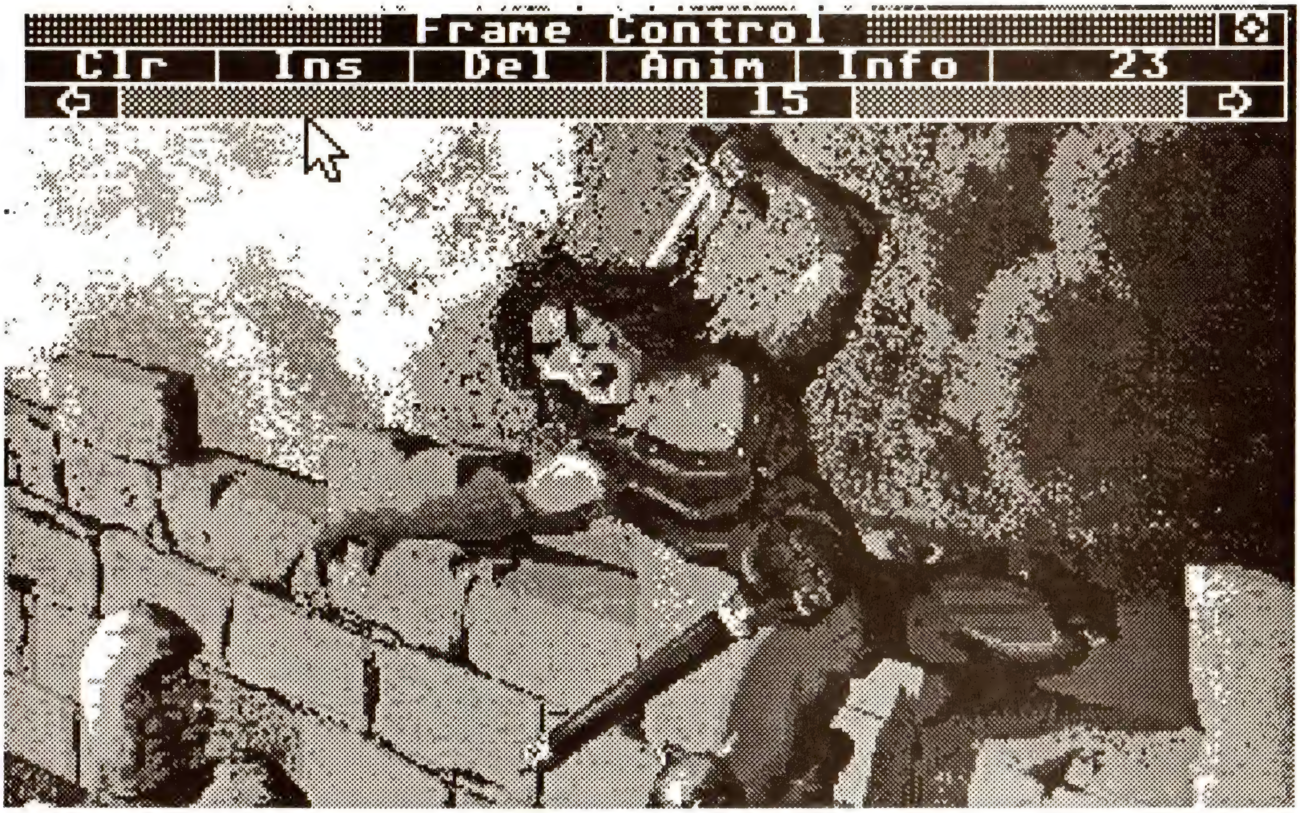
One unusual drawing tool is the Spline tool. With this, you can draw using Linear (Straight), B-Spline (Bezier) or C-Spline (Cardinal) curves. The ability to create Bezier curves is a big plus, allowing you to create very smooth curves and arcs automatically.

Other drawing tools include Copy and Paste, a Magnify mode and dialogs for setting Write Modes (Replace vs. Transparent), Spray Control, Spline Control (for choosing one of the types listed above) and Set Snap Grid.

The Set Snap Grid dialog lets you set a grid size, from two to 16 pixels in in-

> The software performs flawlessly in every resolution on every machine I've tested it on—from a 520ST with TOS 1.0 to a TT with TOS 3.05.





crements of two pixels. Spray Control lets you change the size of the "spray gun" nozzle, as well as the Flow (amount) and Speed of the "paint" being sprayed.

In Magnify mode, you can magnify an area anywhere from four to 23 times. The left-hand side of the Magnification screen gives you access to the color palette, as well as a full-scale view area. Clicking in this view area takes you to another area of the picture. Magnify mode's Color Picker is a handly option that allows you to select an on-screen color quickly.

Color Palette

Prism Paint's color palette is organized into color "pages." Each page can contain up to 32 colors. On a standard ST with no color board, you only get one color page. In TT low resolution, the color palette consist of eight 32-color pages. You can scroll through the color pages by clicking on the arrows contained in the color palette display.

One of the nicest features in 256-color TT mode is the Color Finder. You can use this feature to display all 4,096 colors available on the TT, 256 colors at a time. You can even quickly replace the entire color palette with a 256-color page from the Color Finder.

On all machines, you can Load and Save color palettes and change the RGB values for a given color in the palette.

Fill Patterns

The fill pattern options available in Prism Paint are wonderful. You have the choice between monochrome or color fill patterns. On a color monitor, the monochrome fill patterns can use any one color from the palette. For color fills, you can use all the colors available in your palette.

You can have up to 36 different mono and 36 different color fill patterns available at one time. Prism Paint allows you to save these palettes individually for maximum flexibility.

You can, for example, use Prism Paint's fill pattern capabilities to create "dithered colors," thereby extending the number of "viewable" on-screen colors. Although the dithered colors are not "true" colors, they sure make a difference, especially in ST medium resolution. This dithering of colors is sort of like mixing paint on a "real" palette...equal parts of red and yellow make a very nice orange, for instance.

One of the most impressive features here is the ability to "grab" a fill pattern from a specified area of the Work screen. I recently used this feature on a snapshot of the Hotwire menu. I "grabbed" the little CodeHead icon (the "info" icon) and used it as a fill pattern. Kinda neat.

Brushes

Up to 16 brushes can be available at one time in Prism Paint. As with fill patterns, you can edit/create your own brushes and save them to disk. You can grab an area of the work screen and use it for a brush, just like you can with fill patterns, as well.

Along with editing of the brush itself, you can also edit the brush outline. This allows you to create crosshair outlines, etc.

Animations

A review of Prism Paint wouldn't be complete without a look at this software's animation capabilities. Prism Paint allows you to add background images or color changes, etc. to animations created with Lexicor's Chronos-3D or Antic's Cyber Paint/CAD-3D software.

Or, you can create your own .FLM or .DLT animations from scratch directly from within Prism Paint!

Animation in Prism Paint is handled on a frame-by-frame basis. Options for Clearing, Inserting, Deleting and Animating frames are all contained in the center of the main menu or accessible on the small Frame Control menu.

Whenever you insert a frame, Prism Paint automatically makes a copy of the current frame and inserts it—along with everything in that frame—after the current frame. This makes it very easy to modify the frames to create animations fairly quickly.

To move from frame to frame, you can either click on the scroll arrows at the bottom of the menu or simply use the left or right arrow keys. To actually animate your frames, Prism Paint has a built-in player that allows you to choose the number of frames per second. You can also set Loop or Ping-Pong mode. In Loop mode, all frames are animated and then the player jumps back to the first frame to start the sequence again. In Ping-Pong mode, when the animation gets to the last frame, it then works its way backward frame-by-frame to the first frame and then starts over.

You can even play animations from disk without loading them into Prism Paint, via the Play Animation option in the File drop-down menu.

Miscellaneous Features

Prism Paint can load the following graphic file formats: Prism Paint (PNT), Degas (PI?), Degas Elite (PC?), NeoChrome (NEO), Amiga IFF, CompuServe GIF. Pictures can be load to screen or to the Clipboard. By loading to the Clipboard (the same place images go when you Copy them), you can Paste the graphic into a frame, or even use it as a drawing tool!

In addition to the above mentioned graphic formats, Prism Paint can save images contained in the Clipboard as an IFF .BLK (compatible with Degas) or as C, Assembly or BASIC source code. When saving BASIC source, you have the ability to select the starting line number and increment.

Prism Paint's ability to load GIF pictures makes it a fairly useful picture converter. If the GIF you are loading has the same or less colors in it, then Prism Paint will keep those colors. Otherwise, the picture is converted to gray scale. You also have the option to resize the picture to half or double its size. While not as versatile as some stand-along GIF viewers, Prism Paint is just about the *fastest* GIF loader I've ever seen.

Another welcome touch to Prism Paint is that there are keyboard equivalents for nearly every option. You can hit a single key to select individual drawing tools and for frame manipulation. For instance, pressing Insert inserts a frame in your animation, Clr/Home clears the current frame, etc.

Hitting the Undo key while at the Work screen removes the most recent change you made, restoring your picture.

TT users have the option of loading the program buffers and animation buffers into ST or TT Fast RAM.

So, What's Missing?

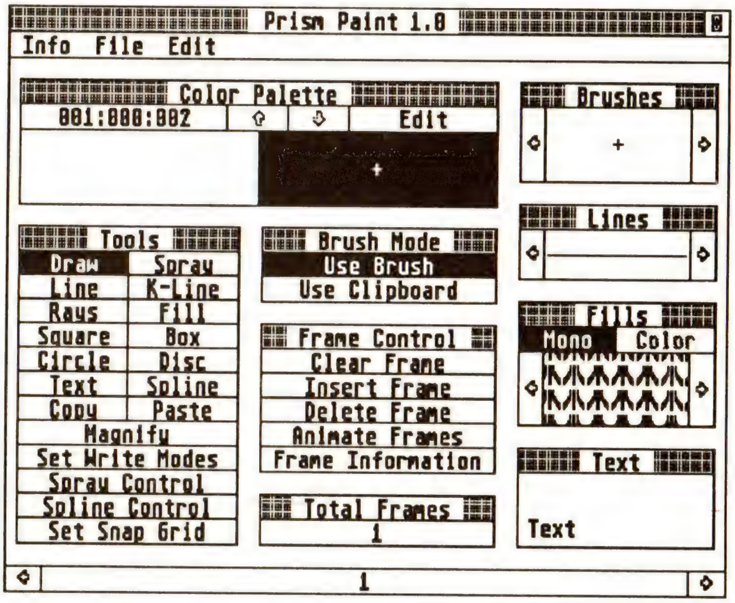
While I consider Prism Paint to be the best drawing program I've seen on an Atari ST/TT, there are a few things I'd like to see added.

First, I'd like to be able to manipulate graphics stored in the Clipboard. For instance, I'd like the ability to rotate, shrink and stretch the clipped image. Also, the ability to copy odd-sized objects (lassoing) would be nice.

A feature that allowed for gradation fill patterns would be nice, too—one where you select the beginning and ending color/shade and Prism Paint calculates the inbetween shades and applies them either as horizontal, vertical or radial shading.

While in the Work area, it would be nice if Prism Paint had an option to display the actual coordinates at which your brush was located on the screen. This would be highly useful when working on individual animation frames.

Without the above suggested additions, Prism Paint is still my top pick for drawing programs on the ST/TT. I've run into absolutely no problems/bugs in Prism Paint (and it's version 1.0, even!). Everything works as advertised in the manual. The software performs flawlessly in every resolution on every machine I've tested it on—from a 520ST with TOS 1.0 to a TT with TOS 3.05. With a number of 16.7 million color boards hitting the market at fairly reasonable prices, Prism Paint is the obvious choice for anyone thinking of going the 24-bit color route.



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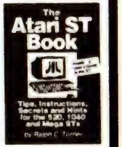
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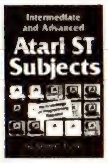

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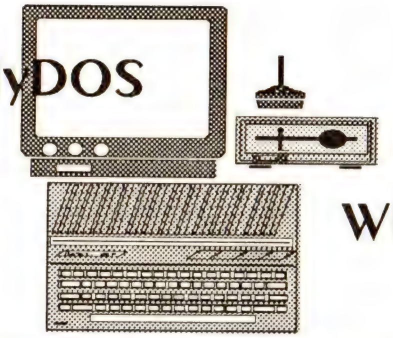
SpartaDOS vs MyDOS



Which One is Better?

John Kasupski (WNYAUG)

In a past issue of Atari Interface Magazine, Tim Feenstra of GRASS made the statement that SpartaDOS is only marginally better than the public-domain disk operating system MyDOS, which costs much less. This article will explore whether or not that statement was entirely accurate.

First of all, however, I should let you know that this article is not entirely objective, because it is being written by an author who is:

- A confirmed SpartaDOS user, and
- Fortunate enough to have a girlfriend who has more sense than to unplug the MIO.

Despite that, I will attempt to make an unbiased comparison between the two disk operating systems, because what is better for one user is not necessarily better for another.

Costs

First of all, MyDOS is indeed in the public domain, which means it costs much less than the commercial SpartaDOS in either disk-based or cartridge-based versions.

MyDOS does support true double density, it supports subdirectories, and it supports large capacity drives. You *can* use it with an MIO, hard drive, DSDD drive such as the Atari XF-551, etc.

The MyDOS menu is very similar to the Atari DOS 2.5 type of menu with which most Atari users are familiar. This means that an Atari DOS user will have less to learn when converting to MyDOS than he or she would have to learn if converting to SpartaDOS.

On the other hand, users familiar with MS-DOS on the IBM will find it easier to adapt to SpartaDOS, because SpartaDOS is a command-driven DOS.

Also, as a menu-driven DOS, MyDOS is still a "small system" type of DOS. If you plan on adding one or more hard drives to your system, or an MIO, or have a memory upgrade and want extended RAMdisk support, you'll be a lot better off with the added speed and flexibility of SpartaDOS.

If you're primarily a game player, you'll find that a lot of game programs won't work with SpartaDOS because of memory conflicts. SpartaDOS loads itself into memory and then moves the MEMLO pointer up to protect itself. If the program obeys the MEMLO pointer, like Atari Corp. says to do in the manual, then the program will work with SpartaDOS as well as it would with DOS 2.5 or MyDOS.

On the other hand, if you're like me and installed a 256K memory upgrade in an Atari 800XL, connected a 256K MIO, and plan on connecting a 20Mb hard drive, you're going to get frustrated with MyDOS rather quickly. The way in which SpartaDOS handles subdirectories is much more convenient.

SpartaDOS also supports batch files, multifile copying, Ultraspeed sector skewing on modified drives, and a variety of densities, all of which are either missing entirely or much less conveniently supported with MyDOS.

This is not to say that MyDOS is entirely useless; to say this would be a disservice to the readers of this article. MyDOS is a low-cost alternative which provides many more desirable features than the original Atari DOS.

But to say that SpartaDOS is only marginally better than MyDOS does not strike me as entirely correct. If you are a menu addict, the SpartaDOS Toolkit provides a DOS 2.5 lookalike menu that lets you enjoy the flexibility and power of SpartaDOS along with the ease of operating from a familiar menu environment. With MyDOS, there is no command processor—you're just stuck with the menu, and MyDOS is missing a lot of the features supported by SpartaDOS.

In the final analysis, it depends on what you're using your Atari for. If the major use of your DOS is to load the latest PD/ShareWare adaptation of Tetris, MyDOS may suit your purposes just fine, and it's definitely an improvement over Atari DOS 2.5.

However, if you're doing word processing or database construction, or if you want to run a BBS using BBS Express Pro! and you have megs of hard drive space, then SpartaDOS is well worth the investment in terms of user convenience alone, even before you consider other features missing from MyDOS.

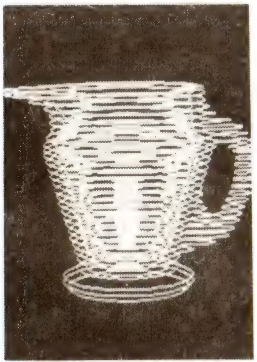
In other words, you choose a DOS the way you choose a word processor, database, or any other application program: you choose a program that best suits your own needs. If MyDOS gives you everything you need in a disk operating system, then more power to you.

As for me, I'll take SpartaDOS anytime over any other DOS I've seen for the Atari 8-bit.

3-D MODELER FOR 8-BIT ATARI!

All of the pictures appearing on this page (except the top right) are unretouched TV-screen photos of 3-D models rendered by a new commercial 3-D shaded-modeler for Atari 8-bit computers.

Two new programs!


Pitcher, rendered by MODEL BUILDER (TV Screen Photo)

ChromaCAD™ 3-D MODEL BUILDER 91 program

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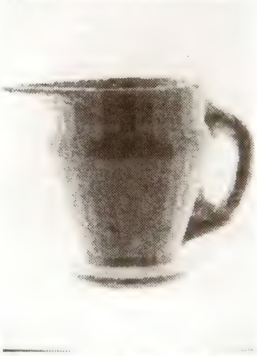
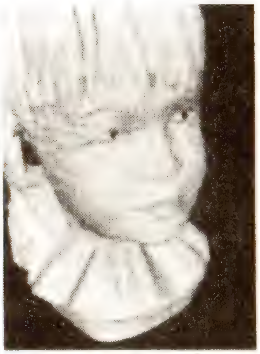
Photo of actual bust of human head

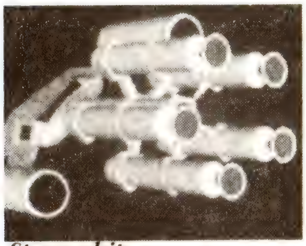

Same Pitcher ,rendered by SURFACE SHADER (TV Screen Photo)

ChromaCAD™ SURFACE SHADER XE 91 program

The ChromaCAD™ SURFACE SHADER XE 91 program can display any model constructed by the MODEL BUILDER program in surface-shaded format from any point of view, using up to three lights. Lights can be individually varied in intensity and individually set to strike the model from any direction. Models can be displayed in a variety of modes, including high resolution, color,and *3-D stereo.* Colors can be reassigned instantly without replotting the model. Up to 61K of computer RAM can be used for image display memory. (The screen photos appearing on this page are of models rendered in high-resolution 61K format.)

Up to ten models can be individually oriented in 3-D space and displayed together to produce one compound multi-model scene. (Terrain model, Airport model, airplanes, cars etc. combined to produce one scene.) The program also supports negative, mirror, and stepped-tone rendering, automatic clipping, highlighting, ambient lighting, and inside viewing of models. We know that all of this is hard to believe so, with purchase of the SURFACE SHADER XE, *we include the bust model (shown to the right) free of charge.* You, yourself, can view the model from any angle, in any mode, using any lighting or rendering option you want.


3-D model rendering (TV Screen Photo)


Space ship, 5 cluster rockets (TV Screen Photo)

3-D Model Rendering (TV Screen Photo)

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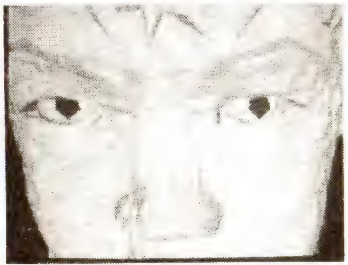
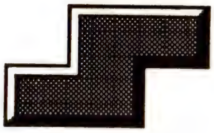
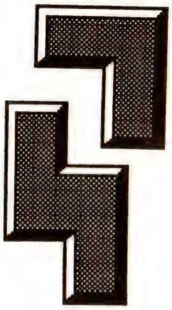
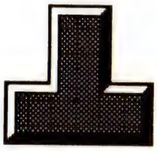
Close up of cluster rockets from the top (TV Screen Photo)


3-D Model Rendering (TV Screen Photo)



DREDIS

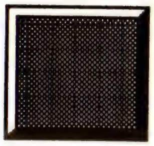




Bill Rayl

The 8-bit marketplace ain't what it used to be, but there are still some very excellent programs being released. One area where the 8-bits have always been superb is graphics, and hence, some of the all-time best games I've ever played were on the 8-bit Atari. KE-Soft from Germany—through their US distributor, Software Infinity—has released a number of games for the 8-bit Atari. One of those games is DREDIS. The game runs on any Atari 8-bit with at least 64K and comes on one SS/SD disk with *no* copy protection, so you can make legitimate backups for your personal use.

The documention is comprised of a simple two-page description printed on the inside of the game package's cover. On these two pages, you're given all the info you need to load and play the game, as well a point value chart for placing tiles, filling lines and completing levels.

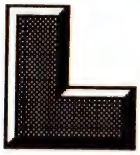


Gameplay

Anyone addicted to Tetris and its variations is guarateed to like DREDIS. In this game, you rotate Tetris-like geometric blocks in an attempt to fit the blocks together, just like Tetris. Unlike Tetris, however, the blocks fall from the top center of the screen and are moved horizontally into one of two side "wells." If you can imagine playing Tetris with the monitor turned sideways, with the ability to move your blocks left or right, you've got a good idea of what's going on in DREDIS.

The basic premise is to align the blocks in such a way to fill vertical columns with the blocks. These filled columns then disappear, making way for more blocks. Once a certain number of columns have been filled in on both sides of the "well," you move on to the next level. The number of columns you need to fill changes with each level—for instance, you fill five columns on Level 1, 10 columns on Level 2, etc.

As if that weren't enough, the higher levels contain barriers that you have to circumnavigate. At these higher levels, the game gets pretty intense. A two-player option allows you to alternate play between yourself and a friend.



Graphics and Sound

The software KE-Soft is putting out contains commercial-quality graphics and sound. DREDIS is no exception. The geometric blocks in DREDIS are almost metallic-looking in quality...they look like little blocks made made of solid steel. The main screens for each level are simple, but clean and colorful—they don't get in the way of the game. The music changes for each level. In some games, the music actually hinders gameplay and you quickly wish you could turn it off. In DREDIS, the music fits into the gameplay quite well...it might even add a bit to the pressure you feel while playing. It sure worked on me.

Conclusions

DREDIS is very (and I mean *very*) addictive, just like its Tetris cousins. The game concept is simple, but the "strategy" element combined with a feeling of ever-building pressure to fit blocks together quickly makes these games arcade-style classics.

DREDIS delivers all that you would expect from a Tetris variation. KE-SOFT and Software Infinity have a real winner in DREDIS. At a cost of only $10.50, this game is a super bargain.

Yes, if you're a Tetris lover, DREDIS is a game for you! And, if you're one of the few gamers on the planet who haven't played Tetris or a variation of Tetris yet, you gotta see what you've been missing!

R-Time 8 Battery Replacement

Rick Reaser (P3ACE)

A couple days ago, I was word processing away and my time/date display line started to go nuts. The day of the week and the year started to toggle erratically. I had gotten my R-Time 8 cartridge a couple of years back and figured the battery was going bad.

After carefully separating the two halves of the cartridge, I measured the voltage across the battery and found it to be only 2.2 volts. I had to keep the two halves of the cartridge fairly parallel when separating them to keep from bending the pins off.

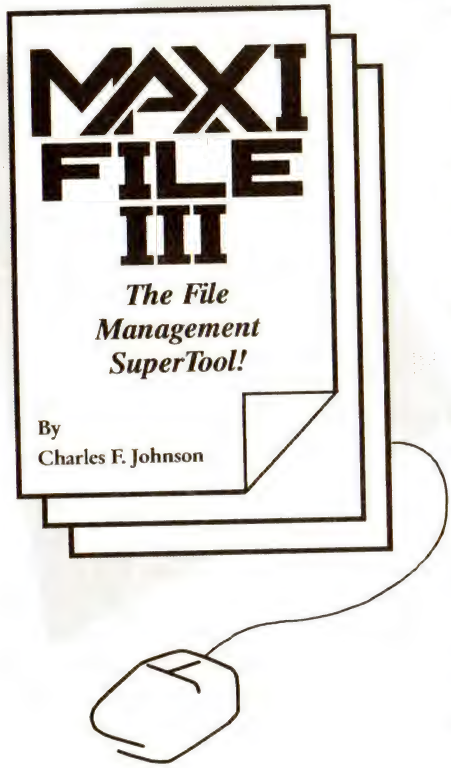
Next, I removed the circuit card from the cartridge half. I unsoldered the battery from the card with a low voltage soldering iron. The battery has leads already fastened to it which I tried to unsolder. My plan was to reuse them on the new battery and solder the assembly back to the card.

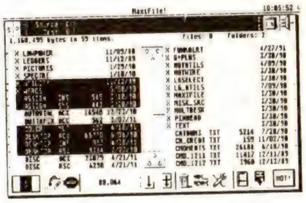
Those leads must have grown onto the battery since they refused to come off, no matter how hot I got them. Fearing that more heat would cause the battery to explode I trundled to my local electronic parts store.

To my surprise, Centennial Electronics, here in Colorado Springs [(719) 633-4666] had a battery holder for the 3V battery and the pins on it lined up with the holes on the circuit card. Amazing!!! The battery holder is made by Keystone and is part number 106. It only cost $1.49.

After sucking the solder out of the two circuit board holes and making sure that the plus lead was going to the plus hole (clearly marked on the circuit card), I soldered the new battery holder in. Next, I slipped in the new battery, making sure I got the polarity right.

I snapped the card into the cartridge case and the cartridge case halves back together and things were good as new. Clearance between the new holder and the case was no problem. Now, the next battery change will be a real snap.





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WHY NOT A GENERIC SOFTWARE ENGINEER'S FORUM?

DAVID J. STUART

Sitting here in my classic padded office chair and reflecting upon the extent of my success over the past dozen years... deriving a good deal of contentment from the manifold projects completed...saddened by the nearly complete lack of acceptance accorded my work...frustrated by the token pittance received from my whimsical marketing attempts...it dawned on me with the clarity of a high desert sunrise that it was not my expertise that was at fault, but rather my complete lack of social functionality! It also occurred to me that I was probably not alone in this respect.

There are, undoubtedly, a large number of people in the same predicament, and the numbers unquestionably swell with each passing day. It would be interesting to discover just how many folks there are out there who qualify as 'non-social programmers'.

Non-Social Programmers

By definition, this would be any person who possesses at least a professional ability as a programmer/developer—the home software engineer—while also having a social life that is practically non-existant. These people, like myself, spend endless hours sequestered in their own private world of the monitor and keyboard contemplating the mathematical correlation between two functions to the exclusion of all else.

I do occasionally interact with my family. I fix dinner and clean house as time permits, while my spouse earns the bulk of our income (barely enough to survive!) and the kids pester me for some "quality time."

If the people in question happen to be unencumbered by the responsibilities of family life, they would probably live in a world of dust and spiders much like the alchemists of old! They may grudgingly toil away at some job that allows them access to our favorite environment (the computer) or, TIME$() forbid, some unrelated menial task that may provide a survivalist income that barely supports our idealised world at home.

In any event, unless we happened to be born into a comfortable stipend, our lifestyle barely supports our fantasy of a carefree life dependent on the income from our endeavors.

It's Good Software!

The software these people often develop from personal inspiration to finished runtime package seldom, if ever, sees the light of day as more than freeware or shareware while producing little or no income.

Is this because the software we build is mediocre at best? High level or assembled trivia? Insignificant contributions to the realm of the bland or useless?

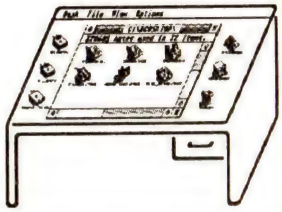
Is our effort lacking in colorful interface with no attractive bells and whistles? Text-button GUIs and single-word prompts? White-on-black displays for the same old data? We think not!

In some cases the above speculation may hold true. However, in most instances, the problem lies with marketing alone! There are many cliches in the world of marketing, such as selling "the sizzle instead of the steak" or "frame it any way you want—it's the siding and trim that sell the house..." and an endless array of other such quotes.

For the most part, these cliches hold true, much as it would be nice were it not so. But, aside from the color and variety we build into our packages, we are not actively involved in the marketing at the commercial level. We are, however, involved at the personal level. We must market ourselves!

Therein lies our great shortcoming. Unless, through some quirk wherein we have achieved some sort of positive notariety, we remain unknown and our

...IT DAWNED ON ME WITH THE CLARITY OF A HIGH DESERT SUNRISE THAT IT WAS NOT MY EXPERTISE THAT WAS AT FAULT, BUT RATHER MY COMPLETE LACK OF SOCIAL FUNCTIONALITY!



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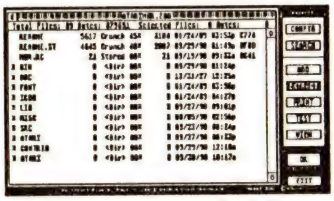

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ariety, we remain unknown and our feeble attempts to interest any marketing or distribution firm in our work consequently go unnoticed or, at best, wind up overshadowed by the work of someone more gregarious or better connected that will be assigned a marketing priority.

The Key is Marketing!

The solution that comes first to mind is undoubtedly the one most of us find anathema. It lends itself least to practical implementation. That is, we should get off our duffs and begin to socialize. Yes, socialize! Get out there and promote our work and ourselves with the celerity of a Madison Avenue promoter! Exercize our latent wills and overcome whatever paranoias or neuroses prevent us from establishing a viable credibility.

The downside of this solution is that most of us have tried it with little success. We are not gregariously extroverted social animals and by dent of our appearance, demeanor, or some other personality trait, our efforts are doomed to fail.

Another, more viable solution is to establish a relationship with that tested source of representation—*The Agent*. The drawback here seems to be that there are no honest, reputable, sincere and available agents out there specifically for the benefit of our class of software engineer. There are, beyond a doubt, any number of well-connected professional people out there in the real world of commercial marketing who could well fit the bill, but locating some and convincing them to undertake such a scheme is another issue altogether.

One very real possibility now would seem quite feasible. What we need to do is become joiners. We need a place to bring our efforts to the attention of those who count, thereby becoming known.

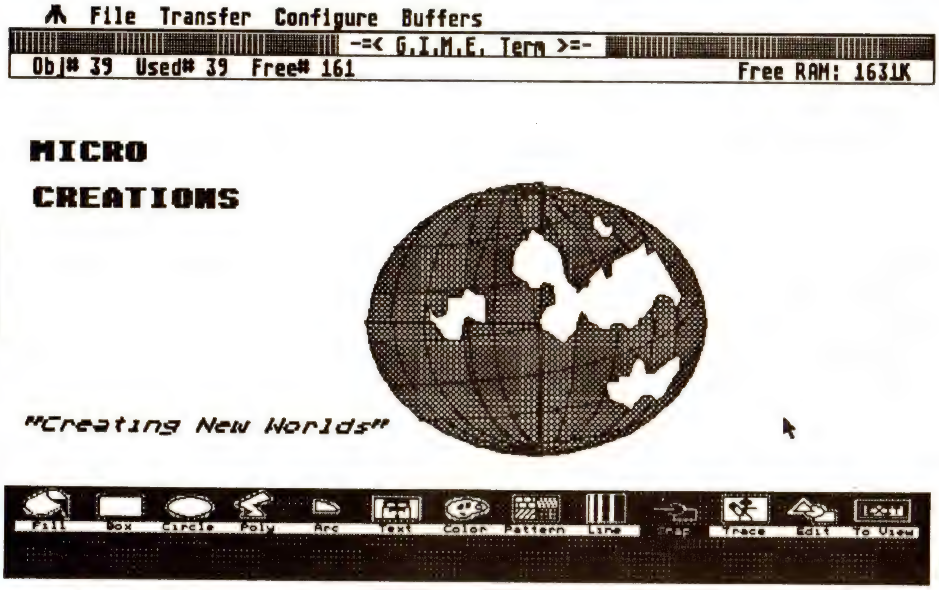
Several such established places have come to mind and the one that seems to ring the clearest is the Public Media. Within this province, we should seek out an online service where we might establish a Generic Software Developers' Forum.

For those of us unable to financially support regular participation at this level, there are any number of generic, as well as specific, professional journals where we might maintain a regular Exposure Column. Such a column might be in the form of a Q&A Forum that also lists all participants along with brief credentials and potentially marketable works.

Still, even if there were such 'tools' as these available to us—and there are specific Forums and Magazine Columns currently available—we are still faced with that bottom line which is the central bone of contention; we must make ourselves and our work known. If we do not make the effort to join in the discussions or present our work where it can be scrutinized by those in a position to promote it, nothing will change. To do this is a decision each of us must make on our own!

G.I.M.E. Terminal

Bob Retelle (WAUG)



```
Obj# 39  Used# 39  Free# 161                              Free RAM: 1631K
```

In the ST world, it's always good to see new and innovative programs, and the G.I.M.E. (Graphics Interface Modem Environment) Terminal program from Micro Creations is both of these.

Unfortunately, after using it for a short while, I'm not entirely convinced it's particularly useful, at least as an advance over terminal programs we already have.

As some of you may already know, I've been heavily involved in telecommunications for many years now, and one question I'm almost invariably asked is which telecommunications program I use. My answer, in 1986 when I first got my ST was the same as it is now. I use Flash, from Antic Software, exclusively. Thus, in any test or review of new telecommunications software, Flash would be my standard for judging the effectiveness and usefulness of the new product.

I've tried many different telecom programs, and always come back to Flash. That's not to say I wouldn't use a different program if one came along that was as easy to use as Flash and contained all its features; just that, so far, I haven't found such a program.

Features

G.I.M.E Terminal does indeed have several new features that Flash does not. Among these is the ability to draw and transmit graphic screens and a very extensive and powerful script language.

When you boot up the program, you first see the Capture screen. From here, you can access all the other screens and features. G.I.M.E. Terminal maintains the "Flash standard" of using the right mouse button to flip between the Capture screen and the Terminal screen. At the Terminal screen, pressing the left mouse button brings up the Dial Directory, again just like in Flash.

Each screen has the normal menu bar across the top with drop-down menus for functions which are common to all screens, and a graphics menu at the bottom with icons for specific functions on that screen. From the Capture screen, you can access the Text Editor screen.

Unlike Flash, you must leave the Capture screen to edit text. Instead of using one very large buffer, as Flash does, G.I.M.E Terminal provides four separate buffers, each of which is divided into "sub-buffers" as you add text and graphics.

The Text Editor provides the features you'd expect, including setting margins, changing type style and color, and importing and exporting text.

The Block icon brings up another menu of icons, revealing operations you can do on blocks of text. Among these operations are changing the case of the text, changing type style of just the block, cutting, pasting and deleting. Block save and load is supported, and you can send the block out the modem in several different formats.

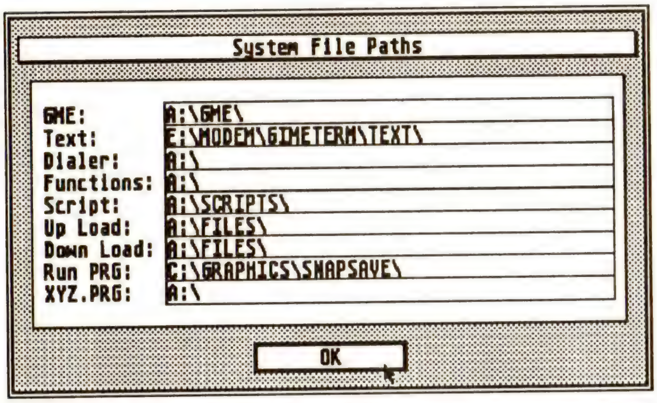
Two features I find very useful is the ability to strip returns from the block of text and to turn the scroll bar on the side of the screen on and off to give you a full view of the text. Unlike Flash, however, 80 columns is the widest you can set the margin.

Graphics

The Graphics screen brings up another icon menu displaying many different drawing tools for creating graphics in the Capture buffers. You can draw boxes, circles or polygons, either filled or unfilled, add text and change colors and patterns. Once a drawing is completed, you can edit it to change the size, color and orientation of the objects on the screen.

The graphics in G.I.M.E. Terminal are "object oriented," not the "bitmapped" style of a program like DEGAS. This is due to the way the graphics are transmitted by modem, and takes a little getting used to.

The drawing process is much



```
GME:        A:\GME\
Text:       E:\MODEM\GIMETERM\TEXT\
Dialer:     A:\
Functions:  A:\
Script:     A:\SCRIPTS\
Up Load:    A:\FILES\
Down Load:  A:\FILES\
Run PRG:    C:\GRAPHICS\SNAPSAVE\
XYZ.PRG:    A:\
```

more "CAD-like" than just freehand drawing. I find the pictures created with the tools available to be somewhat blocky and "stick-figurish" in contrast to a DEGAS or GIF image, although for its intended purpose—quickly transmitting graphics by modem—the pictures are quite acceptable.

One very interesting feature is the ability to "trace" an existing DEGAS picture in G.I.M.E. graphics. Unfortunately, the results are likely to be disappointing, depending on the complexity of the original DEGAS picture. The best you can hope for is a close approximation.

When you transmit a graphic image, the picture is sent, not as a bitmapped image, which would take 32K for a typical ST screen, but as a series of characters which "describe" the picture. It's interesting to watch as the sample graphic screen is loaded from disk, and drawn object by object.

Script Features

The powerful script language is essentially an implementation of the 'C' programming language, which is somewhat of a mixed blessing. It offers great power (you could probably actually write a terminal program in G.I.M.E. Terminal's script language), but it requires you to either already know 'C' or learn to program it before you can use the script language effectively. The manual describes the process fairly well, but it certainly won't be easy for a beginner to do anything very useful.

Bread and Butter

Well, so much for the fancy features, how about the "bread and butter" functionality of the program—its ability to send and receive data by modem?

The menubar has all the normal functions of a telecom program, including a few that Flash is lacking. Under the File menu item is a selection for Disk Utilities, which gives you access to things like selecting a drive, getting a disk directory, showing free space on the disk, renaming and deleting files and the main thing Flash is lacking—the ability to format a disk.

Also under the File menu is Load and Save, which are used to access and save the Capture buffers, the phone Dialer, Function Key definitions and the Printer and terminal configurations. You can Run an external program or script file on disk or run a script file in memory.

The Transfer menu item lets you Send text in ASCII or run the external transfer program. G.I.M.E Terminal does not have any transfer protocols built in. Instead, it uses a customized GEM version of the popular XYZ.TTP program to do its uploading and downloading. While this gives the program the flexibility of being able to update to new protocols by only changing the external program, it can be *very* slow if running from floppy disk. You have to wait while the external protocol program is loaded from disk every time you want to download or upload.

One outstanding feature of G.I.M.E. Terminal is its dial directory. The directory lets you create subdirectories, or folders, to organize your dialing. For example, if you have a number of BBSs in California that you call regularly, you can create a directory called CALIFORNIA that contains only those numbers.

Finally, from the main menubar, you can select which of the four Capture buffers will be open to receive text from the terminal screen, and which of the four you will be working in on the Text or Graphics screens.

As mentioned earlier, pressing the right mouse button brings up the terminal screen, where all the real action takes place. A status bar at the top tells you which Capture buffer is open and both the current time and amount of free RAM available.

Interface

So, why won't I be using G.I.M.E. Terminal in the future, even though it does have some features lacking in Flash? Well, for one thing, I disliked having to switch to the Capture screen to do basic things like looking at a disk directory or even to turn the capture buffer on and off.

While the Text editor, Graphics editor and Capture screen all have ALT key combinations to access the menu items, the Terminal screen does not. Flash allows both a "command line" interface for most functions and ALT key combinations for many.

For example, getting a disk directory in G.I.M.E. Terminal involves returning to the Capture screen by pressing the right mouse button, selecting the File menu item, then clicking on Disk Utilities (or pressing ALT SHIFT T), then clicking on the Select Drive button (if you'd like to see a different drive from the current one), selecting the drive button, then clicking on Directory.

If you use the Universal Item selector, or have another item selector that lets you choose drives, you could skip the Select Drive step.

In Flash, the same operation could be done by pressing the Insert key, then typing DIR A: on the command line. Likewise, turning the Capture buffer on and off in Flash is a simple matter of hitting ALT C. (Of course, if you *must* use the mouse and GEM functions, you always have that option too in Flash.)

Performance

Ok, so in my opinion, G.I.M.E. Terminal feels more awkward to use than Flash. How does it perform online?

Well, as you again may know, I'm a Sysop in the Atari Forums on CompuServe. As such, I do a lot of downloading to check out files, so naturally my first call was to CIS. While the manual mentions GEnie and BBSes, it soon became apparent that G.I.M.E. Terminal hadn't been tested on CompuServe. The first thing I discovered was G.I.M.E Terminal has no provision for stripping the "high bit" from incoming characters, which results in a real mess on the screen if you log on using RS-232 parameters of 8 bits, No Parity.

Ok, so I called back after setting to 7 bits, Even Parity. Much better, perfectly readable text this time. The next thing I tried was to download a file. Using the 1K XMODEM option in XYZ.PRG, I started the download, and waited...and waited. No luck, so I tried again. Still nothing. Finally, it dawned on me that G.I.M.E. Terminal was not switching automatically to 8 bits for the transfer, as most terminal programs do. CIS was going into 8 bit mode, but my end was still at 7 bits, which just doesn't work.

I finally did manage to get G.I.M.E. Terminal to download from CompuServe, but this was the procedure: First, in 7 bit, Even Parity, I had to tell CIS to send the file, then quickly hit the right mouse button to go back to the Capture screen, where I had to pull down the Configure menu and click on RS-232.

Once in that dialogue I had to change the Parity to None, and the Word Length to 8 bits, then exit out of that, pull down the Transfer menu and click on GIMEXFER.EXT. After waiting for XYZ.PRG to load, I had to click on Xmodem because it defaults to Zmodem every time (even having saved the options to disk), then click on OK...and then pray that CompuServe hadn't timed out already.

Once the download completed, I had to run through the same procedure to set the parameters back to 7 bit, Even Parity so I could once again read the screen. And this had to be done for *every* file I wanted to download. Needless to say, I won't be using G.I.M.E. Terminal for CompuServe.

It looks as if there are script files for most of the normal (DIR, Diskfree, etc) functions, including the one I need, already on the disk, although the manual makes no mention of how to use them.

The Manual

Sigh...the manual. Until I read the G.I.M.E. Terminal manual, I thought the original GFA BASIC manual, roughly translated from German, was the worst manual I'd ever read. I was confused several times while reading some of the sections, and remember, I'm not exactly a beginner in telecom. The style and grammar are somewhat rambling and annoying.

Maybe it's just personal taste, but when documentation of the Transfer dialogue box goes off on a tangent to describe the whole world of BBSes and how wonderful it is to be able to download thousands of programs right into your own computer, instead of just describing the buttons in the box and telling you how to use them, it's a little irritating.

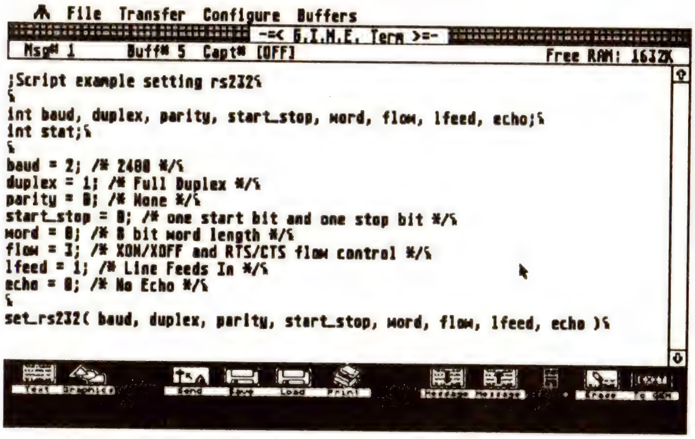
It also would have been much better if the manual had been proofread, preferably by someone who knows something about grammar. Just spell checking isn't enough.

Especially irritating were the dyslexic mistakes dealing with where things are on the screen. I fumbled around a bit in the Dial Directory when the manual told me to double click on the folder marker to the right of the folder to delete. I couldn't find anything to the right of the name, but clicking to the *left* finally did the trick. Then, the description of the Exit icon says it's standardized throughout all the screens...at the far left of all screens. Well, not exactly. It's at the far *right*. Maybe it's just being picky, but I usually expect a commercial product to be better than that.

Speaking of commercial products, it's *really* annoying to see misspelled words on the screen, especially if it's a commercial program. I don't know if Micro Creations is responsible for the screens in the XYZ.TTP program or not, but it's "I before E, **except** after C" when you're spelling "Receive." I have to wonder who caused the mistakes, since the name of the XYZ.TTP programmer is also misspelled.

Lastly, while the graphics features of G.I.M.E. Terminal are interesting, they're only useful for transmitting graphics to another G.I.M.E. Terminal equipped ST. To anyone else, the graphics come across as garbage. Micro Creations is apparently working on a BBS program that will use the same graphics, but until they become commonly available, the graphics capabilities in G.I.M.E. Terminal will remain an interesting curiosity.

I might be able to recommend G.I.M.E. Terminal to someone who never plans to use CompuServe, who likes to do a *lot* of mousing and clicking, and who knows 'C' programming. As I mentioned before, I plan to continue using Flash.



```
;Script example setting rs232␍
␍
int baud, duplex, parity, start_stop, word, flow, lfeed, echo;␍
int stat;␍
␍
baud = 2; /* 2400 */␍
duplex = 1; /* Full Duplex */␍
parity = 0; /* None */␍
start_stop = 0; /* one start bit and one stop bit */␍
word = 0; /* 8 bit word length */␍
flow = 3; /* XON/XOFF and RTS/CTS flow control */␍
lfeed = 1; /* Line Feeds In */␍
echo = 0; /* No Echo */␍
␍
set_rs232( baud, duplex, parity, start_stop, word, flow, lfeed, echo )␍
```

THE FONT RESOURCE

The Font Resource spotlights some of the latest font releases for your favorite ST DTP packages.

This month, we feature two more of the many disks available from Computer Safari under the Safari Fonts title.

Computer Safari is, by far, the most prolific font supplier for PageStream. In fact, most of the font disks sold by Soft-Logik actually originated from Computer Safari and its president, Jay Pierstorff.

Many of the newest Safari Fonts disks contain font versions for both Calamus and PageStream. The quality of all their fonts is excellent. You really can't go wrong with any of them!

For purchasing information on any of the fonts showcased here, or for details on other font disks, contact Computer Safari, 606 W. Cross St., Woodland, CA 95695, phone (916) 666-1813.

SAFARI DISK #3 (for PageStream)

Lightline Roman

!"$&'(),-.0123456789:;<>?ABCDEFGHIJKLMNOPQ
RSTUVWXYZ_'abcdefghijklmnopqrstuvwxyz|~...ß
ÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔÕÖŒŠÙÚÛÜÝŸŽà
áâãäåæçèéêëìíîïłñòóôõöšùúûüýÿž

Lightline Roman Italic

!"$&'(),-.0123456789:;<>?ABCDEFGHIJKLMNOPQ
RSTUVWXYZ_'abcdefghijklmnopqrstuvwxyz|~...ß
ÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔÕÖŒŠÙÚÛÜÝŸŽà
áâãäåæçèéêëìíîïłñòóôõöšùúûüýÿž

Lightline Sans

!"$&'(),-.0123456789:;<>?ABCDEFGHIJKLMNOPQR
STUVWXYZ_'abcdefghijklmnopqrstuvwxyz|~...ßÀÁÂ
ÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔÕÖŒŠÙÚÛÜÝŸŽàáâãäåæç
èéêëìíîïłñòóôõöšùúûüýÿž

SAFARI DISK #4 (for Calmus & PageStream)

Micrographic

!"$&'(),-.0123456789:;<>?ABCDEFGHIJKLM
NOPQRSTUVWXYZ_'abcdefghijklmnopqrstu
vwxyz|~...ßÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔÕÖ
ŒŠÙÚÛÜÝŸŽàáâãäåæçèéêëìíîïłñòóôõöšùúû
üýÿž

Micrographic Bold

!"$&'(),-.0123456789:;<>?ABCDEFGHIJKL
MNOPQRSTUVWXYZ_'abcdefghijklmnopqr
stuvwxyz|~...ßÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏŁÑÒÓÔ
ÕÖŒŠÙÚÛÜÝŸŽàáâãäåæçèéêëìíîïłñòóôõöš
ùúûüýÿž

CAROLE

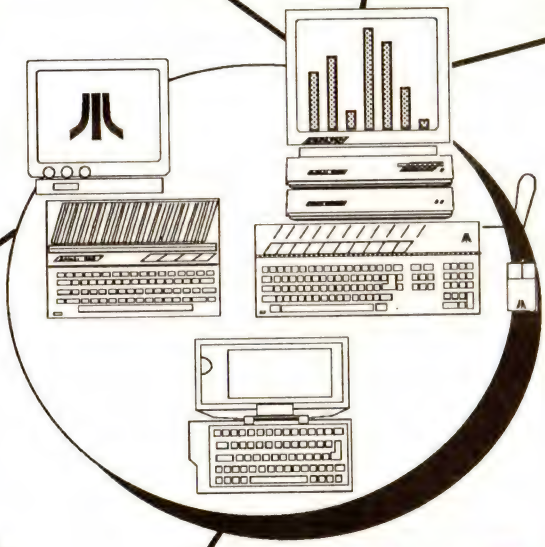
''""''""- .,;:!?$()0123456789ABCDEFGHIJKL
MNOPQRSTUVWXYZÀÁÂÃÄÅ
ÆÇÈÉÊËÌÍÎÏŁÑØÒÓÔÕÖŒŠÙÚÛ
ÜÝŸŽ

When you need help with your Atari ...
When you want the latest Atari news...
When you're looking for quality public domain and shareware software...

GO AtariVen
- Soft-Logik
- CodeHead
- Gadgets by Small
- ICD
- Double Click
- ISD

GO AtariArts
- Games
- Thursday Night Conference
- Animations and Graphics
- Game Hints

GO AtariPro
- Registered Atari Developer Support
- Programming
- Utilities
- Word Processing and Data Bases
- Telecommunications



GO Atari8
- Sunday Night Conference
- Bob Puff (BobTerm)
- JD Potter (APAC)
- Roy Goldman (Daisy Dot)
- Hundreds of Files

GO APortfolio
- Hundreds of Files
- Support from DIP in England
- Official Atari Portfolio Area
- Thursday Night Conference

The CompuServe™ Atari™ Forums

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AIM
ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the September '91 disk. For more complete docs, see the text files contained in most of these archives.

BACKGAMN.APP—Online backgammon, lets you play over the phone lines with a friend and a modem. You can also play against the computer or set up custom games. Mono only.

CRYPTFNT.APP—Two complete fonts for PageStream. Contains the .FM (font metric), .DMF (dot matrix), .HI (screen), .PSF, PFA(type 1), and .PFB(type 3 for Ultrascript) files. Cotton is caps only and Crypt, which looks like 'Tales from the Crypt' contains upper and lower case. Shareware.

DCGTP.APP—DC GTP (GEM Takes Parameters) allows you to enter a command line (or use the file selector to choose a file parameter) for GEM programs. This is similar to the NewDesk (MSTE and TT) new program type .GTP extension. 100% assembly, ST, STe and TT compatible from Double Click.

DCHOMEY.APP—DC Homey lets you find your mouse instantly! Just press <ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time and your mouse is centered on-screen. Great for STacy owners. 100% assembly, ST, STe and TT compatible from Double Click

DEMOLITN.APP—DEMOLITION MAN, a commercial-quality game by Clayton Walnum. Try to discover where the bombs are hidden, without blowing yourself up! Low rez only. Shareware.

DIRDRIVE.APP—Direct-Drive makes managing files on floppy or hard disk simple, quick and painless. Disk librarian that can handle any drive. Lists can be saved, searched, sorted and printed. You can also print disk labels, format disks and much more! Runs in any resolution with at least 80 columns. Shareware from Robert Birmingham and Dave Groves.

DOUBLE.APP—Double the number of lines of resolution on your screen—color becomes 640x400; monochrome becomes 640x800! Shareware from Lars-Erik 0sterud of Rykkinn, Norway. Works only on STEs or newer systems.

FORTRAN.APP—Full FORTRAN 77 package with compiler, linker, runtime and math libraries and manuals (German and English). Use of this package is restricted to non-commercial, non-military uses.

MATHQUIZ.APP—MATH-QUIZ provides an excellent vehicle for your child's math skills intact during the summer months. The program encourages frequent use and good performance. Medium rez only.

MDATE.APP—Make*A*Date is a Scheduler/Diary/Phone Book/Notes Database and TODO List manager rolled into one. The package is built around a Desktop that can be set up to run external programs.

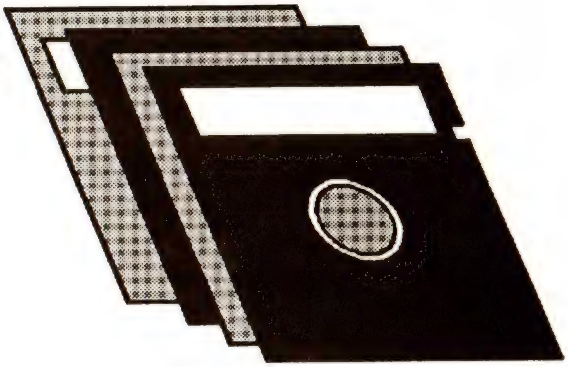
SCSIBOOT.APP—Fixes double-booting syndrome with SCSI hard drives. Shareware by Art Zeigler. (This program was mentioned in the Aug. '91 issue of Atari Interface.)

SILKMOUS.APP—Provides smooth, resolution-independent acceleration far superior to anything offered by other mouse accelerators. This is a Configurable, timed demo. Get the "uncrippled" version for only $10.

ZESTPOKR.APP—Here is another demo using the ZeST interface (NeXT look-a-like). This mono game gives you draw poker, high card and a one armed bandit. Freeware. Have fun!

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the September '91 disk when ordering.

AIM 8-Bit
Disk of the Month
September 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility and to decompress files with a DCM extension, you need DISKCOM3 .UTL (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

Here's a short description of the files on the September '91 disk. For more complete documentation, see the text files contained within most of the ARChives.

Side 1

BIBLE1.ARC—Two complete Bible verse games in BASIC. README file explains how to add your own verses to the game/create new ones. Also, see BIBLE2.ARC on Side 2.

MMRG22.ARC—Mail Merge macro system for TextPro 4.56XE! Put your mail list in one bank of memory and your letter in the other and press START. Docs included.

RGBPAINT.ARC—A 4096-color drawing program for the 8-bit! Requires MYDOS, Jeff Potter's COLRVIEW, Turbo Basic's RUNTIME.COM and at least 128K to run. Pressing SHIFT-? gives you a built-in help screen.

SPACEGAU.OBJ—PD game written in 1984. Unfortunately, the programmer chose the name GAUNTLET, and due to the appearance of the arcade game of the same name, it passed into obscurity. Complete docs enclosed.

Side 2

BIBLE2.ARC—Two more complete Bible verse games in BASIC. Test your knowledge of "the good book."

KERMIT65.ARC—Version 3.7 of Kermit 65, an 80-column telecom program. Docs in the ARC describe some changes and the program in general.

PSTODD3.ARC—Useful utility to convert PrintShop icons for use with Daisy Dot III. Program by John McGowan. [NOTE: This program was listed on our June '91 disk, but there wasn't enough space left on the disk for the complete program. So, here it is in its entirety.]

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the September '91 disk when ordering.

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

AACE

ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President	Richard M. Houser	(505) 299-3977
16bit Vice President	Everett Schnetzer	
8bit Vice President	Ed Skeans	
Secretary/Treasurer	Mike Evans	

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

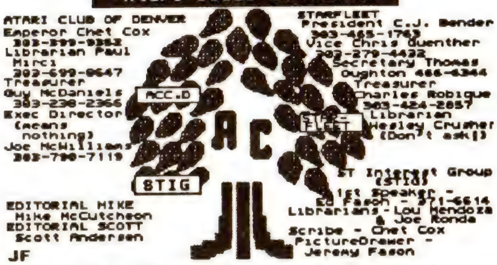
AUSTIN ATARI COMPUTER ENTHUSIASTS AACE

Our new slate of Officers has generated some new activity in the Club. We have a new MIDI SIG that is six months old, and have just started our second C class. This one is different, part tutorial, part hands on. The only problems were installing the new compiler for the 8 bit users and getting the Mark Johnson C in the ST library to work at all(we didn't have anyone who spoke fluent UNIX). All in all this class was more fun than the last one.

We are still looking for a semi permanant meeting room. All of the options turned into duds because of location, size, parking, and most importantly-liability insurance(it's a killer). But we'll meet the first Wednesday since it's time for a change. Our current meeting is a combined Disk Party, General Meeting, and Officers meeting, but it gets kind of cramped both in space and time.

Both our ST and 8 Bit libraries have been revamped, with more changes coming. They will be easier to access, and have more data per disk at the same price-the ST will be double sided and the 8 Bit will be flippy(SD). 8 Bit lists are available, with new disk update lists printed as needed. Early summer should see the 8 Bit library finished with more new lists printed. Also in early summer will be the AUSTIN COMPUTER FAIR. We have attended that in the past and may this year provided we can get a lot more volunteers and more organised than last.

the Atari Clubs of Denver



ATARI CLUB OF DENVER
Emperor Chet Cox
303-399-9382
Librarian Paul Mirci
303-699-8647
Treasurer
Guy McDaniels
303-238-2366
Exec Director (means nothing)
Joe McWilliams
303-790-7119

EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF

STARFLEET
President C.J. Bender
303-465-1763
Vice Chris Quenther
303-279-4432
Secretary Thomas Oughton 466-6344
Treasurer
Charles Robique
303-424-2857
Librarian
Wesley Crusher
(Don't ask!)

ST Interest Group (STIG)
1st Speaker -
Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT

Atari Computer Club of El Paso, Texas

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R.'Pete' Rosh, Dave Davis

ACCT

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

Bob Drews	(916) 423-1573	President
Ed Galvan	725-6955	Newsletter/Disk Library
Ken Helton	446-2794	Treasurer
Barry Gordon	338-1488	Modem SIG
Bob Haynes	371-1726	Archivist

ACCESS -- The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662.

For those of you who don't know who we are, ACCESS is the Atari 8-bit user group for the Sacramento, CA area. We provide help and information to the local Atari community. We offer a number of meetings each month to give you more information on your computer and to answer your questions. And, of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following three consecutive Tuesday nights at the homes of Barry Gordon (Modem SIG), Bob Drews (Board of Directors Meeting), and Tim Naber (Disk SIG). Telephone them for additional details, but we hope you can be a part of these groups.

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

ACORN has both an 8-bit and ST PD software library. Over 300 8-bit disks and over 100 ST disks are available to any individual. We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President	Don Allis	(716)293-3415
Secretary	Chris Freemesser	(716)328-1703
Treasurer	Sam Duck	(716)461-0544

ACUNet

Atari Computer Users Network

Salem, Oregon

ACUNet is the Atari Computer Users Network in Salem, Oregon. The key word in our name is "network." We are here for anyone who has an interest in actively networking with others interested in Atari computers. (It only works as well as we all make it work together, folks!) The #1 benefit of membership in ACUNet is tapping into the knowledge and talents of one another -- at our monthly meetings, via BBS, in our newsletter, one-on-one.

Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Allen Hanson
16-bit Librarian	Dan Liston
8-Bit Librarian	Chester Hadley

B.A.A.U.G.

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary

Birmingham Atari Computer Enthusiasts

President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conferrence Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President	Hal Nason	(606)269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116

CDACC

CENTRAL DELAWARE ATARI COMPUTER CLUB

President	Keith Talmund	
16-bit VP	Rob Styles	302-492-0305
8-bit VP	Larry Catalino	302-653-8863
Sec/Treas	Tom Baldwin	302-678-9411

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

CDACE

Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members as well as members to visit a meeting and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Joe Pasquini	518-426-3509
XE VPresident	Ian Herrick	518-432-8513
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:

Jeff Coe (219) 663-5117
Randy Noak (219) 663-6912

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $12/Yr. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club

C.V.A.C.C. ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

The C.V.A.C.C. is a registered Atari user group. The C.V.A.C.C.'s interests include exchanging information and ideas for the help and enlightening of the Atari community. Twice each month club members and their guests are offered either an linteresting demo or workshop on both the 8-bit and the 16-bit systems owned by the club. Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President	Don Crano	(216) 376-7618
General Secretary	Jim Woodford	(216) 753-5689
P.R. Secretary	Al Silverstein	(216) 724-8836
Treasurer	Ron Mullens	(216) 794-1990

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

First Atari Computer Club of Spokane

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the $15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President	Tim Osborne	(509) 624-1917
Classic Vice-President	Glenn Bruner	(509) 328-2177
ST Vice-President & Lib.	Greg Morse	(509) 328-1013
Treasurer	Norm Iverson	(509) 253-4733
Secretary	Nancy Prevost	(509) 456-0506
Classic Librarian	Ed Hicks	(509) 922-1244
Newsletter Editor	Merry Iverson	(509) 253-4733

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS

Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

The GTAUG has been 'around' since 1981 and supports both the : and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P& Member.	Al Guretse	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas& ST Librarian	Forrest Blood	764-0857

KAUG

Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group (MAUG)

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

General topics of discussion at the montly meeting are the contents of the AIM disks, recent news and events. Of course demonstrations of new hardware and software are appreciated!

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with the newsletter optional. Use of the club library is free to all paid members.

NASAC
NORTHMONT Area Systems of ATARI Computers

Northmont Area Systems of Atari Computers, NASAc

Terry Browne	President

Nashville Atari User's Group
N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for $12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353

O-ACEs

O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

PAC

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
Vice President	Ben Smith	256-9974
BBS	ACE of America	285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

ATARI

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Don Pfeiffer	724-0563

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari 8/16/32bit Computers. PACE hardware assets: 130XE, 1050 Drive, MacInker and a 520STfm. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

President	Michael Aubrey	
Vice President	Paul Ihms	
Treasurer	Wayne Myers	(602)264-5737
Member Sec./Sgt. at Arms	Mike Zachary	(602)273-1185
Disk Librarian	Dave Thorson	(602)954-6033

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Steve Leser	591-6062

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Rushi asts
9512 A Adams Dr. Ellsworth AFB, SD 57706

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!). RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the State of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	(605)-923-3274
Secretary	Joe Weigel	
Treasurer	Ken Kayl	(605)-343-7289

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS

Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President	Lewis Midyette	828-4319
Vice President	Eric Schofield	851-5134
Secretary	Don Nelson	942-2764
ST Treasurer	Tony Manino	851-8092
8-bit Treasurer	Arthur Katz	881-0247
BBS SYSOP	Robert Yates	552-7053

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President	Dennis McGuire	814-833-4724
Vice-President	Patti Irwin	814-825-0834

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

San Diego Atari Computer Enthusiasts
ACE

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, and reduced rates on the Disk of the MOnth. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
Vice President	Danny Rickey	(619)565-2179
Treasurer	Steve Dato	(619)565-2588
Sec/Newsletter Ed	Vladimir Vooss	(619)534-4593

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314
Vice President	John Rojewski	(602) 869-0438
Treasurer	Lee Whiteside	(602) 962-9415
Secretary	David Lyle	(602) 993-2043

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

SPACE was founded in 1982 and is still going strong. We support both ST and 8-bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

Here is a list of upcoming meeting themes:
August 19 - Word processing, spell checkers.
September 16 - Sports on the computer
October 21 - The public domain

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-1150
Vice-President	Keith Keljvik	(916)334-6130
Treasurer	Steve Kipker	(916)661-1234
Disk Librarian	Ric Kalford	(916)723-0237
Membership	Robin Meriano	(916)332-5840
Midi Sig	David Bachman	(916)452-2105
ST-KEEP BBS	(916)339-0726	(916)729-2968

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are September 14th, October 12th, November 16th, and December 14th 1991.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treas/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R

ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President	Rick Ostapower	404-487-4845
V.P. & Editor	David Westbrook	404-426-8954
Tres & Mbrshp	Stephen Embry	404-923-4828
Librarian	Tommy Mersinger	404-938-2718

ST. Atari. Road. Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners (ST.A.R.R.) has held elections and the newly elected officers are as follows:

President	Madelon Wilson	(203) 735-6711
15 John St., Ansonia, CT 06401		
Vice Presiden	Leo Taylor	(203) 387-9658
Treasurer	Robert Hueffman	(203) 421-3864
Secretary	Roger Erikson	(203) 481-3326
ST.A.R.R. BBS		(203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT. Mailings should be directed to one of the officers listed above.

STUN

The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
Vice President	Ray LaFollett	(801)467-6726
Secretary/Treas.	Neal Baker	(801)466-4577
Disk Librarian	Jim Hepworth	(801)964-0586
STUN's BBS "The Bolt"		(801)272-4243

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

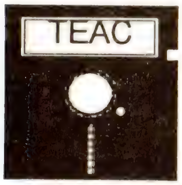
SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
Vice-President	Dale Meisenheimer	(408) 449-7750
Secretary/Treasurer	Charles White	(408) 449-8986
BitStream BBS		(408) 449-2150

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian



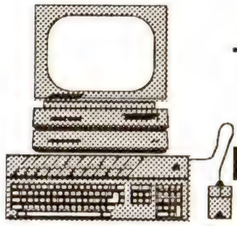
TEAC
The Educator's Atari Club

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE
TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649



THUNDER BAY ATARI ST ENTHUSIASTS

TASTE--Thunder Bay Atari ST Enthusiasts was formed in October, 1987 by a core of 5 ST owners interested in forming a user group to help each other and to help in publicising the Atari 16bit machine.

We grew fairly quickly to an all-time hig of 20 members by January, 1990. A monthly newsletter was published, and we established a PD library. Soon after, membership began to decrease -- members were getting to know their machines better, and lack of interest in publising a newsletter. We still have our PD library of about 70 disks, and will be adding to the list as we go along.

Thunder Bay is a city of 113,000 located on the norther shore of Lake Superior. We have one Atari dealer; is his also a dealer for the Amiga and IBM clones. Needless to say, the priority for Atari products is the lowest. We manage to stay alive monthly by mail order purchases -- unfortunate by necessary.

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only $3 for members, $4 for non-members. Disk catalogs on disk are only $2. The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows as well as having a booth at all Pittsburgh shows.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for $4.00 (Canadian) with the occassional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coor.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom Woodrich	(519) 948 5448
Associate Editor	Shawn Cassidy	(519) 966 0305
Past President	Ray Caille	(519) 734 8183

WNY U G

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
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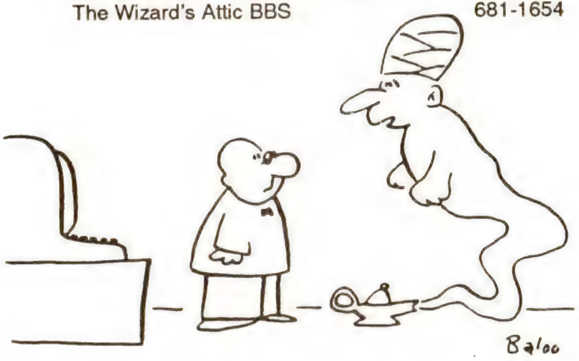

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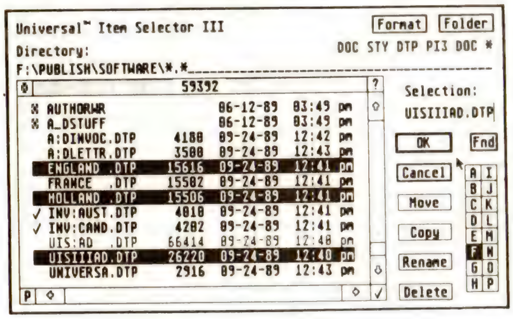

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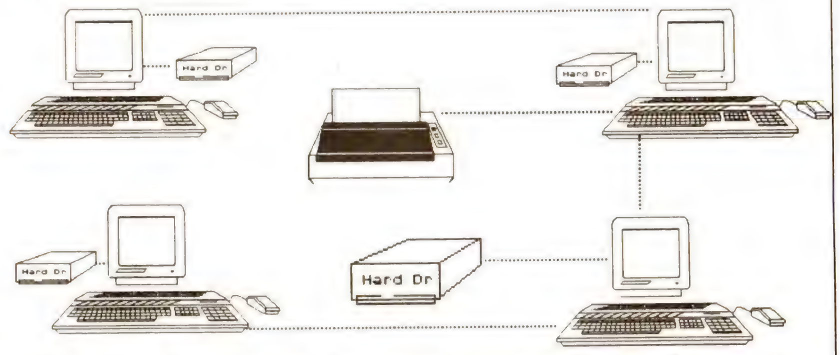

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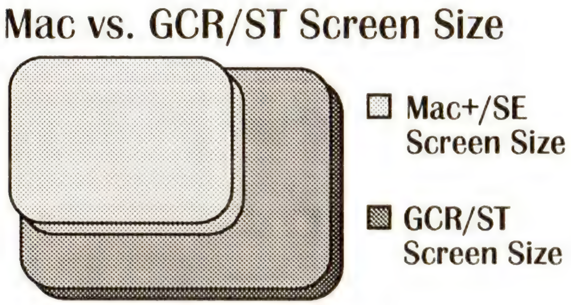

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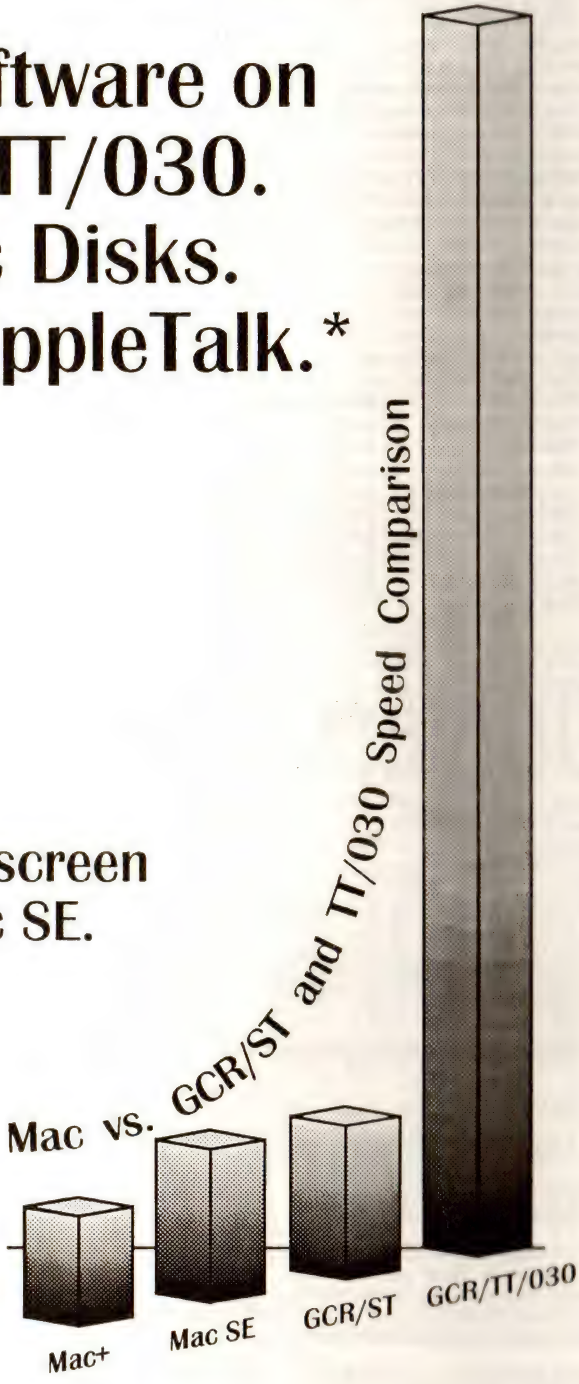

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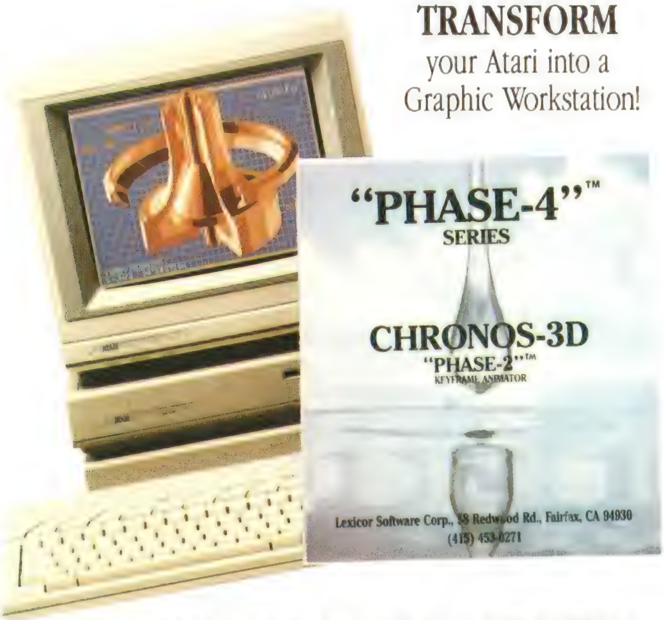

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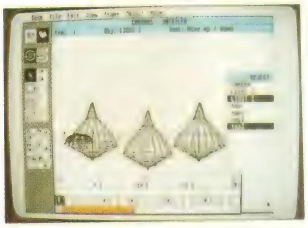

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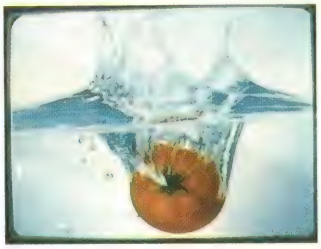

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ATARI INTERFACE

VOLUME 3
Oct. 1991

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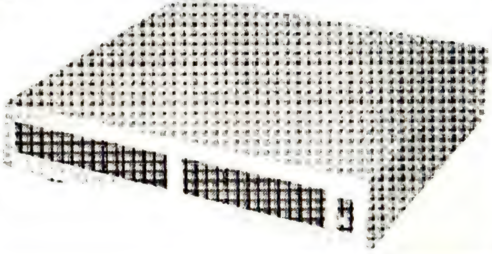

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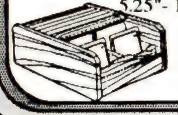

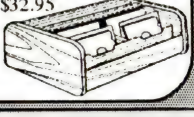

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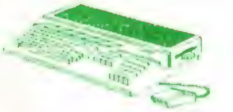

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Volume 3

ATARI

Your Connection to the

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INTERFACE

OCT. 1991

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ATARI INTERFACE

Your Connection to the Atari Users Community

Publishers
Bill Rayl / Patricia Snyder-Rayl

Managing Editor — Patricia Snyder-Rayl
Editor — Bill Rayl
Contributing Editors
Dave Plotkin, Jay Craswell

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS.

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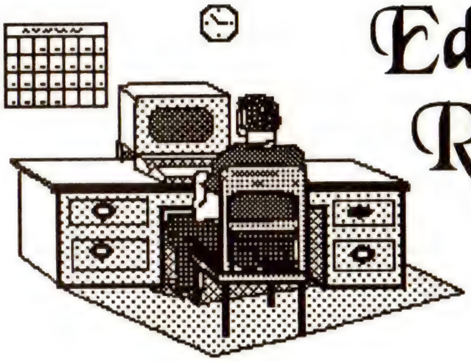

Editorial Ramblings

OCTOBER MARKS THE fourth anniversary for Unicorn Publications. We became official publishers of Michigan Atari Magazine in October, 1987, taking over from John Nagy. The magazine started with 10 clubs located in Michigan and has evolved steadily into what you see now—over 80 clubs from around the globe and color covers!

This is quite a ways from the December issue we published in November, 1987. Improvements in DTP packages, advertisers (both steady and occasional) and friends with a hand when we needed it most along the way have made the magazine you hold possible.

Support from the clubs over the years has been great, even recently when we were having problems with delays with the magazine. The first club outside of Michigan to join (TACE in Oklahoma) is still with us, and others (ACCT, COAC, LACE, MAUG, PACE, RACC and the El Paso club to name just a few) have been with us for a few years now.

Also special this month is the introduction of our Mac/Spectre Disk of the Month. These will contain programs (shareware, public domain and demos) for the Mac and have been tested with Gadgets by Small's Spectre Mac Emulator. The disks are double-sided; all files are self-extracting archives; and, disks are available in either Mac or Spectre format for those with older emulators.

The price for a subscription to the Mac/Spectre Disk of the Month is $50 for 12 disks, with a subscription to AIM (which is an additional $18 to US addresses), and $60 if you want the disk alone. We accept checks, money orders and cash (in US funds)! Subscriptions should be sent to 3487 Braeburn Circle, Ann Arbor, MI 48108. Our phone number is (313) 973-8825.

Bill & Pattie Rayl

From The Reader's Viewpoint

Dear Editors,

Hello again. Last week I sent to you $6 for a trial gift subscription to Atari Interface Magazine for my brother Richard (who had been a STart subscriber). While I was waiting for you to get that started up, the August issue of AIM turned up at Walden Software in Eastgate Mall—and I discovered that you had the latest version of ST Writer on that issue's disk. So I'm going to send you another $6 for the August 1991 Atari ST disk so I can get at least that program upgraded this year.

We were clearly hit with a blow when STart magazine went on hiatus (I had 19 issues left on my own subscription, which included disks), but this has been a bad year for magazines in general.

I found it ironic that someone complained in the "Dear Abby" column in the newspaper that so many magazines devoted as many as half their pages to advertising while so many other magazines ended up folding because of lack of advertising revenues.

Interestingly, back in my 8-bit days, I would buy Antic magazine just to get the ads from the mail-order companies that would advertise in it because Atari 8-bit software was very hard to find in my area, even then.

I learned from another computer magazine earlier this year that when a recession adversely affects a mail-order company, it will often cut back on its advertising, which was bad for STart, and also for me because I end up being left uncertain whether that mail-order company is still in business.

True, my present financial circumstances have forced me to postpone a number of planned ST hardware and software purchases, but those circumstances will pass. And when I am ready to buy again, I want to be hearing from those whose offers I might want!

Meanwhile, I'l have to try to keep this 520STFM of mine going with what I have. It seriously needs a hard drive, but even under more favorable financial circumstances, that purchase is a question mark.

I may be better off moving up to the faster Mega/STE if excellent software for it can be made available in this country. Otherwise, I'll have to go the IBM or Macintosh route, an option I'd rather not take because good programs for those machines are so expensive.

So, let's hope that you can keep going, even in these difficult times, and I'll be looking forward to receiving my AIM ST disk for August and sneaking a peek through my brother's Atari Interface as well.

Michael Brandenburg
Covington, KY

Michael—Thanks for sharing your views and support with us. The slowing economy did hit the computer industry pretty hard, and was especially tough on the Atari market which was already down.

STart's "demise" also sent a shockwave through the community that is still reverberating. Things look to be picking up slightly again, so hopefully the worst is past.

The Mega/STE is an excellent machine; we own one and reviewed it in the Jan. '91 issue.

Dear Editors,

I'm using my ST to write this letter that I've wanted to write for months.

What is the one thing that holds Atari owners together? Magazines.They reach into the homes of over 100,000 Atari owners. But, they are dying off quickly.

If you don't have a subscription to an Atari magazine, get one. If you already have one, get another and get a disk with it if you can. Don't be cheap! I get Atari Interface, Current Notes, Atari Explorer and ST Informer. The total bill for one year is around $70. And I get great coverage of events, hardware and software reviews.

I have all my magazines saved so if someone asks about a certain topic, I can usually find it. If you can't force yourself to hold on to your Atari magazines, put them in a library, doctor's office or anywhere the general public can find them. You may want to staple an ad for your local Atari dealer to them, if you are fortunate enough to have one.

If you flip through your disks, I bet you'll find a pirated program somewhere. Let's face it, that's not cool. Do me a favor...stop reading this and go erase all your pirated software now. Please! One reason Atari is loosing software makers is they aren't getting the business because many people used hacked software.

Join a user group. Attend area AtariFests. Spend a few bucks and support your local dealer and Atari BBSes. Any combination of these actions will help Atari and will be very rewarding and fun.

Ryan Thorpe
Oswego, NY

ATARI BULLETIN BOARD

STBook

Although no release date or pricing has officially been announced for the STBook, Atari's Don Thomas released some specs for the Notebook computer recently on CompuServe.

The 8.5"x11" STBook, in its current configuration, will come with MIDI IN/OUT ports, RS232 serial port, parallel port and floppy disk/DMA port. The keyboard includes 10 function keys and four cursor keys. A connector allows a standard Atari detached keyboard to be used.

An internal 2400 baud modem or 9600 baud FAX/modem will be available, as well as internal hard drive options of 40, 60, 80 and 100 megs.

The STBook runs on a seven 'AA' battery pack that provides 10-12 hours of operation. An optional rechargeable battery pack that recharges in two hours while the STBook is running is also planned.

The monochrome LCD screen displays 640x400 and is *not* backlit. A pressure sensitive Vector-Pad works as a mouse—the harder the pad is tapped, the faster the mouse pointer moves.

UNIX

Atari is also reportedly near releasing Unix System V for the TT. Dubbed ASV (for Atari System V), the package includes Unix System V release 4 with some BSD tools, X-Windows 11.4, Motif 1.1.2, GNU C++ and source level debugger, and NFS/RFS, an ethernet board that plugs into the VME bus.

A GUI called X-Wish running under Motif and X FACEMAKER, a tool for Motif programmers is also part of the package. The entire UNIX setup will come installed on a 320 meg internal hard drive on the TT/X for a total cost of approximately $5,000 retail.

News from CodeHeads!

CodeHead Software *is* developing a new ST product. MIDI Spy is a MIDI recorder desk accessory which records and plays back MIDI data in the background. MIDI Spy is always recording, so musicians never lose another valuable musical idea. Full details about MIDI Spy are not yet available, but we'll let you know more when they are.

The CodeHeads have also announced a major revamping of MultiDesk, called MultiDesk Deluxe. MultiDesk Deluxe gives the flexibility of Atari's XControl Panel, but with the ability to reuse your current accessories rather than limiting you to current CPX availability and feature limitations.

While retaining the features that have always existed in MultiDesk, MultiDesk Deluxe will give you an additional area for accessories to be loaded from disk whenever you need them. These non-resident accessories will all share the same memory area, allowing it to be reused without limit!

Explorer Deal

Until December 31, 1991, Atari Explorer is offering a 33% discount on Atari Explorer subscriptions to US Atari User Groups and CompuServe users. For just $9.95, you get six issues (one year, regular price $14.95) of Atari Explorer. For $24.95 you can get 18 issues (three years, regular price $39.95). If you already subscribe to Atari Explorer, you can take advantage of these low rates to extend your current subscription!

To qualify for the discount, send your name, address and a check or money order to Atari Explorer Discount Offer, P.O. Box 6488, Duluth, MN 55806. VISA/MasterCard orders, please call (218) 723-9202. You must supply the name of your user group or CompuServe ID number.

Atari Explorer is currently the largest-circulation magazine serving the US Atari market. Explorer covers the whole range of Atari products, from the 2600 and 7800 game systems, to the Lynx, the 8-bit line, the Portfolio and on to the ST and TT.

Sudden View

In August, Sudden Incorporated released a "commercial beta version" of their first ST product, Sudden View. Sudden View is a desk accessory/PRG text editor that "is remarkable for its fresh approach to editing fundamentals. It removes the metaphor that normally stands between the user and his text, creating a sensation of 'Live Editing'."

Sudden View features the ability to "dynamically scroll text and move blocks," and internal indexing of text files so the user can display any part of a file instantly. All deletes and changes are kept in a twenty element buffer stack, so the user can restore up to 20 "deletes" back.

A fully functional demo version is available for evaluation. The "personal," registered version sells for $69.95. For more information, contact Rod Coleman, Sudden Incorporated, 5081 South McCarran

Blvd., Reno, Nevada, 89502, or call 800-421-4228 or 702-827-2996.

EdHak Update

Clear Thinking has released an update to EdHak, their popular text/disk/memory/anything editor that runs as a program or desk accessory. Version 2.2 is compatible with all TT resolutions and interfaces with the latest version of QuickCIS, giving CompuServe users a full-featured editor for creating their offline message responses. EdHak is available from your local Atari dealer or directly from Clear Thinking for $18.95. Clear Thinking, PO Box 715, Ann Arbor, MI 48105, (313) 971-8671. Overseas orders add $3, Visa/MC accepted.

Stereo Replay

Michtron/Microdeal have released Stereo Replay for the ST, STE and TT computers. This product is the first stereo sound sampler available for the ST line. The Stereo Replay cartridge contains dual analog to digital and dual digital to analog convertors for "the ultimate in 8-bit sample quality."

The system can record in high quality stereo from its twin phono input sockets. Twin phono outputs give stereo output capability to non-STEs, and the cartridge supports the stereo outputs built into the STE, Mega/STE and TT.

The Stereo Editor allows loading of sound samples of 8, 12 or 16 bit resolution in mono or stereo. With the editor, it's possible to take 16 bit mono samples and convert them into stereo 8 bit samples, etc. Retail price is $179.95. Replay 8 is also available for $149.95 and Replay Professional for $249.95. Michtron, 3201 Drummond Plaza, Newark, DE 19711, (302) 454-7946.

Online for a Whole Lot Less?

Public Data Network (PDN) is a new nationwide online service offering message areas for all computer brands, specialty areas, online games, multi-user chat (conferences) and a whole lot more. The low $2.50 hourly rate for non-prime time (weekdays after 6 PM to 8 AM, all day weekends) makes PDN very attractive. Access to PDN is available by dialing a local phone number in nearly 3,000 US cities, and there are no surcharges.

While the "Hourly Membership" rate is $2.50 per hour, PDN also offers a "Monthly Membership" at $9.50 a month for six non-prime hours, with unused hours being credited to the following month. An "Annual Membership" for $99 gives you 12 full months of six non-prime hours each month, with unused hours credited to each following month. Additional hours used above the six per month are billed at $2.50/hour (only $2/hour for Oregon residents). PDN also offers daytime hours at only $8 per hour.

The system currently has over 47,000 public domain downloads available for the IBM, Mac, Amiga, Atari ST and Commodore 64/128. A connection to the national FIDOnet message network connects PDN to approximately 10,000 other systems. Also online are Grolier's Encyclopedia; US and World Atlases; a US History database with 1,000 photos, tables and maps; the CIA World Fact Book; Shakespeare, The Complete Works; and a library of articles from 150 leading computer publications like PC WEEK, MacUser and Digital Review.

For a limited time, PDN is offering a free online trial. Callers should set their terminal software to 8 bits, no parity, 1 stop bit and dial (503) 474-6662 to register an account. While online, callers should type IN from PDN's TOP menu to find their local access number and logon procedure. Billing can be done to Mastercard or Visa or via a CheckFREE service.

For more details or a list of access numbers, contact Public Data Network, PO Box 15, Grants Pass, OR 97526 or call (800) 788-4565. In Oregon, call (503) 474-6082.

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Right on Target

David Plotkin
Contributing Editor

My friend John Jainschigg is the editor of Atari Explorer. The other day he told me about a call he received.

Seems a fellow with an Atari 600XL was having trouble saving what he'd typed on the screen. It didn't take long for John to figure out that what this guy was doing was simply powering up (bringing him automatically to the Atari BASIC screen), then typing his document.

In addition to the fact that the user couldn't save his information, he was quite annoyed by the fact that his computer repeated each line back to him with the word "Error" in front of it. Of course, John filled him in on word processors and gave him the names of some he could buy to take care of his needs.

Truly Novice

I can only postulate at how someone could end up with an Atari set-up and not a clue as to how to use it. At a guess, I would say he picked it up really cheap at some garage sale or a thrift shop—with no manuals.

Being an enterprising fellow, and having owned an Atari 2600 sometime in the past, he was able to hook it up to his television set. And there he stuck. What to do next was the mystery (but you do have to wonder how he found out about Atari Explorer).

I'd be willing to bet that there are a lot of people out there in somewhat similar predicaments. Perhaps they are able to get further than our novice friend, but at some point they get stymied trying to do something that wouldn't slow down a more experienced user.

I think we'll see more and more of this as Atari moves back into the retail channel, bundling their computers and software into attractively priced packages for the general consumer. These new users have fewer places to turn than they used to.

User Groups

The best bet for obtaining help is still Atari user groups. Atari user groups have been around for as long as there have been Atari computers. They typically meet every month, and most metropolitan areas have very active groups. Even the smaller groups are out there, supporting their members and providing answers to the knottiest questions.

I go to speak to my local user group every year, and I have noticed that it is comprised of the same group of interested faces each time I go. What is sad, of course, is that it hasn't gotten larger, but that is more a reflection of the Atari market than anything else.

The people who make up the user groups are a unique bunch. Not only are they dedicated Atari users, but they are often eager to help neophytes become experienced and get the most from their purchase.

How do you set up a word processor? What spreadsheet is best? Which printer do you like? What games are good? All these questions, and many more, can be answered at a user group meeting.

The meetings often feature product demos, speakers and, most importantly, interaction with other Atari owners. The experience can be invaluable—especially for the new enthusiast.

Probably the best way to find out about user groups in your area is to get ahold of Bob Brodie, Atari's User Group Coordinator.

Jolly Bob is a big bear of a man who has evolved from "just" User Group Coordinator to become Atari's goodwill ambassador to the world. *[Ed: Bob was recently "promoted" to Director of Communications, a job that, in my opinion, he has been successfully doing for at least a couple years now.]*

In an era that has seen almost every high ranking Atari official (except those named 'Tramiel') leave, Bob Brodie has survived. That is *real* good, because Atari needs someone like Bob.

Bob's Medicine

You see, Atari has this problem. They're not real good at public relations. My perception is that they don't like the press, either. The one time I met Leonard Tramiel, he was rude and insulting for no reason I could figure out. This is not true of Bob.

Bob treats the press—and everyone else—as his friend until you give him cause to do otherwise (which I have never done). He has become the person we have learned to count on, and he has yet to let us down. Not because he always gives us what we want (he can't do that), but because he is straight with us. He tells us everything he can, and never misleads us deliberately.

The user groups have really warmed up to Bob as well. When he shows up in town, they are likely to set up a "Bobfest"—more than a meeting, less than a show. These tend to have some local dealers and vendors showing up for a several hour gala focused on "Bob Brodie's Travelin' Medicine Show."

The medicine is a big dose of Atari enthusiasm, something we can all use from time to time. These "Bobfests" are fun and informative. If one comes to your area, don't miss it.

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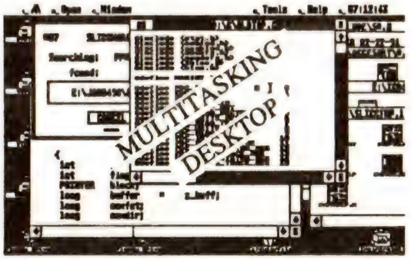

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By Randy Foster
President of SLICCWARE

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Eight Bits of Atari History, Part 1 or The Way It Might Have Been

Ed Hall (AAAUA)

One of the standard plot devices in science fiction is the parallel universe, a goofy concept involving the creation of a new world every time someone sneezes or chooses Pepsi instead of Coke. Thus, somewhere there is an Earth where dinosaurs are still running around, John F. Kennedy was not assassinated, and I am typing out this article on my trusty 8-bit Syzygy.

The soap opera world of personal computing is rich in the field of alternate universe possibilities. In this series of articles, let's look at some of them, as they relate to the Atari.

Atari Buys Apple!

In 1972, Nolan Bushnell founded Atari. The name he wanted to use was "Syzygy," but that was already claimed by a California roofing company. (*Whew!*) "Atari" was a second choice.

One day, early in 1974, a long-haired, bare-foot teenager presented himself at Atari and demanded a job. He was so determined that the company figured it was a case of hire him or call the cops.

The kid's name was Steve Jobs and, as often happened in his life, he got his own way. He became employee number 54 and worked off and on for Atari over the next two years. Though he left Atari for good in 1976 to begin a company called Apple Computer, his relationship did not end there. Whenever he needed help, whether in the form of parts, personnel or advice, he often went to Atari first.

Atari, at this time, was manufacturing arcade games and riding the crest of the phenomenal success of Pong.

Bushnell had parlayed a $500 investment in 1972 into earnings of $3 million the following year. An unconventional man, an engineer filled with the entrepreneurial spirit, he was known around Silicon Valley as King Pong. He often held brainstorming sessions in a hot tub installed in Atari's engineering building.

In those days new ideas and concepts were Bushnell's stock in trade, for within a year of Pong's release, competition had already become fierce. The videogame industry, and then the personal computer industry, were so new, so volatile, that companies balanced on a knife-edge between bankruptcy and fantastic riches.

It was an industry made for someone as mercurial and eccentric as Nolan Bushnell. In Steve Jobs, Bushnell seemed to recognize a kindred spirit. Once, when Jobs was on the verge of being fired, it was Bushnell who stepped in and rescued him. "If you don't want him," he said, "I do."

Even in a company as unconventional as Atari, Jobs stood out as an oddity. In the two-year period he worked there, he took time out for primal scream therapy and visits to a commune called the All-One Farm.

He returned from a pilgrimmage to India with his head shaved and wearing saffron robes. He became a Fruitarian, following a diet to reduce the formation of bodily mucus. It was a regime which he believed made bathing unnecessary.

Jobs's "arrogance" quickly alienated himself from his co-workers at Atari, and to keep the peace, he was re-assigned to work at night. Sometimes he'd bring along his buddy, Steve Wozniak, who played games for free on the assembly line.

One day Bushnell came up with a new idea for a game and challenged Jobs to build it. For the next few nights, when Woz showed up to play games, Jobs got Woz to work on the design while Jobs did the wire-wrapping. The game, called "Breakout," was a logical exension of Pong, and became an enduring classic whose most recent incarnation is "Arkanoid."

Bushnell offered Woz a job, but Woz was already happily employed at Hewlett-Packard. Like Jobs, he was a college drop-out and electronics junkie, but his real love was computers.

This interest became supercharged in January 1975 when the first personal computer, the Altair, became available. This was a kit needing hours of careful soldering to assemble. It came with less than 1K of memory, information had to be entered using a row of toggle switches, and its display consisted of a row of flashing lights.

Yet, within a month, the tiny company selling the kits was deluged with 4000 orders!

Woz began building a computer of his own design, using parts scavenged from Atari and Hewlett-Packard. Though he was doing it for fun, Jobs thought it might have commercial possibilities. Others were skeptical because Woz had decided to go with a brand-new microprocessor, the 6502, since it was significantly cheaper than the Intel 8080, which was used in the Altair and other early machines.

In fact, it turned out to be one of many inspired choices made by the two Steves. The 6502 family of chips became a stalwart of the personal computer industry, showing up not only in the Apple II, but also Commodore's VIC-20 and 64, and Atari's own 800/XL/XE line.

Undetered by naysayers, Jobs convinced Woz to form a company which would produce and sell the boards Woz designed. The name they decided upon—Apple Computer, Inc.—reflected Jobs's Fruitarian leanings. It also put them ahead of Atari in the phone book.

It wasn't the first time the two had joined together in a business venture. Back in 1972, when Jobs was still in high school, they had built and hawked another Woz design—blue boxes, devices used to trick the phone company into allowing free long-distance calls. This time, the business was legitimate, though still a sideline. Neither of them planned on giving up their daytime employment at Atari and Hewlett-Packard.

Jobs immediately began recruiting people from Atari to help bring out the new computer. Ron Wayne became the third partner in Apple Computer, Inc.; he designed the first company logo and worked on the technical manual. Howard Cantin (who had laid out the original Pong board) did the schematics. Later, another recruit was Rod Holt, who left Atari and became a key Apple engineer.

Working out of the Jobs's family garage, the tiny company produced a small quantity of Apple Is. By today's standards, it wasn't much of a computer. It had no case, keyboard or power supply. It was simply a circuit board whose display output was limited to black-and-white. Jobs and Woz hoped to make a modest profit and were astounded when they received a $25,000 order. Jobs scrambled to raise enough credit to fill the order.

It was a heady, exciting, nerve-wracking time. Jobs threw all his energy into the company while Woz was busy making improvements to his original design. Topping the list was the capability to display in color, so Woz could play Breakout on his own computer. By the fall of 1976, Woz had a prototype of the Apple II ready for the first-ever personal computer festival.

But, bringing out the Apple II involved a significant escalation of risk. First off, it was going to be a complete unit (case, keyboard, power supply) which meant a significantly higher production cost.

Secondly, new companies and new computers were popping up as people scented the money that could be

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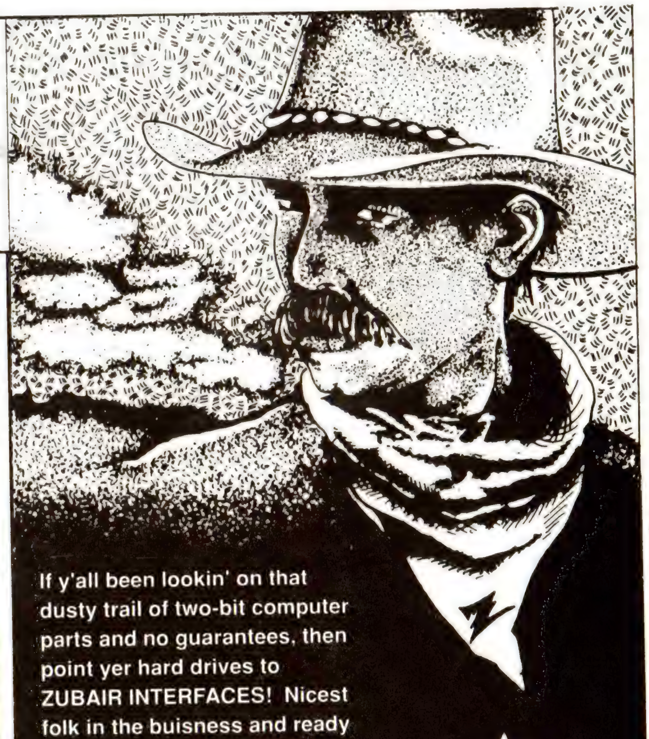

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made. Most of the early companies offering personal computers had hobbyist origins. Woz and Jobs began nervously looking over their shoulders, anticipating the arrival of established companies like Tandy and Texas Instruments, with whom they felt it would be impossible to compete against.

All three Apple partners felt the pressure. Ron Wayne got cold feet and backed out of the company. Woz offered his new machine, the Apple II, to Hewlett-Packard, but his employers politely declined. Even Jobs was ready to sell. He offered the Apple II to Commodore, but they thought the price was too steep. He also offered it to Atari, but made the mistake of putting his bare feet on the desk of company president, Joe Keenan, and was immediately ordered out of the office.

At the time Atari was stretched too thin to get into computers, anyway. The VCS game system was under development and the company desperately needed capital. It was for this reason that Nolan Bushnell sold controlling interest to Warner Communications.

Bushnell did, however, give Jobs a tip that eventually brought Mike Markkula and Mike Scott to Apple Computer. Together, the two Mikes supplied something the two Steves did not have—experience in running a company—and it was the final component necessary to make Apple Computer a success.

The Start of the Game

The Apple II was introduced in 1977 (the same year as the Commodore PET and the Radio Shack TRS-80 Model I) and became an instant success. By 1980, Apple was the industry leader with sales of $117 million, over 1000 employees, and several new computers under development. When Apple finally went public that year, its market value became greater than that of Ford Motor Company, and Steve Jobs was suddenly worth $264 million.

As important as 1980 was in the fairy-tale story of Apple, the previous year was perhaps even more significant. In 1979, Steve Jobs swung a deal with Xerox which gained him admittance to the Palo Alto Research Centre (PARC), a sort of ivory tower of the computer world, into which Xerox had pumped $100 million towards long-term research.

There, Jobs and others from Apple discovered Smalltalk, a visually-oriented programming language designed by computer visionary Alan Kay. Smalltalk used windows, icons, pull-down menus and a mouse. Jobs was so impressed he incorporated all of these features into the Lisa and the Macintosh, both of which were already under development at Apple.

Though Xerox used similar features in its own computer, the Star, it was not a success when it debuted in 1981. It took the Mac, which came out three years later, to popularize these features. Eventually, a graphics-based operating system using the desktop metaphor would be imitated not only by Atari and Commodore, but also by IBM.

The Macintosh

The Macintosh became a personal crusade for Jobs, and opened a deep rift in the company. He drove the Mac team extraordinarily hard and demanded total commitment from them. He wanted people still imbued with the hacker spirit, people willing to go the limit to produce an "insanely great" product, a computer which would "make a dent in the universe."

He didn't want the bureaucrats and traditional engineers who had fouled up the Apple III and the Lisa. He wanted renegades, people who got things right through sheer brilliance, not by endless meetings and committee-work.

Consequently (to screen out people with the "wrong stuff") job interviews were rather strange. "How many times have you dropped acid?" and "When did you lose your viriginity?" were two standard questions. The final test involved playing a game of Defender with Burrell Smith, a self-taught engineer who was designing the main circuit board for the Macintosh. If you didn't play a hot game of Defender, you weren't likely to fit in.

Jobs was still visiting Atari in the early 1980s, even though Nolan Bushnell was no longer around. Every few months, Jobs would show up to have lunch with Alan Kay in Atari's executive dining room. Kay had finally tired of PARC and joined Atari as its chief scientist. There he was urged to build "fantasy amplifiers." One of the projects he was working on was an "interactive movie game"; another was an encyclopedia in a Smalltalk-type environment.

Finally, in 1984, with Atari on the skids, Jobs finally convinced Kay to join Apple. Kay immediately earned Jobs's displeasure by writing a memo which compared the Macintosh to a Honda with a one-quart gas tank.

The following year was Jobs's last at Apple. The disappointing sales of the Macintosh threw the company into upheaval, and Jobs was finally ousted by another man he had hired, the man from Pepsi, John Sculley.

One can't help wondering how good a game of Defender John Sculley plays.

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Multi-Tasking for the ST!!!
(well, almost)

Bruce Urbanski (WAUG)

Yes, here it is...first in Germany and now in the States...MultiGEM for the Atari ST! Is it really multi-tasking? The problem becomes "How do you define multi-tasking?"

I would define it as running two or more different tasks (programs), in such a way that, to the user, it would look like the two functions were being performed at the same time. For example, being online on your favorite online service *and* being able to play your favorite game of cards against your favorite computer.

The Apple Macintosh computers come very close to this with something called MultiFinder, which is more like multi-sharing than multi-tasking. (Only with the release of System 7 has the Macintosh gained true multi-tasking.) MultiGEM does for the ST what MultiFinder does for the Mac.

The Dog's Tail

Look at it this way...either it's the dog who wags the tail or the tail that wags the dog. In the dog wagging the tail scenario, the multi-tasking manager tells each program when to stop and when to run. The manager has complete control over what is going on. In the reverse situation (tail wagging the dog), programs tell the manager when they will stop and start. (I have worked for places like this!)

In the first scenerio, the end result would be, say, three seconds of being online and three seconds of card playing...another three seconds devoted to online time followed by three more seconds of card playing...etc. (This may be an exaggeration, but you get the point. Don't you???)

In the second scenario, the card game deals the cards, but you cannot go back online until the game is done dealing...

Such is life with MultiGEM and MultiFinder. With both programs, you load programs you want to use into memory and you are then able to switch back to the Desktop or to another program as you wish. On the Mac, you click on icons in the upper right corner of the screen; with MultiGEM, you use the desk accessory slots. But, I am getting ahead of myself, so I'll start at the beginning...

First there was light, then a big bang, then the WAUG AtariFest in Windsor, Ontario (that is in Canada, eh?). One of the booths there was Rimik Enterprises. They had a light gun hooked up to an STE, so I went to take a few shots.

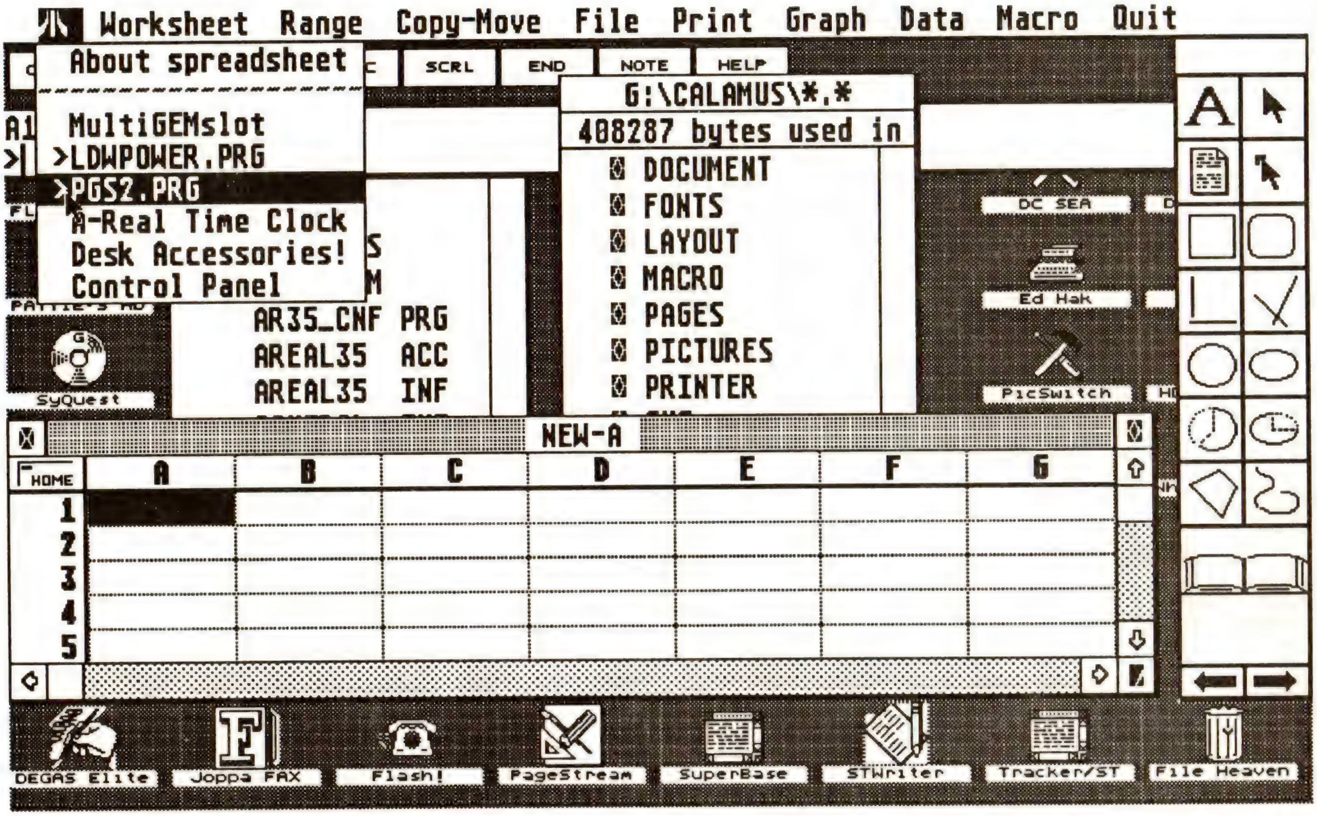
While there, I saw the flyer for MultiGEM. I spoke to Rich Betson for awhile about MultiGEM and left my deposit for the wonder product. Shipping was expected in two to three weeks.

After three weeks, I did not get my program, but I got a letter instead. The letter said something to the effect of "Sorry, it'll be a couple more weeks." Sigh. Thoughts of vaporware ran through my head, but I was impressed that they did send me a letter.

Three weeks later, still no program! Then the phone rang... (ring, ring) "Sir, we will be shipping your order out tomorrow!" Anyone who calls me "Sir" is OK in my book! Yes, they called me unprovoked—and I've been called *a lot* of things, but never unprovoked (grin). What service, and with the 4th of July weekend coming up, too! Ooohhh, lots of free time I would have to eat, drink and play with my new toy.

It's in the Mail

Well, you guessed it. It didn't show up until two weeks later. I was beginning to think my mail carrier was a Commie IBM user who would not deliver Atari software. Seems it was not her fault; the package was mailed a week late. Oh well, it was mine now. *On to the basement computer room!!*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MultiGEM comes in a plain white cardboard box with a front and back cover sheet pasted on it—no frills here. Inside, there was a disk and a small, 20-page manual. Well, good things come in small packages.

Getting Started

Installation was fast and simple...insert the disk into the floppy drive and click on the Install program, follow a couple of prompts and you're off. As told to you in the manual, you should make a backup of your DESKTOP.INF (or NEWDESK.INF for Mega/STE and TT users) file. MultiGEM will rewrite and modify this file in order for it to install all its options. The only bad part here is that if you have an extensive Desktop setup, you have to rebuild and resave it, or directly modify your INF file with a text editor. That is the only drawback to the installation.

I guess this would be a good time to mention system requirements. MultiGEM will run from floppy (or hard drive) on any ST/STE/TT with TOS 1.2 (Mega TOS) or greater. Also, at least one meg of memory is pretty much a necessity. I would recommend a hard drive and two meg minimum if you want to use this software to its full potential.

On to customizing your system...MultiGEM is intelligent enough to look at your system (RAM, TOS version, drive types) and install itself accordingly.

Then, you must make a few decisions. MultiGEM takes up all unused accessory slots. Any ACC files found on your boot partition will take priority over MultiGEM. If you have no accessories, then all six slots will say "MultiGEM Slot." You could then load up to six programs into memory and switch between them.

You can use any combination of empty slots and ACC files you wish. This is the first decision you need to make—what you want installed as accessories. I like to use my UIS all the time, so I leave that in the root with the .ACC extender. All the other accessories, I've renamed to .MUC.

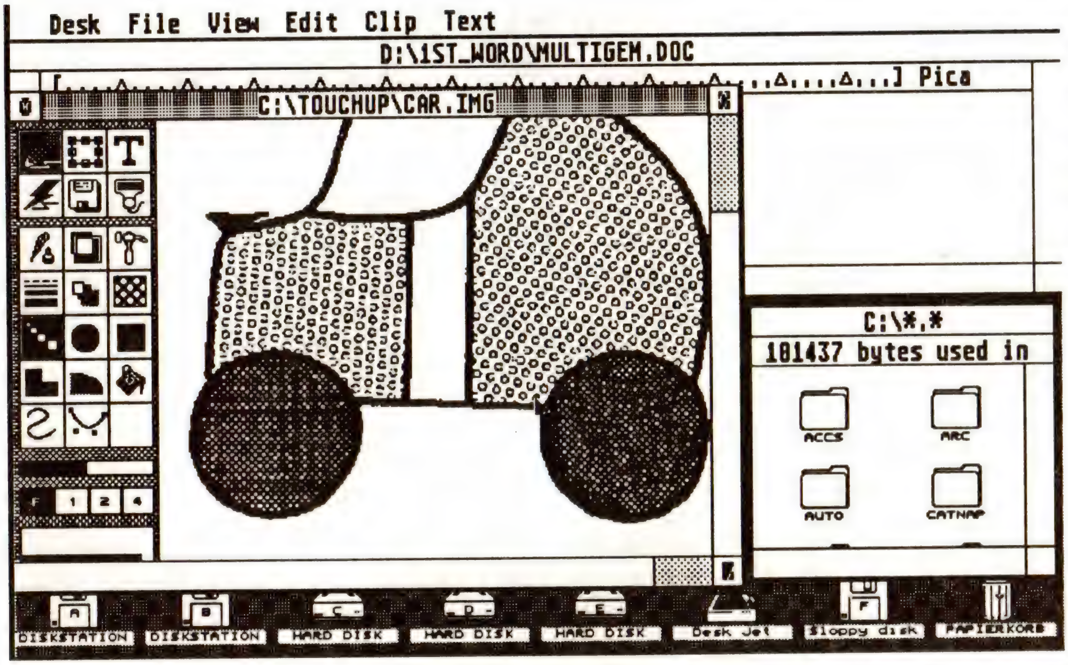
MUC? No, not the stuff made with dirt and water...and it's not a reference to Curly from the 3 Stooges (MUC MUC MUC). MultiGEM has a clever way to keep desk accessory users happy. MultiGEM will run any accessory as a program, providing it has a .MUC extension. You can put all your accessories into a folder and run them at will. Very nice feature. If you directly modify the DESKTOP.INF file, you can change the default .MUC extension to any three letters you want (like ACX). This is explained in the manual.

Finishing the Configuration

Now, there's one more step to do in the configuration process—setting preferences for programs you plan to use with MultiGEM. The configuration dialog is a neat feature and one that solves a number of "problems" that could occur with some programs.

For instance, what do you do when you want to multi-task a program like Flash? If you did not know it, Flash loads itself into memory and then uses all remaining memory for its capture buffer. Oops, no more room to load other programs.

The solution here is simple—MultiGEM allows you



to limit the amount of memory a program can have. You use the File Selector to "insert" a program into the list of programs known to MultiGEM. Then, you set a parameter to have MultiGEM tell the program how much memory it can access. I use the default of one meg for Flash, but it is configurable from the minimum RAM required by the program to the amount of free RAM left in the system.

So, say you give Flash one meg...TouchUp, two megs...let's see, how about 1ST Word, 500K. On a four meg machine, you could load all these programs and still have 500K free for workspace and miscellaneous programs.

To make things a little more complicated, you can run other programs from within Flash. How will MultiGEM handle this? Here, you have yet another choice. MultiGEM can unload Flash and load, say, XYZ.TTP into Flash's vacated memory or XYZ.TTP can be run in the free RAM you still have left in the system. It's your choice, and MultiGEM allows you to define which way you want to do it. Either way, when you are done with XYZ.TTP, Flash returns to memory right where you left off. *Yes, it does work Ma!!!*

So far so good, right? Well, OK, there are a few drawbacks. But before we get to those, you should first understand a little of what MultiGEM is doing. Not being able to rewrite TOS/GEM (as I am sure a lot of people would like to do), the MultiGEM programmer (Pascal Merle) had to work with TOS/GEM. MultiGEM had to be able to get its hooks somewhere into the OS to be able to do what it does.

In GEM there is a series of AES routines that start with "event_" (such as event_multi, event_button, etc.). These system calls keep track of mouse positions, window resizings, etc. This is how MultiGEM does its dirty work—it uses these event_xxxxx calls to allow switching between programs.

The only problem with this is that programs that do not use a window seem to have more problems with MultiGEM than programs that do "do windows." Any program that is window-based, like PageStream, works perfectly with MultiGEM.

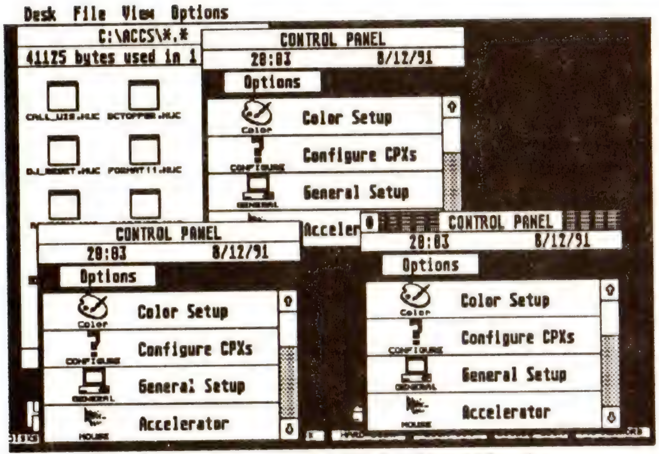
Programs that don't use resizable windows but give access to drop down menus and accessories will also "multi-task" with MultiGEM. You can drop into and out of other programs that are already loaded into a MultiGEM slot. But, once you've run a non-windowing program, you often can't directly access the Desktop to run more programs.

If a program does not have its own window or allows access to desk accessories, the program still runs, but it does not multi-task as you would like. ARCShell is good example of this—it's comprised of a dialog box that does not allow you to do anything outside of its screen. So, you can't use ARCShell to start unARCing files and then switch to another program while the files are unARCed.

I mentioned drop down menus a little earlier. Using the desk accessory drop down menu is one way of switching from place to place. When you run a program, the name of the program is placed into one of the MultiGEM slots. While in a program, clicking on an unused MultiGEM slot puts you back at the Desktop—while the program you just left is still running and chugging away. You can then run another program, thus filling another slot.

For example, you can run TouchUp, then go back to the Desktop and run 1ST Word. Using the Desk drop down menu, you can jump between applications at will. Or, you can jump to the Desktop for a quick format of a disk. But, doing a format from the Desktop suspends all multi-tasking operations...including printing. A printer buffer is highly recommended for use with MultiGEM, if you have the memory.

What about TOS and TTP programs? Well, sit right down there partner and let me tell ya 'bout 'em. Clicking on a TOS or TTP program will cause the ST to run a MultiWindow program. This program opens a GEM window and then attempts to run the TOS or TTP program inside of it. This works fine for many of these programs, like ARC.TTP. Viewing text files is also handled in this manner, via a special program supplied with MultiGEM.



How MultiGEM Doesn't Quite Work

Say, for instance, you double-click ARC.TTP. Instead of the standard argument window, you get a full-blown GEM window which can be resized to your liking, with ARC.TTP waiting for the rest of the commands. You type in the commands, press return and off it goes.

Now for the problem, for which I am not sure what the cure is—when ARC.TTP is running (or, for that matter, XYZ.TTP) it is hard to get back to the Desktop, or anywhere else for that matter. I think it might be because these programs do not make event.xxxxx calls very often while processing, or maybe these programs are just so CPU intensive that there is not enough speed in the system to get back to another application.

I have tried switching with both ARC.TTP and XYZ.TTP. The Desktop tries to come up, but the system may draw only one or two windows during the entire process. Would a 68030 board cure this...or a TT? If anyone has access to one of these and uses MultiGEM, I would like to hear what the result is. Anyway, the result is the tail wagging the dog. (I ran this at 16 MHz on a Mega/ STE, just in case you were wondering.)

Some TOS and TTP programs don't seem to want to stay confined to a window. These pesky programs expand to fill the whole screen, so you lose any ability to switch to other programs.

How I Was Hooked

The reason I was so enticed by this product was that I wanted to do Zmodem file transfers and/or ARCing in the background...as of yet, they don't work together.

I can't start a Zmodem download and switch to my word processor, for instance. Maybe I'll blow the dust off my Shadow disk to see what it will do...but it did background Ymodem downloads without MultiGEM.

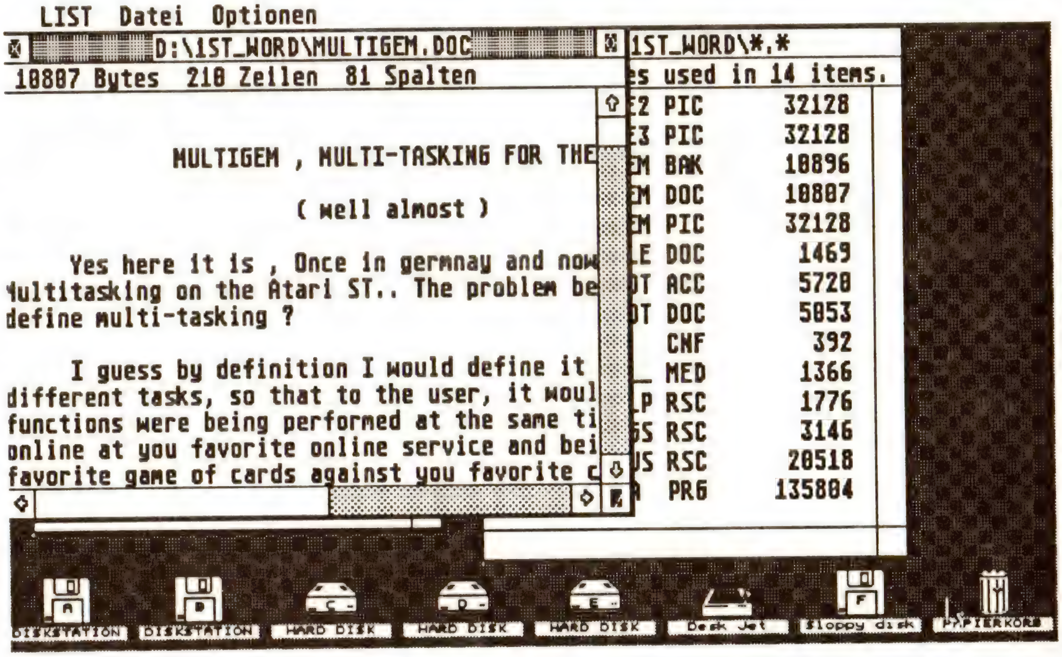
Flash acts kind of funny now and then when using MultiGEM—over-lapping windows or a Desktop that scrolls off the screen when going back online.

These are mainly screen redraw problems. I even tried to rename Flash to FLASH .TTP to get it to stay inside a window. No go. I guess computers are smarter than I am.

As for programs like TouchUp, 1ST Word and any non-intensive or fully GEM-based program, MultiGEM works like a charm. Can you run a BBS and play Dungeon Master at the same time? I think not.

Well I have blabbed long enough. In a nutshell, does MultiGEM work? Yea, it does!! Does it multi-task everything?? No, it doesn't. Hopefully, this is just a first step in multi-tasking. I would expect a few more things to change—like the ability to somehow force programs into the "background" via a key combination. Also, I expect some programs will be written to take advantage of MultiGEM.

I have tested MultiGEM on a couple of different machines and demonstrated the program to a few people. All are impressed, but not all of them have a use for MultiGEM. Look at this one before you buy; MultiGEM is well worth the money, but it may not be for everyone.



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               MULTIGEM , MULTI-TASKING FOR THE

                         ( well almost )

     Yes here it is , Once in germnay and now
Multitasking on the Atari ST.. The problem be
define multi-tasking ?

     I guess by definition I would define it
different tasks, so that to the user, it woul
functions were being performed at the same ti
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es used in 14 items.
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E3 PIC     32128
EM BAK     10896
EM DOC     10887
EM PIC     32128
LE DOC      1469
DT ACC      5720
DT DOC      5053
   CNF       392
_  MED      1366
LP RSC      1776
SS RSC      3146
US RSC     20518
A  PRG    135804
```

Here is a list of programs that have been tried with MultiGEM. If you can get one of the programs listed below as not working to work, please let someone at AIM know...and possibly how you were able to get it to work. —Bruce Urbanski and Bill Rayl

Program	Results	Comments
1ST Word	yes	
C-Breeze	yes	
Calamus	yes	
Chronos-3D	yes	Can't access directory windows if they fall under the main Chronos screen.
DCTopper	yes	Works but might drive you crazy!
DCXtract	yes	Quirky redraws.
DEGAS Elite	yes/no	You can only switch to other programs if they've already been "loaded" into other MultiGEM slots. Doesn't allow you to get to directory windows by clicking an unused MultiGEM slot.
EdHak	yes	Works perfectly as an ACC or PRG.
Flash!	yes	Redraw problems. In Terminal mode, you can access desktop by clicking the left mouse button, although the mouse pointer can't be seen.
Hotwire 3.0	yes	Directory windows from the desktop refuse to go away and must be closed or moved around.
JoppaFAX	yes	
LDW Power	yes	
LookIt!	yes	Can't access other programs while actually viewing a file.
Michtron's Toolkit	yes	Quirky redraw of drive icons.
NeoDesk 3	nope	Just bombs...
PageStream	yes	
ST Writer Elite	yes/no	Same as DEGAS Elite.
Superbase Pro	yes	
TouchUp	yes	
Tracker/ST	yes/no	Same as DEGAS Elite.
UIS 3.3	yes	

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Sex, Lies and Graphics/Video

(but without any sex or many lies)

Jay Craswell
Contributing Editor

This is a story that has been dying to be written, but no one seemed to want to do it. So, I will take wordprocessor in hand and attempt to tell the story of graphics and video life in general.

First, a disclaimer—I am president of a company that manufactures graphics cards for the Atari. And I am also a former designer (or co-designer) of two other companies' graphics products for the Atari. Most importantly, my opinions are *undiluted* and may cause some people to react adversely.

Reader beware!

Resolution and DPI

A lot of hands are wrung and tears shed trying to explain these terms that get thrown about so often. And here is an area that really has a lack of understanding.

Resolution is the pixel count—horizontal and then vertical. Most monitor screens lay flat, with the horizontal dimension being larger than the vertical. If this is swapped, however, we generally refer to this as a page-oriented or portrait monitor. The reason? Laid on edge with the smaller dimension across sideways, many "tubes" are roughly proportional to a single sheet of paper. Sometimes these are called single-page monitors. Your typical monitor, however, is not laid on edge this way and is call a landscape or dual-page monitor.

Since we touched on proportions, it's time to talk ratio. If you measure the visible dimensions of a particular monitor tube—horizontal vs vertical—you will get a ratio of 4:3. OK, it's true that there are 1:1 tubes from NEC but, for the most part, the ratios are 4:3.

Now then, if your graphics card displays 640x480, you have a perfect ratio (or unity). Graphics cards that output 320x200, 800x600, 1024x768, 1280x960, or 1600x1280 are all unity (or close enough).

This is a very desirable feature. When the screen is in unity, circles and boxes may be drawn with the knowledge that each pixel is square. A simple square, for example, will have the same number of vertical and horizontal dots. If the display was not in a unity ratio, you would need a program to calculate the number of extra pixels (or dots) to make up the difference. Under such circumstances, the display is slowed in two ways—the calculation and the drawing of extra dots.

Also, a non-unity ratio screen effectively cuts the resolution. Say, for example, we are drawing to a 640x200 screen. Two horizontal dots are needed for each vertical dot to make a "square" pixel. Worse yet, even though we can get a slight improvement on the resolution in one axis, we are, in effect, drawing a 320x200 screen for most practical purposes. We waste every other horizontal pixel to "square" the dots. Worst of all, we have to write them in the first place, thus slowing down the system.

DPI is really very simple to understand. Take a ruler and measure how many viewable inches your screen has horizontally and vertically. Now, divide the number of pixels in each direction and you have D.ots P.er I.nch figured out!

If your tube has unity ratio, your vertical DPI and horizontal DPI should be the same (or very close). Remember, though, that changing the width or height of the screen display will change this value.

It's very important to understand that this DPI value changes when you plug your graphics card into a different sized monitor. A 1024x768 card plugged into a 19-inch monitor will have around 70 DPI. Plug the same card into a 16-inch monitor and the DPI jumps to 90. Plug into a little 13-inch Sony and it may well be over 110 DPI.

Assuming that a font will continue to have the same numbers of pixels (a font that won't change its spots), you might ask what changing the DPI will do to the appearance of the text. Let's say the font looks "just right" on a 9-inch screen. And let's say that it's 75 DPI. When we put it on a 13-inch screen, the font will look larger (the screen's DPI will be lower, however).

Plug your video cable into a 19- or 21-inch screen and your text will be very large indeed. Remember that plugging you cable into a larger and larger monitor will lower the DPI. The fonts, however, can be considered to have been created for a specific DPI.

This may be a little confusing, but try to follow it. When the screen's DPI and the font's DPI are the same, you will have text display that is 1:1 with the real world. So, if we are viewing 75 DPI fonts on a display that has 75 DPI resolution, the text should (we hope and pray) print out the same size as what we see on the screen.

What the Macintosh folk have done is set 72 DPI as the official screen standard. No exceptions to the rule. If you want to make a screen font, you had better get it close to 72 DPI so the marketing geniuses can chant "WYSIWYG."

Standards are good when developing new technology so the rules are understood and progress can be made. Right now, I see this "locking" of screen DPI as a possible hinderance. Printers (worth their salt) are at least 300 DPI. And "real" printers are 1200 or 2500 DPI. The reason Apple didn't make the screen DPI 300 was that it just wasn't possible given the technology. (Monitors running fast enough to do 300 DPI are still laboratory curiosities.)

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However, 72 DPI fonts tend to look jaggy as hell. Besides, with cards like the AlberTT, ISAC and the Viking Moniterm, we "might" like a chance to plug in a new value for the software DPI to get a nicer looking display.

Colors

There is a lot of talk about added colors on the ST. As you can imagine, more than once my phone has rung with questions about the total number of colors displayable on the ISAC and ALBERT cards. More than once I've talked to people who want more colors and want to know WHY WHy Why why I would be so stupid as to not support these products with 16 million colors.

First, you have to have a use for colors. If you need 16 million colors for a spreadsheet I suggest you seek professional help. Having "some" color for pie charts and the like is great—but, really. Believe me, 16 colors is enough.

Depending on what kind of CAD work you do, black and white can be OK for some things, but colors are very useful if you can get them. There is a level, though, where added colors are overkill. This limit, believe it or not, is 16 colors.

Here's why. First off, using many different shades is fine for a paint program. But face it, CAD systems are just not used for flesh tones! Get my drift? If you're doing any pen plotting in your CAD work, be aware that all but the most expensive pen plotters have only 8 pens or even less!

In electronic CAD, you will have layers. Red on one layer maybe, blue on another, and so forth. With more than 16 layers of anything useful, you will see zilch. A big white blob is what you get with many overlapped layers.

Also, in CAD work, it's very important to be able to recognize the different colors. Red versus bright red is OK, but if you start getting into several shades of teal...forget it!

In publishing we have survived for quite a while with black and white. However, pictures are starting to be scanned in that are in gray scales. For acceptable pictures you would expect 16 shades of gray. Adding more only improves the quality marginally. If you are talking about color DTP, you can get some things printed in color "fairly" cheaply as long as the number of colors is not too large.

Now I admit that video-type operations can benefit greatly from having 16 million colors. However, video is, by nature of the TV signal specs, a dinky 524x524 picture. This would be totally unacceptable to CAD and publishing people. Building electronics to satisfy both videophiles and CAD/DTPers might be possible (though expensive as hell), but you would need two monitors.

Painting software could also "benefit" from added colors. But how would you print the pictures? With 16 colors, you can pen plot it or maybe use a Desk Jet. When you are talking about 16 million colors, you are talking about color pre-press. You don't even want to know how much that would cost.

Speed

Also on the list is speed. At 1024x768, you are moving x times the video memory versus the standard ST. And because the screen is refreshed many times faster (and some other reasons), reading and writing to the higher resolution screen is not as fast as it is to the ST screen.

Go to 16 million colors and you are making the system six times *slower!* Just think, Jim Allen's speed-up card gives you (at most) 200% speed up. Now, do you really want to slow the system down 6 times? No, of course not.

This is not to say that some companies aren't doing their best by coming out with some in-between standards—an 800x600 256-color card for example. The problem here is that the number of colors does not conform to any previous Atari standard. What you lose here is compatibility. Existing software doesn't work, and that means all you have an expensive color demo.

Conclusions

That is not to say that ISAC, ALBERT and even my old Viking from Moniterm didn't have troubles. But these were more on the line of programs that spasm when offered the possibility to run in higher resolutions. These kinds of problems were fixed many times by some truly trivial bug fixes. One or two instructions, that sort of thing.

No, I stand by my "stupid" choice. And I think that once it's understood, people will see the reasoning. Of course, for those of you that understand and *still* want a 24-bit card for video work...OK, OK! The project's code name is Leonardo. I'll tell you more about it when it's in production.

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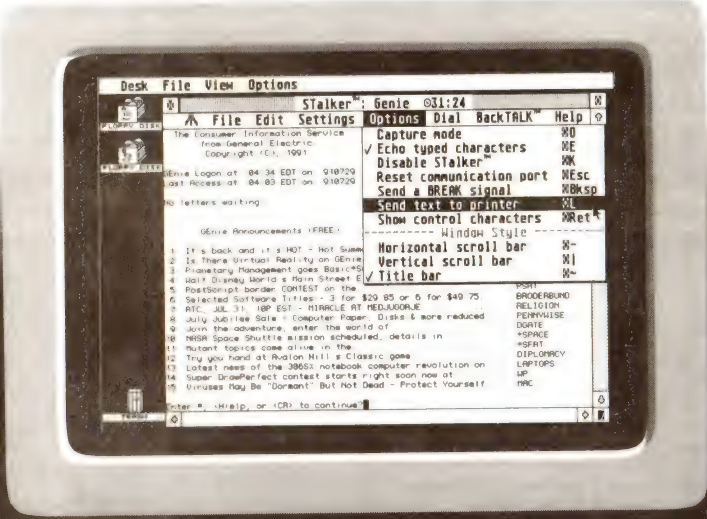

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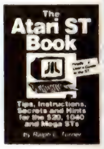
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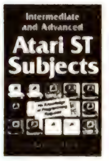

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CURSE of the AZURE BONDS

Dick Laudenbach
(MAST)

This fantasy role-playing game from SSI is based on the TSR novel of the same name. In the novel, set in TSR's Forgotten Realms, a female sell-sword named Alias awakens in an inn in the town of Suzail. She doesn't remember how she got there or where she got the series of five twisting, magical, blue sigils on her arm. She soon learns that these symbols flare up from time to time causing her act against her own will.

With the help of her friends—Olive Ruskettle (a halfling bard/thief), Akabar (a southern mage) and Dragonbait (a lizard-man paladin)—Alias learns the purpose of her symbols. She then tracks down the five evil factions controlling her through the sigils and destroys them with the help of her friends.

In the computer game, your party of six adventurers wake up in the town of Tilverton with five similar sigils on your arms. The object of the game is to track down the people responsible for the symbols and destroy them, thus removing the sigils. During the course of the game, you will meet Alias and her friends who will aid you in your quest.

Before starting the game you will be required to create six characters to make up your party. This game follows standard AD&D rules and you can choose from the standard races and classes found in these rules. Because of this, you must be aware of adjustments to character stats and class limitations because of race restrictions which affect your characters' development. Fortunately, the game manual explains this very clearly for those not familiar with AD&D rules.

Human characters can reach the highest class levels which determine the types of spells you can learn and use. Don't take all non-human characters, as this will restrict your party from learning some of the higher level spells you need to finish the game.

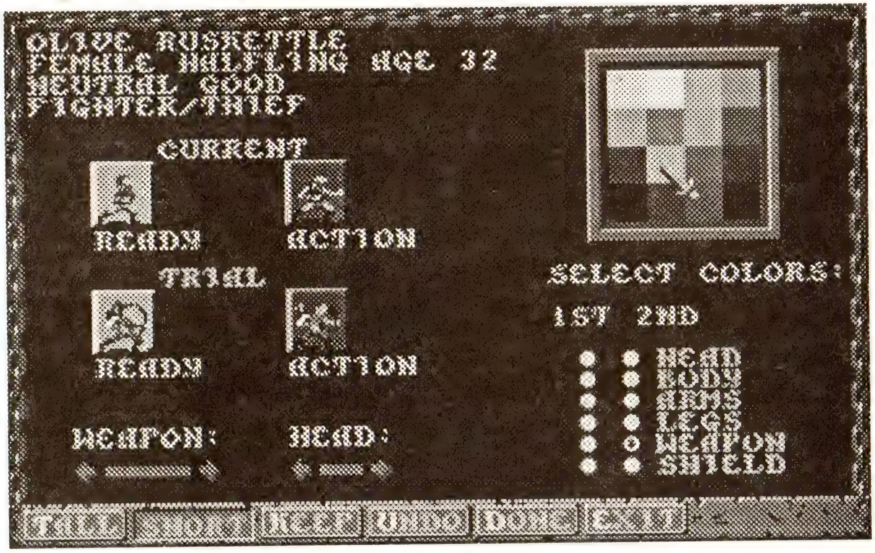
However, you will need one female elf in you party if you want to be able to go on the special quest in the caves outside of the town of Hap. This, however, is not required to complete the game.

Once you have created your characters, including assigning colors and size to them, you are ready to begin your quest.

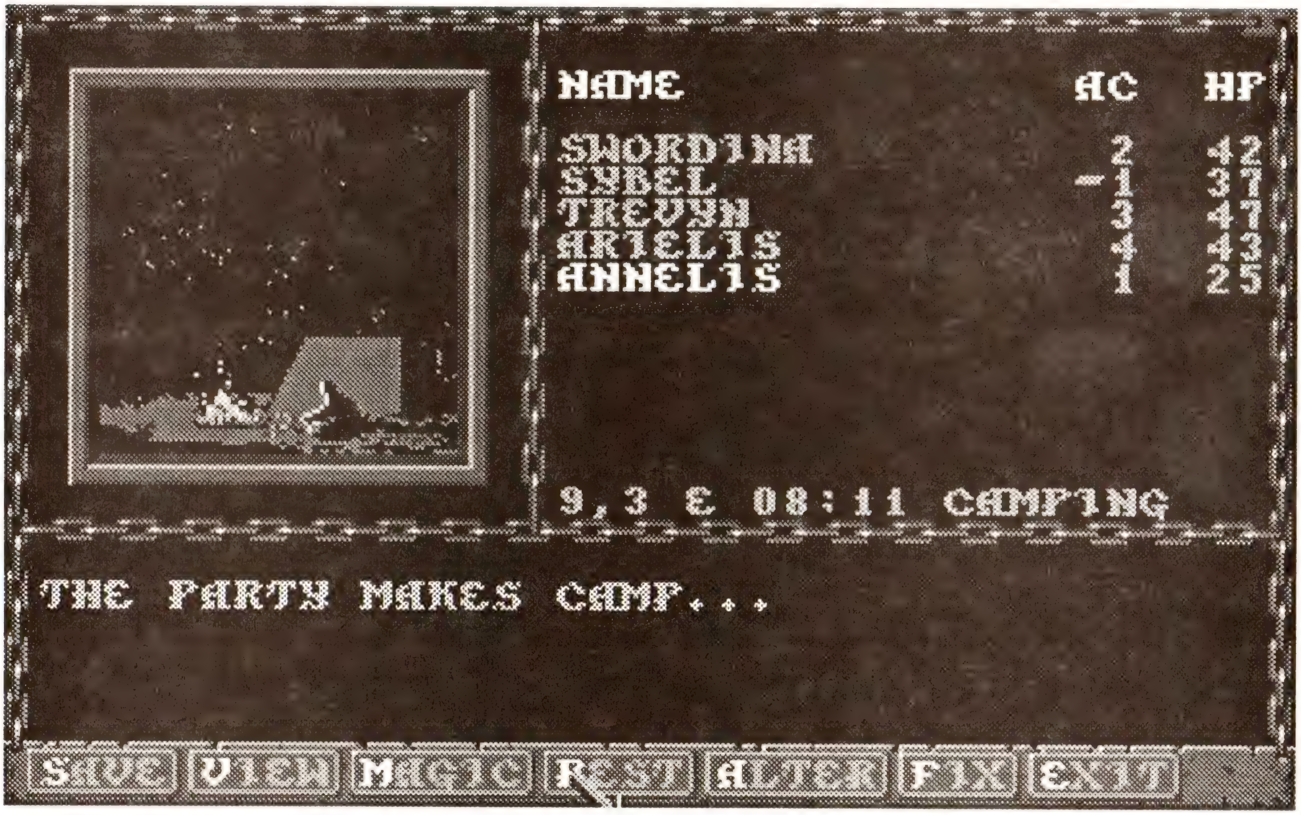
Since there are several good hint books available, I am not going to give you a lot of hints on how to win the game. I will, however, give you some basic things to watch out for or try.

This is a hack and slash type game with very few puzzles, but the game does require some strategy and tactics to survive. If you stand toe-to-toe and just fight it out with some of the monsters you will lose.

This game has a very good save game routine and you will want to use it often, especially before major encounters. Also, you don't have to fight everything you encounter. Except for the major encounters, you can usually avoid a fight if you find yourself over-matched.



OLIVE RUSKETTLE
FEMALE HALFLING AGE 32
NEUTRAL GOOD
FIGHTER/THIEF



```
NAME                AC  HP
SWORDINA             2  42
SYBEL               -1  37
TREVYN               3  47
ARIELIS              4  43
ANNELIS              1  25

9,3 E 08:11 CAMPING

THE PARTY MAKES CAMP...
```

Once you start the game, you will wake up in Tilverton with money but no weapons or armor. Before leaving the room, encamp and have your magic users memorize their spells. Once a spell is used, it must be memorized before it can be used again. The sequence for memorizing a spell is to encamp, choose spells and rest.

If your characters do not rest after choosing their spells they will not memorize them. There is nothing more frustrating than getting into a fight and finding out you failed to memorize your spells.

Each time a character gains a level of experience they can choose one more spell for their spellbook. During the course of the game, you will also find and buy scrolls which can either be used one time directly or else scribed into your spellbook for continuous use throughout the game. Spells can be scribed when in camp, but your character must be of a high enough level to learn the spell. With use of the spell directly from the scroll you can use higher level spells, but only the one time.

Arming the Party

Once your magic users have memorized their spells, leave the inn and go across the street to the Armory and buy your weapons and armor.

Again, this is based on AD&D rules and various races and classes are restricted in the types of weapons and armor they can use. Once again, this is spelled out very clearly in the manual. Take time to look at the manual before buying anything, since your characters can buy weapons and armor they can't use, leaving them unarmed and vulnerable (and lighter in the purse).

After you are outfitted, explore the town. Visit various buildings and talk to different people. Do not attack the guards until you are ready to leave the town because, once you do, you will be forced to leave the town and not be able to return.

This is one of the few weaknesses I found in this game. At certain times, especially in the encounters relating to the removal of the sigils, you will be forced into what I call the "cattle chute" situations. No matter what you do, even if the game offers you several different options, you are forced to follow one linear progression of action.

While this is not detrimental to the overall enjoyment of the game, it is a little annoying—especially when the game asks you to choose one of several options only to find out that the result is exactly the same whatever you choose.

Once you fight the guards after attacking the king (an uncontrollable action because of the sigils), you have no choice but to follow a thief to meet the head of the Thieves' Guild. Rest and save the game at this time, since you will face your first major encounter after this.

Once you leave the Thieve's Guild, you will wander the sewers of Tilverton in search of the headquarters of the first faction you seek. You will be unable to leave the sewers until you have defeated the leader of this faction, removing the first of your sigils.

While in the sewers, locate the secret training hall of the Thieves' Guild where your characters can get training to move up levels with necessary experience points.

After the removal of the first sigil, you will be transported to the wilderness outside Tilverton. You can now travel where you want—except back into Tilverton. Again, do a save game at this time.

Once you leave this area, travel to the various wilderness areas to fight the creatures you meet to gain the experience points you need. In the beginning, these encounters may be a little hard, but later they become cakewalks.

If injured or low on spells, encamp and regroup. A lot of the villages have inns and taverns where you can rest and learn some gossip about the area and what is going on.

When you have gone up a level or two and start to find the wilderness encounters to be fairly simple, you are ready to move on to the larger cities where the major encounters take place.

Gaining Experience

Hap is probably the next easiest town to finish after Tilverton. I, however, preferred to go to Zhentil Keep next. You can enter the town and walk straight ahead until you find the inn where you can rest and heal.

Next door to the inn is an armory and a magic shop where you can buy magical weapons, potions and spells. I like this town because you can fight numerous battles with small parties of evil clerics and mages for large amounts of gold, magical items and experience points, then duck into the inn to heal between battles.

As you gain enough experience points, leave the town and go to one of the villages that have a Guild so you can train and go up levels. Then, return to Zhentil Keep for more battles. Across from the magic shop is the Magistrate's office where you can battle the guards for large amounts of experience points.

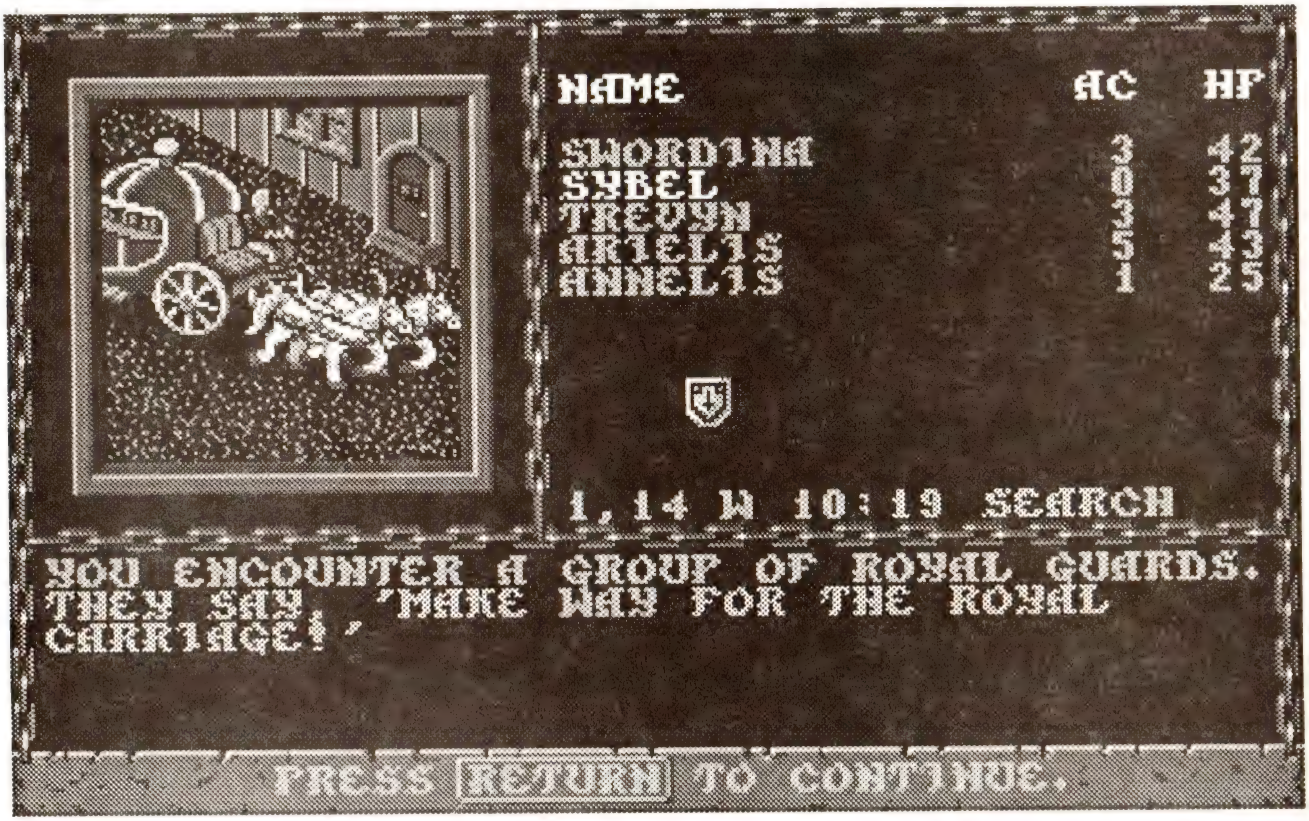
This is a major encounter with back to back fights with two large groups of guards with no chance to rest or flee inbetween fights. Prepare accordingly. A wand of magic missiles from the magic shop is helpful, but it is very expensive. The one error I've found in this game deals with the purchase of the wand of magic missiles. The price list in the magic shop says it costs 40,000 gold pieces, but the actual price is over 80,000 gold pieces.

By going back and forth between Zhentil Keep and the village, your characters should be able to rapidly advance two or three levels before moving on to the next sigil removal encounter. While doing this, do not go beyond the street on which the armory and magic shop are located because it will lead to one of the "cattle chute" major encounters. This particular encounter is the second hardest in the whole game, in my opinion, so you need to be higher level to survive.

Upon reaching three or four levels of experience, you will start to find small dungeons and manors outside some of the villages. They where not there at lower levels and are good for gaining more gold and experience points without too much risk.

After defeating the first four factions, you will now be ready to enter the ruins of Myth Drannor where you will have the final encounter with Tyranthraxus. Defeat him and his numerous evil minions and you win. Lose and your soul belongs to him forever.

I'll give you two hints for preparing for this final



NAME	AC	HP
SWORDINA	3	42
SYBEL	0	37
TREVYN	3	47
ARIELIS	5	43
ANNELIS	1	25

```
1,14 W 10:19 SEARCH
YOU ENCOUNTER A GROUP OF ROYAL GUARDS.
THEY SAY, 'MAKE WAY FOR THE ROYAL
CARRIAGE!'
PRESS RETURN TO CONTINUE.
```

battle. Once you enter the temple, you will not be able to encamp and memorize your spells between battles because of Tyranthraxus' control of the last sigil.

I did discover that while you can't rest, every time you attempt it you can learn one spell no matter what level. All you need to do is keep trying to memorize spells until you have learned all your spells. It is time consuming but necessary if you hope to win.

The second hint is that, when fighting Tyranthraxus, poison cloud spells by magic users in the front row of combat with the fighters in back using magical range weapons solely against Tyranthraxus is very effective.

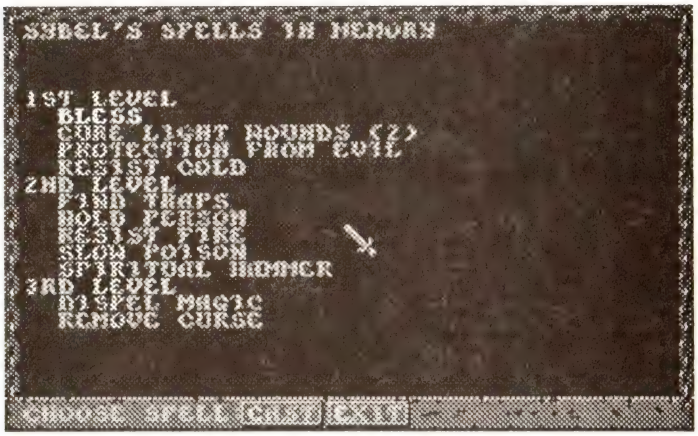
Last Thoughts

Some final notes and observations. While there is a large variety of weapons and spells available, many of them do not work as well as you would expect. Some are even next to useless or only work properly in certain circumstances.

The poison cloud is a prime example. Throughout most of the game, it doesn't seem to affect anybody, but in the final encounter it is devastating. I had given up on it and only used it the first time because it was all I had left.

The same observation applies to the creatures encountered in combat. Some are immune to your most potent magic spells only to die from darts and stones. So, save your game before entering major encounters and keep trying various tactics until you find one that works.

In playing this game, I missed many of the side encounters which the hint books said were necessary to get special items you needed to complete the game. Despite this, I was able to win the game without using them. Arming all my characters with wands of magic missiles enabled them to handle most of the difficult encounters I faced. I also found Magic Missile and Silence 15 Foot Radius spells to be very effective on evil clerics and magic users.



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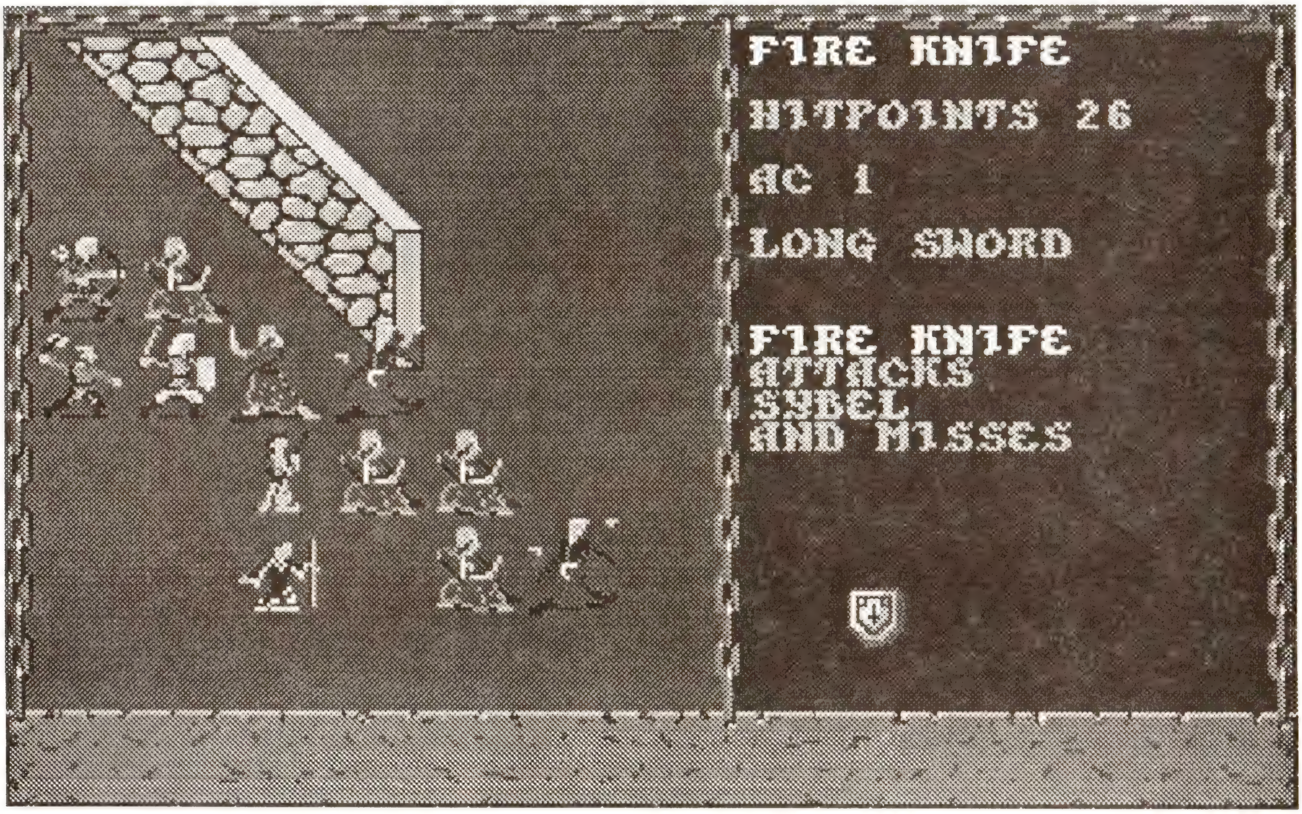
SYBEL'S SPELLS IN MEMORY

1ST LEVEL
   BLESS
   CURE LIGHT WOUNDS (2)
   PROTECTION FROM EVIL
   RESIST COLD
2ND LEVEL
   FIND TRAPS
   HOLD PERSON
   RESIST FIRE
   SLOW POISON
   SPIRITUAL HAMMER
3RD LEVEL
   DISPEL MAGIC
   REMOVE CURSE
```

I strongly recommend this game for all Atari users and I hope enough of us buy this game so SSI will continue to translate more of these excellent TSR games to the Atari format. I also highly recommend TSR's novel, "Azure Bonds," as an excellent fantasy story for those interested in that genre. Some of us at MAST have an AD&D gaming group and are all anxiously hoping and waiting for SSI to release the "Eye of the Beholder" for the Atari ST.



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HITPOINTS 26
AC 1
LONG SWORD

FIRE KNIFE
ATTACKS
SYBEL
AND MISSES
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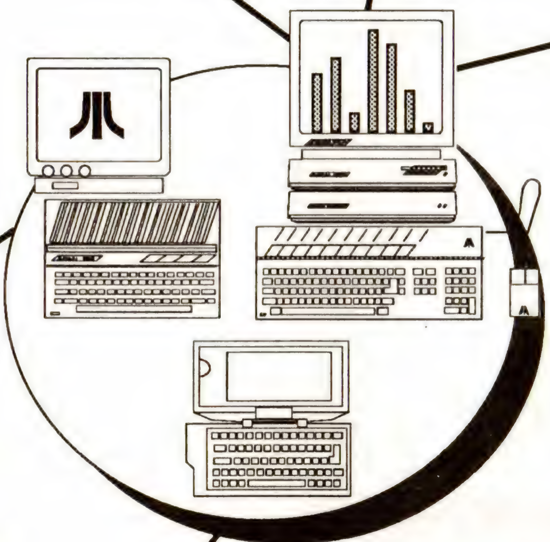

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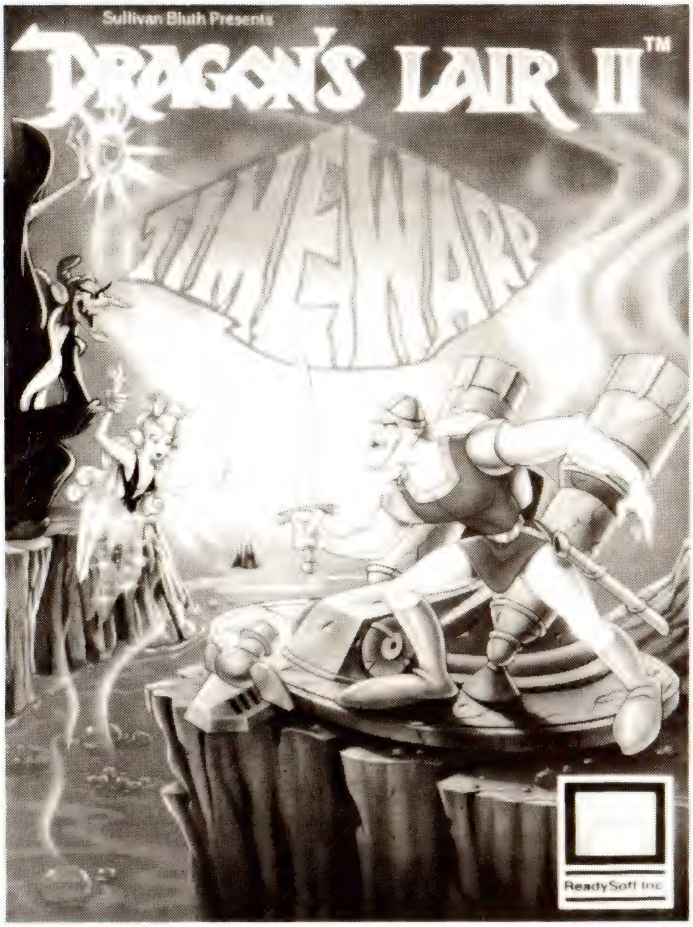


Pattie Rayl

A few months ago, the Bluth Group out of England released a sequel to Dragon's Lair called Dragon's Lair II: Time Warp.

This new game is being distributed on this side of the Atlantic by ReadySoft of Ontario, Canada.

The Premise

Darling Daphne has gone and gotten herself kidnapped again (how could she?), and it's up to you to help Dirk the Daring rescue her before the evil wizard Mordroc places the *Death Ring* on her finger and forces her into an unpleasant marriage.

Dirk is up against some heavy odds. He has to fight slimy moat-monsters, predatory pythons, evil monsters in general and, worst of all, Daphne's mother! He has to do all this before the Casket of Doom is opened and Daphne is lost forever in the dreaded Time Warp.

Observations

The game comes on six special format disks. The manual states that people who have single-sided disk drives will not be able to play as many screens as those who have double-sided drives. The game is auto-booting and copy protected.

The graphics and animation in this game are very good. The graphic style is very cartoon-ish, which makes for part of the charm. The STE is supported with the extended palette of 16 colors out of 4096 choices. The sound comes through loud and clear in stereo, especially Daphne's mother!

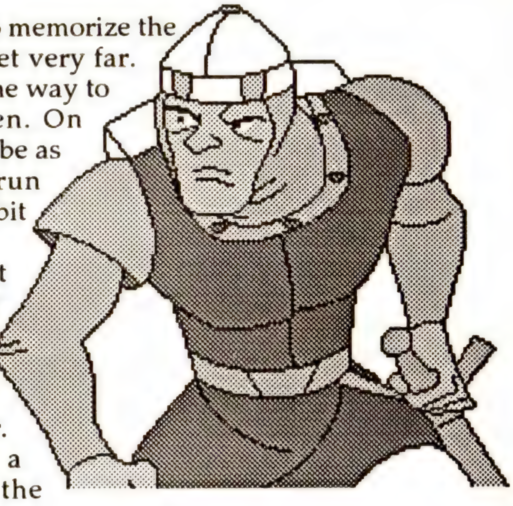
Once you solve the puzzle of which way to move for several animation sequences, the effect is very pleasant. It's like a living cartoon on the screen, and you're a participant.

Those who liked Dragon's Lair and Space Ace will like this new game with animations from Don Bluth. As for me, I can get frustrated easily by certain types of games, and this is one of them.

Game Play

You have to be able to memorize the moves in this game to get very far. Basically, there is only one way to get through each screen. On some screens, this might be as simple as "duck, then run left." Other screens are a bit more complicated.

Once you figure out the proper way to get through a particular screen, you need to remember it in case you die and have to start over. That means you need a good memory to play the



game for any length of time—or the ability to read hastily scribbled notes while in the thick of the action.

The way Dragon's Lair II works is you have three tries (lives) to get through a screen. You have a certain timeframe in which to make each move or you're dead. If you move the wrong way, sorry you're dead! If you don't move at the right time, sorry you're dead!

These kind of games, by their very nature, have a large dose of frustration factor in them if you get stuck at a certain screen. Dragon's Lair II has a couple of things built into it to cut down somewhat on this frustration.

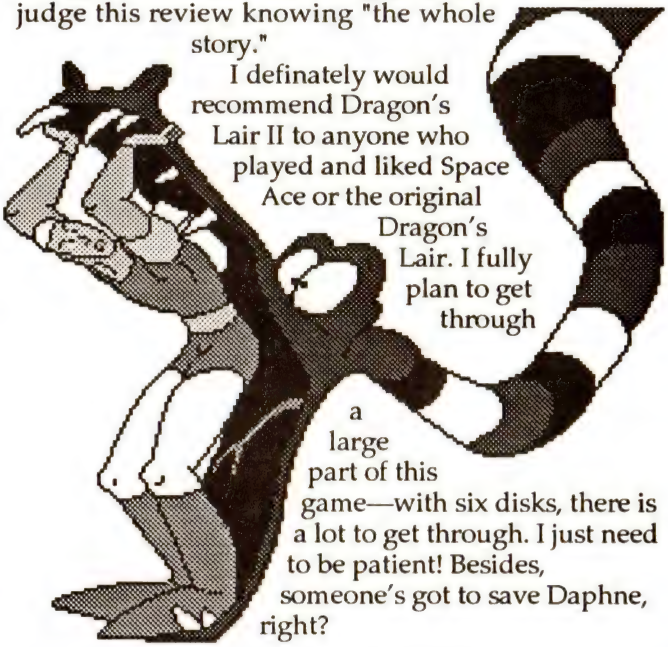
First, you only have four ways to move. You don't have to worry about diagonal movements. Second, you can save the game! You can finish a screen and then save...when you die later on (and you will!), you don't have to go through the excrutiating process of starting from scratch.

Even with the save feature, you often have to do a lot of restarting to get past each screen. If you don't save constantly, you get to start from the last save point each time you use up your three lives.

Some Qualifications

I am far more comfortable playing games like Bloodwych (I & II), Curse of the Azure Bonds, Pinball Wizard and Crystal Castles on the ST (I'm also fond of a shareware game called Glider for the Mac). I also enjoy arcade shoot-'em-ups like Black Tiger and others, but I don't enjoy simulations or wargames.

Occassionally, I *really* like graphic adventures or graphic/text adventures, but I quite often get frustrated by them. Why am I telling you all this? So you can judge this review knowing "the whole story."



I definately would recommend Dragon's Lair II to anyone who played and liked Space Ace or the original Dragon's Lair. I fully plan to get through a large part of this game—with six disks, there is a lot to get through. I just need to be patient! Besides, someone's got to save Daphne, right?

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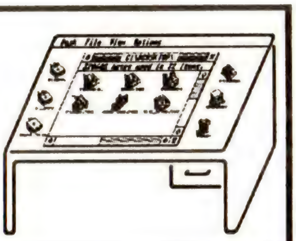
The GEM desktop enhancement



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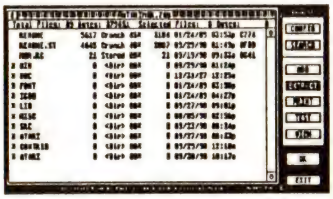

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TEAM YANKEE

BOB RETELLE
(WAUG, MACE)

Team Yankee is one of those games I really, really wanted to like. I'd read the book it's based on, and I was looking forward to a good tank combat simulation. Heck, my all-time favorite arcade game was Battlezone!

The manual starts out with several excerpts from the book, "Team Yankee," written by Harold Coyle. The book details the events of the first few days of a conventional warfare World War III, focusing on an American tank unit stationed in Germany.

Commanded by Captain Sean Bannon, the company, Team Yankee, consists of two American M-1 Abrams tank platoons of four tanks each and two platoons of mechanized infantry and antitank vehicles.

When Russian tanks break through and attack, Team Yankee helps in repelling the main force of the attackers, and then moves north to attack the flank of the main Soviet force. They take several key positions and hold them against heavy counterattacks. After being relieved, Team Yankee leads an attack by the entire Allied brigade deep into enemy held territory.

The book is exciting, well written, and is full of non-stop action. One of the main attractions of "Team Yankee - The Computer Game" is that it uses the tactical situations of the book as its scenarios. In fact, the manual suggests that one of the best aids to learning how to play the game well is to read the book.

There's a lot of interesting information about the armored vehicles involved in the game, as well as some good background about the organization of the Allied and Soviet armored commands. In fact, the manual is one of the better ones I've seen!

Overall, the game does fairly well at capturing the spirit of the Team Yankee novel. Unfortunately there are some minor, and some very major, quirks which detract seriously from the enjoyment of the game.

In any tactical level wargame, one of the very basic problems is how one player can control all the different elements under his command.

In a game like Battlezone, it's quite simple. There's only one tank for you to control, and you don't have to be concerned about anything else. In Team Yankee, there are 16 individual vehicles under your command, and each of them has its own weapons systems with a choice of weapons for each one.

You also need to direct each vehicle according to the overall tactical plan of attack you've developed, and do it at the same time your opponent (in this case, the computer) is commanding his forces against yours.

In "classic" wargames played with pieces on a playing board, this is accomplished by having the game proceed in "turns." Each tank moves and fires in its turn, and any damage to the enemy is resolved before the next tank gets its turn. Many computer-based wargames have used this playing method, but it's an extremely unrealistic representation of real warfare.

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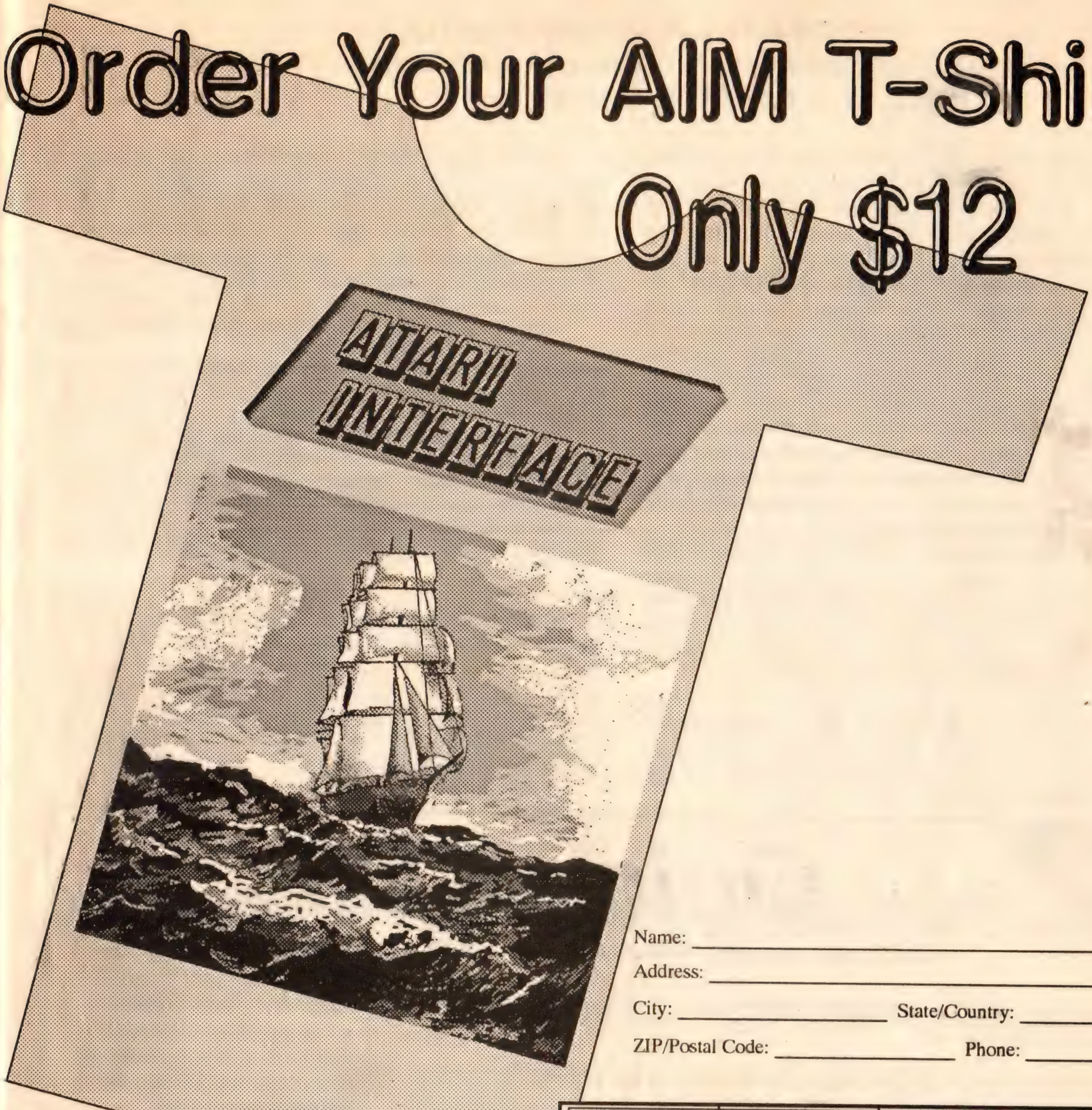

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Dispelling A Nasty Rumor...
CodeHead Software *IS* Developing a New Product For Atari Computers

The recent August issue of Atari Interface included feature articles and reviews of many of our products. We'd like to thank Bill and Pattie Rayl for a very well-done issue which accurately describes many of the basic as well as the advanced features of our software. But as great as this exposure was, it seems many people have focused an one small paragraph in the issue.

"Now, the bad news." That's exactly how the paragraph in "Editorial Ramblings" started out. This editorial went on to point out that the CodeHeads are registered Macintosh developers and that "While the CodeHeads will continue to support their current products in the Atari market, they 'currently have no plans to release any new products for the Atari market.'"

While these statements are true (or were true when they were made), they have been grossly misinterpreted by many readers. We have had several comments from people who say "I'm sorry to hear you're abandoning the Atari market." Nothing could be further from the truth.

We'd like to make it clear that we in no way blame Bill and Pattie Rayl or Atari Interface for this misunderstanding. They accurately reported the quote as well as confirming with us on the phone before printing it.

We've made the statement about not planning any new products several times and are only beginning to realize what a mistake it is to say this. It just doesn't make good business sense for a number of reasons:

There are probably only a few (if any) Atari developers who are currently planning any new releases, but they don't publicize this fact.
We've always stated in the same breath that we will continue to support our existing products as long as there are even a couple of inches of the Atari ship above water, but this is usually ignored.
We made the same statement (about no new products) before releasing our CodeKeys program a year ago but it didn't stop us from writing and releasing this useful tool.
We are currently planning a new release for the Atari market!!!

We're not ready to present a full press release yet, but we are developing a MIDI recorder called MIDI Spy. It is an accessory which records and plays back MIDI data in the background. Full details about MIDI Spy will be released in an upcoming press release. This is something musicians have been waiting for!

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AAAUA ATARI 8-BIT USER GROUP

PRESIDENTIAL PONDERINGS

It's that time of year again. Yes, AAAUA elections are held in November. We are currently putting together nomination and audit committees. This is always a difficult time of year. Veteran officers who have served two or more years are wondering if it is not time to give someone else a chance. And members in general are anxiously looking about for someone ELSE to accept the nomination. How refreshing it would be to have members clamoring for the opportunity to serve and to have two or three candidates for each officer position!

It occurred to me that perhaps a gavel is unnecessary for most user groups. If the presiding officer wants the membership to come to order, he or she need only ask for a volunteer and a silence will fall over the assembly! "Why is that?", I wondered rhetorically one day. A person in my company suggested that it is because many members feel that they have paid their dues and that this entitles them to have the officers take care of all the administrative details.

Could this be true? Haven't these members considered that the officers are also dues paying members and that they too would enjoy participating in some of the user group activities? Even if the user group does not require their officers to pay dues as a token of appreciation, this scarcely begins to cover the time and energy required to keep the group running smoothly. So, how about it, members? Isn't it time YOU got involved? Isn't there some position that you would be able to fill? If you are a new member and are reluctant to assume a lot of responsibility all at once, then consider volunteering as an appointed assistant. There are many ways you can help and make your user group even better than it already is. I know you will benefit from the experience. And chances are you will even enjoy it. So don't be bashful. Speak up at the next opportunity and let your officers know you are willing to help. You will be glad you did

BRAG*ST NOTEBOOK

Our July 18th meeting went very well as we had nearly a full house and a good time seemed to be had by all. Computer Challenge donated to the club an Atari banner which we now display at the meetings. Mark Pierro held a beginners corner before the meeting. Demo'd at the meeting were Cyber Paint, a MIDI demo of Easy Score and Edit Track by Lou Krueger. Gerry Genson then demo'd Lemmings, a nifty and different type of game. After the break Bruce Stringer demonstrated NeoDesk 3.

The software raffle won by Kevin Blest so he got to take home Lemmings. Our new door prize raffle was well received by the members especially the winners: Mike Berkley won a mouse pad, Bruce Stringer 5 blank disks, and Bob and Carol Bauer won a bag of cucumbers donated from the garden of Mr. JoPeter Ueckeroth.

See you at the next meeting, and remember let us know what type of programs you would like to see at future meetings.

Middle Georgia Atari Users Group

M.G.A.U.G.

AUGUST MEETING

Another great meeting with good turnout. We had one computer at the meeting (mine) and a few new programs. A lively discussion was held by all on what's new at Atari.

We also had a discussion on the upcoming computer show at the Houston Mall on October 5th. Be sure to sign up for the show so that there will be no surprises when showtime comes. If you have an extra table available then that will be a great help.

outstanding. Remember to slip a few bucks to Bob and Ed if you use these programs. Ed no longer supports the 8-bit line anymore, by the way. I have his MAC/65 cartridge. John Sandgren showed the ARC features of the SpartaDOS X cartridge. Everything is built-in and super fast!! It was really slick. (That was the last straw for me. I bought one of those hummers, since they are on sale with ICD.) The meeting went long and fun was had by all.

At the July ST SIG, Terry Quinn went through a handout on how to UNARC and ARC ST files. Sam Cherry also showed a number of "driving programs" like Test Drive II which were pretty neat. We also added a few members at the meeting. We are also going to have a special program on MIDI in August.

Please check your mailing lable to see if your dues are up and get paid up. And remember, if you are having a problem with anything, please give one of the officers a call. The club even has loaner hardware if you go down and get into a pinch. We're here to help!!!

See you at the next SIG meeting.

Rick Reaser, P3ACE President
(Home) 380-8082
(Work) 554-5905

PORTS ATARI
PACE
COMPUTER ENTHUSIASTS

Guess what happens when the weather turns cold and the outdoor chores are done for the season? Computing! What better machine to "hack" with but your Atari 8bit or ST?

Upgrading to TOS 1.4, install a memory upgrade, install a high density drive, install a Happy or US Doubler, add a hard disk, add a 16 Mhz 68000 to your ST, install a 68030 board, or even break down and buy that complex program you have been dying to run on your computer. You have all winter long to enjoy your Atari, so make the most of it! Your Atari and our loyal third-party vendors will appreciate your generosity.

Meetings have resumed and turnout is always robust. Our first project of the year will be to upgrade the memory of our clubs' 520ST. If anyone is willing to volunteer to try it, and if you're qualified, the burden will be on your shoulders. The club will pay for the upgrade and maybe we can all watch your handiwork at one of the meetings!

Not all SIMM's are created equal! I found out the hard way. I upgraded my STe to 4 megs recently, but not without some disappointing experiences. The first quad arrived and I immediately installed them. After running every system_info test I had, the report showed only 1 meg was installed. A second batch came and still the same 1 meg. Doug, at Rising Star Computers, sent me four more, but from a different manufacturer. Presto, FOUR MEGS!

Our AIM's have been arriving, well, rather slowly this summer, but no one is complaining. Receiving any kind of information about Atari computers is welcome at our home. There are no vendors in Duluth/Superior carrying any kind of Atari magazines. That's really too bad. AtariUser is still coming regularly, and we have sent them a check for their job well done.

R.A.C.E.

Welcome to yet another issue of AIM. Well I don't have much to say about club activities, but hopefully Eric will add some to this letter.

My name is Robert Yates and I am the Sysop of our BBS. In this month's letter I want to talk about the BBS and point out some of its features. The BBS software I am running is Michtron's BBS 3.0. I selected this software because of its ease of use and very simple set-up procedures.

For those of you who have no modems, take heart, the club has two modems with RS-232 cable and software to lend to you. Call Eric Schofield at 851-5134 for more information about the modems.

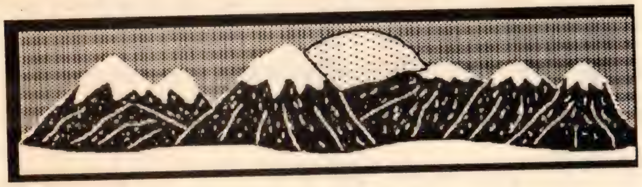
The BBS is called the Galaxy BBS. When I first considered starting a BBS, I asked Club members what features they wanted or expected from a BBS. The two most asked for features

We had three great disks to give away to members at the meeting including 2 from AIM (July and August) and of course the disk that I made up. We also had the Atari User magazine for August to distribute. That's about $15 to $25 worth of software and magazines at this meeting alone. If you wern't there then it is your loss.

Lee Benjamin gave a nice demo of the new control panel from Atari - mainly for the STE and TT but also usable on the 520 and 1040ST line of computers. Lots of nice features and the ability to configure which modules that you want to load to save memory.

There will be NO computer meeting in October because of the show so don't forget - just be sure to come to the show and see us or better yet bring your computer and join in the fun.

Until next time, hope to see you at the show.



The Prez Sez by Rick Reaser

Blank disks are in!! We put in a mass order for blank disks for the club and they are now in. 5 1/4 inch disks are available for 25 cents each, while 3 1/2 inch disks are available for 35 cents each. Pick up yours at the meeting or give me a call. We bought 100 5 1/4 disks and 500 3 1/5 inch disks. Thanks to Sam Cherry for doing all the leg work. We can order more if we run out.

For our modemless friends, the club has a loaner Hayes 300 baud modem with cables that you can check out. We are also buying one of those Atari SX-212 modems that is on sale through Damark. the SX-212 can connect directly to both 8-bit and ST computers. If you don't have a modem and are low on cash, this is the modem for you. You can order one from: Damark Industries, Inc., 7101 Winnetka Avenue, North, P.O. Box 29900, Minneapolis, MN 55429-0900. Request item number B-476-181504. You can also order by phone with a credit card (AMEX, MC, VISA, DISC) by calling 1-800-729-9000. The price is $19.99 + $5.50 S/H. Go for it. If you are unsure as to whether you need telecommunications, check out the loaner modem.

Speaking of telecommunications, our new BBS home is Wildcat Orphanage (392-6631.) Other local BBSs that support Atari computers are Chris Smith's Last Castle (390-9837) and Bruce Faulkner's Board (574-7406).

Here is the list of the people in P3ACE that are on GEnie along with their GEnie mail addresses.

Matt Allard	M.ALLARD4
Sam Cherry	S.CHERRY4
Ed Fletcher	FLETCH
Fred Koch	F.KOCH
Dave Koster	D.KOSTER
Roger Meston	R.MESTON1
Michael Miller	M.MILLER4
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Rick Mount	R.MOUNT
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Terry Quinn	T.QUINN1
Rick Reaser	R.REASERJR1
John Sandgren	J.SANDGREN
Robert Sandlin	R.SANDLIN1
Tom Scanlan	T.J.SCANLAN
Jerry Sundee	J.D.SUNDEE
Kim Swift	K.SWIFT
Jeff Traczyk	J.TRACZYK1

(Dave Koster is still technically a member of our club even though he moved to Ohio. Drop him a line sometime.)

Hopefully, this list will allow some of us to communicate more via E-mail on GEnie. Remember that you get all the E-mail you can stand as a part of the $4.95 monthly fee on GEnie.

For those of you not on GEnie, it is the place to be in terms of "pay" telecommunications services. It's a local number, so there are no toll charges as well. To join GEnie call 1-800-638-8369 on your modem, half duplex. When connected, type "HHH." At the "U#=" prompt, type "SIGNUP" and press return. Follow the instructions and have your credit card or checking account number ready. Hope to see the E-mail flying on GEnie. There are already quite a number of us that past hot info on GEnie.

We now have the AIM 8-bit Disks of the Month in our possession. There are available for 50 cents apiece at the 8-bit SIG or give us a call if you can't make it to a meeting.

We also get AtariUser Magazine. They are available free at the SIG meetings. Back issues are also available.

The August 8-bit SIG was a complete demo of archiving programs. Some members have had problems with all this. Rick Reaser demoed Bob Puff's SuperARC and UNARC as well as Disk Commander. Rick also showed the "View" facility available on Ed Bachman's WEDGE for SpartaDOS 3.2. All these shareware programs are were E-mail and Z-modem. At the present time Z-modem protocol is not supported by Michtron BBS 3.0. But E-mail and F-mail are available and are a part of the BBS.

E-mail is private mail sent to another user and this mail can only be read by the person the mail is sent to. F-mail is like E-mail but you can send another user a file instead of a message.

Other features of the BBS include X-modem, Y-modem, Y-modem Batch and ASCII file transfer protocols. These protocols will help you to upload and download file to or from the BBS.

There are 14 accessible sigs to all RACE members. Some of the sigs include: Atari online—this sig contains on-line electronic magazines such as ST-Report, Z-Net and Lamp from GEnie; RACE members only—this sig will contain the newest public domain programs out for the Atari ST; IBM emulation—this sig contains programs and GIFs from the world of the IBMs; MAC/Spectre\GCR—this sig contains programs for the MacIntosh computers; and 9 other sigs for the Atari ST and one sig for the Atari 8-bit computers.

The BBS is up and running 24 hours a day. Remember gang, this BBS is yours to use and enjoy! Give it a call and tell me what you think of it or suggestions for improvement.

The next 2 months meetings are as follows: September 24 and October 22. These meetings will be at the Richard B. Harrison Library starting at 7p.m. as usual. If you have any questions, please don't hesitate to call the officers. See ya at the next meeting gang!

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

Suburban Chicago Atarians News for October 1991

The general meeting of SCAT has been changed to the First Saturday of the month. This change has been in effect since the September meeting. The next club meeting is on the 5th of October.

The Demo planned for October is to connect a Hewlett Packard Deskjet 500 and a IIP to an Atari ST. We then plan to put the printers thru their paces. We as a club have had demo's for about the last six month of everything possible dealing with productivity programs and hardware. This demo because of hardware required will be the "mother" of all Demo's. Please plan to attend.

By the Way. The November meeting is nominations of officers for 1992. The election and Christmas party will be in December.

San Diego
Atari
Computer
Enthusiasts

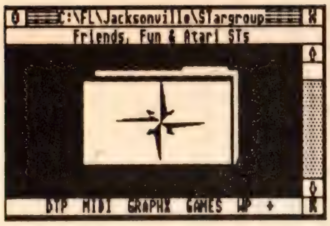
It's August as I write this and we just completed another highly successful Atari Swapmeet. We had quite a turnout, with a great many transactions going on. There was a lot of software and hardware exchanged which had previously been gathering much dust on people's shelves.

We recently have been priviledged to get an excellent group of demonstrations including a a demonstration of a true multitasking environment called MULTIGEM, demonstrated by Richard Betson of RIMIK Software.

We also saw a prototype Turbo-25MHZ accelerator board by FAST Technology. This board will probably never be anything other than an oddity, but it shows what can be done if a developer really puts his mind to it. Now if we could only get these guys to talk to each other...

On August 19th we will see the new Gadget's by Small SST board. Former SDACE president Mark Booth will be demonstrating this new accelerator at our regular monthly meeting. This should be a good prelude to the upcoming Glendale, California Atari Show in September.

For future meetings, we anticipate a MIDI presentation, probably more products from RIMIK, and maybe another foray into Desktop Publishing. Hope to see you at an upcoming meeting.



The STargroup is a computer club specifically for helping members use their Atari STs. Now is the perfect time since our yearly dues are only $15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of Lharced public domain and shareware programs for your Atari and extra time on the STargroup BBS, the Bandersnatch (904) 642-7682.

The late breaking Atari news here in Northeast Florida is that we have just discovered a new local user group called F.A.C.E.(First Coast Atari Computer Enthusiasts). We have already met with them and decided that our clubs should have a joint meeting roughly once each month. They have a lot of interesting ideas and we are really looking forward to combined efforts. Keep watching this space for a list of meeting dates!

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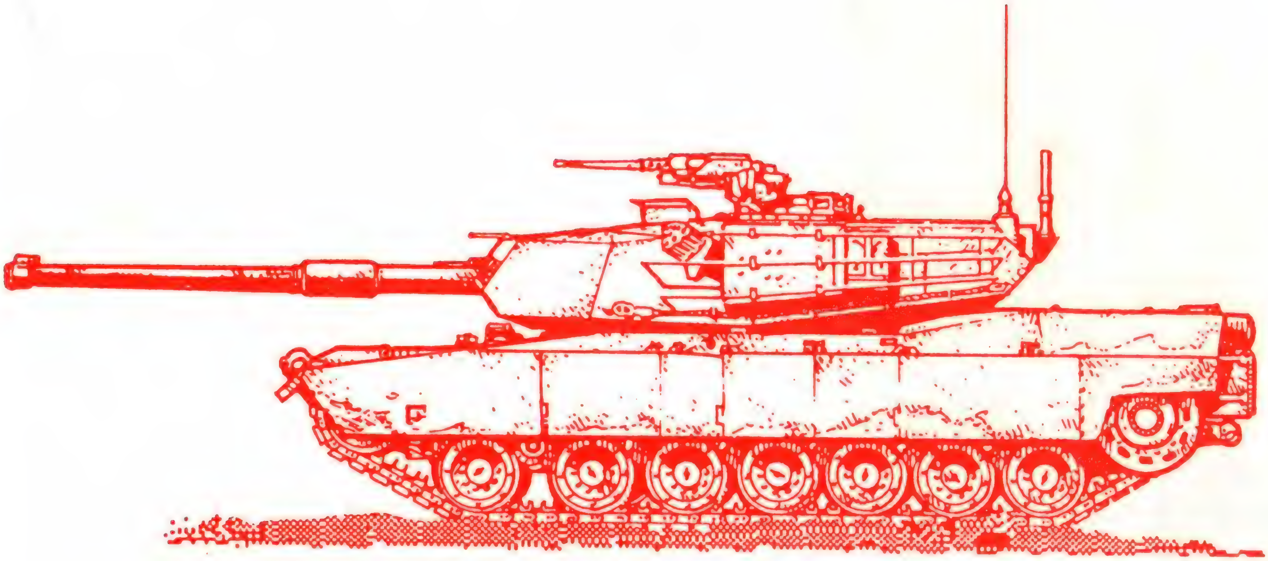


In real life, a Soviet T-72 battle tank is *not* going to wait its turn before blasting you!

Thus, "realtime" wargames like Team Yankee have been attempted, with the action proceeding non-stop and all the various elements moving and firing all at once. The main problem with this kind of wargame is, again, how to control so many different elements all at the same time.

Team Yankee partially solves the problem by breaking the 16 vehicle unit down into four squads. You move, aim and fire for each squad as if each was a single tank. This reduces the actual number of elements under your control to four, which is a lot more managable but still quite demanding.

The game can be played from floppy disks or can be installed on a hard drive. The "copy protection" consists of having to identify three of the armored vehicles from the game, using sillhouettes contained in the game manual.

Playing Team Yankee

There are five scenarios in the game, corresponding with battles in the book. Each scenario must be won before you can proceed to the next, which means you can't skip one that may be giving you trouble and come back to it later. After completing the set of five battles, you're advanced in rank and can play through the set again, each time with harder difficulty levels.

Each scenario starts out with an overview map and a notebook giving details of the battle and its objectives. You can call for artillery support at this time and set the time for each barrage.

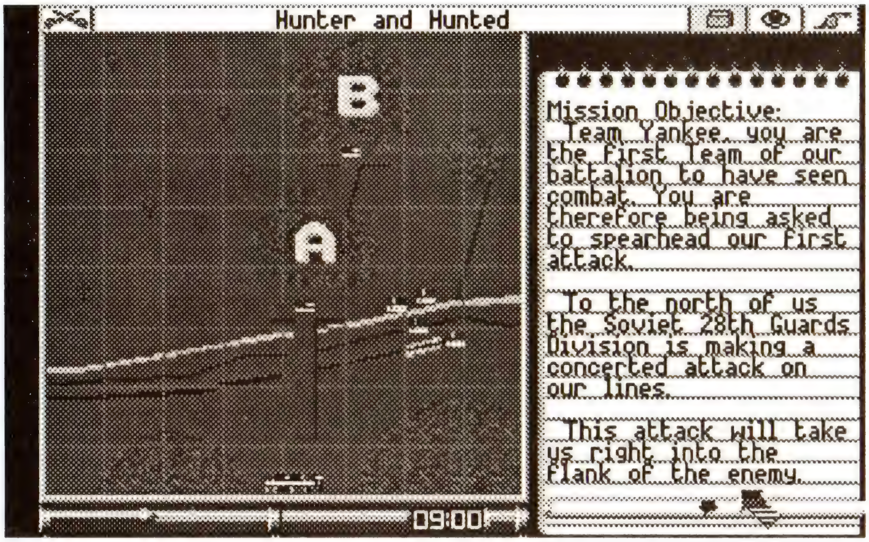
The main screen of the game can display either one unit at a time, or a "quadrant mode" which shows all four units at once. The display for each unit can be an overhead map view of the unit, a status display of the damage a unit has taken, or a 3-D "cockpit" view showing the battlefield in front of the unit's turrets.

Drawback in Viewing

Unfortunately, the quadrant view, while interesting, is almost useless during gameplay. To be fair to the game, the main cause of the problem is the relatively poor graphics resolution of the Atari ST. Even in low resolution, there just aren't enough colors or pixels available to really be able to make out the enemy tanks at almost any distance beyond point-blank.

In any kind of warfare, sighting of the enemy, ranging and aiming are all important. Thus the development of camouflaged, low-profile vehicles, and even Stealth technology. It's only natural that "finding the enemy" is an important part of any combat simulation.

But, while you're peering myopically at the screen and trying to decide whether that jumble of green pixels is a tank or a bush (and then whether the tank is a friend or foe), the Soviet commander (the ST) has no similar problems at all. Your entire command can be blasted out



Mission Objective:
Team Yankee, you are the first team of our battalion to have seen combat. You are therefore being asked to spearhead our first attack.

To the north of us the Soviet 28th Guards Division is making a concerted attack on our lines.

This attack will take us right into the flank of the enemy.

from under you while you're still swinging your turrets around trying to find the enemy (and that's at the *easy* levels!).

The other drawback of the quadrant mode is that there are several controls which are just not available on that screen. You have to go into full screen mode to make use of the smoke generator, laser rangefinder, telescopic zoom and infrared viewer. I found myself using full screen mode exculsively, once I got into the game, switching between the different squads when needed.

Even in full screen mode, and with the telescopic "zoom" engaged, it's still very difficult to make out the enemy at a distance. The lifesaver here is the infrared viewer. Just as on a real battlefield, the Allied forces have an advantage through their technical superiority. Since the engines in a tank put out a lot of heat, infrared sensors will pick them up as very bright objects compared to the surrounding terrain.

Viewing by Infrared

At times (most of the time, really) the infrared viewer will be the only way to see the enemy at a distance. Unfortunately, the infrared has some drawbacks too. It completely blanks the screen, displaying in green on black only those objects which put out heat. Thus you can no longer see roadways, rivers, buildings or anything else that's relatively cool.

Also, it's *extremely* difficult (even moreso than with the direct view) to tell whether a tank is an enemy vehicle or a member of a friendly unit when using infrared. Your shots are just as deadly against friends as against foes, and it's not nice to kill the other members of your team.

Other annoying quirks include problems with the "loading" of the tanks' guns. In an effort to maintain realism, there is a delay built into the game to simulate the time it takes to actually load a shell into the main gun. I have no problem with that at all.

What's extremely annoying (and possibly a bug in the program) is that every time you switch to the map screen and back again, you have to wait for your guns to load, even if they were loaded when you went to the map.

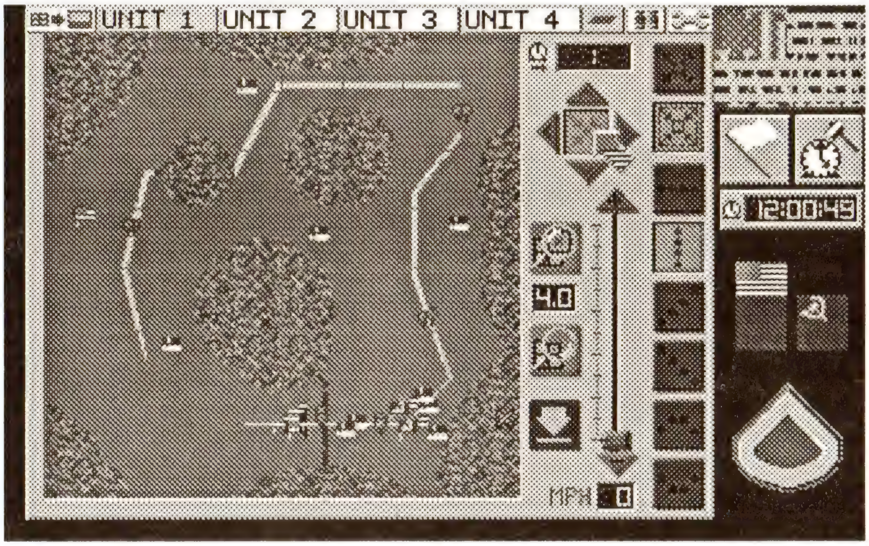
One unit is made up of Bradley Fighting Vehicles which only have machine guns for weapons, and armored personel carriers with TOW missile launchers which take much longer to load than main cannons. It's aggravating to come out of map mode and have to wait as your missiles are loading *again*, while Soviet tanks are taking potshots and you're sitting there completely unarmed and helpless.

Perhaps the worst flaw in the game, however, is that there is no way to steer your tanks. Let me repeat that, in case it seems a little unbelievable. There is *no way* to steer or control your tanks from the main view screen. You can rotate your turret 360 degrees, fire the guns, choose different weapons, but you cannot control the movement of your tank *at all*.

Lack of Movement Control

All movement is commanded from the map screen, in much the same manner as the "boardgame" wargames. You set a destination and ground speed, and the tank takes a straight path from where it is now to the destination. Only one destination can be set, so you can't program a path for it to follow, whether it be to follow a road, or bypass a woods, whatever. You always go in straight lines from here to there.

If you want to alter the speed or direction of your tank, you have to leave the main 3D viewscreen (sort of like closing your eyes during a battle, with Soviet tanks blasting away around you) and go to the map



screen. There you can set a new destination point and speed. You can't just turn your tank to face an enemy as you would in a real battle, to present the smallest profile and the heaviest armor to the ememy guns, you have to set a "destination."

If you suddenly spot a line of Soviet BTRs coming out from behind a group of trees, you have to go to the map screen to slow down or stop, giving them a perfect opportunity to blow most of your unit away while you're clicking on icons. Worst of all, you may have to watch targets disappear from view as your tank goes careening on its pre-programmed path before you can do anything about it.

It's hard enough to find the enemy in the first place, much less trying to reverse course to find them again.

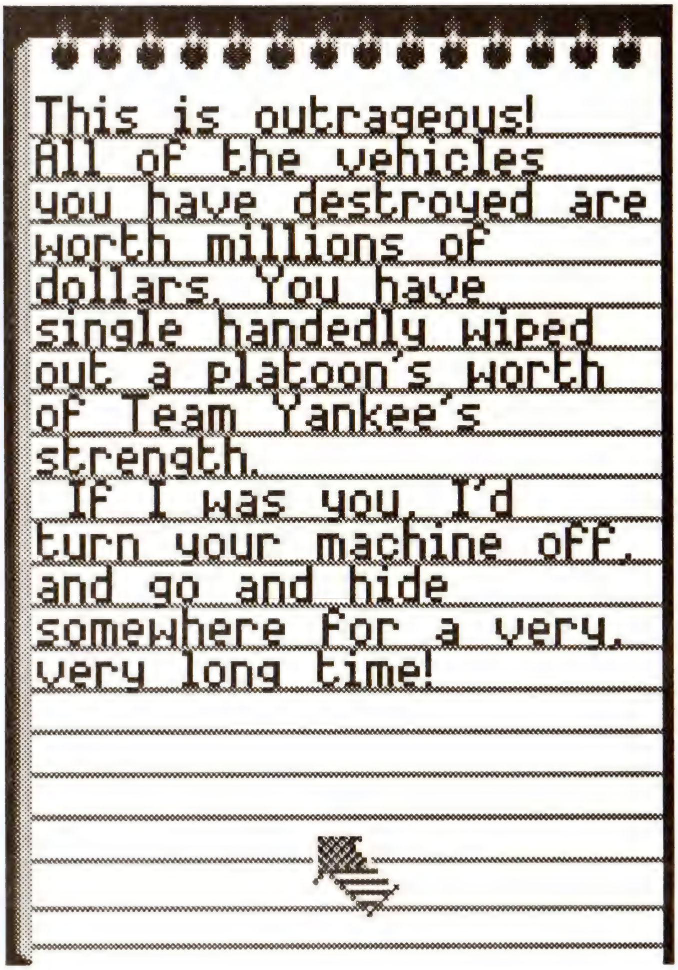
This particular method of movement control can also be very annoying when you're carrying out "search and destroy" missions in wooded areas. In the first scenario, the mission objective is to destroy enemy resistance around one wooded point, then proceed to occupy and hold a hill just beyond.

Can't Win for Losing!

I felt I'd met those conditions when I had a tank unit stationed on the hill and was roaming freely around the first objective unopposed. My second tank unit was driving around the woods like it was on parade in Red Square, just asking for the few remaining Russian tanks to attack it, and still the game told me I'd lost the battle because I hadn't wiped out *every* Soviet unit.

The next time I played the scenario, I ended up searching the nearby village building by building, then slowly creeping along the pathways in the woods looking for the last few enemy tanks hiding in there.

Instead of simply driving my tanks along the paths, it became a frustrating matter of going to the map screen, placing my "destination" a dozen yards or so in what I hoped was the right direction, then quickly returning to the 3D view so I could scan the area for the enemy before my tank stopped at its "destination" and I had to repeat the routine (all the time waiting for my guns to reload after switching to the map screen).



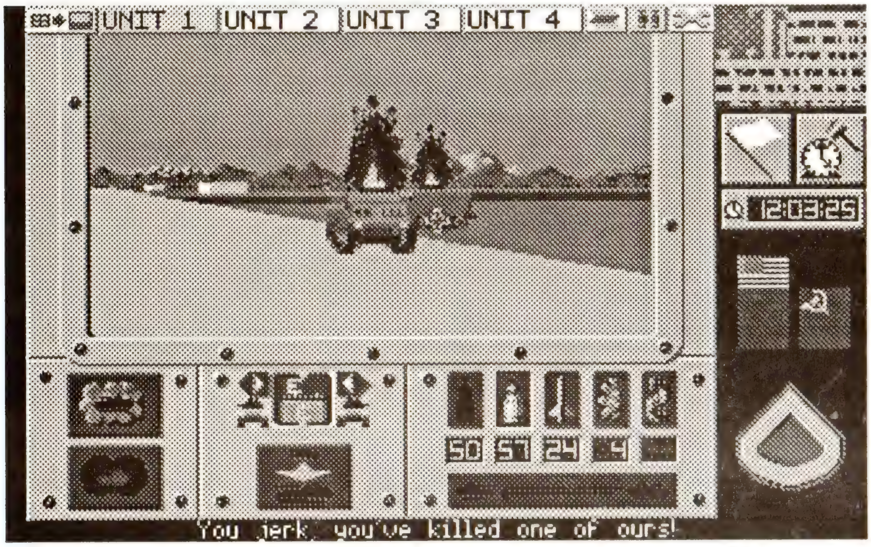
This is outrageous!
All of the vehicles
you have destroyed are
worth millions of
dollars. You have
single handedly wiped
out a platoon's worth
of Team Yankee's
strength.
If I was you, I'd
turn your machine off,
and go and hide
somewhere for a very,
very long time!

I found two of the remaining tanks that way, and was creeping along through the second woods when the game again told me I'd lost the battle because I took too long. Aaarghh..!

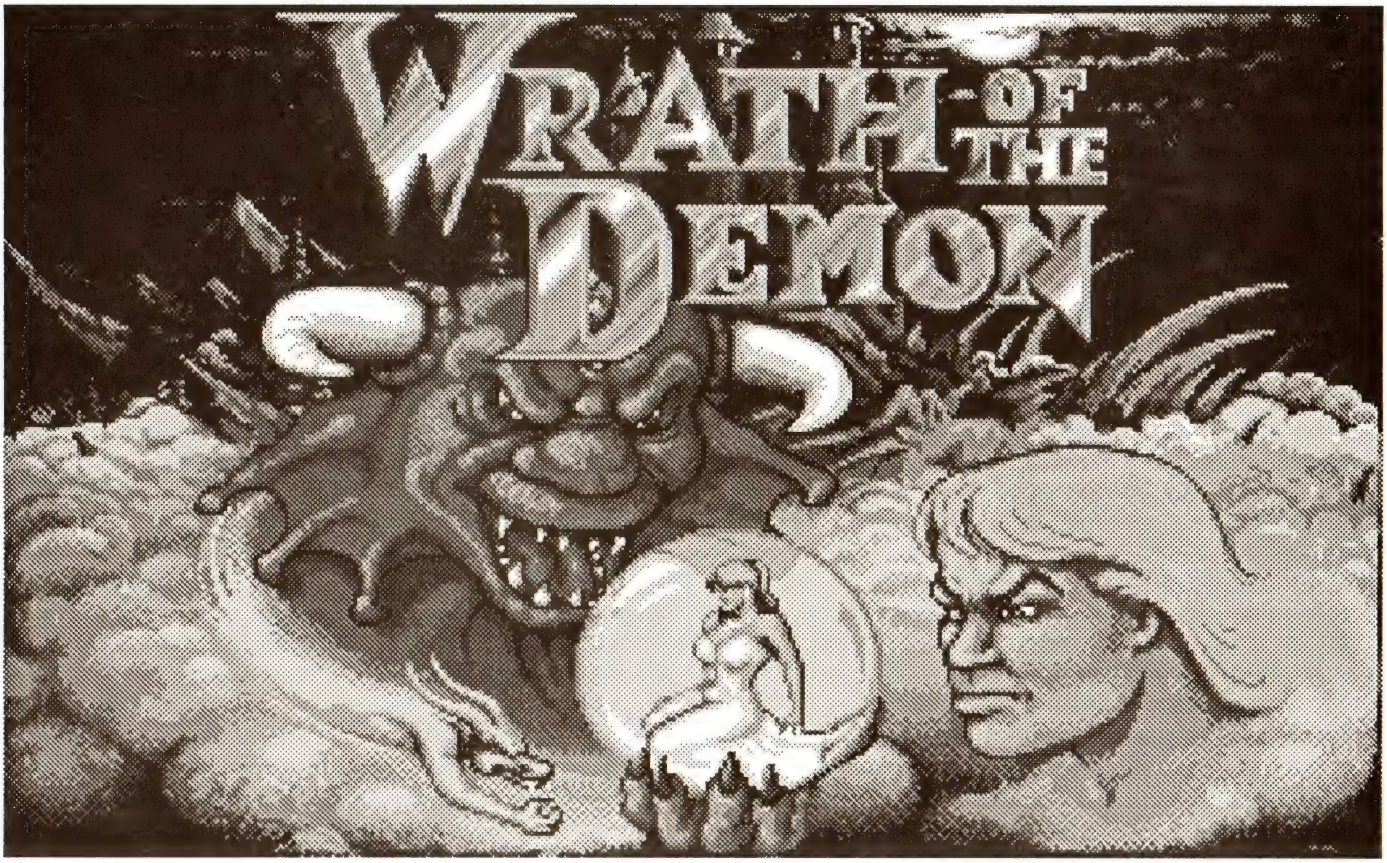
I suppose it sounds like I didn't like "Team Yankee" very much, which really isn't true. I did like it, but it's one of those games which could have been a *lot* better. With better movement controls, and a few of the little quirks fixed, it would be a very good tank combat simulation, especially with its ties to the "Team Yankee" book.

The game really has a good "flavor" to it, with very good graphics and sound, and a *very* nice opening animation. If it wasn't for those "rough spots." I'd be able to recommend it without hesitation.

If you can live with some quirkiness, and the awkward movement, Team Yankee is worth a try. If you haven't already done so, get the book and read it, then see if you can match the exploits of Team Yankee's Captain Bannon.



You jerk, you've killed one of ours!



Bill & Pattie Rayl

The dread Wizard Anthrax has released upon your quiet kingdom a horrible Demon in an attempt to take over the throne. The King has called upon you to save the realm, and even promises to give his daughter's hand in marriage should you succeed in killing these evil creatures. You and your horse are highly motivated!

Action!

Yes, that's right, your horse is in this with you, for awhile anyway. In the first phase of this game, you and your horse attempt to get through the gauntlet of obstacles and flying creatures as you race off to save the world from the clutches of evil.

The horse has to jump over rock piles, snakes coiled in the road, crates, rocks, skeletons and more. Meanwhile, you have to punch out flying bat-like creatures and try to pick up all the potions you can (you'll need them for the remainder of the game!) Whew! It's quite a challenge hanging off your horse and grabbing potions off the ground while keeping an eye out for nasties. And this is only the first scene. There are lots more, and they are all challenging.

Next on the Agenda!

Once you succeed in getting through this gauntlet (hopefully with your maximum of three each of shield, zap and healing potions), you're off to fight goblins in the woods. Goblins are not very nice creatures, and the two you meet here are no exception. While one of the goblins advances on you with axe drawn, the other stands back and throws rocks and knives at you.

Using your sword, you attack the advancing goblin...while dodging and ducking the knives and other projectiles being hurled by goblin #2. If the goblins kill you, the one with the axe gets *real* happy. It's worth dying once or twice just to make him happy...but only once or twice.

This is where your faithful "Hiho, Silver!" horse deserts the cause. That's right! You beat back a goblin double-team, only to find that you have to hoof it on foot from now on. And to make matters worse, you walk right into a dragon's lair.

More Fun in Store!

Now, this is one of the strangest dragons you're ever gonna meet. (Well, actually you've got 120 different monsters to encounter in Wrath of the Demon, so it's a little early to make an observation like that!) This dragon, though, sure can kick-box! This bugger is tough (but not frustratingly so) and his big feet make him hard to get close to. Once you defeat him, he shrinks down to about "mouse-size" and runs away. Great stuff!

The next level starts in a large underground cave with stalagtites, gory markers and lots of bouncing, crawling and flying nasties! In all, there are 600 individual screens in Wrath of the Demon. This is one game you'll be playing for awhile! Thank goodness there's a Save Game feature.

Great Graphics

When you first boot Wrath of the Demon, the whole first disk (there are four disks) is devoted to a rather nice animation that sets the stage. The graphics in the animation are very good. In fact, Wrath of the Demon is a graphics junkie's dream come true. The game has 3.5 megabytes of graphics data in it!

The animation feel is carried over to the actual gameplay, as are the excellent graphics. When you're galloping through the gauntlet, the clouds, fields and mountains in the background all give a very nice perspective of movement.

Even the weeds in the foreground move, and at a different rate from the grassy fields in the background.

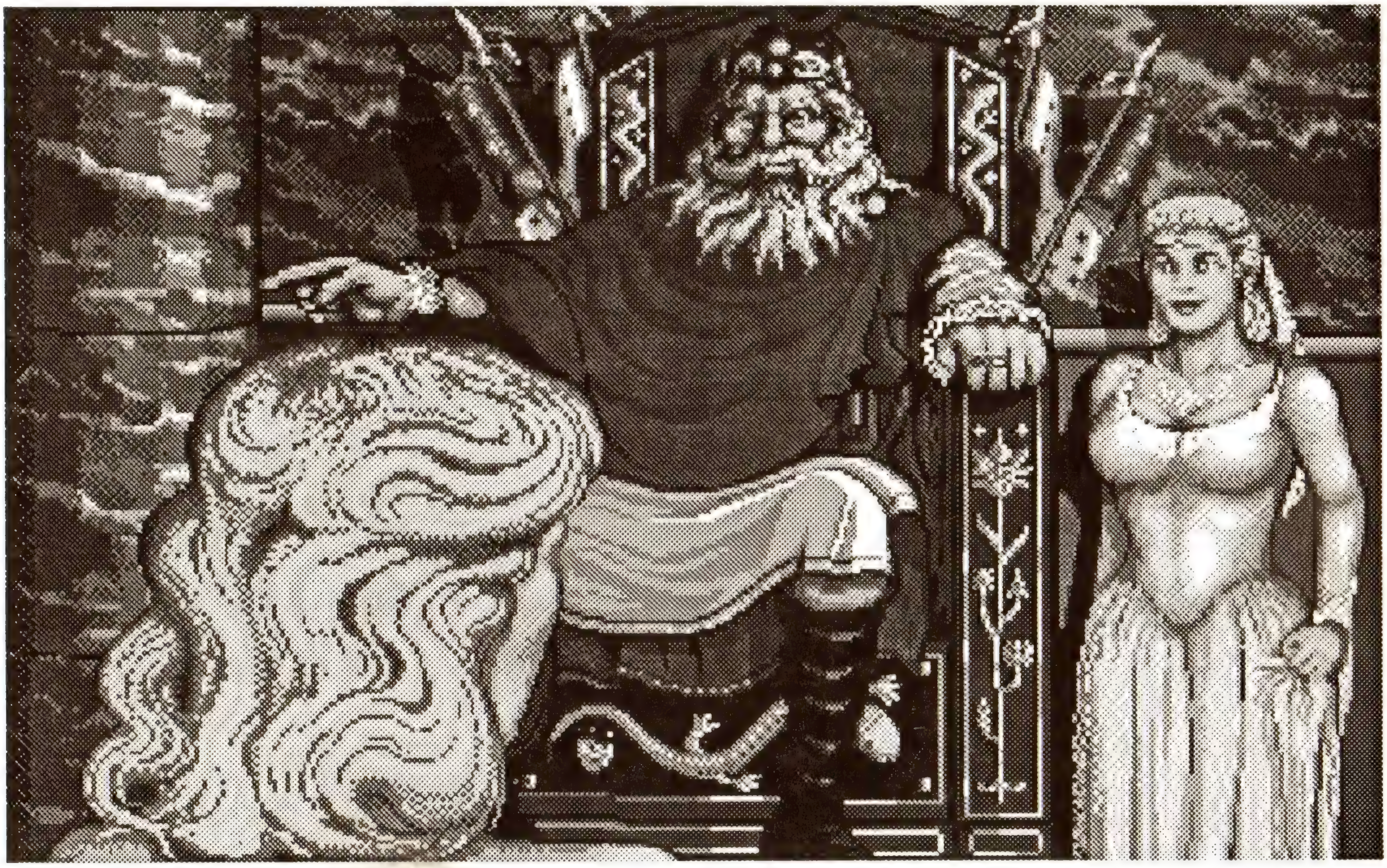
For all the gaming pros out there who keep up on the terminology, this is called "smooth parallax scrolling." Other games, like StarRay, have used this form of scrolling to great advantage, but Wrath of the Demon gets our vote for the best use of smooth parallax scrolling yet. Scenes like the one when fighting the goblins are perfect for this type of scrolling.

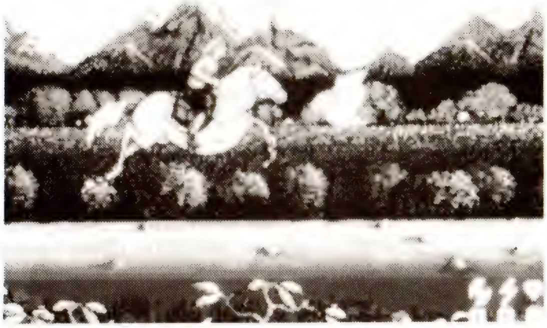
When battling the goblins in a forest clearing, clouds roll across the sky and in front of the moon, and the background scene actually seems to be alive with its own movement. The feeling you get is one of a real, living world that you're in, not a flat, dimensionless backdrop. This adds a tremendous amount of realism to the game.

Strategies

The type of strategy you use in Wrath of the Demon varies from level to level, as does the motion. You have to adapt to new and different situations. In this way, the game doesn't become "the same old thing" from scene to scene.

The first scene features a bit more "stunt" work—jumping obstacles and grabbing things from the ground while at full gallop. The second and third scenes are more the traditional "hack-n-slash," with a touch of karate. The underground cave scene requires a bit more thought and reflexes to get past bouncing nasties, spikes shooting up from the floor and other barriers.





General Notes

Wrath of the Demon was first released on the Amiga, and has since been ported to the ST, IBM, and Commodore 64/128 machines.

Whenever a game is ported from the Amiga to the ST, something almost always seems to get lost in the translation. Not with Wrath of the Demon. The team that ported the game to the ST—Ralf and Ulrich Doewich of CyberCube (makers of the CyReL color boards for the ST)—did an outstanding job on this game.

The 12-page manual that accompanies the game includes a two-page story to get you in the mood and a short list of game hints. The manual—and the outside of the game box—points out that single-sided drive owners will not be able to play as many scenes as double-sided drive owners.

Users who have two floppy drives can use both drives, bypassing some of the "Insert Next Disk" blues that usually accompany multiple disk games.

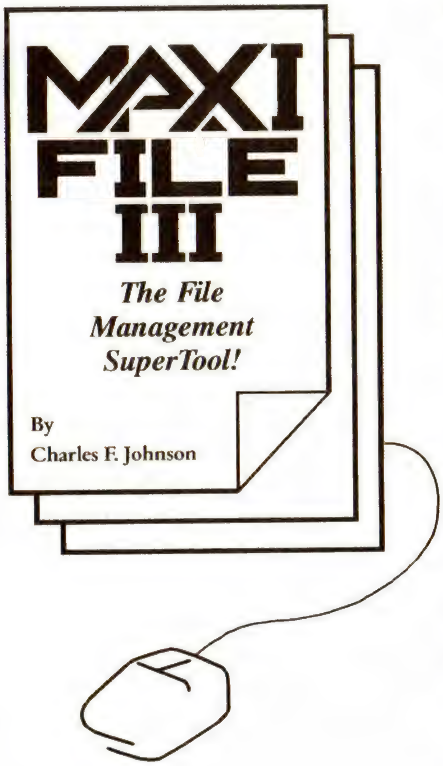
The Save Game feature of Wrath of the Demon lets you have more than one backup, so you can save the game at different locations. Later, you can go back and load any of these saved positions. One interesting thing about the save feature is that you don't need to format a disk prior to using it as a Save disk! Just stick the disk in the drive and Wrath of the Demon does its thing.

Thumbs Up!

This is a fun game—a little more than a "shoot-'em-up," but not as mind-bending as Dungeon Master. The game is challenging enough to keep your interest, but not so tough as to make you frustrated and put it on the shelf. The graphics are excellent and the music (nine different digitized sound tracks) compliments gameplay rather than distracts from it.

Wrath of the Demon is one of those games that has a little something for everyone, and it does everything well with no compromises. Whether you're into action games, arcade games, games with fighting/karate themes or hack-n-slash fantasies, Wrath of the Demon delivers something for fans of all these game types and more.

ReadySoft has a winner in Wrath of the Demon.



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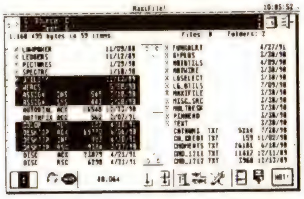

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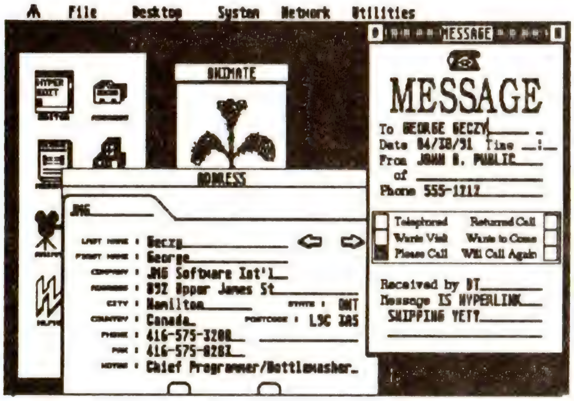
File
Desktop
System
Network
Utilities
MESSAGE
ANIMATE
ADDRESS
Telephoned
Returned Call
Wants Visit
Wants to Come
Please Call
Will Call Again

MESSAGE
To GEORGE GECZY
Date 04/30/91 Time
From JOHN Q. PUBLIC
of
Phone 555-1212
☐ Telephoned ☐ Returned Call
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Received by DT
Message IS HYPERLINK SHIPPING YET?

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FIRST NAME : George
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COUNTRY : Canada POSTCODE : L9C 3A5
PHONE : 416-575-3201
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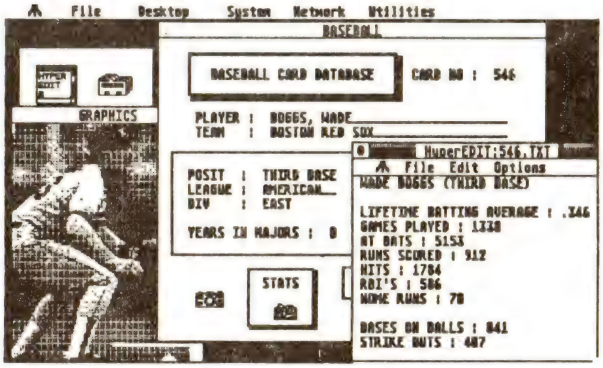
SYSTEM REQUIREMENTS :

- * ST/STE/MEGA STE/TT
- * Requires 1 Meg RAM
- * Color or Mono Monitor
- * Hard Drive Recommended
- * Comes on 2 DS Diskettes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BASEBALL
GRAPHICS
STATS
HyperEDIT:546.TXT
File
Edit
Options

BASEBALL CARD DATABASE CARD NO : 546
PLAYER : BOGGS, WADE
TEAM : BOSTON RED SOX
POSIT : THIRD BASE
LEAGUE : AMERICAN
DIV : EAST
YEARS IN MAJORS : 8

WADE BOGGS (THIRD BASE)

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AT BATS : 5153
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Fixed Before It Was Broken! Thanx, Dave!

Mike Olin (WAUG)

I've always had a lot of respect for David Small, but recently he was elevated to the level of Grand Poobah Wizard of the Double-Sided Drive for repairing my disk drive problems before either one of us even knew anything was broken.

That Dave! What a Guy!

Here's what happened: recently, I was elected ST Disk Librarian of the Washtenaw Atari Users' Group in Ann Arbor, MI. I spent a great deal of time during my first month re-cataloging the contents of the library, something I'm sure every new librarian inevitably ends up doing.

After the re-cataloging, I managed to put together five new disks for the August meeting. Compiling the disks was simple enough, but then came the task of making saleable copies. Fortunately, the club had seen fit to allow me the use of a disk drive for this very purpose so I wouldn't have to put wear and tear on my own precious mechanism.

Using ProCopy I read from my drive and, with the multiple copy option, created three copies of each disk on the club drive. This worked beautifully, as you might expect. For about one minute...

Disk Blues

The first copy seemed to go OK. Then ProCopy prompted me to insert the next disk and hit <RETURN>. Hmmm. I thought I had closed the write protect tab on all the disks, yet ProCopy said the disk was write protected. But it wasn't!

Reinsert disk, hit <RETURN>. No go. Trying another disk, I got the same results.

However, I found that if I hit <RETURN> *twice* (before the drive light went out), ProCopy would "see" the disk as write-enabled and proceeded to produce the second disk. Same thing for the third copy. Far be it from me to argue with a disk drive at 1am. It worked and I had a lot more work to do.

Trouble!

Alas, all was *not* well. Although ProCopy *said* everything was fine, the disks turned out to be unreadable at the desktop. Opening a directory window caused a string of garbage to appear within it, and there was a 50-50 probability that the computer would lock up once this happened.

At this point, I assumed the club drive was probably in need of alignment or some such repair. So, out of expediency, I chose to go ahead and do the work using my own drive after all.

Square Electrons?

But now even my own drive would not write successfully! It seemed that just having the club drive plugged in, even though it was turned off, was a problem. Sorta like working with square electrons, or something. So I separated the club drive entirely from my computer and started all over again.

No go. My very own, never-had-a-problem drive wouldn't work with *any* version of ProCopy. Period. Zip. Nada. Out of desperation, I started tinkering with my AUTO folder programs and ACCs, but still no luck.

I switched off my ICD AdSpeed thinking it might be giving ProCopy a headache, but this didn't help either. (Note, ProCopy *does* have a problem with 16Mhz speedups, but that's another topic and not related to this story.)

Even More Trouble!

I even broke out my drive head cleaning disk hoping maybe this would help...and I switched to Double Click's DC-Format, grasping at straws.

Finally, I had some success. Disks displayed their contents properly at the desktop, and programs ran as I expected. Whew! I finished the job and went to bed, secure in the knowledge that I'd have good disks to sell at the club meeting (now barely more than 12 hours away).

Surprise! Most of my "good" disks would not work in the 1040 STe machine we were using at the meeting that night. Attempts to demonstrate the programs were met with sudden re-boots or total lockups. My poor computer was sick!

To the Rescue!

Fortunately for me, there is an Atari sales/service center within driving distance. (Atari being Atari these days, I know many of you probably won't believe this...but that's yet another story.)

After explaining the problem to the technician, he proceeded to run diagnostics on my ailing machine, forcing it to do all sorts of gymnastics. And, wouldn't you know, it passed with flying colors!

Atari's diagnostic cartridge said

there was nothing wrong! So, scratching my head, I went home pondering the possibility that square electrons really do exist.

Probably only in *my* house. You see, once I got the machine set up again, my drive would not write a legible disk that it could read from the desktop! Writing to a known good disk was instant death to the files already on it.

The Culprit Found!

Well, gang, it turns out that the Atari disk drive daisy chain isn't "terminated" all that well. Given the open and unterminated lines, it seems the drives and cables are subject to all sorts of interference and "ringback."

My monitor (Atari SM124) was sitting there pumping out "noise" just as fast as my disk drive could eat it, with or without the second drive plugged in. Due to space constraints, my monitor sits on a tilting base very close to the back of the computer. So why didn't I have trouble with this before now? I've had this desk arrangement for over 8 months.

Dave to the Rescue

Enter David Small. (Take a bow, Dave!) It seems Dave knows a lot more about noise and interference than Atari, and he managed to build line termination into the Spectre GCR cartridge.

Previously, I had kept my GCR plugged into my computer at all times. (Any light bulbs going on out there???) When I had installed the club's external drive, I had simply unplugged the cable from the GCR and used it to attach the drive. Goodbye line termination, hello line noise!

And, it just happened that the extra long cable which came with the GCR had coiled up under my monitor stand, which put it in even closer proximity to the monitor and made the entire system susceptible to interference. It was the feedback along this cable that caused my own internal drive to also act up.

By simply reconnecting the GCR to the drive cable, I had working internal *and* external drives!

Footnote

Here's a tip for anyone who might be having unexplainable problems with their disk drives—before you drive yourself crazy making trips to a repair center, try relocating your monitor further from your other components. Or, buy a Spectre GCR.

Another thing to take into account is that the Tramiels must be getting tired of shooting themselves in the foot every day and they're probably gonna shoot at yours sometime if you let them! So, buy a GCR anyway.

Thanx again, Dave!

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A Dealer's View of AEGIS

Mike Drysdale

On August 5 & 6, Atari held its AEGIS Dealer Symposium at the Wyndham Gardens hotel in Sunnyvale, CA. Attending were about 23 dealers (one-third MIDI music dealers) and developers. (For a complete list of who was there, see Bob Brodie's posts on GEnie.)

This was an event of multiple opportunities—training of dealers in Atari hardware and software, exposure of computer stores to MIDI/music stores and vice versa, meeting Atari employees. All of this in a more intimate setting than trade shows like Comdex.

What really happened is Atari introduced its *AEGIS Strategic Partner* program for dealers and the Professional Systems Group. What this program does is create three levels of dealers/distributors.

1. Key or AEGIS dealers and distributors who will receive preferential shipping of high-end product (TT and MEGA/STe w/hard drive) and other merchandise.
2. Distributors and smaller dealers who will receive all product, including high-end when available.
3. Non-direct resellers of Atari who buy product from level 1 or 2 dealer/distributors.

The Professional Systems Group is the banner used to sell high-end products without having the well-recognized but often misunderstood name of Atari out front.

Let us acknowledge that Atari put this AEGIS meeting on at considerable expense. The hotel's conference area was set up with 10 tables, each containing a TT with 8MB RAM, hard drive and color monitor. At the front was a TT hooked up to a LCD overhead projector for demonstrations.

On the Agenda

The first day was a series of presentations covering the AEGIS program, Atari hardware and systems software, UNIX, retail and seminar selling, and detailed discussions with Atari sales and service reps.

During and following a dinner buffet was a product expo which allowed dealers and developers to get together one-on-one.

Day two, like day one, started at 8AM with a breakfast buffet, but we then split into two groups. Computer resellers stayed at the hotel for training on products from Lexicor, Soft-Logik, Gribnif, ISD and Goldleaf.

Meanwhile, the MIDI dealers went to Cogswell College in Cupertino to learn about Steinberg/Jones, Dr. T's, C-LAB, Roland and Hybrid Arts products. All training was performed by representatives from each developer.

I went to Cogswell to expand my knowledge of music software. Wow, I learned a lot. I came away feeling that MIDI software is more complex than DTP.

We regrouped at the hotel for a barbecue and more informal chatter.

One might imagine that if you gather a bunch of dealers and developers in the same room for two days with all the executives of Atari there would be a blood bath of complaints. Well, it just didn't happen. Everyone was enthusiastic about their business or product and Atari in general. We were all there to learn more (which we did) and improve our business (which we will).

The best part was all the freebies that were handed out—so much so, that I had to pack it all up in a cardboard carton and ship it home.

Hardware Hints

On the hardware front, it was revealed that the TT motherboard has been redesigned and resubmitted to the FCC. The new board is a multilayer design and will have a 1.44MB disk drive.

It will be easy to install a 1.44 drive on existing TTs and maybe even the MEGA/STe. Should be just the addition of a chip, drive and setting a DIP switch. The OS already knows how to format a 1.44 drive.

The TT LAN port is faster than a Mac's. The TT SCSI port follows the SCSI 1 standard, not the still being hashed out SCSI 2.

Curious fact about the new SLM605 laser printer—at 10,000 pages, it shuts down until a new drum is installed. So watch that counter!

UNIX Sytem V release 4 with Motif, X Windows, TCP/IP, NFS and RFS will be available later this year. As this represents 160MB of code, it is to be released on its own hard drive for the low <grin> price of $5000.

We did not see the PAD, STylus, Panther, Jaguar or any other rumored or imagined product. Any questions about these were met with a shrug, meaning, we can't say anything because either it's not done or we only talk about what's in the warehouse. Speaking of which, I took a sidetrip there on Wednesday. The warehouse manager was kind enough to let me walk around and take a few pictures. Much of the floorspace was devoted to LYNX product.

Selling Computers

As a dealer (and for you the user), the important aspect of this meeting was understanding how Atari plans to sell their products. At worst, I would call it a shot gun selling strategy —fire away and see what you hit. Or, more intellectually, Darwinian mutations hoping to fill every market niche.

Atari is selling product in two (or three) vastly different markets. One that we've all been familiar with for a long time for games (now entertainment products) is the mass merchandise outlets. In the past, these were places like K-Mart (to name the obvious) for the 2600 through XE, and recently Electronics Boutique and the like for the LYNX.

Second, we have the traditional computer store that probably carried all the above out of brand loyalty and today sells the ST/TT lines. These stores mostly sell to the home and small business user and provide support and service. This is part of the mass market, but with support.

New on the scene, as computers become a commodity, are warehouse outlets like PACE or CompUSA that only want to carry big name brand products. Atari, Commodore, Sun and others are not part of this market.

The other market is the one you rarely see—niche markets sold to by VARs. (Definition time: VAR stands for Value Added Reseller, sometimes known as an Integrator.) These companies usually sell a solution to a problem. The solution usually involves custom software written for a particular computer. The buyer typically does not care what the hardware is as long as it solves the problem.

Atari, although not well know by the average user, sells most of its computer products by way of this market. A few examples: the 8-bit continues to dominate the teleprompter market. Most TV, cable and closed circuit studios use an 8-bit with custom software. The VAR sells such a system for something like $3000.

The ST is used in custom installations for Point of Sale, embroidery, die cutting, air traffic control, education, digital recording and many others. These STs are sold as part of a system for prices ranging from $3000 to $70,000. As you can see, there is a great deal of money to be had in this type of selling. This is the market the AEGIS program addresses.

So, we can see that Atari is split. On the one hand, we have some great mass market products, past and present, which provide high visibility. And, we have high-end VAR products which provide fewer but more profitable sales.

The buyers of the VAR products are relatively unconcerned with the brand name, so the highly visible Atari "game image" has little effect on them. Unfortunately, market perception is a problem for sales into the home and small business market. These customers don't want to buy a computer from a toy manufacturer (until they see what it can do).

So Atari, with the AEGIS program, encourages resellers to work with software houses like Goldleaf to sell solutions, not computers. Here is the bottom line—your ST is not what you think it is. It is a niche market solution. You, as an ATARI owner, are in a niche market defined as "people who understand the computer they own and are willing to go against the grain for a more powerful, versatile computer at a lower cost."

A similar niche product is the BETA video tape format. It is still sold to TV studios because it provides a better picture than other formats. It is no longer a consumer product, just try to rent or buy a movie on BETA.

Unsolicited Editorial Opinions

I can only speculate what a great program we would have if all the programming hours that went into WordUp, Microsoft Write, WordFlair and First Word had gone into *one* GDOS-based document processor. I am underwhelmed by these products.

Aside to dealers who low-ball: raise your prices, you'll only lose those customers you can't support anyhow, but you'll make more money on each sale and you will be in business longer *making money.*

Customers, if you do buy from a low-baller, you're not allowed to later wail that there's no support for your Atari when the dealer you bought from goes out of business.

Lastly, I am tired of all the Atari backbiting and rumor mongering. If the same effort were being put into informing the world of Atari's great niche products we'd be too busy making too much money to bitch.

About the Author: Mike Drysdale, the owner of Team Computers, has been selling Atari products at retail since 1985.

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USEFUL TEXTPRO MACROS

MICHAEL BENNETT

Here are descriptions of how to make some very useful macros for use with current versions of TextPro.

Macro #1: Screen Scroll

TextPro has several built-in editing features, but it does not have one for scrolling by screens. A macro can do the job easily. I defined my macro to do this using the equal sign key (or down arrow) for obvious reasons. Be sure, however, not to end the macro with a RETURN. Have another macro definition immediately after it.

Here's how to do it. Press ESC then CTRL-=. A downward pointing arrow should appear on the screen. Then press SELECT-= to begin the macro. Next press the ESC key and then the CTRL-=. The downward arrow should appear again. Do this until you have twenty-two of those arrows in a row. That ends the macro for a screen scroll. And remember to have another macro defined immediately after that twenty-second arrow.

The screen scroll macro is initiated by pressing OPTION-CTRL-=. It will move the cursor down twenty-two lines. If the cursor is at the top of the screen, it will move to the bottom without scrolling any lines. The next time you press OPTION-CTRL-=, the macro will scroll one screen, but keep the last line of the previous screen at the top of the new screen. This allows for continuity when reading from one screen to the next. I think you'll find this a better method than scrolling by lines or scrolling by paragraphs.

Macro #2: End-Of-File with Screen Off

In a long word processing session, do your eyes ever get blurry when you press CTRL-E to go to the end of the file?

Mine did, until I designed this macro to turn off the screen during the process. Here's how to design it.

Press ESC and then CTRL-E. A figure resembling a right angle should appear. Next press SELECT-= to begin the macro. Now press ESC and then SELECT-CTRL-X. This puts an inverse figure that looks like a perpendicular angle on the screen.

Next, press ESC and then CTRL-E. Finally, press ESC and then SELECT-CTRL-Z. As with the screen scroll macro, don't end this one with a RETURN. Have another macro defined after it.

When you press OPTION-E to use this macro, it will turn off the screen (SELECT-CTRL-X), do an end of file command (CTRL-E), and then turn the screen back on again (SELECT-CTRL-Z). It's a lot easier on the eyes and is a little faster than the normal CTRL-E command.

Macro #3: Blank Line Macros

This is actually two macros. Whenever I have to use blanks in text, I first put in dots (periods). And I always put the dots in in multiples of fours. For a short blank, four dots will do. For a longer blank, perhaps sixteen or even twenty-four dots might be necessary.

Once the document is completed, I use a replace macro to go to the top of the file and then go through the file replacing each set of four dots with four underline marks. Separate macros can be set up to put the dots in initially (I use OPTION-.).

However you get the dots into the document, here is how you can automatically replace them with blanks. I tied this macro to the 'c' key ('c' for change). First type the 'c' key, then SELECT-= to define the macro.

Next type SELECT-CTRL-X (turns off the screen). Now press ESC and then CTRL-H. Do this twice (same as two

CTRL-H's to get the cursor to the top of the file). Now press ESC and then CTRL-G (starts a global replace).

Next press the period key four times and press RETURN. Now press ESC and then SHIFT-- to get the underline symbol. Do this four times and press RETURN. These keystrokes do a global search and replace to change the dots to underlines.

Next press ESC and then CTRL-E to move the cursor to the end of the file and finally press SELECT-CTRL-Z. This will turn the screen back on. Do not end this macro with a RETURN or you'll get an extra RETURN symbol at the end of your file.

Writing about macros is not easy because each TP user has his or her own way of doing things. Users' needs vary, too. The three macros described in this article, however, should be useful to almost anyone who does a lot of word processing and editing using TextPro.

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Daisy-Dot III for the 8-bit

Ellen Lentz (ACCT)

Daisy-Dot III is the third version of a printing program written by Roy Goldman.

The purpose of the program is to produce a typeset quality document, similar to NLQ (near letter quality), but with the added advantage of being able to use an unlimited number of public domain NLQ proportional fonts of many different sizes.

Daisy-Dot III controls all formatting, including word wraps, margins, page breaks, headers and footers. It also has many print formatting commands not found in some word processors, such as hanging indents, different types of tabs with dot leaders, controllable line-spacing, hard hyphens, hard spaces and the ability to switch fonts at any point in a document.

Daisy-Dot III prints text files that have been saved from any word processor that can save files "verbatim" from the text buffer and uses standard DOS format. If using Atari-Writer Plus, use Control-S (Save ASCII).

When creating your file, you do not use any of the word processor's formatting commands. Instead, you use Daisy-Dot III formatting commands, which are preceded by a backslash (\), and should be typed as normal text. Either upper or lower case is recognized.

There are two versions of Daisy-Dot III available. A distributable version is available on Compuserve or Genie which does not support SpartaDOS or multiple fonts.

A copyrighted version which does, and comes with an excellent 50-page printed manual and 50 new fonts, is available from Roy Goldman for $25. Daisy-Dot II fonts will work with Daisy-Dot III, but the new fonts will not work with Daisy-Dot II.

The Quick-Reference Guide is printed elsewhere in this issue based on the documentation supplied with both the distributable and copyrighted versions. It is applicable to both, except as noted above.

The page numbers are references to the printed manual. The Type indicates where the command can be used (\N is not legal on the first page of a file, for instance). The defaults, if applicable, are given in parentheses after the Function.

If you are using a printer other than an Epson-compatible, you should run the Basic program PPCUSTOM.BAS (supplied with DDIII) to select your printer. You should also change the Drive Number of the filename PP.COM (the Print Processor) if you are using something other than D:1.

The Print Processor is the file you run from DOS to process your document. The other functions can be specified in your text-file, so it is not necessary to change them here.

Spacing for margins and absolute/relative shifts is based on 40 to the inch across and 72 to the inch down. A left margin of 040 would be one inch from the left side of the paper, 060 would be 1-1/2 inch. A right margin of 040 would be one inch from the right side of the paper. A top and bottom margin of 072 would be one inch each. Headers and footers must be specified to fit within the margins. In other words, they must be less than the margins specified.

After customizing your Print Processor, you need only create your text file, save it to disk and run the print processor (PP.COM). (Load it from DOS or rename the PP.COM to AUTORUN.SYS and it will automatically load in.) You then specify the font you wish to print with and your text file-name, hit START and your document will automatically print.

To get the full benefit of Daisy-Dot III before spending a lot of time with it, Save to ASCII and print a previously prepared document. Daisy-Dot III will ignore the word processor commands, such as Block Right, etc., but this quick run will give you an idea of the print quality.

After PP.COM loads into memory, you can remove that disk from the drive. The program loads the initial font first, after the name is typed in, but reads the text file as it prints. If you have only one disk drive and wish to use multiple fonts, you must have the fonts and text file on the same disk. If using only the initial font, you can remove the font disk after it is read and put in your text file disk.

If you are using two drives, it is better to have font files in Drive 1, so you don't have to specify the disk drive in your text (Drive 1 and extention are assumed), and your text file in Drive 2.

Of course, if you're chaining text files, those chained files will have to be on the same disk. One nice feature is that you can see the names of the files on your disks (i.e., get a directory) before typing them in.

You should customize your Font Editor the same way as you did the Print Processor before using it. For the commands, the CTRL-key is used in conjunction with some of the characters instead of the backslash. One feature allows you to print all the characters of a font, so you can see what the entire font looks like. Some standard punctuation marks may be missing or may have been replaced with other symbols. The fonts so affected are indicated on the list of fonts supplied with the printed manual.

In addition to the Print Processor and Font Editor there is a Font Utilities program (FU.COM) which contains three sub-programs: Magnifier, which creates taller versions of fonts; Italicizer, which creates italic versions of fonts; and Converter, which converts Atari fonts to Daisy-Dot III formats with options for double-width and double-height.

The printed manual which comes with the copyrighted version gives a detailed explanation of all Daisy-Dot III features with numerous examples of formatting commands. It explains how to use SpartaDOS X and a RAMdisk. In addition to the Font Editor, it gives the formats of the Daisy-Dot fonts and ideas for additional font utility programs that could be written.

This is an excellent typesetting program. For the copyrighted version and manual, you can send a donation of $25 to Roy Goldman, 2440 South Jasmine, Denver, CO 80222. The program is well worth it.

QUICK REFERENCE FOR DAISY DOT III

TYPE	FUNCTION	COMMAND	PAGE
A	Forced Backslash	\\	09
A	Hard Space	\(space)	10
A	Hard Hyphen	\-	10
A	Change Font	\F(filename.ext\	11
A	Block Left	\L	11
A	Block Center	\C	11
A	Block Right	\R	11
B	Justification	\J	12
A	Underline On/Off	\U	13
A	Character Width (1)	\W(1-4)	13
A	Character Spacing (2)	\S(0-9),A-J)	13
B	Graphic Density (L)	\D(L, D, or H)	14
B	Left Margin (040=1")	\XLnnn	14
B	Right Margin (040=1")	\XRnnn	14
A	Relative Shift	\XSnnn	15
A	Absolute Shift	\XAnnn	15
B	Hanging Indent	\XHHH or \Hnnn	15
B	Erase Tabs	\E	16
A	Position Tabs L,C,or R/D	\P(L,C,or R)	17
A	Tab To Next Setting	\T	17
A	Tab With Dot Leader	\.	17
A	End Text for C or R/D Tab	\Z	17
B	New Page	\N	17
C	Top Margin (072=1")	\XTnnn	18
C	Bottom Margin (072=1")	\XBnnn	18
C	Line Spacing (004=4/72")	\XVnnn	18
C	Define Header	\HnnText--(Return)	18
C	Define Footer	\GnnText--(return)	19
C	New Page Number	\X#nnn	19
C	Insert Page Number	\#	19
A	Append File	\A(filename.ext)\	19
A	Begin Comment	*	20

Type A - Legal Anywhere
Type B - After a hard return, before text
Type C - First line in a file, or after a \N, before text
START - START PRINTING
SELECT - ABORT PRINTING
OPTION - PAUSE PRINTING

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THE FONT RESOURCE

Font Disk #23

Font Disk #23 from Computer Safari contains four fonts designed for specialty heads. These are "all caps" fonts.

The disk contains versions of each font for use with Calamus and PageStream, plus Adobe Type 1 versions are included for use with PageStream 2.1.

For purchasing information on the fonts showcased here, or for details on other font disks, contact Computer Safari, 606 W. Cross St., Woodland, CO 95695, pnone (916) 666-1813.

DANELIAN

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ABCDEFGHIJKLMNOPQRSTUVW

XYZ

AIRLOCK

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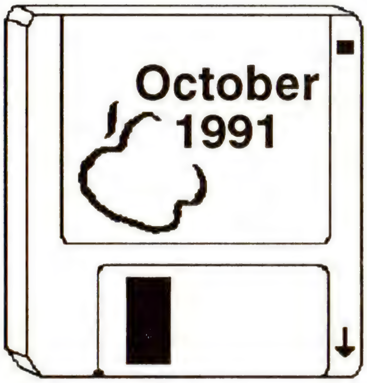


AIM Mac/Spectre Disk of the Month

Introducing the Atari Interface Mac/Spectre Disk of the Month!

Each disk is double-sided, formatted in Mac mode—Spectre format available on request. All files are self-extracting Compact-Pro Archives. Just double click to extract!

Disinfectant v2.51—This is the latest version of an excellent anti-viral application from Northwestern University. This program can scan files, folders, disks and hard disk partitions for a large number of Macintosh viruses. It includes an option to install an anti-virus init in your system folder. A very large help file is included within the program.

Spectre GCR 3 Keymap v2—This is a great desk accessory that lists all of the keyboard commands in Spectre v3.00. A very useful accessory.

Calendar (DA) v3.0.3—This desk accessory provides you with an excellent calendar. You can enter your own events for any day of the year.

SuperClock v3.9—The King of Macintosh time pieces. This init/cdev places a digital clock in the right hand corner of your menu bar. It works with everything and is very well behaved.

Init v3.0—This is an init management tool. It allows you to turn inits and cdevs on and off at bootup time. This is very helpful when trying to resolve init conflicts.

Monopoly v4.03a—This is the Macintosh version of Monopoly. You can play against the Mac by entering "Mac" as one of the players. The rules are included within the game.

Speedometer v2.51—This application tests your Macintosh's speed in various categories and then compares your machine to other Mac models.

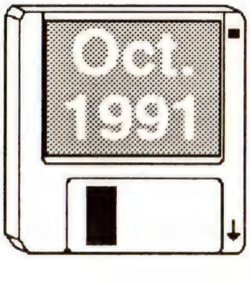
DOS Mounter Demo—This is a *demo* of a very useful init called DOSMounter. As the name implies, this utility allows you to mount DOS disks as if they were Mac disks. This can greatly simplify moving files from the ST side of your system to the Macintosh side. There are some restrictions in this demo (read the enclosed documentation) but it's still very usable.

Quill v2.02—This desk accessory allows you to read documents created by just about any Macintosh word processor. This version even allows you to view graphics that may be included within some Mac documents. This is a very useful desk accessory.

Glider v3.1.2—In this game you pilot your own paper airplane through rooms filled with obstacles and traps. Very additive!

Compact-Pro Package—This is a popular Macintosh file compression utility. All of the files on this disk were compacted using this application. (You don't need to use this application on the files on this disk. They are self-extracting.) This application will also extract files from Stuffit 1.5.1 archives.

Readers can purchase this disk by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October Mac/Spectre '91 disk and Mac or Spectre format when ordering.



AIM
ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA!

To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the October '91 disk. For more complete docs, see the text files contained in most of these archives.

COSH22.APP—A full-featued MIDI sequencing program. Allows multi-voice recording using separate channels. Connect a MIDI instrument (such as a keyboard) to your ST's MIDI ports and use your ST as a recording/editing device.

DCLOFF.APP—DC Light OFF deselects the floppy drive, turning the drive's light and motor off. Very handy for hard drive owners who bootup without a floppy disk. 100% assembly. ST, STe and TT compatible.

DCMETER.APP—DC Mouse-ometer will let you know how far your mouse has travelled during your sessions on the computer. 100% assembly. ST, STe and TT compatible.

DEMOL13.APP—Demolition Man 1.3, a new version of the puzzle game by Clayton Walnum. The program now runs in both color and monochrome, squares can be marked with question marks as well as flags, and the game takes up less memory.

DIVERT2.APP—Version 2 of the Drive Diverter. Allows "floppy only" software to be used from hard disk. Many early programs were hard coded to use only the floppy disks. Now, you can use these programs on your hard drive! Even works with the desktop, allowing you to redefine any disk letter to any other (such as using Drive D:\ as Drive C:\). Shareware from England.

ELFBD11.APP—This is the latest revision of ELFBOOT, which now fully supports *all* TOS versions. Put ELFBOOT in your AUTO folder, and you'll be able to select desktop.inf files, choose programs to run, select desk accessories, select and/or re-order AUTO folder programs, select ASSIGN.SYS files, and fully control system colors and parameters. Best of all, it incorporates a GEM-like interface complete with mouse control, radio buttons, dialog boxes, and even a file select window! Shareware from Elfin Magic Software.

EXPAND.APP—Have any files on single-sided disks and you recently upgraded to a double-sided drive? Use this desk accessory from France to expand the disks to double-sided without bothering the original files. Works great!

HPDESK.APP—This program is an HP-Deskjet 500 printer utility. It supports many features such as horizontal and vertical printing, ASCII text or graphics printouts, configurable Dots Per Inch (DPI) and *much* more. German import, but the program and documentation is all in English.

MIDIKBRD.APP—This is a MIDI desk accessory that graphically displays a keyboard on the screen. When a key is pressed on the MIDI keyboard, the "key" on the screen lights up. Very nicely done.

NOIDS.APP—This is a great Breakout-type game. Color only.

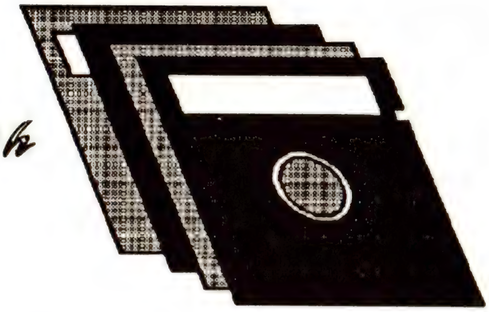
OMNI_101.APP—Omni 1.01 is a public domain, single-line version of a "soon to be released" multi-user, multi-tasking Bulletin Board System. This BBS has been in the making for over 10 months and is very easy to set up. Complete documentation enclosed. Full compatibility with *all* ST configurations!

POKRSQRS.APP—If you like solitaire and you enjoy poker, you're gonna love Poker Squared! Using the popular ZeST interface, this game will quickly become one of your favorites. Monochrome only. Freeware from David Becker.

REPEAT.APP—Desktop Repeat is a SIMON-like desk accessory game. Follow the sequence of colors and sounds. Low or medium resolution color. Freeware from David Becker.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '91 disk when ordering.

AIM 8-Bit Disk of the Month October 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility and to decompress files with a DCM extension, you need DISKCOM3.UTL (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

Here's a short description of the files on the October '91 disk. For more complete documentation, see the text files contained within most of the ARChives.

Side 1

GOEDEMO.DCM—A full working demo disk-based version of GOE, the ill-fated Graphic Operating Environment cartridge that was never released by Total Control Systems. This demo disk, which was released in 1988, was sent to only a handful of people. Now, you can see what GOE could have been! Use DiskComm to extract. Plug a mouse into Port 1 or joystick into Port 2 to control the pointer on the screen. To view the GOE.DOC file on this disk, you must either have SpartaDOS or hit RESET **before** GOE.COM loads and then type TYPE GOE.DOC...or you could try to run your favorite word processor from within GOE!

NUMBERS.ARC—Three number games in BASIC, submitted by Ray Simmonds (MACE). NUMBERS.BAS contains a simple Number Guess game and two versions of Mastermind using numbers instead of colored pegs.

SPEDCALC.ARC—This ARChive contains a version of the popular SpeedCalc spreadsheet program that has been modified to have two keypad modes. First, it can use the Atari CX-85 keypad. Second, for users who don't have a CX-85, the keys on the right-hand side of the keyboard can be used as a keypad. Use SHIFT-CTRL-N to toggle the keyboard keys on/off. Documentation included. Submitted by Michael Bennett.

TPMACMB.ARC—An excellent TextPro macro system designed for teachers. This macro system has been updated for version 4.56XE of TextPro. The system contains eight different macros and 16 help screens. Macros in this system are perfect for creating letters and tests. A great package from Michael Bennett.

Side 2

DIRPRINT.ARC—BASIC program to print the directory of *any* SpartaDOS formatted disk, including hard drive partitions, MIOs and RAMdisks. Simple modification to the source allows you to print directories to a disk file. Must have SpartaDOS. Shareware.

LIBRARY.ARC—This program can be used to maintain records of a private or municipal library. Print an inventory, maintain a Dewey Decimal card catalog and keep track of book check-outs! Requires a 130XE or expanded 800XL and OSS BASIC XE cartridge. Run in Extended Mode. Complete documentation is included in the ARChive.

PICDEMO.ARC—Demo version of PicPrint, a commercial program from Kyle Dain. PicPrint can print your 8-bit graphics masterpieces in glorious full color (or B&W) on a number of printers.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '91 disk when ordering.

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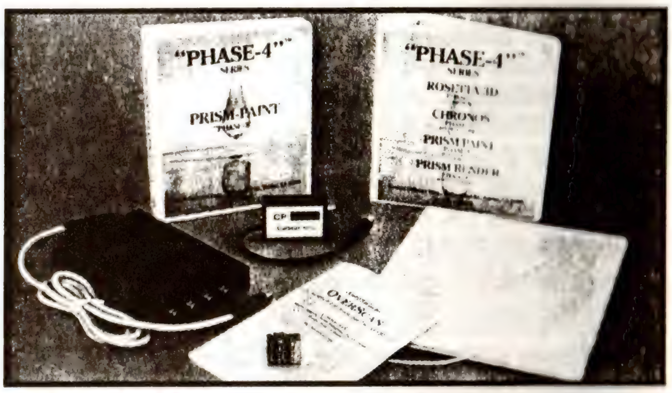

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AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

AACE

ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President Richard M. Houser (505) 299-3977

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

AUSTIN ATARI COMPUTER ENTHUSIASTS

AACE

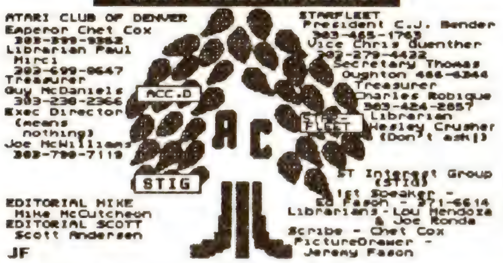
AACE, 305 Meadowcreek Dr., Round Rock, TX 78664

ACCT

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President David Micka (419) 729-1891
Disk Drive-Thru BBS (419) 885-3441

the Atari Clubs of Denver



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Scribe - Chet Cox
PictureDrawer - Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT

Atari Computer Club of El Paso, Texas

Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT, 245 Longhorn Crt, El Paso, TX 79907.

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCESS

Atari Computer Club Encompassing Suburban Sacramento

Bob Drews (916) 423-1573 President

ACCESS — The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662. Address: PO Box 1354, Sacramento, CA 95812

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President	Don Allis	(716)293-3415

ACUNET
Atari Computer Users Network
Salem, Oregon

ACUNet is the Atari Computer Users Network in Salem, Oregon. Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger

ACE of St. Louis, PO Box 3508, St. Louis, MO 63143, phone (314) 644-7168.

President	**Dick Pederson**

B.a.a.U.G.

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President

Birmingham Atari Computer Enthusiasts

Vice President	Todd Price	(205) 787-8208

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E.

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conferrence Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President	Hal Nason	(606)269-8989

General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Backscater BBS, Access Code: BOAST		(716) 646-1114

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

A.C.E.

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President Dan Hale (615) 526-8002

CDACC
CENTRAL DELAWARE ATARI COMPUTER CLUB

Sec/Treas Tom Baldwin 302-678-9411

Central Connecticut Computer Club

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

CDACE
Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter.

President Bob Thompson 518-439-5356

C.O.A.C.

Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President Bob Stiles (503)389-5206

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $20/Yr for new members, $17/Yr for renewals. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:

Jeff Coe (219) 663-5117

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy President

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club

C.V.A.C.C.

ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President Don Crano (216) 376-7618

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the $15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President Tim Osborne (509) 624-1917

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President Jeff Yoe (913) 682-2883

FRACUS

Fresno Regional Atari Computer User Support

President Tom Hancock (209) 885-2817

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra President (616)249-9742

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President Carl Neblett (409)755-6535
BBS Number (409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056
President: Bill Kithas 713-855-0815

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of AtariUser are available at the meetings.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop Mike Hopkins 783-1423

KAUG

Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515. The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Mike Mormando	President	(801)731-1516

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. 8-Bit disks are $3 each, and ST disks are $4 each. If you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 to: MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115.

MID-OHIO ATARI USER GROUP

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with the newsletter optional. Use of the club library is free to all paid members.

NASAC NORTHMONT Area Systems of ATARI Computers

Northmont Area Systems of Atari Computers, NASAc

Terry Browne	President

N.A.U.G.

Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
The Nashville Exchange		(615) 383-0727

O-ACEs

OACSIS covers BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

PAC

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
BBS	ACE of America	285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

Treasurer	Wayne Myers	(602)264-5737

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082

RACC
ROCKFORD ATARI COMPUTER CLUB

Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an meeting place. It is located off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!).

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS

Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President	Lewis Midyette	828-4319

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724

SALSA

ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218. SALSA is a users group for 16 bit Atari users. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7 to 10PM. Membership dues are $20 per year and members receive AIM as well as the option of recieving the clubs newsletter. A one year membership is $15 and includes the clubs newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A monthly Disk of the Month is available at each meeting for $2.

President:	Kyle Miller	512-945-9469

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

SCAT general meetings are held on the first Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
BBS	24hrs, 300-2400 68MB	(619)689-815

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for an extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-8320
ST-KEEP BBS	(916)331-6153	(916)729-2968

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are November 16th and December 14th 1991.

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

President Bryant LaFreniere (517)835-2234

STANCE

President Claudette Tischler 226-5644

Membership dues $12 per Year with a one time sign up fee of $13. STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President Rick Ostapower 404-487-4845

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

President Madelon Wilson (203) 735-6711
15 John St., Ansonia, CT 06401
ST.A.R.R. BBS (203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT.

STUN

The ST Users Network — supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
STUN's BBS "The Bolt"		(801)272-4243

SHAREWARE for the Atari 8-Bit

The File Information Program

An easy to use disk library database manager developed for the Atari Clubs of Denver. Fast interactive search capability. Detailed descriptions of files possible. Docs included. $12.50

The Disk Labeler

Uses a variety of label sizes. Add Printshop Icons and use any 9 sector font file. Docs included. $10.00

TEX

Easily read text files a page at a time or jump 10 pages forward or backward using only three keys. Not limited by memory. Options include: Word-wrap, leading space deletion, first page, and last page. This program works best if run from a Ramdisk. Even when run from a floppy it is very fast. DOC's included. $5.00

If ordered together $24 for all three programs.

Send check or Money Order:
c/o Larry Richardson
P.O. Box 472
Aurora, Co. 80010 V

FREE UPDATES for 1 year, full support for both programs through the Atari Clubs BBS: (303)-343-2956 .

Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

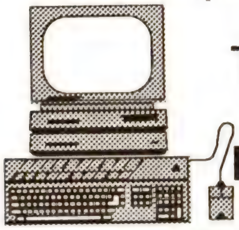
President	Gary Klugman	(408) 758-4894
BitStream BBS		(408) 449-2150

SWAG

Southwest Washington Atari Group

The Southwest Washington Atari Group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
The Bear Cavern BBS	(206) 574-1146



THUNDER BAY ATARI ST ENTHUSIASTS

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE

TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 16564 SE 18th, Choctaw, OK 73020 or at the TACE BBS (405) 366-1977. ST & 8bit support. Dues: Full - $15, Correspondence - $7. Dues are prorated with renewal each July.

President	Ron Hamilton	(405) 387-5649

TEAC

The Educator's Atari Club

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO

WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by BBS at Molin's Den at (313) 451-0524.

WAUG

Windsor Atari Users' Group

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'.

President	Brian Cassidy	(519) 966 0305

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
The Wizard's Attic BBS		681-1654

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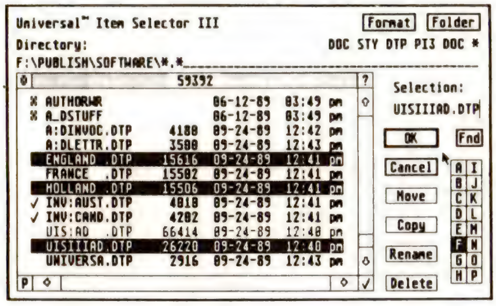

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    A:DINVOC.DTP     4180    09-24-89  12:42 pm
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    UIS:AD  .DTP    66414    09-24-89  12:40 pm
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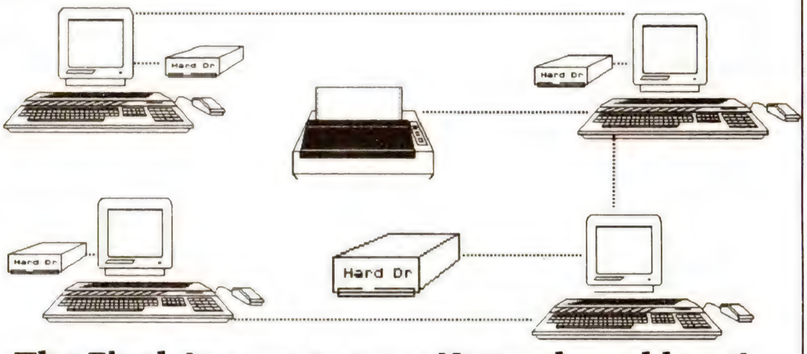

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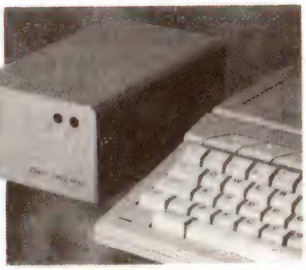

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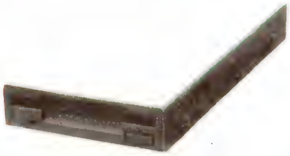

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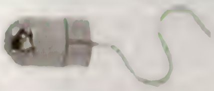

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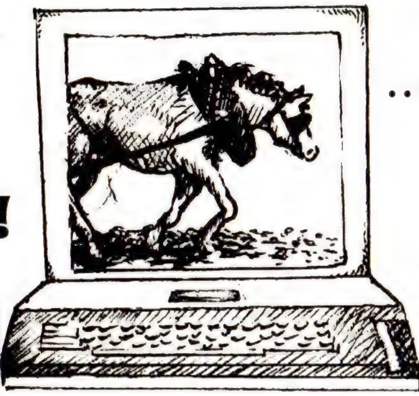

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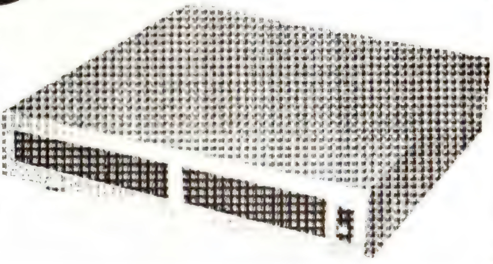

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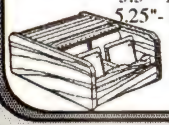

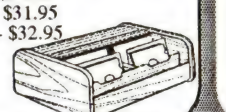

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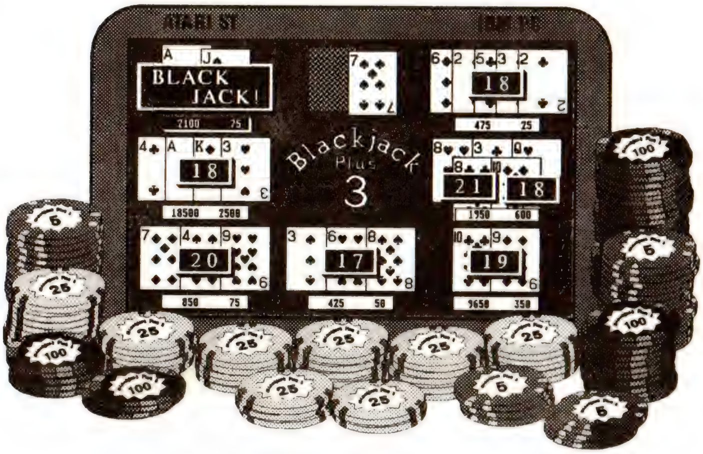

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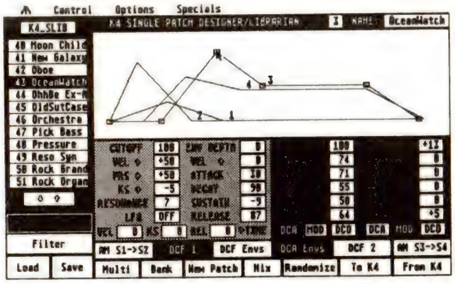

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Volume 3

ATARI

Your Connection to the

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Artwork captured from various ST games with the use of Power Computing's Ultimate Ripper. Games include: Dragon's Lair II: TimeWarp, Iron Lord from UBI Soft, Populous and Bard's Tale from Electronic Arts, Dungeon Master from FLT, Bloodwych from MirrorSoft and Wrath of the Demon from ReadySoft.

INTERFACE

Nov. 1991

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ATARI INTERFACE

Your Connection to the Atari Users Community

Publishers
Bill Rayl / Patricia Snyder-Rayl

Managing Editor — Patricia Snyder-Rayl
Editor — Bill Rayl
Contributing Editors
Dave Plotkin, Jay Craswell, Tim Holt

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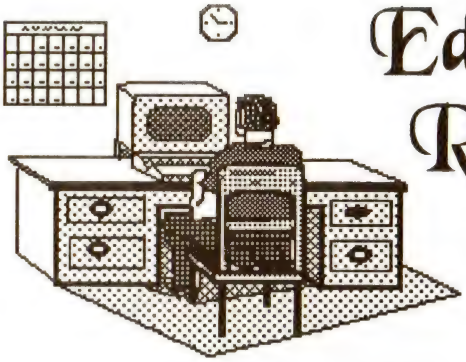

Editorial Ramblings

HOPEFULLY, EVERYONE WHO wanted to got a chance to talk with us at the WAACE show. We're typing this before the show, so forgive us for trying to forecast the future!

This issue contains a report on the recent Glendale show from SVACE President Gary Klugman. Next issue will have a report of the WAACE show. If all goes well with the mail, you should be reading this a week or so after the show finished.

This will be our second appearance at WAACE. We attended the 1989 WAACE show, the last held in a local high school and free to the public. We did very well there, mostly introducing ourselves to Atarians in the DC area.

The last show of the year we plan to attend will be the Chicago ComputerFest by Atari at the O'Hare Ramada in late November. That will bring us right into the holiday season. Boy, did this year go by fast!

Speaking of year's end, many of our participating clubs are coming up for renewal of their ST disk and magazine subscriptions. We'd like to inform or remind the clubs that the cost for the ST disk subscription has gone up this year. Any club officer who has questions should please call us at (313) 973-8825.

If your club renewed at the old rate a few months ago, the subscription at the old price will be honored, since the club got its funds in before "official" notification. The price increase is due to professional duplication costs and use of diskette mailers, which translates into higher mailing costs.

Finally, we'd like to thank all the people who've sent back survey forms. They've been interesting reading for us! If you haven't sent you form back, please do so. This way we're sure to know what your needs and likes/dislikes are.

Bill & Pattie Rayl

From The Reader's Viewpoint

Dear Editors,

I enclose my check for $12 for the September 8bit and ST Disks of the Month. I am enjoying the previous 8bit disks, and just finished transferring several dozen Degas pictures (some converted from Spectrum 512) to the 8bit using the ST Xformer for use with the DEGASRD.OBJ program.

STart/ANTIC owes me for my 8bit game GEMINI from the Feb/March 1991 issue. But, like David Plotkin, I only hope the future holds something positive for us all.

ANTIC and many other magazine gave us an awful lot for our money for almost 10 years. Now, we're in the age of DTP, and magazines like yours and Current Notes (for which I do the "Small Miracles" column) and ST Informer and AtariUser fill our needs very well.

I especially like the fact that you have some "type-in" features. I personally would like to see a regular column on programming in ACTION! Not necessarily whole programs, but some useful subroutines.

I look forward to your features on PageStream, since I just recently received the 2.1 upgrade.

I use both XE and STE quite a bit. I do not plan to stop using either one for a long, long time! I also find that PC Ditto (the software version) gives me more IBM compatibility than I want or need.

Thanks again for the swell magazine which seems to be getting a little better each issue.

I understand some people are on your case for irregularities of delivery, etc. Get the magazine out, and I will patiently wait while you do your best. Better to be late than to turn out something useless which satisfies no one.

The Atari market is in bad shape right now, and has nowhere to go but up. I refuse to engage in "gloom & doom" activities. I don't see the value in analyzing every detail and wondering why this or that doesn't work or isn't being done.

Mass markets always want the comfort of a handy Radio Shack store or Sears computer department where they can go and ask questions, even if they leave livid with rage because no one can answer their questions or solve their problems.

When I play Lemmings, I always think of them as the ignorant masses of potential computer buyers whom I lead to the golden arches of Atari!

Continued best wishes and good luck!

Sincerely yours,
Frank Kweder

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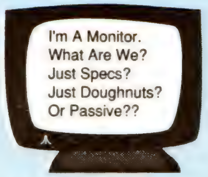
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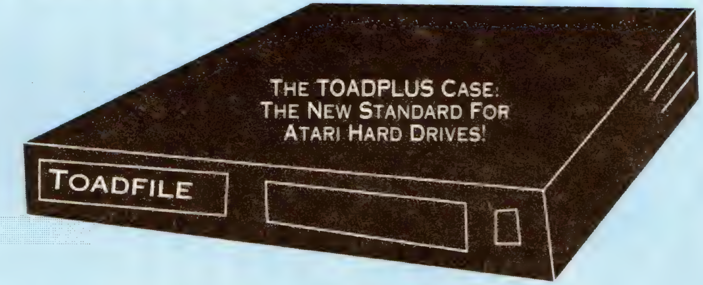

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Right on Target

David Plotkin
Contributing Editor

Why not sell a desktop publishing solution—a box with Atari insides, software and a laser printer—that doesn't say Atari on it anywhere?

Random Access

I just got back from the Glendale Atari show, and while I won't describe it for you (my friend Gary Klugman has done an able job of that elsewhere), I *was* surprised by the upbeat attitude of the show. People were having a good time, vendors were selling out of their products and, in general, virtually everyone was smiling.

I don't know whether it was just that there was no World of Atari Show this year, or that Atari is finally getting ready to do something serious with the TT and the Notebook, but it was great.

I think I mentioned in a past column that what really gets me to continue to go to Atari shows is the people. I renewed my acquaintance with Mike Schuetz, an editor of Atari Journal, a German ST magazine, and I met Michelle (ATARI-OZ) from Atari Australia. Both of these folks are absolutely delightful, and it was experiences like these that made it going worthwhile. Even Dave Small was smiling (as he proclaimed Atari is a corpse *ouch*).

I even sat down for a long talk with Nathan Potechin from ISD (Calamus and DynaCADD), who told me of some exciting developments to come on those products. Nathan is a wonderful guy, very competent, and very dedicated to the Atari market.

He is the president of the IAAD (Independent Association of Atari Developers). He told me he was pleased that I had remained interested in Atari after STart folded up. And you know what? I am pleased that guys like Nathan care enough to notice. Kind of helps make it worthwhile.

A few issues back, I described the advantages of true multitasking and wondered if MultiGEM (from RIMIK Enterprises) might just fill the bill. I had a chance to work with MultiGEM fairly extensively this weekend, and am happy to report that, in large part, it works well. It allows you to load programs into the Desk Accessory slots under the DESK menu—so you are limited to six programs running at the same time.

But, since you are talking about a 68000 processor that isn't real good at keeping a lot of balls in the air at once anyway, I don't see that this is a problem. If you need accessories, of course, this reduces the number of programs you can run concurrently. Rich Betson of RIMIK recommends MultiDesk (from CodeHead Software) to get around that problem.

From what I could see, except for a few MIDI programs that do some totally illegal things to the operating system, multi-tasking has come to the ST. Check it out.

Another development is some new products from the CodeHeads. Yes, I know, a few issues back I said that they weren't going to do any more products for the ST. Charles and John (the CodeHeads) swear they brought out the new products just to make a liar out of ol' Dave.

At any rate, the amazing one is a vector graphics package that can translate from standard paint package formats to vector graphic files—and edit the results. It's pricey, but very powerful.

Selling Solutions

There is a controversy brewing in the Amiga world that I think has some bearing for Atari users. As you are probably aware, the Amiga has not been selling very well, for many of the same reasons that Atari computers have not taken the world by storm.

Image seems to be the main problem—the Amiga is not perceived as a capable computer, although it *is*. Commodore has continue to upgrade the machine through the various chips in the 680x0 line—culminating with the A3000, running a 68030 chip at very high speeds. But people still won't buy them.

Recently, Newtek came out with a device, named (strangely) the "Video Toaster." This box enables the Amiga computer to produce extraordinarily high quality video effects. It allows professional studios to provide results that are quick, inexpensive and stunning. The problem, of course, is that the Video Toaster requires an Amiga to run.

Now, granted, some professionals have realized the power of the Amiga and purchased them despite the "stigma," but many have not. Yet, these are the very people who are interested in what the Video Toaster can do. So, what Newtek has done is package the Amiga with a Video Toaster in one case (actually, an Amiga case) and cover the Amiga nameplate with their own.

People are buying the silly things in droves, because Newtek has a reputation for quality products. In fact, Newtek even went so far as to show a version that connected to a Mac at the MacFest in San Francisco. The only thing different was that you could use the Mac keyboard and mouse to drive the Amiga. Pretty clever, huh?

I wonder if Atari couldn't learn a lesson here. Atari computers are really great for things like inexpensive desktop publishing. The problem is that people don't buy Ataris for "serious" work. Why not sell a desktop publishing solution—a box with Atari insides, software and a laser printer —that doesn't say Atari on it anywhere? Think it's far out? In Germany, Ditek (makers of the Calamus DTP package) is marketing something they call the "Calamus Tower" which is exactly that. The computer itself is an Atari computer, but they repackage the parts into another case with the Calamus label. I understand they are doing quite well with it.

And they aren't the only ones. 3K Computerbild has a similar setup. One of the ways this kind of thing can actually hurt Atari is that it doesn't promote the Atari name the way stock Atari computers do. Nevertheless, if it sells boxes, I would say it is worth it. With the advent of the 68030 accelerator boards, these boxes can be very fast, too.

See you next month.

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Eight Bits of Atari History, Part 2 or The Way It Might Have Been

Ed Hall (AAAUA)

This month's installment brings IBM into the home computer picture.

IBM Buys Atari!

Atari not only started a whole new industry in 1972, it helped launch a revolution. First of all, Atari's video games subtly altered the relationship between people and their television sets by changing people's roles from a passive one to an active one. Then, by infiltrating so many homes (there was a videogame in 17% of American households by 1982), it prepared the way for a far more important device, the personal computer.

If the personal computer was revolutionary, then IBM came to symbolize all that was being rebelled against. "Personal" computers were designed by people who wanted their own machines, electronic hippies who didn't want to genuflect before drones in white lab coats to get computer time. For them, IBM was the enemy—rich, powerful and conservative—a company of blue-suited clones. IBM was the Establishment and its product was "impersonal" computers.

In their early years, companies like Apple and Atari could not have been farther in spirit from IBM.

One day, when Apple was readying for a visit from Bank of America officials, Mike Scott had to get a programmer to quickly expunge the low-score message "Pure Shit" from the Apple version of Breakout. And, at Atari, when a visiting rep from Sears viewed a program he found bizarre and wondered aloud what drugs the designer had been on, someone stepped forward with a lighted joint to show him.

But the wild and woolly days began to change as Corporate America took notice of the money these firms were generating.

Warner Communications, a huge entertainment conglomerate with holdings in the film and record industry, took over Atari in 1976. It sank a lot of money into the VCS game unit and brought it to market in 1977. Even then, there was a lot of competition and Atari might not have survived without the backing of its parent company. But in 1979, Warner's patience paid off when Space Invaders arrived from Japan and touched off a worldwide videogame craze.

By then Nolan Bushnell was gone. He had hung around as chairman for a couple of years after Warner took over, but his interest faded quickly. Early in 1979 his position was filled by Ray Kassar, one of the first of a new breed of executives to arrive in the upper echelons of the personal computer industry.

Unlike Scott and Markkula at Apple, Kassar had no prior knowledge of, experience with, or interest in computers. His background was not in engineering, but in textiles—underwear and rugs, to be precise. He cut out tub parties, cranked up security and established dress codes. "Marketing" became the new battle cry.

The year that Kassar took over as chairman of Atari was significant not only for the arrival of Space Invaders, but also for the debut of Atari's own computers. The Apple success story was a powerful reason to enter the market, but where Breakout had exerted a subtle influence upon Woz and the Apple II, videogames played a more prominent role in the development of the Atari computers.

Since games were already an important segment of computer software, it was clear that any computer produced by Atari, the acknowledged leader in videogames, would be a formidable game machine.

In fact, Atari's computers evolved out of its home videogame unit, the VCS (Video Computer System), with Steve Mayer and Joe Decuir being principal designers of both systems.

Powered by the same microprocessor as the Apple II, the Atari computers used additional custom chips which made them unrivalled in the home computer market for sound and graphics. Jay Miner designed the ANTIC and CTIA chips, while Doug Neubauer did the POKEY chip.

Neubauer also wrote Star Raiders, the game which showcased the Atari's advanced graphics so well that many people bought the computer just to play the game.

In addition to their game-playing ability, the design of these new computers reflected Atari's mentality in another way.

Woz had given the Apple II eight slots which were specifically designed to make it easy to hook up additional circuit boards. Atari computers, on the other hand, were basically closed systems, having only a few slots intended for memory expansion. The Apple II's design attracted numerous companies which became rich making peripherals and add-ons. The availability of such items played an important role in extending the life of the Apple II, and was just another element in the synergy of success which the Apple II enjoyed.

Despite this shortcoming, Atari's computers initially sold well and soon carved out a respectable share of the home market. Nevertheless, it was VCS sales which accounted for the major portion of Atari's revenues. In 1980, Apple products may have been selling like crazy ($117 million in sales), but Atari's volume of business was even greater ($415 million). In six months, Warner stock shot up 35 percent. Soon Atari was accounting for well over half of Warner's operating profit, including many times more than its record and film divisions.

But even as Atari reaped fantastic profits, it was already sowing seeds which would contribute to its own downfall. First of all, success made the new Atari overconfident; it was making so much money ($2 billion in sales in 1982) that it came to believe it thoroughly understood the home computer and videogame marketplace. In fact, no one did. It was a time when a new company like Osborne Computer could go from multimillion dollar sales one year to bankruptcy the next.

Even larger companies like Apple and Atari weren't impervious to financial trouble, as they were soon to discover. One reason was simply a factor of their explosive growth—they became increasingly bureaucratic and had trouble reacting quickly enough to the rapidly changing demands of the marketplace.

However, both Apple and Atari were generating so much revenue that they had a larger margin of error than smaller companies. Apple II sales carried the company through the twin debacles of Apple III and the Lisa, as well as the long development period of the Macintosh.

At Atari, the company continued to reap vast profits despite its backward policy toward software—a policy directly attributable to Ray Kassar's ignorance of the product he was selling. For the new Atari, computers and videogames were simply another consumer product whose success was primarily dependent upon marketing.

Atari had decided that the formula for success was in buying the rights to games like PacMan, which had already proved successful in the arcades, or spinoffs from movies like "ET" and "Raiders of the Lost Ark." Atari spent millions acquiring such rights, then fiercely protected them through lawsuits.

Consequently, Atari downplayed the importance of its programmers. After all, it was marketing, not programming, which had brought in the money. At a time when other companies were treating their programmers like rock stars and paying them sizeable sums in royalties, Atari refused to acknowledge their names and in many cases, as with Star Raiders, paid no royalties at all.

When some of them complained, Kassar claimed they were no more important than designers of towels. As a result, Atari lost a number of gifted programmers, who left to start up firms like Activision and Imagic, companies whose software sales soon began to bite into Atari's profits. In 1980, Activision's first year of business, the company grossed nearly $70 million.

Kassar also tried to keep the workings of Atari's new computers a closely guarded secret. To him, such a decision made sense in a highly competitive market. This decision, however, was clearly a mistake in the home computer market, which had a tradition of openness and sharing. More importantly, it simply retarded the development of software for Atari computers, and in one case, so angered a brilliant programmer named John Harris, that he refused to sell Atari his state-of-the-art game "Jawbreaker."

Despite the impressive growth of the home computer market, Corporate America was slow to take seriously the fledgling industry. After all, it had not been validated by IBM. But the spiralling profits of firms like Apple and Atari were blood in the water for the corporate leviathan. Soon, a Big Blue fin began to circle the upstart firms of Silicon Valley.

When IBM finally decided to get into personal computers, they first considered buying a firm already in the market, thus leapfrogging the costly delays involved in developing a computer from scratch. The group that was put together to explore this option recommended that IBM buy out Atari.

The proposal was brought to a dead halt, however, because IBM chairman, Frank Carey, wanted only "the best," and according to the advice he was given, that meant Apple, not Atari. Since Apple was sure to resist a take-over attempt, IBM's only alternative was to bring out their own personal computer. They did so in 1981, after a development period of only a year.

It was an amazing feat for a company as elephantine as IBM. Perhaps equally remarkable was the open architecture that it employed, making it closer in spirit to the Apple II than the Atari 800. Such openness was distinctly un-IBM-like.

While the PC was under development, IBM approached Bill Gates, another computer whizkid and co-founder of Microsoft. At the time Gates was working on a version of Microsoft Basic for the Atari 400/800, and had a meeting with Ray Kassar scheduled the next day.

Hurriedly, Gates cancelled that meeting so that he could receive IBM. Before any discussion could begin, however, Gates was obliged to sign a document which pledged his secrecy on matters relating to IBM, but gave IBM free use of any secrets Gates himself might inadvertently reveal. Despite this lopsided agreement, the meeting turned out to be a very profitable one for Gates, as it ultimately led to his company's development of MS-DOS, the operating system for IBM's new PC.

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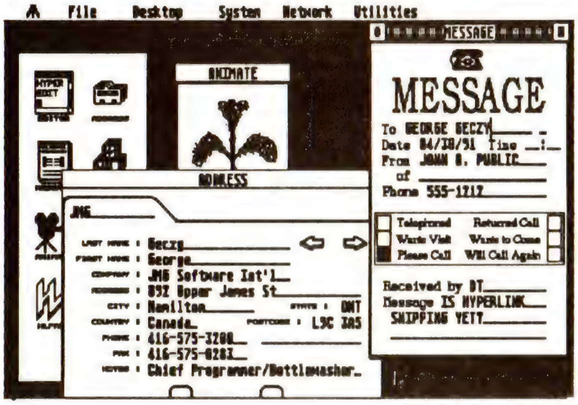

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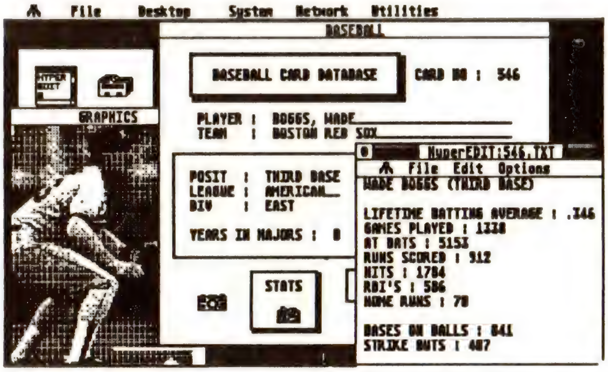

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The 1991 Glendale Show

Gary Klugman
SVACE

Once again, my commuter jet descends into the LA basin. Thoughts of LA Law, beach bunnies, the freeway system and breathing smog fill my mind. My mind clears, I am a man with a mission.

I am covering the Glendale Show for the readers of Atari Interface magazine.

This was the fifth year for the Glendale Show (a.k.a. The Southern California Atari Computer Faire). The show is promoted as the largest Atari show in the US.

It began as a co-operative effort between southern California Atari user groups. One of the first year's organizers was a user group president named Bob Brodie. Another was a C.P.A. named John King Tarpinian. John has headed up the show ever since.

This year's show had an attendance of approximately 3,300. That's about a 1/3 increase over last year. No one was quite sure why there was the increase. Speculation was that local users didn't have a World of Atari show this year, so they were show-starved. Also, advertising was handled differently.

For many people, the most exciting thing was the showing of the ST Book. The ST Book is a notebook-sized ST that can run for up to 10 hours on AA batteries. It can also be run on a rechargeable Ni-Cad battery pack. It uses a pad in the upper right corner of the keyboard instead of a mouse.

Although it must use an external floppy drive, the base unit will have an internal 40 meg hard drive. The Book has an expansion port and the usual ports including MIDI and external mouse. The base unit will have one meg of memory, and there will also be a unit with four megs of memory and an 80 meg hard drive. The base unit is expected to be priced at around $1700. The ST Book is expected to be available in limited quantities late this year.

In a seminar by Atari employees Jim Grunke (head of Atari's music/MIDI division) and Bill Rehbock (head of developer support), attendees were told Atari is also developing the STylus.

The STylus is a pen-based computer that is to begin production in 3-4 weeks. This computer recognizes the handwriting (actually printing) of its user. They felt the STylus has a market advantage over similar systems because it already has a lot of software available for it—it will use ST software. The STylus is expected to have a retail price of around $1200.

Another subject brought up in the seminar was that Atari has turned the Hotz Box development and production back to Jimmy Hotz to market himself.

The upcoming CDAR-505 CD ROM drive/compact disk player is a SCSI device. So, it will need a host adapter (like Atari's, ICD's or Supra's) for use on STs and Megas. It can also be daisy-chained from your current hard disk if you have one.

Jim and Bill said Atari couldn't be sure how many dealers in the US carry the ST now because many businesses

buy their computers from distributors. Atari is limiting sales of their TT to key retailers called AEGIS dealers. Right now there are 70 of them in the US, according to the information presented at the seminar.

Lots of ST users arrived with disks in hand to get them upgraded by the software developers at the show. Developers did a brisk business bringing people up to date, with many developers running out of upgrade disks the first day!

The crowd was especially heavy on Saturday, making it difficult to talk to vendors and dealers. You had to wait your turn in the mob, and it didn't hurt to be a little assertive. The crowd thinned some in the afternoon.

Sunday morning was a bit slow, as usual for these shows, but the crowd picked up and stayed to the end. All the Atari shows I have attended (this was the 6th) have been quiet by Sunday afternoon. I didn't see much heavy discounting (dumping excess inventory) this show. I didn't see any 8-bit things at all, except at the Best Electronics booth.

I'll try to describe a few of the new things I saw. I apologize for anything I missed. It was difficult getting around to everyone and spending the time necessary to get the information.

Rod Coleman was there showing his beta version of Sudden View. Rod is the programmer and owner of Sudden Incorporated. Sudden View is a novel new accessory text editor. It has unusual editing capabilities done easily with the mouse. It also has powerful search capabilities. It will retail for $69.95.

The CodeHeads were showing MultiDesk Deluxe for the first time in America. Unlike MultiDesk, you do not need to load all of your accessories at once. So, you save valuable memory. MultiDesk Deluxe can load an accessory, then dump it out of memory, and then reuse the memory for another accessory. They are also importing a high-end graphics tool called Avant Vector, with a very smooth user interface.

Another program not done by the CodeHeads but meeting CodeHead standards is Repro Studio. It is an image editing program complete with a high quality hand scanner.

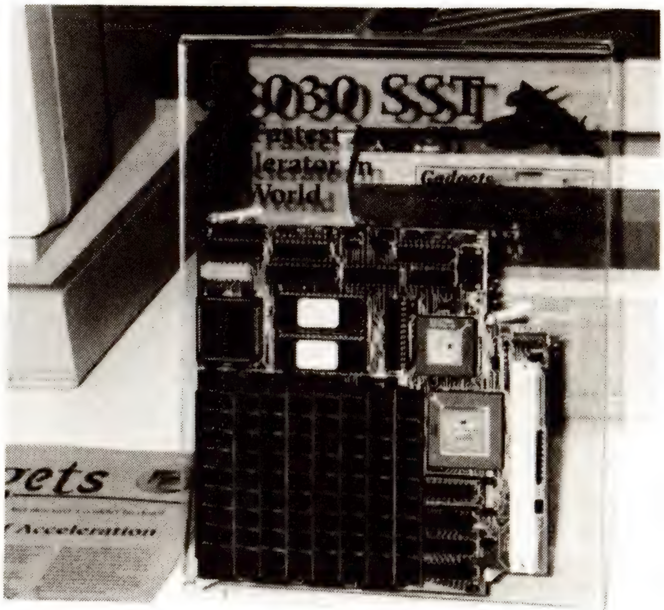
Genus is another import that is a powerful font editor. MultiDesk Deluxe retails for $49.95. Avant Vector has a two-level pricing scheme—The low end package retails for $445 and the high end is over $800. Repro Studio is $850 with the scanner or $195 without the scanner. Genus is $175 retail.

Rich Betson of Rimik Enterprises had MultiGEM Plus. The program enables the ST to multitask using the accessory slots. The $129.95 Plus version is an enhanced version of MultiGEM, with utilities to handle program watching, programming, file copying, and print viewing. The original MultiGEM without utilities will continue to be marketed for $99.95.

Michael Vederman of Double Click was showing the new DC Data Diet ($59.95 until Dec 1). The diet is a real-time data compression utility that reduces the space utilized by files on disk. It has all the thoughtfulness in the program that has become expected from the Double Click people.

Ever hit two ST keys at the same time? I do, a lot. Notice how that is less common on a PC keyboard? The reason is there is greater space between the keys on the average PC keyboard. Although he didn't have it to show, Brad Koda of Best Electronics will have key cap replacements for the ST for $49.95 that addresses this problem.

Brad did have TT Touch to improve the feel of the ST keyboard. The TT Touch gives the keyboard an im-



proved tactile feel with definite click feel so you know when you hit a key. These replacement contacts have a suggested retail of $44.95.

Gadgets by Small had their Spectre GCR, of course, but they were also showing their soon to be released 68030 SST. This board can speed up your ST to 40 MHz, maybe more, if you have the money for the chips. Base price for the board is $599 without chips. Putting a 16MHz 68030 and four 1-meg SIMMs on the board adds $460 to the price.

Application & Design Software had Universal Network. The $219 software allows networking between different two STs. The hardware cost depends on the ports used on the computer—Universal Network supports the LAN ports on the TT and Mega/STE. The hardware runs from $30-40 per node.

Formerly known as WuzTEK, Omnimon Peripherals Inc. had planned to introduce the OmniChrome board at the Glendale Show. Although it wasn't ready to show, veteran electronics engineer Norm Weinress expects it soon. The OmniChrome will give the ST user more colors and higher resolution.

Gary Klugman and Dave Plotkin (right)

There will be different levels of OmniChrome, each allowing higher resolution. With the appropriate board, the resolution will only be limited to the amount of RAM installed and the monitor being used. OmniChrome will plug into standard STs and display 256 colors out of 16 million in 640x200 resolution on a standard ST color monitor. Add a multisynch color monitor to your ST and OmniChrome will give you 256 colors in 800x600 resolution. Cost for the board is expected to start at $399.

ISD's Nathan Potechin was demonstrating Calamus SL and DynaCADD on a Mega ST equipped with Jim Allen's Turbo 030 board running at 40MHz. Calamus SL could also be seen on a TT with MATRIX color board in the Atari booth.

Hybrid Arts was showing Digital Master, a direct-to-disk sound recording and manipulation package geared toward small to mid-size TV and radio stations and recording studios. Price was slightly under $4,000.

Rio Computers was showing off the new Lexicor software products. Lee Seiler of Lexicor was onhand to demonstrate Chronos-3D and Prism Paint. Rio was also selling a Genlock for the ST, Supercharger IBM emulators and a VGA card for Supercharger for $499.

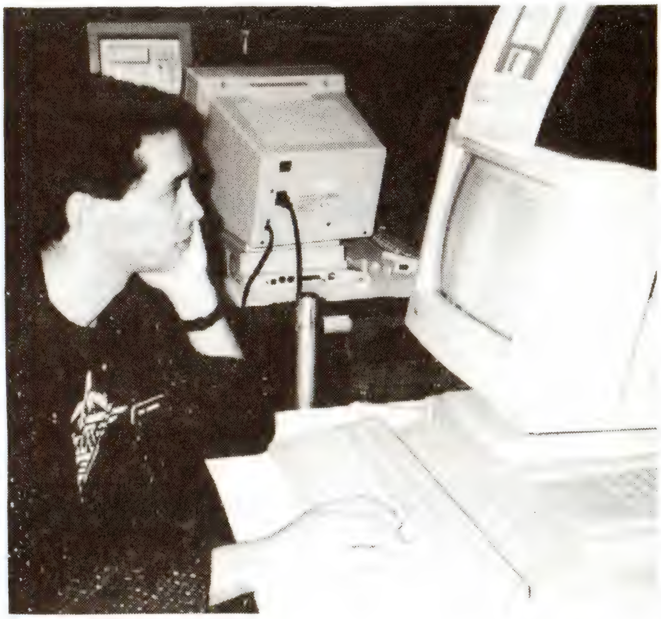
Quick ST 3 was available at the Branch Always booth and was selling well. In fact, Darek Mihocka sold out of his original batch and had to make more on the spot.

Unfortunately, the disks duplicated at the show report that they were infected with a "SIGNUM BPL" virus and some of the files on the disk were damaged. If you received one of these disks, contact Branch Always and they'll get you a replacement. Darek was also showing a TT version of his Xformer 8-bit emulator, running at full 8-bit speed.

Gribnif sold out of Stalker 3, an excellent terminal program that supports full background processing and multiple online sessions. Gribnif was also showing Arabesque, an imported drawing program that handles vector graphics and bitmaps.

With a turnout larger than last year, the show was a big success. Developers and vendors were pleased with sales. The fact that there wasn't the heavy discounting seen in other shows signaled a possible end to the shake-out of third party developers. Developers now are either making enough money with Atari computers or they have sources of income elsewhere in addition to their Atari income.

The increased attendance is an indication that there are still a lot of Atari users out there interested in expanding the utility of their ST computers, being more productive and adding more power to their ST computers.



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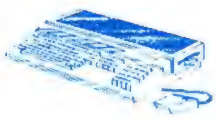

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EdHak 2.24

Bill Rayl

This review is long overdue. I've been an avid user of EdHak for nearly two years, and I'm finally getting around to writing a review of it. Why has it taken so long? The reason is simple—I've come to depend upon EdHak and use it as an integral part of what I do with my ST. EdHak seems like it's almost a part of my computer, so much so that I never thought about reviewing it. The concept of reviewing EdHak was about as far from my mind as reviewing the internal disk drive or the SM124 monochrome monitor.

I recently received version 2.24 of EdHak, and that is what prompted me to finally sit down in front of the ST and write this review. In beginning this article, I realized that not everyone may know what EdHak is. That was also a strange notion to me, since I've come to depend on EdHak for all my file editing needs. After all, everyone should be using this product, so everyone should already know about it. Right?

Well, everyone *should* be using EdHak. It's a great little editor that can be used either as a desk accessory or stand-alone program. Even better, EdHak can handle the toughest editing jobs with ease. You can edit text files, your ST's memory, disk sectors...just about everything!

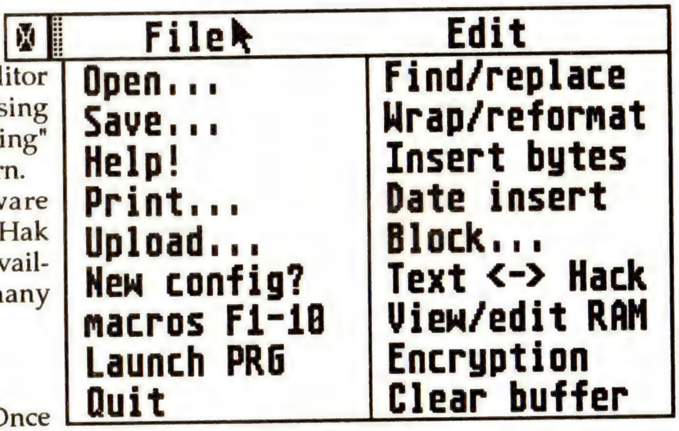
When I need to edit anything, I use EdHak. I haven't used a word processor on my ST for months. All the articles I've written for Atari Interface in the past year have been created in EdHak. I also use EdHak to format information for importation into databases (I do a lot of database manipulation). Occassionally, when I have the misfortune of trashing a disk directory or inadvertantly deleting a file from disk, EdHak comes to the rescue.

EdHak is probably the best bargain in the ST/TT market.

Past and Present

EdHak started its life as a shareware program called Diary. Craig Harvey, the program's author and president of Clear Thinking, was dissatisfied with the text editor accessories available for the ST. So, being an enterprising guy, he wrote Diary. Later, Craig added memory "hacking" features, and EdHak (the editor/hacking utility) was born.

Diary and EdHak have won a number of shareware awards in the past couple of years. As of version 2.2, EdHak has gone commercial only, although a demo version is available from Clear Thinking or most online services and many BBS systems. Currently, EdHak is at version 2.24.



Ease of Use

EdHak is as easy to use as a text editor should be. Once up and running, you can simply start typing away. The title bar at the top of the EdHak editing window shows you the name of the file you are editing, as well as the current line number and cursor/character position in that line. At the far right side of the title bar is a sizing button. Clicking on this button toggles the display between full and half screen modes. A close button at the far left will exit you to the desktop.

Next to the close button, the word "Menu" appears in the title bar. If you place the mouse cursor over this Menu entry, a double wide GEM drop down menu appears. From this menu, you can select many of EdHak's powerful functions, like Search and Replace, Uploading of text via the modem, file Encryption, and even running other programs from within EdHak.

A scroll bar at the right side of the edit window allows you to scroll through your text file, or you can use the up and down cursor keys. Pressing either Shift key in conjuction with the up and down cursor keys allows you to move back or forward one page at a time.

While the EdHak manual fully explains all the features of the program and how to use them, EdHak has a built-in help feature for quick reference. To access the help menus, simply press the Help key (or select Help! from the Menu). These help menus list all the keyboard equivalents for all of EdHak's functions.

Insert Anything

One of EdHak's most powerful features is its ability to edit just about anything. In keeping with that flexibility, the program allows you to insert any character—not just the standard ASCII characters—by entering them as text or via their decimal or hexidecimal values.

EdHak's search and replace options take this even one step further, allowing you to search and replace using text strings or decimal/hexidecimal values. And, you can do this independently for each string.

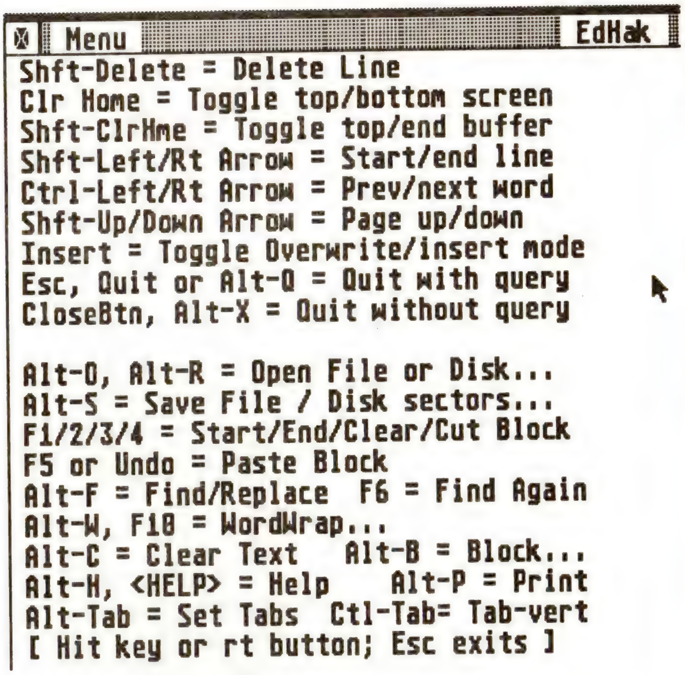
For instance, say you have a text file created on an Atari Classic (8-bit) and the carriage returns all show up as a cent sign when you load the file in. That's because the ATASCII carriage return has a decimal value of 155, the value for the cent sign in the ST's ASCII character set. To replace these ATASCII carriage returns with ASCII carriage return/line feed sequences, you can search for decimal 155 characters and replace them with Control-M (carriage return) and Control-J (line feed) text sequences.

Blocking Made Easy

Selecting text blocks in EdHak is a breeze. You can simply use the mouse to select blocks. Just place the mouse cursor at the start of the text to be selected, press and hold the left mouse button and drag the mouse to the end of the area to be blocked.

If the end of the text block is off the current display, EdHak will automatically scroll when the mouse cursor reaches the top or bottom of the display. Once you're done with the selection, simply release the mouse button.

As an alternative to the mouse, you can press F1 to start a block and F2 to end, while F3 clears the block and F4 deletes the selected block. Users of the Flash! telecommunications program will recognize this as the same way the Flash! editor works. As with Flash!, pressing the Undo key will restore the last deleted block. Using F4 and Undo is a quick way to do block cut and paste. Block cut, paste and save are also available by selecting the Block option in the drop down Menu. You can even print a selected block.



```
Shft-Delete = Delete Line
Clr Home = Toggle top/bottom screen
Shft-ClrHme = Toggle top/end buffer
Shft-Left/Rt Arrow = Start/end line
Ctrl-Left/Rt Arrow = Prev/next word
Shft-Up/Down Arrow = Page up/down
Insert = Toggle Overwrite/insert mode
Esc, Quit or Alt-Q = Quit with query
CloseBtn, Alt-X = Quit without query

Alt-O, Alt-R = Open File or Disk...
Alt-S = Save File / Disk sectors...
F1/2/3/4 = Start/End/Clear/Cut Block
F5 or Undo = Paste Block
Alt-F = Find/Replace  F6 = Find Again
Alt-W, F10 = WordWrap...
Alt-C = Clear Text   Alt-B = Block...
Alt-H, <HELP> = Help    Alt-P = Print
Alt-Tab = Set Tabs  Ctl-Tab= Tab-vert
[ Hit key or rt button; Esc exits ]
```

Other Features

EdHak also handles word wrapping. You can set the right margin, and many other options, by selecting the New config? entry from the Menu (or by pressing Alt-N). Then, by selecting the Wrap/reformat entry or pressing Alt-W, you have the option of reformatting the entire text buffer, the current paragraph or a selected block of text. You can also turn word wrap off.

You can edit files of *any* size with EdHak; the only limitation is the size of your storage medium. EdHak allows you to define its buffer size from 4K up to 97K. If an edited file is larger than the buffer, EdHak allows you to edit the file section by section. So, you can even edit files that are larger than the system memory, something no word processor on the ST market that I know of will allow you to do.

When you reach the bottom of the current buffer, EdHak will automatically load in the next section of the file. If you have made any editing changes, you will be asked if you wished to save them before continuing. You have the option of saving only the current buffer or saving the buffer back to the complete file.

For the security conscious, EdHak offers full encryption of your files. You supply the password used for the encryption/decryption. If you use this option, make sure you don't forget the password, or you will lose your files forever. (It's a good idea to keep an unencrypted version of the files somewhere, just in case you do forget.)

EdHak offers a pile of other features, but I think you get the idea. This is one heck of an editor!

Safe Sectors

One use for EdHak that many people may not even think of is to help protect you from damage to floppy disks. If you're like me, you have a "library" (however loosely organized) of software, graphics, etc. stored on floppy disk. While I hardly ever make modifications to these disks, I do copy files off them from time to time.

How can EdHak protect these floppies from damage? Well, EdHak isn't just a file/text editor. It can also edit disk sectors. Nearly every ST user at one time or another has "trashed" a floppy disk. What usually happens is that the sector on disk that holds the directory or FAT (file allocation table) gets messed up.

Using EdHak, you can save the first few sectors of each floppy to a file—one for each disk in your collection. This gives you a safe backup of the boot sectors, FAT tables and directories for your floppies. Every time you update a floppy, simply make a new backup file for that disk and you're pretty safe! This can also help you out if your disk library ever gets infected by a boot sector virus.

QuikSend

As mentioned earlier, EdHak can be used as either a desk accessory or as a program simply by renaming it with the proper file extension. As a desk accessory, EdHak offers a number of very nice uses. For instance, version 2.2 and above have a "Quiksend" feature. This features allows you to send a marked block of text to an open window of another program.

This is a great feature, especially for PageStream users. You can have a PageStream document open with a text frame just waiting for text. Rather than typing the text directly into PageStream—a process that can be rather slow—you can use the full editing capabilities of EdHak. Once your text has been created, simply select it as a block, hit Alt-K and watch as EdHak places the text into your PageStream document! It's like having a built-in word processor in PageStream.

Interfacing

Users of the CompuServe online service may also find the combination of EdHak and QuickCIS a useful addition to their libraries. QuickCIS is an online navigator for CompuServe written by Jim Ness. The program allows you to respond to messages and select file for download while offline. Once you've created your responses, etc., QuickCIS calls CompuServe for you and posts your replies. This can be a real money saver.

As of version 2.24, EdHak can be used in conjunction with QuickCIS, giving QuickCIS a much needed full-featured text editor for message creation. QuickCIS is available for download in the ATARIPRO Forum on CompuServe.

Wrap Up

Now that you know what EdHak is and some of the great things it can do, you'll probably be surprised to hear that the program retails for only $18.95 and upgrades are only $5! A super program at a super price. EdHak is probably *the* best bargain in the ST/TT market. And you get full support for Moniterm monitors and all ST and TT resolutions, as well.

So, what are you waiting for?...buy EdHak now. You'll be glad you did.

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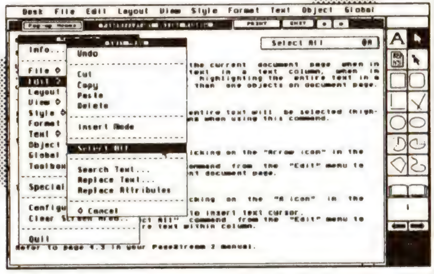

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Sex, Lies and Graphics/Video

(but without any sex or many lies)

Jay Craswell
Contributing Editor

Character vs Graphics Modes

This is a pretty straightforward topic. Text on some machines is extremely fast. IBM machines have a character generator that lets you "squirt" (technical term, grin) whole characters onto the screen with very little effort (or time!). The Macintosh, on the other hand, is more flexible with the characters it can squirt and, in effect, makes the CPU do all of the work displaying text...slow! Both systems alone have severe shortcomings.

Atari, in its infinite wisdom, has the Blitter that works like a character mode display but allows you to select the fonts (via software) to be squirted on the screen. Even better, you can do the same sorts of things into printer RAM! More about the printer stuff in a later article.

Scalable Fonts

Most of us have heard about scalable fonts. What they are is rather simple. The idea is to have a program take the outline of a single font, such as Times Roman, and generate that same font in different sizes—scale (or resize) a font from 72 point down to 6, for example.

The problem is that the technology to do this in the laser printer is slow and the work done on the screen font is awful! The problem is that laser printers are 300 DPI (at least) and your standard computer monitor is around 75 DPI. This difference shows up as pretty printed text and jagged, boxy-looking screen fonts.

In the Mac world, as mentioned in my previous month's column, you have 72 DPI at all times or Apple users shun you like a plague. Somewhere it is written that Mac fonts are to be 72 DPI or you will roast in hell! The real reason for all the excitement is that Apple pretty much locked themselves into that setup by not having a way to deal with any other DPI.

Many people see this problem as insoluble until screens capable of 300 DPI display are made. While such screens are possible, they are slow to paint to and are very "bleeding edge."

There are scalable screen fonts, of course. Can you say "Display Postscript?" But, Display Postscript is expensive and not all that fast. Worst of all, it still has the jaggies!

A possible solution to these screen fonts with jaggies is to employ a technology known as anti-aliasing. Simply put, you apply gray scales to the characters. Many of you may be shaking your heads thinking that a character on a page is black and white with no shades. Think of it this way: which document looks better on your screen, one scanned in with a B&W hand scanner or one with an HP or Canon flatbed, gray scale scanner?

While working at Image Systems, we presented a state-of-the-art monitor running almost 300 DPI. In the same booth we had a 72 DPI screen showing text with 16 grays (it was scanned in). All of the people that saw the two thought the 72 DPI screen was our "near 300 DPI" monitor.

I guess it's safe to say that gray scale information can indeed give the appearance of higher DPI. And remember that, in the world of displays, it's the appearance alone that is important!

This wasn't the first time that I experienced this illusion of added DPI via gray scales. As a junior bottle washer at CPT Corporation (defunct now, I think) we worked on some pretty fancy gear. One project had us playing with a 1024x 768 high resolution graphics controller that allowed 16 gray scales. The idea of a scalable screen font was the goal, and to that end, work was done to create the smallest possible font.

Face it, a 1x1 font is unreadable no matter how many gray scales you use.

But, would you believe that a 2x2 font was recognizable? True...and with only four measly bits in the character cell! The alphabet was drawn on the screen with handcrafted characters using 16 shades of gray. One after the other, we asked people if they recognized the line of text. To a person, everyone correctly identified it as the alphabet.

This caused a *lot* of head scratching. Maybe it was outright disbelief that it worked or maybe the effort needed to scale these types of fonts was too much. Either way, the project was shelved.

Today, there is one IBM company that has a simple version of gray scale fonts for Ventura Publisher now. They look loads better than the black and white fonts. Too bad the card they use draws *so slow.* Thank the wonderful world of paging and segments for all this "speed."

Now I wonder what Atari developer will finish this project? I imagine a certain 1024x768 graphics screen with gray scalable screen fonts might even make some Mac, IBM and Amiga publishing and wordprocessing users sit up and take notice.

VGA Chip Sets

Questions about "VGA" are easily one of the most often asked. These are either "Why don't you sell your card for $250 like the 'fill in the blank' IBM VGA card company from Walla Walla, Washington?" or "I bet I could get a VGA chip that would replace your ISAC for 1/2 the cost."

First, the comparison between ISAC, ALBERT and VGA is unfair. Most VGA cards are interlaced. Almost all of us have seen an Amiga blinking away to beat the band. Interlaced video is just awful unless you are exporting it to video tape, and for that you need to be able to do low resolution 524x524. Interlaced display is good for making a slower monitor display higher resolutions without actually having to run at a higher speed.

Nowadays, most PC dealers don't even show demos in the interlaced mode. It turns off the clients (or makes them seasick). However, when you ask them for high resolution, most will show you Windows (*or some other thing*) running in 800 x 600. At least in this mode the display is noninterlaced.

Now, I'm not saying that there aren't non-interlaced 1024x768 cards out there. Indeed, there are! And, if you look in a recent Byte, you will see an article on one priced at $599.

Say, isn't that the same sale price as ISAC? Yes, of course it is.

Before I get a rash of calls from people with some VGA card that *can* be forced to run non-interlaced and is cheaper, let me say this. There is a reason for this—volume price. Do you know how much money has been spent to cost reduce your typical VGA card? Most of them are not much more than a single chip with some RAM and a crystal.

So, why don't I make a VGA Chip? Money, folks. It's what makes the world go round, and you need great big bags of it to make a fancy custom ASIC. The masses scream "Why don't you buy a VGA chip from Western Digital or whoever?" Ladies and gents, I would if I could make it work. VGA is a weird mother.

Yes, I could easily stuff one on a card and might even get it to light up and draw some pretty pictures and run some canned demos. But get the Atari OS to work with it? Draw the Desktop? Run VDI? No way! Not without rewriting most of the graphics system, VDI, etc.

The KAOS people over in Germany might have been able to rewrite much of the TOS 1.4 ROM in assembly, but even that is not the same as replacing it with functionally equivalent code for a different type display screen that works.

Hiring a staff of programmers to work for years is unacceptable to me and, to be honest, I believe the results would be unacceptable to the software developers. Believe me, it's hard enough with a similar screen map and a simple driver to get everything just right.

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So You Want to Start a User Group? Part III
A Primer for Starting Your Own User Group

Tim Holt
Contributing Editor

Last time, we looked at how you go about getting and keeping members in your group. Remember, getting members is easy, *keeping* them is the hard part.

Okay, so you got a group of people, some you know, some you don't. What do you *do* with them? This time, we will look at ways to make the actual meetings an interesting and educational opportunity for you and your members.

How to Keep it Fresh!

First of all, you hopefully have chosen a meeting place that can accommodate a few computers. Ask members to bring their systems (that's right the entire system) to the meeting. I know, it is a real pain in the tush to rip out your system and bring it to a meeting. (This is one area where Macintosh has us beat.) However, the more computers you have at a meeting, the better it will be for everyone.

Trust me. Think about a meeting of 25 people. Now, think about those same 25 people all trying to look at your *one* 13 inch monitor. Get the idea?

Now imagine those same 25 spread out over seven or eight monitors and computers. Believe me, Billy Bob in the back row is gonna get bored *real* fast trying to see *one* computer way up at the front.

Okay, you have a bunch of computers, and they are all humming away at the meeting. Now what? Well, most members expect a demonstration of some kind. What kind of demonstration? Remember how I said in a previous article that most people plop down the membership fee and expect a song and dance? Well, get out your tap shoes....

This is where you can let your imagination run wild. You can demo *anything*. Games, utilities, accessories, hardware, software, modems...you name it, you can demo it. Chances are, there is a game on your shelf collecting dust that *no one* in the group has ever seen before. (Can you say Harmony by Accolade? Sure, I knew you could.) Make a demonstration of it!

Themes

At ACCEPT, we like meetings that have a *theme*, like "Word Processors." If you chose to do this, invite several folks to bring the word processor they are most familiar with, set the computers up side by side and demo away!

Here are a few examples of *themes* that we have had at our meetings. (Feel free to steal, as we stole these from other groups...)

Word Processing—Compare several programs, such as WordPerfect, WordWriter, WordUp and ST Writer Elite, etc. Actually, you could probably give a demo on each one of these, so that is 5 meetings worth of demos.

Games—Everyone has a favorite game, or as the Messy-DOS people call it, Entertainment Software. You could even break this down into sub-themes such as Arcade or Fantasy/Role Playing. Again, several demos going at once is better than one at a time, so folks can stroll behind the users and get a nice view of what is going on.

Desktop Publishing—Timeworks, Calamus or Pagestream all could easily take up an entire afternoon or evening's meeting. However, running them side-by-side, and showing the output of each is a tremendous selling point.

And, these types of demos are essentially someone trying to convince someone else that this program or that hardware is so good that they just cannot live without them. Again, if you just have one computer per meeting, you have three meetings worth of demos in just this one theme.

Telecommunications—Compare all

the different modem programs. If the club has a BBS, get the Sysop to demo how to use the system to its best advantage. (Don't try this in a room without a phone jack. The results are pretty sad.)

Best of Public Domain—This is where the club librarian comes to do his or her thing. Let the librarian show the club a small selection of the finest things in the club's library. Here the choices are unlimited.

Don't think there is a lot of PD stuff out there? Before American Express started wanting me to actually *pay* them for using GEnie, I counted over 17,000 files in the Atari ST area alone. Who knows what it's up to now. Many of the PD and Shareware programs can be used with the other themes as well, such as Vanterm for the Telecommunications theme.

Art—How do all those art and paint programs work? Drag out your old copy of NeoChrome, and boot it up. Demo it against Spectrum, Prism Paint, etc. See what happens when you load up a nice picture of Christie Brinkley and start drawing a 5 o'clock shadow on her...give her some chest hair, and make her bald at the same time. This is always a crowd pleaser.

Macintosh Emulation—Someone in the club has to have a Spectre GCR cartridge from Gadgets by Small. These little beauties are the most fun you can have without laughing. Invite your hardened "Mac-friends" to your "Mac" meeting. Watch their faces as they watch your Atari ST "game machines" boot up with a Mac logo, and have it say "Welcome to Macintosh." I almost guarantee that at least one club member will run out and buy a Spectre GCR after coming to this meeting.

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MS-DOS Emulation—PC Ditto, Ditto II, PC Speed, AT Speed, AT Once—they all work well, and they all work on your ST. Demonstrate how someone who uses an IBM at work can come home at night and crank up the old ST to do the same things. Have speed comparisons, show some games.

Miscellaneous Themes—Any of the themes that you used for the ST can also be used as sub-themes for the Macintosh and IBM emulators. Actually compare prices of IBM, Mac and ST software, and show the members what is the best buy. MIDI/Music, Accessories and Utilities all are fair game for demos. Just remember, *anything* in a computer store can be demonstrated.

Other Observations

Okay, you now have before you about a year's worth of meetings planned. Pretty easy, eh? Well, it is to a point. You do not want to get on a teacher/pupil relationship with your members. They probably know just as much as you do, they just don't speak in public. This is a condition called "Groupus Interruptus," and is common in all user groups.

Don't expect each meeting to be perfect. Sometimes, you will have ten people in front of you, and the demos go just as you planned. At other times, fifty people will be watching as your hard drive refuses to boot, or you can't get the paper into your printer. Hey, it happens to all of us, and it isn't any big deal. If your demo screws up, it screws up. If anyone complains (which they won't), tell *them* to get up front and do a demo. This usually shuts them up pretty fast.

The key to successful demonstrations is finding out who in your group knows what. Is that quiet kid in the back able to destroy every living thing in the known and unknown galaxy? Well, he would make a great demonstrator of any new game. And, usually, people don't mind demonstrating something they know really well.

Don't ask Billy, who has never seen the actual keyboard, to demo a word processor. On the other hand, don't ask Rev. Smith to demo converting Xrated GIF pictures to the ST format. Know your group.

And don't limit yourselves to just ST-related shows. Do a demo of basic computer repair. Any computer user can relate to that. Have a meeting where the police come in and give a talk about anti-theft devices used in the home to prevent theft of computers.

See how it goes? You could probably think of all sorts of exciting demonstrations I haven't even mentioned. This time, we talked about how to give successful demonstrations. Next time, we will talk about special interest SIGs and some common problems faced by user groups.

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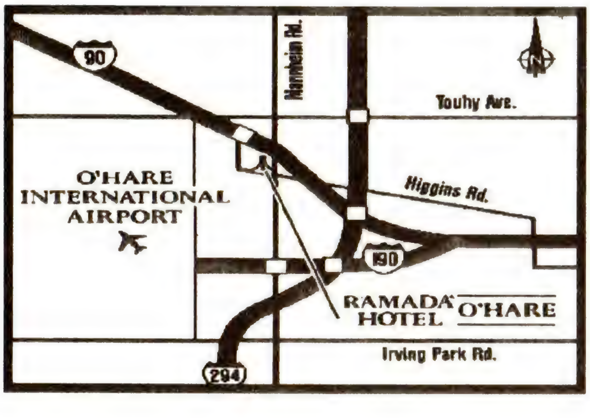
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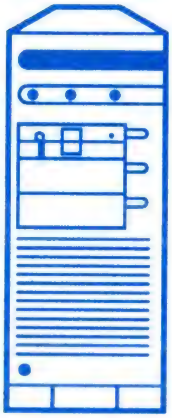
WHAT DOES THE FUTURE HOLD



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Over the past several months, a number of people, including myself, have been kicking around what we Atari Classic (aka 8-bit) users would like to see in a new machine. What we have determined is that there are two distinct directions people would like to see their system develop into.

One faction would like to see a high-power application computer which would sacrifice compatibility to gain more performance. The other group would like to see a high-compatibility system which would allow use of the lower cost IBM/PC type peripherals.

While these machines would probably be marketed by DataQue Products, they will most likely not be considered as part of the DataQue line. This is primarily because the anticipated volume is not high enough to justify the overhead.

System #1: 1600XLE

The high-performance system has been named the 1600XLE to indicate that it is not only the ultimate machine (indicated by a numeric prefix which is higher than any previous model), but does mantain some degree of compatibility with the XL (the 'E' indicating enhanced). At this time, the following specifications have been formulated.

System CPU: 8MHz CMOS WD65-SC816P8 Processor. This CPU is similar to the Turbo-816 upgrade and Apple //GS, except it is running at a no-wait-state 8MHz. While this clock rate in itself is not particularly blazing compared to most modern async processors, you have to keep in mind it is a synchronous CPU and that its bus cycle is only one system clock. This is as opposed to the 68000 and 8088, which take up to four system clocks per bus cycle. To give you a relative index of the 65816 compared to the 68000 (as used in the ST) or the 8088 (as used in the PC/XT) see the chart at the bottom of the next page.

As you can see, the 65816 is significantly faster than either competitor. For example, an 8MHz 65816 executing an add with carry (word) instruction with a source address which is absolute indexed would take 625nS, while the 8088 would have to be running at 22.4MHz to take the same time period.

The 68000 in that example would have to be running at 28.8MHz for an equivalent execution time. Now you have some insight as to why the ST could not emulate the 8-bit very well.

Of course, each processor has its features and pitfalls. The 65816 lacks multiply and divide instructions, for example. The 8088 has a memory address limit which is only one megabyte while the other two are 16Mb. The 68000 is very slow when working with bytes (which is why most of the examples above were operating on words).

Speed is not the only reason for choosing the 65816, it also has a 6502 compatibility mode, which will allow it to execute the instructions of the 6502. Of course, the 6502 is the CPU which is used in all of the 8-bit Atari systems (including the 400/800/XL/XE/XEGS).

System DRAM

Since the 65816 can address up to 16Mb (actually it can address 32Mb, but I don't wanna give away too many secrets here), it was determined that there should be an easily expanded memory system.

Because of their low cost and availability, SIMM memory modules would be the first choice. These are currently available at well under $50 for the 1Mb

For the Atari 8-bit User?

Chuck Steinman

MAUG

version. Since the 6502 memory cycle is 1/4th the period of the 8088 or 68000, RAM interlacing will be required, so the SIMMs will have to be added in pairs. This is because DRAMs with access times under 60nS would otherwise be required, which are much more expensive than the 120nS versions which interlacing will allow.

The current plan is to allow for two pairs of modules, which would allow for 4Mb of DRAM in the system using 1Mb modules. Since the sockets will be wired to support 4Mb modules, a maximum of 14Mb of system RAM can be used (first and last meg reserved).

System SRAM

To allow for a low entry cost, the system area located in the lowest 64K of the memory map will use static RAM. This will be configured similar to the XE in that there will be a 16Kb window located at $4000 which several banks of RAM can be paged into using PortB of the PIA. While it will support the XE CPU mode, there are no plans at this time to support the ANTIC modes, since no ANTIC will be on the motherboard.

System ROM: The system will feature a custom operating system in ROM which is entry point compatible with the Atari XL/XE OS. There will be enhancements to this OS, mainly to support the additional peripherals and take advantage of the 65816 enhanced instructions. The OS will also feature debugging, diagnostics and configuration utilities. This OS does not support the international character set or cassette.

Applications

At this time, there are no plans to include any application programs in ROM with the system. This may change if DataQue acquires rights to some of the OSS/ICD products. The XL/XE's normally have BASIC in this area. Two 28-pin IC sockets will be left for this use, with a jumper to select either one 8K or two 4K ROMs. This would allow you to dismantle your favorite application cartridge and insert its ROMs into the provided sockets.

ROM Expansion

One XL/XE compatible cartridge slot will be provided. This will allow existing applications to run in the compatibility mode. Since most of these applications were written in 6502 language, they would only be able to directly access the XE memory. Memory managers such as RAMDisk drivers would allow such programs to use any expanded memory (over 1Mb). Again, if OSS/ICD products are obtained (or any others for that matter), they could be converted to directly access the full 14Mb of RAM.

SIO Devices

There will be one Serial I/O channel provided which will be compatible with

Operation	**65816**	**8088**	**68000**
Load register immediate byte	2	4	8
Load register immediate word	3	8	8
Load register absolute word	5	14	12
Add w/Carry absolute,index word	5	14	18
Sub w/Borrow indirect indexed word	6	16	18
Branch short relative (false/true)	2/3	4/16	10
Jump to new absolute address	3	15	10
Jump to subroutine, and return	12	27	34

most Atari SIO peripherals. The SIO port would allow Atari devices such as floppy drives, printers and interfaces to be used without modification.

Keyboard

An IBM 101-key-type keyboard would be supported using the standard PC 5-pin DIN type connector. Special function keys on the Atari would be mapped onto function keys, and other features of the enhanced keyboards would be supported where possible, as in the TransKey adapter.

Other Ports

One RS-232 serial port would be built onto the motherboard for serial communications. The baud rate would be fully programmable with a maximum rate of at least 19,200, possibly higher. This would terminate into a standard DB-25M connector to provide maximum compatibility. A driver would be provided in the OS ROM.

One parallel printer port would be built onto the motherboard for use with standard parallel printers. This would be terminated into a standard DB-25F connector to provide maximum compatibility. A driver would be provided in the system OS ROM.

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Two Atari compatible joystick/paddle ports would be provided, which would be terminated into two standard DB-9M connectors.

Expansion

Eight standard IBM/PC-XT type 62-pin card edge connectors would be provided for system expansion. This will allow many low-cost, readily available PC cards to be used with the system. Software drivers for popular cards would be provided in the OS ROM, such as those for CGA and MGA video cards. OS ROM extension headers will be scanned for in the $010000-$0FFFFF range.

Some of the cards which could be supported by the 1600XLE are:

- MGA Video (Monochrome, with support in the OS ROM)
- CGA Video (Color, with support in the OS ROM)
- EGA Video (Enhanced Color, support ROM on card)
- VGA Video (Analog Color, support ROM on card)
- Floppy Drives (5.25" and 3.5" supported in the OS ROM)
- Hard Drives (support ROM on card)
- Serial/Modem (support in OS ROM)
- Parallel (support in OS ROM)
- Scanner/Barcode (support ROM on card, or software driver)
- Mouse/TrackBall (supported with software driver)
- Sound and/or MIDI (support ROM on card, or software)

Since there is a wide range of applications and needs requiring different video outputs, no video hardware will be provided on the motherboard. If there was a significant demand for an XL/XE compatible video output, such an expansion card could be made. Because ANTIC and GTIA must be clocked at 1.79MHz, wait states would be required and CPU halts inserted as needed. In other words, you would sacrifice a great deal of performance for this compatibility (the single most limiting factor of the 8-bit design...it is closely linked to the video).

On the other hand, I feel output into VGA with resolutions above 640x400 with 256 colors (not to mention text output at, or above, 80 columns by 25 rows) is worth giving up the only real special feature the ANTIC offers...display lists. While they are neat for games, they are not that significant in application programming, which this machine is primarily designed for (not to say that some real mean graphic games couldn't be written).

Keep in mind the CPU has a throughput which is over 4-1/2 times faster than the 8-bit (not counting that 16-bit transfers only take one extra cycle), and several times that of the basic 8MHz ST (which also handles all the graphics overhead).

Enclosure

To lessen my workload, and to give people a variety, the motherboard would be constructed to what is called the 'Baby-AT' platform. This is the most popular board in the PC world, and there are hundreds of case styles to choose from. There are desktop, mini-AT, mini-towers and full floor-standing towers. These all provide at least two drive bays—most provide four, and some can hold as many as eight drives.

Since PC-type floppy and hard drive controllers can be used, inexpensive storage options would finally be available. This eliminates the need for host adapters such as the ICD MIO or CSS BB which have to work within the very restrictive (not to mention slow) PBI handler/interface.

Also, standard PC-type power supplies can be used. This lets you power all of the internal components from a single, fan-cooled supply. Some of the cases currently on the market have integrated power supplies.

Estimated cost is $249.95.

Because this is only a preliminary specification, the cost is only a ball-park figure for the motherboard with no DRAM included. The number of boards which are initially made will greatly determine the cost. There are significant NRE costs associated with the PC board, which will be divided by the number of initial boards. The above estimated price reflects a cost based on 10-12 boards being made initially (that may sound low, but I will only make enough initial boards to cover orders that have deposits...more details on this later).

System #2: 130XEC

For those people who may already have an IBM/PC and would like to still use their Atari 8-bit software and peripherals, the 130XEC is the answer. This system will plug into one of the PC expansion slots and, by using software drivers, use the PC peripherals (in addition to any 8-bit Atari peripherals attached).

One possible twist of this system is that if you have a VGA monitor on your system (with a text mode of 80x48 minimum) and a 16-bit processor (80286 or above), you could actually have four of these cards installed and run four different 8-bit applications on the screen at one time! Of course, there would be some details to work out, but it would be very possible.

One potential conflict is addressing this card into the PC memory map. Most systems have more than enough free memory space to fit in a 64K block with no problems. Other systems which have LAN or other non-standard I/O cards may not have a 64K block free. If the 130XEC were chopped up into smaller blocks, performance would be degraded significantly. I would be interested in knowing what the memory map is of anyone who is interested in this system.

To gain full compatibility, it may be necessary to have a monitor which provides a composite input in addition to the normal PC TTL or Analog input. This may not be the case when the final specification is made, as it depends on how well the PC does at emulating the ANTIC display list when the video is re-directed to the PC's monitor. If it can handle it well (which I expect it will) any decent monitor/computer combination should work. This will be addressed in the final specification document.

System CPU

NMOS 6502 running at 1.79MHz to maintain compatibility with current software and hardware. Using proprietary interface techniques, the CPU will run faster than a normal XL/XE at the same clock rate.

System RAM and ROM

128K of RAM will be used, which can be banked into a 16K window at $4000, using the PortB PIA (as in the Atari 130XE CPU control mode). 16K of ROM, entry point compatible with the Atari XL/XE operating system ROM (does not support international character set or cassette) will be included.

Expansion can be done through:

One XL/XE compatible ROM cartridge port (30-pin Card Edge)

Two XL/XE compatible joystick/paddle ports (9-pin DB type)

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More Information?

These systems are both currently just in the prototyping stages. All specifications are subject to change. A current target date for completion of prototypes has been set for January 1, 1992, which is also subject to change. If sufficient interest is not shown, either or both projects may be cancelled at any time.

Once the prototypes are done, if there is sufficient demand, I will release a final specification document with costs. There will be a cut-off date assigned for initial orders, with a 25% down payment required to enter an order. Once the order period has expired, the boards will be ordered from the PC board house, and should be back within 30 days. Once boards are built up, those with pending orders will be notified and units shipped when the remaining balance is paid (or by COD).

Since a store selling PC components—both retail and wholesale—has recently been purchased by the owners of DataQue, such components will be offered for those who do not have a local source. Package deals will also be offered. Details will be made available when final specifications are released.

If you are interested in one or both of these projects, please send a #10 (large) self-addressed, stamped envelope with your thoughts and interest level. When a final specification and cost is determined, those who sent a SASE will be notified. Letters should be sent to DataQue Products, Enhanced Products Dept., Post Office Box 134, Ontario, OH 44862-0134, USA.

While I will respond to email from GEnie, Delphi and Compuserve online, I will not forward information by US mail from such contacts.

GEnie/Delphi: DataQue, CIS: 71777,3223.

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AAAUA ATARI 8-BIT USER GROUP

AAAUA Presidential Ponderings

It has been said that the only thing that remains the same is CHANGE. That certainly applies to computer technology and consumer demand. It's interesting that the latter is more what people THINK they need or want than what they ACTUALLY need or want. Why is that? It's called marketing. Else, how can you explain Nintendo, Teenage Mutant Ninja Turtles and Bart Simpson!

In the computer world, new developments and better (different?) software entice the consumer. Advertisers do their best to convince the public that they just HAVE TO HAVE this NEW and IMPROVED "whatever." Many who respond to this psychological pressure do so for reasons other than "need." Frequently, it is just plain "keeping up with the Jones." Or, it could be an insatiable desire for the latest "gadget." Yes, I am guilty too. And I suppose it isn't all bad. Otherwise, technology would lose a lot of its impetus. But, how does this relate to user groups?

When user groups first sprang up about ten years ago, their primary function was to share technical information, which was not generally available or was difficult acquire. As technology continued to explode, users along the way found themselves with obsolete machines and dwindling support. Many users continued to pursue the neverending "Pie in the Sky" to have "the very latest"; others stood staunchly behind their computers, which were still every "bit" as capable, perhaps moreso, as the day they bought them. Meanwhile, most manufacturers abandoned the old in pursuit of the almighty dollar. Please don't misunderstand. Progress must progress.

But I do believe the prudent manufacturer will have the foresight to continue support for his loyal customers. Or, guess what? The loyal customers will become ex-loyal customers. So, assuming we choose not to join the masses in the neverending pursuit of the ever expanding technology, what is the lesson for us "ordinary" folks and user groups?

First, recognize reality. Many users will be responding to various pressures (or perhaps needs) and moving on to more advanced machines. Some of us will continue to think for ourselves and choose a machine that meets OUR needs. If you happen to have chosen an Atari 8-bit and it still meets your needs, why change?

Now the good news. While the majority are scrambling to have the latest, they are leaving in their wake thousands of machines and software for us loyal users to scarf up at rock bottom prices. Today, we can buy hardware and softare at 1/4 to 1/5 the original prices, and sometimes less. And while they may not be readily available at the corner computer store, there are several excellent mailorder sources nationwide. Or we can trade amongst ourselves. Moreover, there recently has been a surge of 8-bit interest and coverage in the publications. We eight bit users never had it so good!

Perhaps one day we will choose to "move up." But, when that day comes, where is it written that we must sell our historical CLASSIC 8-bit? So, 8-bit Atarians, rejoice; and keep the faith!

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN generally meets at the Shawnee branch of the Allen County Public Library on the first Saturday of each month beginning at 10 AM. For additional information please contact Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815 or call our BBS at 744-1396 (300 to 9600 baud, F-Net node 678).

Notes from the August Meeting:

Mark Garrison demoed his Gravis Mousestick which can be used as either a mouse or a joystick. It is programable and very versatile with a list price around $100. Mark demonstrated it with MIG-29 and highly recommends it for cad and drawing programs. (Even works fine with a Mouse Master.) Scott Schaffer demonstrated DOS-XE for the 8-bit Atari computers. Mike Surface demonstrated Midwinter II: The Flames of Freedom which is a spy-mission simulator with awesome detail. A copy of Hot Rod was donated as a door prize by Computer Corner and was won by Jim Barnes.

Business Meeting: A reminder that the October meeting will combine ACORN meeting with the IEEE meeting. The focus of the meeting will be high performance, low cost alternative computers including demonstrations and discussions of telecommunications, word processing, data bases, etc. Several computers will be set up and demonstrating different software packages. A pizza party mixer is planned at the local Pizza Hut after the meeting. Several members shared their impressions of the MIST Atarifest including the latest news from Bob Brodie.

We were told that Bob Frasher passed away July 30. Bob was an active member of ACORN for several years and he will be greatly missed. Bob helped out at most of our special events and enjoyed demonstrating how to use an ST and a synthesizer to make music. Bob left behind a wife and three children. ACORN members interested in contributing to the trust fund set up for his children's education should contact Kim Stahn.

The end of the year promises to be very busy with the joint ACORN/IEEE meeting and ICE in October; Pentacon and the big Atarifest in Chicago in November; and December will be nominations for next years officers.

Notes from the September Meeting:

Discount subscriptions to Atari Explorer are available if you are a user group member according to a letter we received. We now have to pay shipping costs to continue receiving Atari User magazine. We will see if Computer Corner wants to split a shipment of 100 copies and save some money. If not, we will purchase them on our own.

Demonstrations at the meeting included PageStream 2.1 for the ST by Ken Helms and The Writer's Tool v2.25 for the XL/XE by Eric Converse.

Several members are making plans to attend Atari's Computer Show in Chicago in November. The group intends to purchase a block of 20 tickets and make them available to members at cost ($4 each) on a first-come first-served basis.

ACORN

Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. Our general meeting starts at 7:00pm in room 262S, with a split into ST and 8-bit SIGs at 8:30pm.

ACORN has both an 8-bit and ST PD software library. Over 300 8-bit disks and over 100 ST disks are available to any individual. We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 132 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $20/year, plus an extra $6/year to get AIM. Membership includes a year's subscription to both the ACORN Kernel newsletter and AtariUser magazine, 12 meetings, access to our PD libraries at a reduced cost, and special access to the BBS. Our mailing address is: PO Box 24920, Rochester, NY 14624.

President Don Allis (716)293-3415
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ASTMUM

ATARI ST/MEGA USERS (Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members interested in learning about the ST/MEGA models and their applications before purchasing.

Founded in 1987, ASTMUM has provided its productivity-oriented members with technical support, training and emergency assistance (24-Hour Repair Hotline), as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Notebook and ST Pad) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Membership information may be obtained by writing to:

ASTMUM, Attn: K. Carter-Morgan, P.O. Box 966, Station B, Montreal, QUEBEC, Canada H3B 3K5 or by phoning (514) 272-6631 (voice only).

Executive Exhortations by Kest Carter-Morgan:

This magazine is getting to be (nicely so) a compendium of users' groups and their positions on controversial topics, their helpful activities and their future direction.

I'd like to tip my beret to Robert Pecora, of CACE, for his article "The Great Piracy Questionnaire" (AIM, March '91). It should be required reading for computer users of all platforms, as well as Atari users everywhere.

Club officers, handling memberships, have often heard "If I join your club, can you get me a 'free' copy of 'blah-blah' program?" or "I have a copy of 'blah-blah' program, but no manual. Can you teach me how it works?" If good judgement is employed, a member's response to such tactics can avert disaster for the club and preserve the member's reputation.

Since most of us use (or intend to use) our computers to earn our livelihoods, we make a point of showing applicants that our club is not a haven for software pirates. Our number-one rule forbids copying of commercial programs at meetings, or dissemination of information that could direct or induce members towards a software pirate. Instead, we make quantity purchases of original software, directly from authors and participating dealers, thus demonstrating that there are cost-effective alternatives to piracy. Remember, an author would rather negotiate a fair price for his software and have his users REGISTER, than lose sales and be kept in the dark -- wondering how many people are making use of his intellectual property.

A BBS requires dedication and work to keep it devoid of commercial software. We would rather not have a BBS at all, than have one that puts the intellectual property of software authors at risk. However, positions are open for a pair of well-principled individuals to develop and maintain a members-only, training-wheels BBS, on which beginners can make mistakes without fear of derision or impatience from others. As we gain more expertise, we hope our BBS will evolve into something to be proud of and STAY proud of!

Once again, we'd like to thank Mr. Pecora for his stimulating article!

The Chicago AtariFest is edging ever nearer. We intend to be there and would like to hear from other groups and developers planning to attend. This time, I hope we'll have a larger team to both manage our booth and document the show. It would be great to organize some social activities as well!

Adieu for now!

If anyone asks, tell 'em you saw their ad in AIM!

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST User's Group (CUSTUG) meets at 7pm on the second wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race streets in Urbana, IL. Membership dues include a subscription to AIM and ATARIUSER magazines, as well as access to our PD software library. All who are interested in the ATARI ST & TT computers are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Lee Johnson President
Menno Rapson Vice-President
Bill Magro Secretary/Treasurer
Tim Brumleve PD Librarian
Contact address: CUSTUG, PO BOX 3442, Champaign, IL 61826-3442

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle GA area. We are composed of 40 members of which approx. one half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The M.G.A.U.G. address is 115 Feagin Mill Rd., Warner Robins, Ga. 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

OCTOBER MEETING

The October meeting kicked off at the usual time. Turn out was good with three members from the Atlanta ST users group including their president showing up at the meeting. We are glad that they decided on the 100 mile trip to attend our small meeting. Bob Blackshear was nice enough to bring his computer to the meeting which was a boon in that we had some lively discussions.

Atari has a lot of things on the horizon but whether that will help Atari U.S.A. is still a toss-up. The TT is supposed to shipping at this time with the 32Mhz clock instead of the 16. It will also have an extra bonus in a new desktop that has a lot of features found in NeoDesk. Speaking of NeoDesk, Atari Canada, is offering several bundles of software including NeoDesk.

The Atari CD ROM has finally been released to the public for under $600. Two Atari disks have been released including a disk of Public Domain software and a disk of Clip Art. Atari is also selling a 520STe in Europe, no news if or when it will be offered in the U.S. Atari is also marketing a new monitor to take care of the STe's sound. The new color monitor will have stereo and is an entirely new monitor.

On the software front we have some new software that promises to be a boon on the Atari front. M1 Tank Platoon from MicroPose will be released soon and should be a must have for Strategy gamers. For Wargamers there are two new releases that may be of interest, Universal Military Simulator 2 and Halls of Montezuma are for hard core Wargamers only. Also for strategy of a different type there is SimCity for the city or for an enhanced Populus type of game there is PowerMonger.

We had the drawing for ACCESS at the meeting and Jeff Vincent was the lucky winner. ACCESS is a program called a command line interpeter that gives you an IBM style command line and also offers Batch Processing. Another ACCESS program will be given away at the NovemAtari has a lot of things on the horizon but whether that will help Atari U.S.A. is still a toss-up. The TT is supposed to shipping at this time with the 32Mhz clock instead of the 16. It will also have an extra bonus in a new desktop that has a lot of features found in NeoDesk. Speaking of NeoDesk, Atari Canada, is offering several bundles of software including NeoDesk.

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Also at the meeting was LEE MAVITY with his new 85 Meg hard drive from D&P Computers. The hard drive featured an under the monitor style case and has a clock, fan and room for an additional drive. One member said that the case was an old ATR8000 case from the Atari 8-Bit days. All this for under $600 - a great price. If you are thinking about a hard drive you may want to give D&P a call.

The next meeting will be on December 9th at the library at 1 PM. I hope to see you there and Why don't you bring a friend.

The Prez Sez by Rick Reaser

We've been selling lots of blank disks at the SIG meetings. New 5 1/4 inch disks are available for 25 cents each, while 3 1/2 inch disks are available for 35 cents each. Pick up yours at the meeting or give me a call. We bought 100 5 1/4 disks and 500 3 1/5 inch disks. Additionally, Terry Quinn has donated a large number of used 5 1/4 floppies to the club which we are using for the AIM Disk of the Month. By the way, the ST and 8-bit AIM Disks of the Month are always available at the SIG meetings.

Remember that for you modemless members, the club has a loaner Hayes 300 baud modem and an Atari SX-212 1200 baud modem with cables that you can check out. The

SX-212 can connect directly to both 8-bit and ST computers.

Chris Smith's Last Castle (390-9837) is temporarily down. Another BBS worth checking out is Pinnacle (599-9059). Pinnacle has been advertised in the Gazette Telegraph computer want ads lately. It is principally an Amiga board and appears to be run by Paragon Computers (where our club library is normally located). Be sure to check out Maggie's Place (531-5531) which is the public library's BBS. Finally there is a BBS in town that deals with real estate (260-6475).

We've started to mail out little postcards to remind members of upcoming meetings and events. Hopefully, you have been receiving them. We also are putting announcements on the Cable TV Bulletin Board and in the Gazette Telegraph Community section. Be on the look out for our publicity efforts.

Remember that in order to get your free Atari User Magazine, you must come to a SIG meeting. We even have back issues if you missed a meeting.

At the September 8-bit SIG, we demoed the various cartridges available at the Children's Palace fire sale. It was a blast. Roger Meston showed us total domination in Donkey Kong. I never knew that there was more than one screen. Roger also showed us how to play Hardball! He must have cheated and read the instructions. We stopped the meeting early (a first for the 8-bit SIG) and headed over to Children's Palace. We reorganized all the 8-bit stuff onto a single display and found a bunch of stuff. At least 20 cartridges were purchased between the six of us who made it over there.

Your's truly has been asked by the Current Notes 8-bit editor, Ben Poehland, to review a new 8-bit 3-D graphics modelling program. I should get the disks shortly and will run through it at a future 8-bit meeting. According to Ben, there are several new 8-bit products out and reviews should be coming out shortly.

At the August ST SIG, Linda Cullum did an outstanding demo of the ST's Musical Instrument Digital Interface (MIDI) capbilities. She brought a Proteus synthesizer with a Casio keyboard. It was outrageous. The software demoed was Dr T's Tiger Cub and KCS Omega. Another neat program was Band in a Box. We had a heavier than usual turnout and those of you that missed the meeting really missed out.

Be sure to let us know if you change your address so you can continue to receive AIM. The post office isn't real good about forwarding third class mail. Also, please check your mailing label to see if your dues are up and get paid up.

See you at the next SIG meeting.
Rick Reaser, P3ACE President
(Home) 380-8082 (Work) 554-5905

R.A.C.E.

President Lewis Midyette 828-4319
Vice President Eric Schofield 851-5134
Secretary Don Nelson 942-2764
ST Librarian Tony Manino 851-8092
8-bit Librarian Arthur Katz 880-2047
Treasurer Jim Harrop 851-5134
BBS SYSOP Robert Yates 552-7053

This is Tony Manino, your ST Librarian, and another W.A.A.C.E. AtariFest has come and gone, and boy did we have fun! As always, there were good deals, much to see, and many cool people to meet. Those of you that weren't able to attend will have to make a special effort to get there next year. It's a blast, guys!

Something else you won't want to miss is our annual Christmas banquet. Last year's was held at O'Charley's, and it was packed with food, fun, and prizes! We're having a repeat performance on December 16, so write it on your calendar and BE THERE! That'll be O'Charley's Restaurant in Cary off of Tryon Road. We'll have a nice Christmas get together, and we'll be giving away free software! Check the club BBS for more specific information.

If you ever have any questions, feel free to give an officer a call, or get together with someone at the meeting. Hey, that's what we're all about... getting the best use out of your Atari, and having a lot o' fun!

November's meeting will be on the 19th or 20th. Please check the BBS for final details on this matter. NOTE: ALWAYS check the BBS for final details about the club meeting since this is our hub for information in R.A.C.E. If there are any changes, the BBS will inform you about the changes. See ya at the meeting gang!

SALSA

ST Atari League of San Antonio

ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218.

SALSA is a users group for 16 bit Atari users, but also supporting the next generation of Atari computers: Mega STe/TT/Lynx. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7:00PM to 10:00PM. Special events are held from month to month depending on interest. New user classes are held each month to help users to learn the best ways for traversing the GEM environment.

Membership dues are $20.00 per year and members receive AIM as well as the option of recieving the clubs newsletter. A one year membership without AIM is $15.00 and includes the clubs newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A monthly Disk of the Month is available at each meeting for $2.

President Kyle Miller 512-945-9469
Vice President Frank Hense 512-655-5411
Secretary/Treasurer Chris Cassaday 512-696-8057
Public Relations Doug Moen 512-659-7492
Software Librarian Shannon Stennis 512-666-2923
Hardware Librarian Russel Gibson 512-899-2797
Newsletter Editor Pat Birch 512-655-8970

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Michael Bergman (619)558-7866
Vice President Danny Rickey (619)565-2179
Treasurer Steve Dato (619)565-2588
Secretary/Newsletter Editor Vladimir Vooss (619)534-4593
8-Bit Coordinator Tom Smith
Wizop/Memberships Steven Kiepe (619)549-3207
BBS - 24hrs, 300-2400 baud, 65MB (619)689-8157

SDACE News

It's September 15th as I write this and the Glendale Atari Show sponsored by HACKS just ended. I spent a full day at the show, looking at all the latest gadgets (or GADGETS as the case may be) and I managed to spend several months worth of "discretionary" funds upgrading many programs as well as in picking up some new products.

The show was well represented by most of the big name Atari developers and programmers, and there were a few major new products making their debut. The consensus was that the crowds seemed smaller than in years previous but an official count has not yet been released. There appeared to be a steady stream of cash changing hands so many venders should have done quite well.

There were TT's everywhere - virtually every booth had at least one TT and a Mega STE as well. Unfortunately, there weren't any readily apparent for sale. Additionally, none of the anticipated new products such as the ST Notebook were shown. Bob Brodie was forced to leave the show early due to a family emergency but he was kind enough to donate (for Atari) complete Migraph Touchup and Scanner packages to all participating user groups. That kind of thoughtfulness buys a lot of good will.

While the smaller crowds in attendance than in years past would seem to confirm Atari's inexorable slide into oblivion, new developers are producing exciting new products for the Atari series of computers thus ensuring their utility for years to come. Rather than close the chapter on the Atari, this show, at least for me, confirmed that there is life after "games." Almost without exception, the developers and retailers who demonstrated their products at the show were aimed squarely at the "utility" and "performance enhancement" side of business. This indicates to me that there are still a lot of people who take their Atari's very seriously. I welcome this shift in attitude and hope that it bodes well for the future.

If you are in the San Diego area, please feel free to join us at any of our meetings.

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and include a subscription to AIM and SPACE Probes, our official newsletter.

SPACE was founded in 1982 and is still going strong. We support both ST and 8-bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

Here is a list of upcoming meeting themes:
October 21 - The public domain
November 18 - Music and the Atari
December 16 - Christmas Party and Game Night

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the 2nd Saturday of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are September 14th, October 12th, November 9th, December 14th 1991, January 11th, 1992, and February 8th, 1992.

President Bryant LaFreniere (517)835-2234
ST Librarian Jim Fleming 793-9792
Treasurer/Secretary Marty Schmidt 792-6029
8 Bit Librarian Ted Beauchamp 686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

At The September Meeting:

We discussed the newest developments of the Atari Interface Magazine (AIM) and everyone was in good agreement that the new format change was good, especially for the fast delivery of our club news. With the use of postcards to send information to our members before the meeting, we have good communication of our activities to our current members (even without AIM).

Important Note:

We are going to have our meetings on the 2nd Saturday of the month (not the last Saturday before the 18th) to make our scheduling more consistent. The only reason we had the weird scheduling was to make it easier to receive AIM before our meetings. Since we are not receiving AIM before our meetings anyway and the postcard program is communicating our meetings to our members sufficiently, we will go back to the consistent schedule (2nd Saturday of Month). Nelson, Bryant, and Hank will contact Bay City, Midland, Saginaw for announcements to be put in the calendar sections of the respective papers to remind current members and hopefully bring notice to new members about our club. The postcard that will be sent to you before the meeting will reflect the new change.

At the September meeting, the 8-bitters out-numbered the STers (6 to 3) for the first time that I have ever been going to our meetings. That is a good sign that the 8-bits are alive and well. Unfortunately, that also means that the STers need a lot more participation if we are going to have productive meetings for the ST. A new 8-bit member, Roger Pavlawk, had joined our club. Welcome, Roger. The new magazine, AtariUser, that we should be getting free has been shipped to our old president's house. He has supposedly been dropping it off at Simply Software in Bay City. I will try to correct the mailing problem so I can bring the magazine to our meetings from now on. The 8-bitters demonstrated the newest 8-bit AIM disk and the programs, MINIATURE GOLF and GAUNTLET. They will continue to look at the 8-bit disk and any special request from their 8-bit members. The ST group looked at WORDFLAIR II, a word processing program from Goldleaf. The newest GDOS, FSMGDOS, should have been in by that time, but due to numerous delays it has not arrived at anyone's home. Nevertheless, WORDFLAIR II was shown.

It appears that WORDFLAIR II is not compatible with QUICK ST. The program bombs on saving a file and the screen appears distorted (top and bottom of the document is seen on the same screen). WORDFLAIR II does have some nice features such as the use of GDOS fonts and the new FSM GDOS fonts. You can have designated areas (boxes) on the page that is dedicated to certain functions (text, math, graphs, images) that can use the information between them. For example, changing a number in a table at the top of the page can change a graph on the bottom of the page. Mail merge can be easily accomplished with record files. An user-friendly dictionary and thesaurus is also included. Although there is another program, WORD PERFECT, that has other functions not associated with WORDFLAIR II, I hope that with the continued updates to WORDFLAIR II (the company is continuously improving the product), that this program will be the direction that word processing will continue in the future.

In OCTOBER:

At the October 12th meeting, we will look at the various public domain software that we have for the ST and 8-bit in our library. As soon as a member receives the newest GDOS, FSM GDOS, there will be a demonstration of it with WORDFLAIR that will show you the power of ultimate word processing. Marty Schmidt (monitor) and Jim Fleming (ST computer) will be the equipment volunteers for the ST in October. 8-bitters should contact Ted Beauchamp for the agenda for the 8-bit section of the club. Also, all members should be thinking of the Community Fair at Fashion Square Mall in Saginaw the first weekend of January 1992. We need participants to make this show a success.

STANCE

President Chris French 221-5705
Vice-President Jim Jensen 366-5181
Treasurer Kathi Koenig 892-0881
Disk Librarian Joseph Adato 449-6881

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit, Atari computer user group and is not affiliated with Atari Corporation or any of its affiliated in any way.

Dues are $12.00 per year with a one time $13.00 sign up fee.

STANCE club meetings are help every third Monday of each and every month at B & G ELECTRONICS (located at 15729 Madison Ave. Lakewood, OH 44107) starting at 7:15 P.M.

WAUG

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 PM in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor MI.

Club dues are $15.00 per year and provide access to the PD library and a subscription to AIM magazine. Meetings feature demos of both 8 bit and ST hardware and software. Non-members are welcome to attend and questions are invited. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by calling the MOlin's Den BBS at (313) 451-0524.

The August WAUG meeting was opened at 7:30 PM by President Dave Brzezinski and launched immediately into a general discussion of club hardware purchases (we're still looking). Pattie Rayl of AIM magazine then showed off the new "club meeting minutes" insert in the magazine and asked for members commentary.

8-bit Librarian Dick Selke passed out a description of the latest AIM 8-bit disk-of-the-month and also a PD basic tutorial disc and a three disc package of The New Aladin Magazine.

Ken Antkowiak was up next with a review of an ST program,Wordflair II "the document processor" along with the Codehead's Codekeys. Ken passed out a printout of the WAUG July minutes to the membership to demonstrate the quality of printing that could be expected from this program. While the membership examined the printout, Ken went on to explain some of the hardware requirements for running this program on an ST. The program requires at minimum 1 meg of memory and 2 double sided drives and will run in either color or mono. The addition of 2.5 meg of memory will allow the use of more fonts and a built in help system and a hard drive is recommended for increased performance. He also commented that Wordflair II was capable of up to 9 columns of print with margins set anywhere you might want.

Wordflair II presently uses GDOS for font technology, but Ken explained that it is already set up to use the new FSMGDOS when it becomes available. Graphics, which are loaded from the disk separately, can have their aspect ratio preserved or not as a user preference. A demo of the spreadsheet and database capabilities of Wordflair II by setting up resizable regions within a document and entering the data was also illustrated by Ken. He went on to inform us that page numbers could be entered anywhere on a page and gave us a short description of the rudimentary drawings tools and the modifiable spell checker included with this program.

Does he like like Wordflair II? Yes, he said that he used it frequently and was very pleased with the included manual. The only minor complaints that Ken expressed were the slow speed of the program using GDOS and the fact that it occasionally crashed for reasons unknown to him.

Ken's next demo was of a program from Codehead Software called Codekeys. Actually, he was using Codekeys to bring up demo screens in Wordflair II. Codekeys can be used to set up an automatic macro to be run at the start of any program and any of it's macros are fully editable by the user. Ken went on to set up a macro to demonstrate how easy it was to do and commented that there were probably more features to this program than he could ever use. Several of the other members using this program commented they they too found it useful and easy to use. About the only thing that Codekeys was unable to do was to hold a left mouse button press, but with so many other features Ken was sure that anything like this was a very minor flaw.

Our ST Librarian, Mike Olin, then made his appearance with a fistful of new library disks including a new library catalog disk and 2 new AIM disks-of-the-month. His description of the contents of these discs impressed one and all that they would be a valuable addition to any STer's library.

Our monthly free raffle was held with all present participating and the lucky winners being rewarded on the spot just before adjournment of the meeting at 9:30 PM.

WAUG GENERAL MEETING MINUTES SEPTEMBER 10, 1991

The September WAUG meeting was opened at 7:30 PM by President Dave Brzezinski in his usual inimicable manner. The first order of business was the Treasurer's report by Russ Crum. Russ dutifully informed us that our treasury was in great shape (over $2000.00) even after spending some $1440.00 on club hardware in August. President Dave B. thereupon again took the floor to announce the prizes for our monthly free raffle and to make a pitch for new membership.

The unveiling of our new club hardware was presented by ST librarian Mike Olin as he assembled the new Syquest 44mb drive from Westcomp Electronics in Westland Michigan with an ICD host adapter into it's case. The enclosure that we chose was from D&P Computer Products of Elyria Ohio and was an under monitor style complete with power supply and fan, cables, up front switch and room for two half height devices. The assembly of the unit was easily accomplished (Mike cheated, he already had it together once) and members began to ask questions about the drive's speed, performance and price.

Unfortunately, the assembly of our 8 bit hard drive system did not work out quite as well. The hardware for this unit was all bought used at bargain basement prices except for the K-P (Supra) interface. Mike had also assembled this set up beforehand and determined that all the hardware was functioning properly with his own ICD 8 bit interface. In spite of the best efforts of Mike and 8 bit librarian Dick Selke, they had no luck in getting the K-P interface to respond properly so back it goes for replacement or revision. Several 8 bit members then commented and asked questions about the merits of different 8 bit interfaces regarding their respective prices and features.

It was then time to put our new 4 meg 520STE from Team Computers of East Detroit Michigan to work with our new ST hard drive and a Panasonic C1391 Multisync monitor and Omniswitch. Dick Selke was kind enough to bring his own personal monitor for the demo. He explained the fact that he had carefully chosen this particular model for its ability to correctly display all three ST resolutions with only one screen. The system was all connected and up it went as intended. Mike demoed the club Syquest drive and even showed how the cartridges could be swapped on the fly without rebooting, thereby giving any ST virtually unlimited storage capacity.

Our ST librarian managed to drag himself away from the new toys long enough to present the club with a plethora of new disks loaded with software for every taste. The AIM disk with more DC utilities, Pagesteam fonts, a game demo, Fortran language program, a resolution enhancer, database, hard drive utility, mouse accelerator, an educational program and more looked like all that could be asked for.

Not good enough for Mike though. He then presented us also with an entire disk of pre-school educational programs, three full disks of games from the UK, a business applications disk that included twenty seven Pagestream fonts with an editor, a disk of statistical programs, and a utilities disk starring a Pagestream print speed-up program.

Not to be outdone, the 8 bit library took the stage with Dick showing off the AIM 8 bit disk-of-the-month, a valuable offering featuring two Bible verse games, a TextPro mail merge, RGB Paint (a 4096 color paint program on the 8 bit?), Space Gauntlet, a Kermit protocol, and a Printshop to Daisy Dot conversion utility. The disk from our own 8 bit library this month was an adult game disk with graphics that Dick said he would have to see an ID with proof of age before sale. The graphics are that good?

Questions about any ST or 8 bit topic were solicited from the assembled members as our President prepared for the monthly drawing. A copy of DREDIS, a new 8 bit game from Software Infinity, went to the lucky 8 bit winner with a copy of Menu Plus going for the ST.

After very brisk sales of both ST and 8 bit disks, one last bit of business was conducted before our adjournment. The members voted unanimously to instruct the secretary to convey our thanks to Mike Drysdale of Team Computer for his help and support.

Respectfully submitted,
Dan Cable, Secretary

President Mike Husband
Vice President Kevin Packard
Treasurer Dave Shane
Secretary John Kasupski
WIZARD'S ATTIC BBS (716) 681-1654

Minutes of August 1991 Meeting

Although we cancelled our July meeting because of the Independence Day holiday, our "off" time was productive as we gained two new members, Douglas Tolkacz and Christine Hess.

We also released the first POKEY Newsletter Disk and, as with any new undertaking, a few problems were reported: At the meeting we repaired a few disks (Side 1 wouldn't boot on some members' disks). In the future each copy of each disk will be booted before distribution to make sure this doesn't happen again. Also, from now on members who attend the monthly meeting will receive their disks at the meeting. We will mail out the rest of the POKEY disks a day or two after the meetings. The reason for this is twofold: (1) It will help reduce mailing costs, and (2) Members who attend meetings will benefit by receiving their disks a week or so ahead of those who don't!

If anyone else received a defective POKEY disk, please contact Dave Shane at 875-5350 or leave E-Mail for DOC on the Wizard's Attic to let us know so we can arrange to fix things up.

Dave reported that the club's hard drive and controller card have both bitten the dust. Therefore, we are now seeking a donation of a 20-30 Meg full-height 5-1/4" MFM drive, to go along with the spare MFM controller card Dave's willing to let us have cheap. If anyone reading this, company or individual, would like some good publicity and the eternal gratitude of the WNYAUG, here's an opportunity to do a good deed for a local users' group by donating or offering a real good deal on a hard drive that we sorely need.

The reconstruction of the WNYAUG Software Library is very nearly completed. There is some EXCELLENT stuff that's been added to the library during this process. This means that from now on our club Disk Of The Month will be all NEW stuff. It also means that if you're looking for a PD/Shareware program, you might want to check our library first before you go hunting all over the place...you might be surprised what you'll find right in your own back yard!

Kevin handed out a list of 8-bit software available from the CHOICE Computer Centers Computer Outlet in Arden, NC, where he was on vacation. There was a nice mix of games and educational titles, available in limited quantities at rock-bottom proces. I for one plan to take advantage of this. Thanks, Kevin, for bringing this information back to the group!

Kevin also reported that he has been in contact with Jones Cable regarding production by WNYAUG of a public service video about Atari computers and our group for broadcast on their public access channel. This has to be more of a documentary than a commercial, for obvious reasons. For those interested, the first thing we need is a script.

Mike then demonstrated the mods he made to the POKEY Newsletter Disk program, inluding the addition of a jingle, and the mods to the DIPCHIPS.PIC file he did for the newsletter. Members are reminded that the POKEY Newsletter Disk is still considered to be under development. In other words, if you can improve the program, by all means do so. This is YOUR newsletter, and anything you can do to make it better will benefit all of us!

Mike also demonstrated the difference in speed between Turbo BASIC and Atari BASIC by running the same program in both languages. The D.O.M., a collection of graphics utilities and demos programs from the WNYAUG library, was also demonstrated.

A split club drawing was then conducted, and Doug Tolkacz was the winner. Imagine, a NEW member attending his FIRST meeting won the split club jackpot! Next time, it could be you, so plan on attending the September meeting. As they say, ya gotta be in it to win it!

August 3, 1991, John Kasupski, Secretary

MIKE MODEM MODULATES

by Mike Husband

Elections at the WNYAUG. "Election" is a very deceiving word to use...it comes down to whomever raises their hand first, gets elected. We're still waiting for someone to raise their hand for Vice President. I always compared the elections of the WNYAUG to those in Russia: Once elected to a post it's a life nomination. I volunteered for Vice President & ended up President. It's kind of nice to be in a group where you can move your way up the latter. The only way out is to stop going to the meetings or die. If any member wishes to be Vice President PLEASE CONTACT ME!!!

As I was reading my April/May AIM, I noticed that a lot of the 8-Bit Clubs were re-organizing their libraries. We have been re-organizing our library too. It might be a good idea to contact these clubs and see what is in their libraries.

I am working on a new emblem for the Club. The picture of the disk with WNY-the Atari Emblem-UG is kind of dated. We don't do anything without voting on it, we will take a vote on this too.

We will be getting the membership drive started soon. Maybe we will have a new Vice President after all.

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Ultimate Ripper

Bill & Pattie Rayl

Our first impression upon seeing the recent advertisement for the Ultimate Ripper from Power Computing was "Oh no, not another pirate's tool!" The ad starts off saying "Breaks into any ST program."

Reading further into the ad, we noticed the Ultimate Ripper had a number of features useful to many ST owners and one in particular that we have literally been begging for—the ability to save graphics out of copy-protected games. As publishers of this magazine, there have been numerous occasions when we have wished for the ability to get screen snapshots of protected games.

The Ultimate Ripper cartridge makes it fairly easy to not only remove graphics from games, but it also allows you to rip out music, digitized sounds and a whole lot more.

Many of the Ripper's features are only of interest to programmers and serious hackers (we mean that in the true sense of the word). For instance, the Ultimate Ripper does have the ability to disassemble code, edit system memory and many more very technical functions.

This review will not focus on those more technical uses of this cartridge. Instead, we'll try to give you a feel for how this cartridge works and look at some of the features useful to the average ST owner.

Let's Get Ripping

The package from Power Computing consists of a hard plastic case for storing your Ultimate Ripper cartridge and manual. The case indicates that a French and English version of the cartridge is available. There is no software disk—the Ripper software is built into the cartridge itself.

The cartridge isn't very remarkable to look at. Its only outstanding feature is a toggle switch located on the left side of the housing. With your computer turned off, you simply insert the cartridge into the cartridge slot. The Ripper is then ready for use.

Probably the easiest way to describe how to use the Ultimate Ripper is to use a real life example. Let's rip the title screen out of a game! The first thing you do is boot the game just like you normally would. When the title screen appears on your monitor, press the reset button on the back of your computer and hold it in. Then flip the toggle switch on the Ultimate Ripper and release the reset button.

Then, you have the option of pressing F1 or F2 to start using the Ultimate Ripper. Pressing F2 overwrites a specific part of system memory with the software in the Ripper cartridge. Pressing F1 moves that specific part of memory into another area of memory before loading the cartridge software.

It should be noted here that you have a few other options available. You could, for instance, press F7 to enter what the manual calls "trainer" mode. Or, you could press F9 to jump to the contents of address $30 (only of interest to programmers). Finally, you could press F10 to bypass the cartridge altogether.

After pressing F1 or F2, a few seconds passes and you are then presented with the Ripper's main menu. Pressing F1 at this menu takes you to the Image Ripper submenu. From here, you can scroll through your ST's memory, viewing the memory as graphic screens. Once you have found the graphic, you can save the graphic to floppy as a DEGAS picture.

While in the Image Ripper, you have control over a number of settings that affect the display of the graphic screens. You can change the number of planes, pixel width, resolution, color palette and more.

The Main Menu

The Ultimate Ripper can do a whole lot more than just search for graphics. From the main menu, you can select the Image Ripper, Memory Ripper, Disk Utility (rename files, erase files, format disks, etc.), External Call (load and run TOS programs), External Loader (load any file or disk tracks into memory), Music Ripper, Disk Ripper, Info (version number, etc for the cartridge) and Exit.

Selecting any of these entries on the menu (via a function key press) takes you to a sub-menu. We've already discussed the Image Ripper to some degree.

The Music Ripper

One of the more fascinating things you can do with the Ultimate Ripper is save music from your favorite games. The process is really quite simple. The hardest thing you have to do is figure out the starting and ending memory locations for the search parameters.

Once you've entered valid start

and end points, the Music Ripper software searches that memory range for any recognizable music files. If none are found, a message to that effect is displayed. If a music file is found, you are shown the starting and ending points in memory for the music, as well as a percentage indication of the search's success. We've only seen total failure or a 100% success.

Using Wrath of the Demon from ReadySoft, we found the music score for all the background music variations in one place in memory. We saved the music to disk as an executable file. Later, after booting the ST without the Ultimate Ripper on, we double clicked the music file. The music began to play from the desktop, and we could skip from song to song! Amazing.

Infinite Lives

One of the claims in the advertisement for the Ultimate Ripper is that you can use the cartridge to "search for infinite lives" in games. This is, indeed, true, but it's not a simple process.

What you have to do is use the Ripper in what is called "trainer" mode. In this mode, you have to use a separate piece of hardware that connects pin 20 to pin 22 of the RS232 port on the back of your ST when you push a button. This extra hardware is not supplied with the Ultimate Ripper cartridge, so you are left to create it yourself. While this is a fairly simple thing for most hardware hackers, it's not something every user can do.

If you do create the hardware, though, you can then interrupt a running program at will, search and replace values in memory and then restart the stopped program. This allows you to not only set a game for infinite lives, but also modify any program in memory without writing to disk. This is a great feature for programmers.

Calculations

Earlier, we mentioned the hardest part of searching is figuring out what values to use for memory locations. That is especially true if you aren't a programmer and have no concept of hexadecimal values or decimal to hexidecimal conversions.

Luckily, the Ultimate Ripper has a built-in Calculator. Pressing Control-C from any menu presents a box labeled "Expressions." Here, you can type in simple equations or do decimal and hexidecimal base conversions. So, if you have 512K or 4megs of memory, you can use the calculator to determine what your high memory value is.

The Manual

The 43-page user manual for the Ultimate Ripper is, frankly, the worst thing about this package. While it is chocked full of very detailed and technical information, the manual does not present this information in a very easy to understand or well organized fashion.

There are many times you must jump from section to section of the manual to get all the information you need to use a function of the Ripper effectively.

For example, to find all you need to know about searching for infinite lives in software, you find the first mention of this on page 3. There it says "Push the F7 key, and once software is in the drive, you will be able to enter infinite lives in the software." OK, sounds pretty simple. But, if you try it, the software reboots from disk and that's it. Nothing about entering infinite lives.

On page 37 of the manual, you find the next reference to using F7. Here, you discover that setting a game for infinite lives is a bit more complicated. On this page, you read "once you've loaded this option with the F7 key at the start, you may stop a program by creating [a ring indicator] interruption (push the switch at the desired moment)." What switch?

Your first instinct is the toggle switch on the cartridge, but that's not it. Your next thought is the reset switch on the back of your ST, but that's not it either! At the bottom of page 37 you are told, somewhat cryptically, how to make the hardware you need to create this ring interruption for the RS232 port.

Finally, if you read a paragraph on page 39, it all comes together. There, it spells out that you must use an "RS232 plug and the ring indicator" to stop the program. Sigh.

The only other problem with the manual is that it reads like a very bad translation from a foreign language. That's because that is exactly what it is—an English translation from a French original. While you can understand what the manual is trying to tell you, it does take some effort. Once you read the manual a few times, it all comes together, but it can be quite frustrating at first.

As a balance to all of the negatives concerning the manual, it does contain some of the best information you can get on the ST's disk and file structures, sound and video, how video memory works on the ST and a pile of other fairly technical subjects. If you find this kind of stuff fascinating or you don't know much about these subjects, it is well worth taking the time to decipher the information presented here.

Conclusion

The Ultimate Ripper is a unique product that packs a lot of features into one little cartridge. Programmers and hackers will probably find this to be an indispensible tool, while "average" users can have an awful lot of fun ripping graphics and sound out of games. For magazine and newsletter editors needing graphics from Atari games, the Ultimate Ripper is a wonderful piece of hardware. If you fit any of those above catagories, we wholeheartedly recommend this cartridge.

The Ultimate Ripper does have numerous capabilities that could very well lend itself to use as a "pirate's tool." However, it's probably not any easier to use for that purpose than any other disassemblers, file/sector editors, etc.

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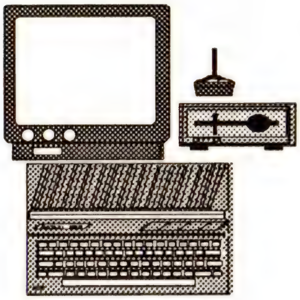
THE XEP-80 AND 9600 BAUD



John Tally (WNYAUG)

Well, to tell you the truth, I was not too sure just what to call this writing. It deals with the XEP-80, but at the same time it deals with BobTerm and the SpartaDOS X cartridge.

Well, let's just dive in and see what happens.

If you are one of the Atari 8-bit users who likes to modem, then you more than likely already know about BobTerm. If you don't, it is a real nice Atari terminal program written by Bob Puff.

The XEP-80 is a piece of hardware made by Atari that plugs into the number two joystick port of your Atari computer. Once hooked to a separate monitor, it allows you to have an 80-column display.

SpartaDOS X is a cartridge made by ICD. It is a full-blown and very powerful DOS (Disk Operating System).

Ok, now that we have an idea of what the three things are, let's get on to what I have found out. When Bob Puff updated his terminal program, BobTerm, to allow it to work with the XEP-80, I was very happy. After reading the documentation, I was not so happy. He said the XEP-80 cannot handle speeds past 2400bps.

Well, this did not sit well with me at all! I not only am an Atari user who modems but also one who happens to have a 9600 baud modem. I also null modem from my Atari to my IBM or from my Atari to my other Atari.

Speed can be of great help, and having 80 columns plus speed would be real super! I also call a lot of non-Atari boards running on STs, IBMs, etc. So again, having 80 columns plus 9600 baud would be great!

I decided to test this out. I followed the docs for BobTerm so that it would autoload in the XEP-80.BTM. I then null-modemed into my BBS, trying it at 19.2K, 9600, 4800 and 2400 baud. Well, needless to say, it only worked at 2400bps.

But I am not one to just quit; and, seeing as I also own the SpartaDOS X cartridge, I thought it might be fun to try BobTerm using the SpartaDOS X cartridge's XEP-80 handler.

I first fixed up BobTerm so that it would no longer load its XEP-80.BTM file. Well, I was again totally disappointed in the results...it did not work at all. Oh, sure, I could view text files from BobTerm and they would show up on the 80 column monitor, but it did not work when I would call into a BBS.

Okay. So now I was frustrated at the fact that here I had a 9600 baud terminal program, but I couldn't use it in 80 columns. I decided to try one more thing.

I once again set up BobTerm so that it would autoload the XEP-80.BTM file that comes with it. I then also set up my CONFIG.SYS file for my SpartaDOS X cart so that it would load the XEP80.SYS file that comes with it.

I then booted BobTerm and, so far, things were normal. I then logged onto my BBS (null modem) at 19,200 bps, and guess what? *It worked!*

I was on the board at the whopping speed of 19,200 baud, and I was viewing everything on the 80-column monitor! Well, I was impressed, and ready to jump out of my seat and tell the world. Not only was I on at 19,200 baud, I was getting *no* character loss...everything was real smooth (just like when I would use the IBM system). Boy, was I a happy man!

But, I knew this was not the final test. I still needed to know if this was going to work calling through the telephone lines to a remote system.

So I disconnected the null modem cable and proceeded to call out to a local BBS that supports 9600 baud. I logged on the remote system—*no problem.*

The 80-column text looked great! Again, I had no problems viewing the text.

So there you have it: The XEP80 can and does support high speed displays.

There are a few things I have *not* tested this out on. On my system, I use the MIO to interface the modem, so I have not tested this on the P:R: Connection or the 850. But don't worry, as I do have access to an 850 and a P:R: Connection, so I will be trying this out on both of them as well.

Well, I guess that's it. If you have any questions please feel free to send them to me care of:

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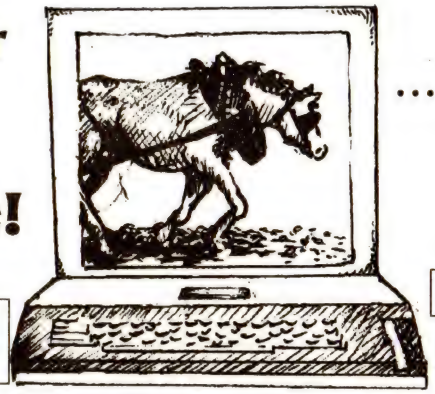

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ADVENTURES IN STRUCTURED PROGRAMMING

MORE THAN YOU WANTED TO KNOW ABOUT RANDOM NUMBERS

(With thanks to our lately departed President, Ed Correia, for suggesting this topic.)

MICHAEL STOMP

Just what are random numbers? Some, attempting to be witty, will tell you that there is no such thing as a random number, but that misses the point. A random number could be defined as a number selected through a random process, which just passes the buck a bit. What constitutes randomness?

Since the word "random" has many unfortunate connotations of a more or less theological nature—free will versus determinism, chaos versus order, and so forth—mathematicians have coined a new word which, being unfamiliar, lacks such connotations. They prefer to talk about "stochastic processes." However, Mister Webster has doublecrossed the mathematicians, for if you look up "stochastic" in the dictionary you will be told that it means 'random'.

So, let's stick with the word random. A random process is one in which the outcome is governed by a probability distribution. Since we can use numbers to label the different possible outcomes, those labels are then random numbers. There—general enough to be useful to mathematicians and obscure to everybody else.

But now we have introduced another word: probability—which also has unfavorable connections to gambling. This is understandable, since the first scientific study of probability was performed by the Marquis De Laplace in the design of the games in the casinos at Monte Carlo.

But probability is not just about gambling or even about an absence of cause and effect in nature. Probability is about information. Some questions we ask, about systems for which we have complete information, can be answered by a simple "yes" or "no," or "true" or "false." But, for many other questions, the best we can do is a "maybe."

This is not because of the nature of the system itself, but because we lack the necessary information to do better. Probability, then, is a way of quantifying those "maybes" to get the best use out of the limited information we have.

A probability distribution is just a set of numbers, ranging between 0 and 1—0 meaning no or false or impossible; 1 meaning yes or true or metaphysical certainty; and anything in between meaning a stronger or weaker maybe—a set of numbers assigned to each possible outcome which reflects our state of knowledge about the system.

The word "system" may be a little vague here. Let me flesh it out with some examples. It could be an event that hasn't happened yet, in which we want to predict the outcome—such as "Will the 49ers win the Superbowl next January?" It could be something that has happened or exists now that we haven't measured yet, such as the current population of the county. Or it could be something that we have measured, but our measuring device is not 100% exact and we want to take that into account, such as measuring the dimensions of a table. Or it could be something that is impossible (or much too expensive) to measure completely and we take samples to get some information about the whole system. Product quality control is one example of that which comes to mind.

Let's explore one example. If I toss a coin into the air, we can ask several questions about the outcome.

1) Will it hit the floor?

I think we can give that a definite yes.

2) Where will it land?

We can't do as well on that one. It depends on where I aim and how good a shot I am. We would need to do some experimenting to get a measure of my accuracy.

3) Which face of the coin will be up?

Now, we have the least information about that, and no matter how much experimenting we do, the answer will probably remain a toss-up.

This leads us to the simplest type of probability distribution, the one in which we know little more than the number of possible outcomes. In that case, the best reflection of our state of information is to assign equal probabilities to each outcome.

Since the sum of the probabilities for all possible outcomes must total 1—it is certain that some side is up—we would then set the probabilities as .5 for heads and .5 for tails. To say otherwise would be to imply that we know something more about the coin—that it had been rigged, for example.

This probability distribution, where all outcomes are equally probable, is called a Uniform Distribution, and we would say that the coin flip is 'random and uniform over the set [heads, tails]'.

If we label the coin faces with numbers, [0, 1] say, we could use this coin to generate uniform random numbers from the set [0, 1]. (A footnote here—some restrict the term "random numbers" to ones selected from a uniform distribution only, whereas I, along with several authors, have used a more general definition.)

In a similiar way, the rolls of a die are described by a uniform distribution over the numbers from 1 to 6, the numbers in Lotto are uniform over the set from 1 to 49, and so forth.

The totals on two dice, however, are not uniform, even though each die separately is uniform. This is due to the fact that some totals can be made in more than one way. (This is additional information that we have in this case, and we must factor it into the probabilities. I won't digress further into the Probability Calculus now.)

In the examples so far, the number of possible outcomes have been finite and distinct, and could be represented by integers. That need not be the case. They may be infinite and continuous, and would have to be represented by continuous real numbers.

In my question #2 before—where would the coin land?—the position would have to be represented by real numbers, which would be infinitely close together. In such a case, we could not assign a probability to each number, but instead a probability density. And instead of summing over possible outcomes, we would have to dig out our Calculus books and brush up on integrals.

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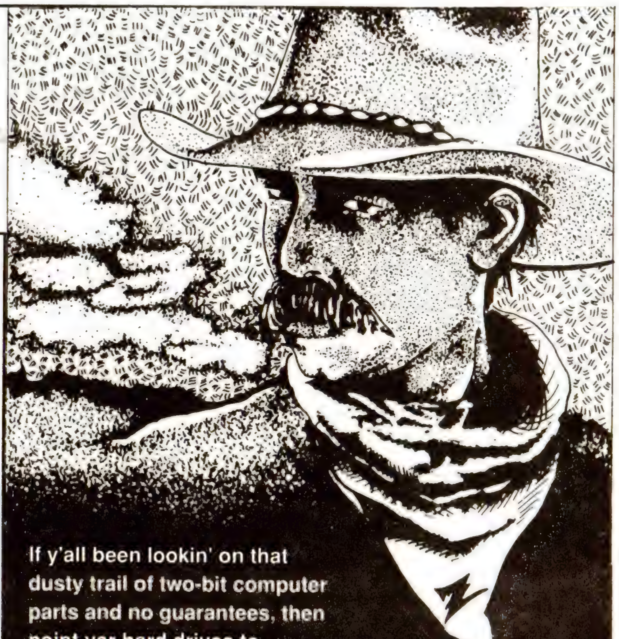

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We don't want to go into that here, and I only mention it now because the matter of continuous numbers will come up later. The probability density for the impact point of the coin would be the familiar bell-shaped curve, also called a Normal or Gaussian probability density. Most types of errors are well described by that distribution.

Now, to discuss the second of Ed's questions, "What would I use random numbers for in my computer?" There are two main uses—simulation and strategy.

In simulation, you want to make your computer behave like something else, and some features of that something else may be random processes. In games this can often be obvious—in card games, for instance, you want to simulate drawing cards from a shuffled deck. Other games involve rolling dice or flipping coins.

In those cases, the random processes are usually obvious. In other cases you want to mimic the vicissitudes of nature—earthquakes shake your nuclear reactor, rain turns your battlefield into mud, wind gusts toss your flight simulator.

A game is less interesting if such things happen too predictably, and could be unrealistic unless their variability matched that of real world events (i.e., had the same probability distribution).

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I have seen one game, called UpTown, which involved dealing in the stock market. It was very unsatisfactory due to the fact that the swings in stock prices were completely unrealistic. A case of using the wrong distribution for random number selection!

I would briefly describe strategy as selecting one of a list of possible actions so as to obtain the best result. This can arise in competitive situations such as games or in simply dealing with changing circumstances. Often the best course of action is to vary the choice made in such a way as to avoid establishing a pattern. Choosing them randomly is the best way to do this. This is too big a subject to discuss further now. Better to save it for a bull session at a later time.

I should mention another use, not so easily classified. At a Club meeting a few months back in a demonstration on producing fractal images through transformations, I mentioned that the algorithm required that the transformation be chosen randomly. Many graphical effects require some use of random numbers.

The obvious question at this point is "How do I get random numbers?" Truly random numbers are very hard to produce, requiring much time and effort. One way to get some is to pick up a copy of a book, published by the Rand Corporation, entitled "One Million Random Numbers."

What we want, however, is some way to generate them in our computers. But if we use some determinate method, the numbers won't really be random, will they? They will be good enough for most purposes, but to be accurate we should call them "pseudo-random" numbers.

The most common method, called the Congruence Method, works this way: given three integers (a, b and T) and some integer, X(0) to start with—called the 'seed'—we form the sequence of numbers:

$$X(N+1) = a * X(N) + b \pmod{T}$$

where (mod T) means to divide a*X(N)+b by T and keep only the remainder.

This is all done in integer arithmetic, of course. The result will be a sequence of pseudo-random numbers, all less than T. After doing this T times, of course, the sequence will repeat itself, so one picks T to be much larger than the number of random numbers one expects to need.

It is obvious that these numbers are not truly random, since it is impossible to get the same number twice in a row, and with real random numbers there would be some slight chance of that happening.

Not all values of a, b, and T are good choices. however, and people have spent a lot of time finding values that do well on the tests for randomness.

For binary computers, T is usually picked to be a power of 2, so the division can be performed quickly by a simple right shift. And a is often one plus another power of 2, so the rest of the calculation requires only a left shift and two additions.

In this way, a random number generator is a natural for a hardware chip, where it will run very fast.

That is what Atari has done on the 8-bit's POKEY chip along with the sound generation. There, such a process is constantly in operation and an 8-bit random number is available in memory location 53770. One can access it (via Basic) by:

```
X = PEEK(53770)
```

and X will be a random integer between 0 and 255. If you need larger numbers, you can get them by:

```
X = 256 * PEEK(53770) + PEEK(53770)
```

This X will be random and uniform between 0 and 65535. Do the same thing one more time and you are now up over 16 million!

It is also handy to have continuous numbers in the range 0 <= X < 1, and you can get a pretty good approximation by:

```
X = (256 * PEEK(53770) + PEEK(53770))/65536
```

Not really continuous, but we can never get truly continuous numbers on a computer, can we?

Using Basic, this last step is really not necessary since it was included in the language, by:

```
X = RND(0)
```

This will be random and uniform over the (almost) continuous range 0 <= X < 1. This is very handy to have, for with it one can calculate random numbers over any range and for any probability distribution. Some examples:

```
X = INT(2 * RND(0))
```

This is the coin flip. Let 1 be heads and 0 be tails.

```
X = INT(6 * RND(0)) + 1
```

This is the simulation of a die. In general, to get integers, random and uniform over the range N1 to N2, inclusive:

```
X = INT((N2 - N1 + 1) * RND(0)) + N1
```

This works for negative numbers too, and is the method used in our raffle program.

And finally, one example of getting random numbers from a non-uniform distribution using RND(0). Let us say we want to choose X so that:

```
X = 1 with probability P1
    2  "        "        P2
    3  "        "        P3
```

where P1+P2+P3 = 1. (Only 3 choices possible.) Then, using the syntax of TURBO BASIC XL:

```
Y = RND(0)
IF Y < P1
   X = 1
ELSE
   IF Y < P1+P2
        X = 2
   ELSE
        X = 3
   ENDIF
ENDIF
```

X, as chosen, will be random with the desired probabilities.

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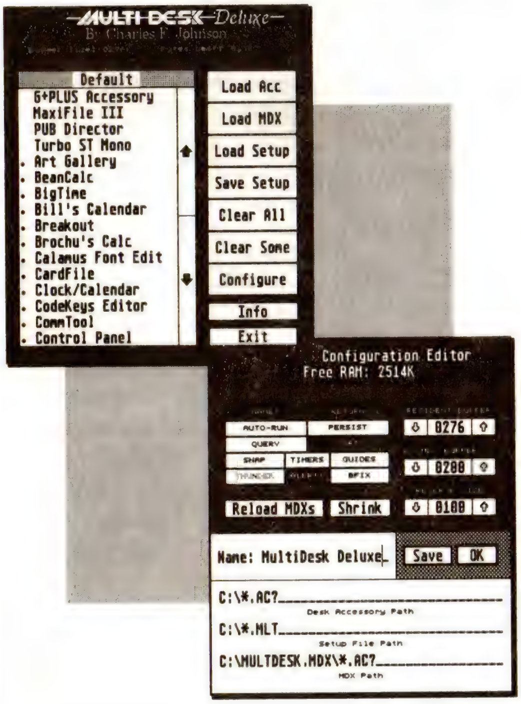
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C:\*.MLT

C:\MULTDESK.MDX\*.AC?

Imagine being able to load any Atari desk accessory "on the fly" whenever you like, even while running programs ... or imagine desk accessories that free themselves from memory when you're done with them, so you have more memory to run your applications ... and you've just imagined **MultiDesk Deluxe** from CodeHead Software!

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-MULTI DESK-Deluxe-
By Charles F. Johnson

Now Loading:

MAXIFILE.ACC

Hold Alternate to abort

With the help of **MultiDesk Deluxe's** innovative "delta vector snapshot" technique, you can even load and unload desk accessories that take over system interrupts or modify system variables without restrictions or fear of crashing, and without quitting a program or rebooting your computer!

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The computer is packed in white Styrofoam, which matches the box, and all the literature is done in white as well. A white box labeled "cables" or something to that effect tells the user something important is in another smaller box.

What we have here is the impression that whoever designed the big box worked with the people who designed the packing, who worked with the people who designed the instructions. A proud computer. This gives the new owner a subliminal idea that this company has its act together, whether it does or not.

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Underneath the computer is the instruction booklet. No "Welcome to Atari," no "Thanks for buying this computer." Just instructions and a warranty. Another unlabeled cardboard box contained the cables and such.

I will grant that the foam is very good for shipping, and my computer was unblemished. However, the entire packaging looked like it was done by committee. Box, foam, plastic and instructions looked like completely different people did them. A proud computer company? The packaging didn't imply this at all. A confused computer company? Well, you be the judge.

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Boxes

Tim Holt

Sometimes I wonder whether or not some companies actually have any idea what goes on in the real world, or whether they just listen to some off-the-wall Gallup poll to get the "pulse" of the situation.

Think of all the corporate blunders you have heard of over the years: New Coke. Does anybody drink that stuff?

Several years ago, Chevrolet introduced the Nova automobile in Mexico and could not understand why the heck it didn't sell. Turns out that "No va" in Spanish means "Does not go." Nice car, bad name.

When Pepsi introduced its slogan "Pepsi: The Choice of a New Generation" in China, it was translated into "Pepsi: It will Bring Back to Life Your Dead Relatives." Good drink; bad slogan.

The most recent example of this type of corporate blunder happened right here in El Paso. We have a grocery store by the name of Skaggs. When they decided to change their name to "Jewel Osco," no one asked what osco meant in Spanish, which is what most people in El Paso speak. Seems that osco, or the pronunciation of that, means "nauseated feeling." Great name for a supermarket, eh!

So, what the heck does all this have to do with computers? Well, I was thinking about corporate blunders when I was trying to decide what computer to buy. Seems my faithful workhorse 1040 ST decided it was time to go to computer heaven, and I needed a new one. What to get...what to get?

Well, to make a long story short, I ended up with a Mega STe/4, which I am quite happy with and which runs my Spectre GCR just fine thank you. So, this article will *not* be a "why I switched computers even though I love Atari" type of article. This article has to do with boxes.

My new Atari came in a box. No surprise there.

Since I work in a school, however, I get to see all the neat new stuff that comes down the pike for education, and all the boxes it comes in. My school recently was sent two new Macintosh LC computers, so I got a chance to compare my Atari box to the Mac boxes.

Now I know this seems really trivial, but first impressions mean a lot to some people. The first impression that most people get from their computer is the box that it comes in.

Here is the tale of two boxes....

Apple sends all of its computers in thick, and I mean thick, cardboard boxes that a student of mine that weighs 100 pounds could easily stand on without crushing it. (I tested this theory and it worked.)

Outside, the color Apple logo and a reproduced picture of the computer adorn all sides of the box. Also, there is a plastic packet that invites the new owner to update to System 7. Clean, crisp, bright. This box said "You are the owner of a proud computer."

Atari sent my new computer in a medium weight cardboard box that was stamped "Taiwan" on the side, "Port of Los Angeles" on the other side, was crushed on one side and had a tear about eight inches long. It looked like Edward Scissorhands was the longshoreman who unloaded the computer off the boat.

The box's color was the color of a paper sack. The picture of the Mega/STe4 (the finest home computer on the market today, as all of those at Atari will tell you) looked like a line drawing done for a clip art publication. It wasn't even a picture of the computer. This box did nothing to inspire confidence on the part of the owner. Is this a proud computer from a proud company? One could not tell from the box.

When you open up the Mac box, by removing packing tape and then staples, the first thing you see is a "Welcome to Your Macintosh" type pamphlet that introduces the buyer to the computer.

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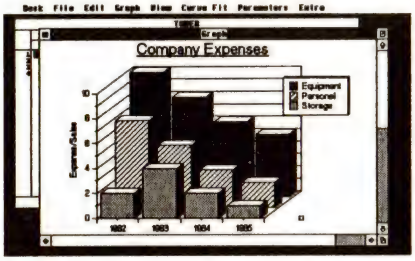
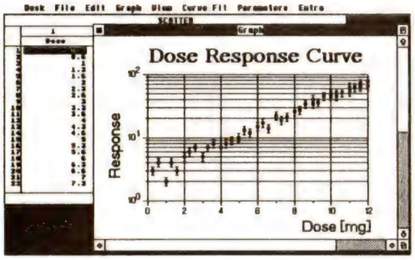
FIRSTGRAPH


Desk File Edit Graph View Curve Fit Parameters Extra
TOWER
Graph
Company Expenses
Equipment
Personel
Storage
Expense/Sales
0
2
4
6
8
10
1982
1983
1984
1985


Desk File Edit Graph View Curve Fit Parameters Extra
SCATTER
Dose
Graph
Dose Response Curve
Response
10²
10¹
10⁰
0
2
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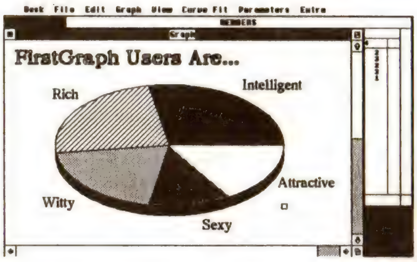
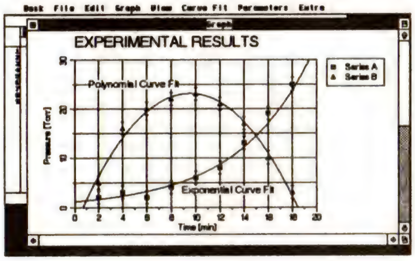
6
8
10
12
Dose [mg]


Desk File Edit Graph View Curve Fit Parameters Extra
MEMBERS
Graph
FirstGraph Users Are...
Rich
Intelligent
Attractive
Sexy
Witty


Desk File Edit Graph View Curve Fit Parameters Extra
Graph
EXPERIMENTAL RESULTS
Series A
Series B
Polynomial Curve Fit
Exponential Curve Fit
Pressure [Torr]
0
10
20
30
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2
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6
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14
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18
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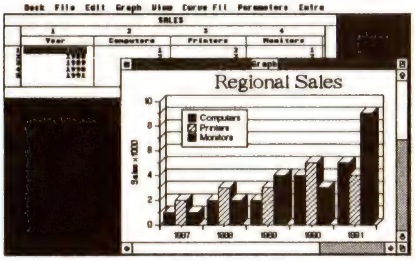
Time [min]


Desk File Edit Graph View Curve Fit Parameters Extra
SALES
Year
Computers
Printers
Monitors
Graph
Regional Sales
Computers
Printers
Monitors
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0
2
4
6
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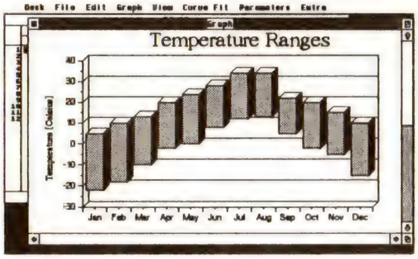
1987
1988
1989
1990
1991


Desk File Edit Graph View Curve Fit Parameters Extra
Graph
Temperature Ranges
Temperature [Celsius]
40
30
20
10
0
-10
-20
-30
Jan
Feb
Mar
Apr
May
Jun
Jul
Aug
Sep
Oct
Nov
Dec

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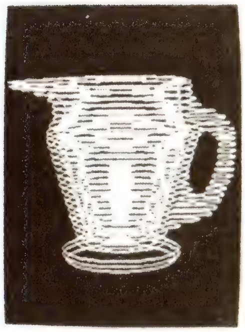
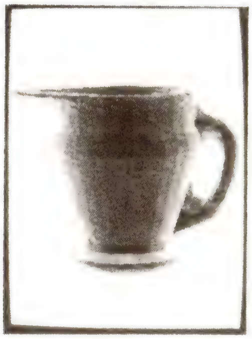
3-D MODELER FOR 8-BIT ATARI!

All of the pictures appearing on this page (except the top right) are unretouched TV-screen photos of 3-D models rendered by a new commercial 3-D shaded-modeler for Atari 8-bit computers.

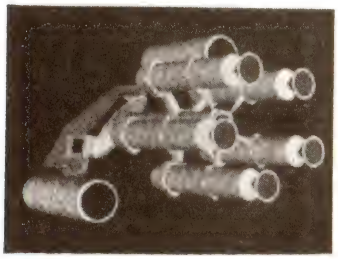
Two new programs!



Pitcher, rendered by MODEL BUILDER (TV Screen Photo)



Same Pitcher ,rendered by SURFACE SHADER (TV Screen Photo)



Space ship, 5 cluster rockets (TV Screen Photo)

Close up of cluster rockets from the top (TV Screen Photo)

ChromaCAD™ 3-D MODEL BUILDER 91 program

With the ChromaCAD™ MODEL BUILDER program, you can build any 3-D model you can dream of. You merely start at the bottom and draw the contour lines of the model as you work your way up. Add surface colors to the model as you draw the lines. *You* decide how many contour lines to use for each model (up to 158) and *you* decide the elevation of each line. Huge scrolling 32767 x 32767 graph allows you to construct contour lines *as detailed as you want.* Supports computer-assisted drawing of lines, circles, arcs, ellipses. Displays models in contour-line form.

With This program, you will be able to construct unbelievably sophisticated 3-D models. The MODEL BUILDER 91 program reflects a new breed of 3-D modelers -- completely free-form, sculptured-surface -- no "extrude" or "sweep" limitations. You will be able to construct models of human heads so accurately that, when you display them with the ChromaCAD™ SURFACE SHADER XE 91 program (described below), *you will be able to recognize the subject from the model !* (See the photo of an actual bust and the 3-D renderings.)

ChromaCAD™ SURFACE SHADER XE 91 program

The ChromaCAD™ SURFACE SHADER XE 91 program can display any model constructed by the MODEL BUILDER program in surface-shaded format from any point of view, using up to three lights. Lights can be individually varied in intensity and individually set to strike the model from any direction. Models can be displayed in a variety of modes, including high resolution, color,and *3-D stereo.* Colors can be reassigned instantly without replotting the model. Up to 61K of computer RAM can be used for image display memory. (The screen photos appearing on this page are of models rendered in high-resolution 61K format.)

Up to ten models can be individually oriented in 3-D space and displayed together to produce one compound multi-model scene. (Terrain model, Airport model, airplanes, cars etc. combined to produce one scene.) The program also supports negative, mirror, and stepped-tone rendering, automatic clipping, highlighting, ambient lighting, and inside viewing of models. We know that all of this is hard to believe so, with purchase of the SURFACE SHADER XE, *we include the bust model (shown to the right) free of charge.* You, yourself, can view the model from any angle, in any mode, using any lighting or rendering option you want.

View any model in 3-D Stereo! (With included 3D stereo glasses.) Watch models virtually jump off the screen.

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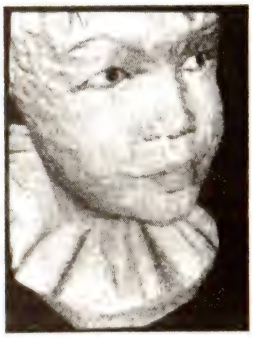
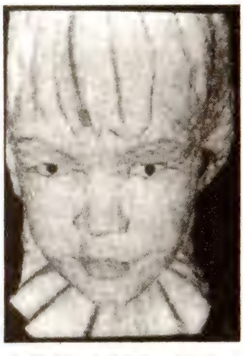
Photo of actual bust of human head



3-D model rendering (TV Screen Photo)



3-D Model Rendering (TV Screen Photo)

3-D Model Rendering (TV Screen Photo)

TEXTPRO+ TUTORIAL FOR THE 8-BIT

Ellen Lentz (ACCT)

TextPro+ version 4.5 is a professional word processor for the Atari 8-bit computer, requiring 48K memory.

It is a Shareware program distributed by Ronnie Riche and is available on many BBSes, including CompuServe and GEnie, or from a registered user. Mr. Richie will send you a distribution disk for $15 or enroll you as a registered user for $40. Instructions for becoming a registered user are in the documentation.

TextPro+ is very easy to use. It is a binary load file (TP45.OBJ) and is loaded with the "L" option from DOS or at bootup by renaming it AUTORUN.SYS.

After the title screen, you will be placed in the text editor, where you can start typing in text or load a previous file. If no file is loaded, the file name "NAME.ME" will appear. Additional files can be loaded at the position of the cursor, but they do not merge—they will wipe out the following text.

TextPro+ gives you the ability to scroll by character, word, sentence or paragraph, as well as to the beginning or end of a line, or to the beginning or end of your text, as indicated on the Quick-Reference Sheet.

You can delete by character, word, sentence, paragraph or string. The deleted text can be stored in the buffer or added to the buffer. The size of the buffer can be manipulated (see Section 1.3.1 of the manual). The default is "8" for a 2K buffer. The larger the buffer, the less room you have for text entry. Using Atari DOS 2.5, there is 18.5K available for text. Text Editing commands are listed in Section 2 of the manual.

All of the Print Formatting Commands are sent before the first line of text except for Centering, Right Justify and Z-Margin, which are designed to work on one line of text. They are inserted via lower case letters entered with the SELECT key. There must be a space between the command and the beginning of the text.

If you change the globat format commands during editing and wish to restore them to the original defaults, press CTRL-J. Print Formatting Commands are in Section 7 of the manual.

TextPro+ loads in REPLACE mode, but you can toggle between INSERT and REPLACE mode with CTRL-I. Since Insert mode requires movement of all the text down, it is sometimes quicker to work in Replace mode, especially if you're at the beginning of a long file.

To allow insertion of characters, SHIFT-INSERT inserts 255 spaces at the position of the cursor, and SHIFT-DELETE deletes the unused spaces. If you don't need that many spaces you can use CTRL-TAB to insert the number of spaces that you define by using SHIFT-TAB. (Default is 5 characters.)

Documentation for TextPro+ is quite extensive. It is formatted for the TextPro+ program and can be printed by loading each section (TPDOC.A01 to TPDOC .A12) into the editor with a CTRL-L and printing it with CTRL-P. Loading a file with the cursor at the home position will erase the existing file.

TextPro+ supports many different DOSes and is unique in that it will allow you to exit to DOS.

The Table of Contents for the documentation is in TPDOC.TOC. There are also three READ.ME files which can be printed.

The Quick-Reference sheet accompanying this article contains most of the basic commands, but for a better understanding as to how to use them and for those not listed, you should read the documentation. The complete list of keyboard commands is in Section 12 of the manual.

There is no global format as such, but any .CNF (Configuration File) contains the global formatting commands.

A file titled TEXTPRO.CNF will automatically load at start-up time if it is present on your disk. You can then load additional .CNF files by pressing SELECT-CTRL-L in the text mode. Thus, you can have different global formats for different uses, such as letters, labels, documentation, etc. The preset values are:

<l> - Left Margin = 5
<y> - Z margin = 5
<r> - Right Margin = 75
<p> - Page Length = 66
<t> - Top Margin = 5
<b> - Bottom Margin = 58
<s> - Line Spacing = 1
<x> - Line Width = 80

To create a TEXTPRO.CNF file, hold down the SELECT key during program start-up. A prompt "Dec.# <l>" will appear, where <l> will be the inverse letter l for Left Margin. If you wish to change it, type in the new left margin (such as 10) and hit return. If you don't wish to change it, just hit return. The cursor will then move right and the next letter will appear. Continue typing in your decimal values until you have entered them all. Caution: Bottom Margin should be the line at which the margin starts. There should be room in the top and bottom margins for any headers or footers.

You will then go to the editor, where you can save the file. Press SELECT-CTRL-S and type in TEXTPRO.CNF on the command line. This global format will be saved and will then load at startup time. You can create other .CNF files for different purposes by going through the same procedure and giving them a different filename such as LABELS.CNF or DOC.CNF. Load them as needed by pressing SELECT-CTRL-L.

Since the global formatting commands are not in your text, you can use TextPro+ to create an ASCII file (no inverse characters) which will import directly into such programs as Daisy Dot III.

To customize your .CNF files for your particular printer, you use the SELECT key with an upper-case letter followed by an "=" sign and the decimal value. You do this in the text mode.

For example, if the decimal values for underlining on your printer are Start Printing = 27,45,49 and Stop Printing = 27,45,48, you can set up <U>=45 <X>=49 <Y>=48. (The 27 is the value for the Escape key which you can generate by hitting the Escape key twice, so you don't have to set it up.) Follow this by pressing CTRL-W.

The <U>, <X>, and <Y> keys are now defined for your print session. If you wish to save it to a .CNF file, press SELECT-CTRL-S and give the name TEXTPRO .CNF (or whichever file you are customizing). To use it in your text, you would then type Esc (hit the Esc key twice) <U><X> to start underlining your text, and Esc<U><Y> to stop the underlining.

Similar keys can be set up for Bold printing, Italics, Double-Wide, Pica, Elite, Condensed, etc. Any command prior to the CTRL-W will be saved. Since you will only be setting these up once for each printer, you can do them before typing your text. After saving them to a .CNF file, you can clear text with a SELECT-CTRL-U (Delete to top of file) or SELECT-CTRL-V (Delete to bottom of file), and you will be all set to type in your text. Sections 1, 8 and 9 of the manual give detailed instructions for full configuration of TextPro+.

The file TEXTPRO.FNT is any Graphics 0 font and will be used in the Editor. If present, it will load automatically at start-up. If you want the regular Atari font, rename this file ROMAN2.FNT. For any other font, rename this font and rename the other font to TEXTPRO.FNT.

CTRL-M brings up a Disk Menu which allows you to process your files, such as Load, Rename, Delete, Format, View, etc. It works on the highlighted file. If the arrow keys do not work to choose a file, try deleting the DOS.SYS and DUP.SYS on your TextPro+ disk and writing Atari DOS files to it. It will work properly with any DOS 2.0 or 2.5 compatible DOS. A return or escape key will return you to the text. Instructions for this are in Section 6. See Section 10 of the manual for additional features supported for SpartaDOS and MyDOS and an explanation of support for the full range of DOS packages.

You can create a directory listing in the editor by using CTRL-L (load). Enter a mask of "*.*,D" followed by a return, and the directory of Drive 1 will be loaded to the editor. You can specify which files you want listed in the mask (such as "*.DOC") and whichever drive number you want. Go to the end of the file and do the same for another disk. The new directory will append to the file. You can track your disks easily by typing a short description of the disk and operating instructions (i.e., "must use BASIC") at the top of each listing. You can then use the FIND feature to quickly locate files you want, using TextPro+ as a competent disk library program. Detailed instructions for this feature are in Section 5.4.1 of the manual.

For further information, contact Ron Riche, 1700 Aylock St., Arabi, LA 70032.

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VISA

QUICK REFERENCE FOR TextPro+ Version 4.5

<> = SELECT KEY
^ = CONTROL KEY
SH = SHIFT KEY
& = ESCAPE KEY
() = DEFAULT

File Commands:

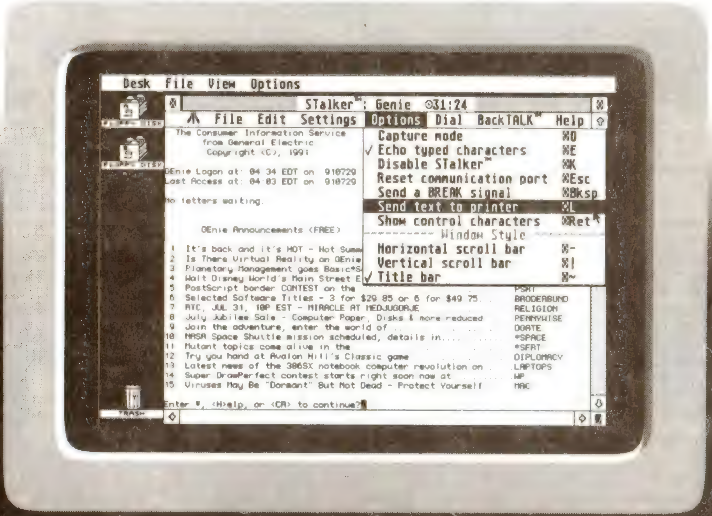
^<>L	Load Configuration File
^<>S	Save Configuration File
^L	Load File
^M	Disk Menu
^P	Print to Device
^S	Save File
^V	Load Macro File
^W	Sets Up Defined Print Keys

Editing Commands:

<>b	Bottom Margin (58)
<>c	Center Text
<>d	Down # Lines
<>e	Right Justify
<>f	Define Footer
<>g	Go To Linked File
<>h	Define Header
<>i	Information Line
<>j	Turn Linefeed On (Off)
<>l	Left Margin (5)
<>m	Margin Release
<>n	Next Page
<>o	Overstrike (95="_")
<>p	Page Length (66)
<>q	Justify 0=Y, 1=N (0)
<>r	Right Margin (75)
<>s	Line Spacing (1)
<>t	Top Margin (5)
<>u	Underline Toggle
<>w	Page Wait (Off)
<>x	Columns Across (80)
<>y	Z-Margin Setting (5)
<>z	Print Offset
<>@	Starting Page No. (1)
<>#	Print Page No. (1)
<>?	Start Printing at # (1)
<>&	Stop Printing at #
^+	Character Left
^*	Character Right
^-	Character Up
^=	Character Down
^,	Sentence Left
^.	Sentence Right
SH+	Word Left
SH*	Word Right
SH-	Paragraph Up
SH=	Paragraph Down
SH/INSRT	Insert 255 Spaces
SH/DEL	Delete Unused Spaces
SH/TAB	Set Tab (5)
^ TAB	Push Tab Spaces
^A	Upper/Lowercase Swap
^<>C	Select Change String
^C	Change String
^<>D	Delete & Add to Buffer
^D	Delete to Paste Buffer
^E	End of Text
^<>F	Select Find String
^F	Find String
^G	Global Search & Replace
^H	Home Cursor
^K	Kill Buffer
^Q	Beginning of Line

STalker™ 3

GEM Based Telecommunications Software
for the Atari ST/TT and Compatibles



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    GEnie Announcements (FREE)

 1  It's back and it's HOT - Hot Summ
 2  Is There Virtual Reality on GEnie
 3  Planetary Management goes Basic*S
 4  Walt Disney World's Main Street E
 5  PostScript border CONTEST on the                        PSAT
 6  Selected Software Titles - 3 for $29 85 or 6 for $49 75.  BRODERBUND
 7  RTC, JUL 31, 10P EST - MIRACLE AT MEDJUGORJE              RELIGION
 8  July Jubilee Sale - Computer Paper, Disks & more reduced  PENNYWISE
 9  Join the adventure, enter the world of ..  ....           DGATE
10  NASA Space Shuttle mission scheduled, details in....  .....  *SPACE
11  Mutant topics come alive in the           .  .  .         *SFRT
12  Try you hand at Avalon Hill's Classic game     .  .       DIPLOMACY
13  Latest news of the 386SX notebook computer revolution on .  LAPTOPS
14  Super DrawPerfect contest starts right soon now at ......  WP
15  Viruses May Be "Dormant" But Not Dead - Protect Yourself   MAC

Enter #, <H>elp, or <CR> to continue?
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Games

#596 - Quick Draw V1.0 - Pictionary drawing game
ST Reverse V1.0 - Othello type game (Color)
#769 - Super Breakout (Mono Only)
#957 - Mystic Mirror: Adv. Game Similar to Dungeon Master. 2 Players (Color)
#960 - Wheel of Fortune V3.0 (Color)
Stellar Starfighter - Shoot'em Up
#962 - Space War V1.0 - The Classic Space Shoot'em Up for 2 Players (Color Only)
#963 - Go Up V1.0: Lode Runner Clone w/Editor (Mono Only)
#993 - *Monochrome Games*
Man Pac - Pac Man Clone
Columns - Tetris Clone
#1040 - **Sorry V1.8** - Just like the board game. For 2-4 players. (Color Only)
Valgus V2.0 - Tetris clone for 1 or 2 players simultaneously. (Color Only)
#1180 - Hac Man 2 - Professional quality Pac Man Clone. (Color/1 Meg RAM/DBL)
#1202 - Hero *Vapid's Keep* Demo (Color Only)
#1220 - Tetris - 1 or 2 players simultaneously
Best version on the ST so far!
#1222 - MORIA - Single player dungeon simulation (1 Meg RAM/DBL)
#1258 - Llamatron V1.0 - Arcade game (1 Meg)

For Dungeon Master

#511 - Maps for Levels 1-7
#512 - Explicit Hints and Character Set on the leve above Chaos with the best equipment selection.
#590 - Game Disk Organizer
Saved game file of characters with a Firestaff weapon.
#720 - Maps for Levels 8-14

For Chaos Strikes Back

#898 - Maps for Levels 1-10
#899 - Walk thru of opening level. Dragon Lair portraits. 5 Fantasy and 3 Sci Fi character portraits. Prison List. Spells and Potions List and more!
#997/998 - Maps for Levels 5 & 3
#1015 - *Cartographer Demo*
Maps out or Edit your Dungeon Master or Chaos Strikes Back Saved Games. Demo fully functional on levels 1 & 2. (1 Meg RAM)

Utilities

#399 - Degas/Degas Elite Printer Drivers
#400/800 - 3 1/2" Disk Labeling Programs
#443 - Intersect RAM Baby, Amortization
#514 - Monochrome Emulator V3.0 - Run Mono programs on Color monitors
#688/866/1126 - H.P. Deskjet/Laserjet Utilities
#768/938/1165 - NeoDesk Icons
#801 - *Label Printing Programs*
Cassette Label Maker, Label and Envelope Printer and more.
#829 - Vanterm V3.8 - Shareware terminal program
#888 - *Atari ST Subjects* (Book) Programs
#938 - NeoDesk Icons, Recoverable Trashcan V1.2
Quick NeoDesk INF Loader, NeoDesk Canvas
#940/941 - **LaserBrain V1.31** - Epson Emulator for Atari SLM804 Laser Printer. (Mono Only/DBL)
Additional Fonts on #1001-1003
#950 - **24 Pin Printer Emulator** - Written for printers without a letter quality mode.
Deskjet Disk Labeling Program
Menu Master - Set up menus to auto load programs on your own disks.
#951 - DC Show It V1.1, Head Start V1.1, Little Green Item Selector V1.6C
#952 - Address Labeler V2.0 - Create, Print and Store address labels
#988 - Fast Copy III, NX-1000 Set Up
H.P. Deskjet Print Utility V1.4
#991 - Label Printing for H.P. Deskjet & Avery 5260 Labels, Desktop Formatter, Disk Sector Edit.
#1008 - **ICONDESK** - Set up different looking icons
#1038/1039 - DC Desktop Icons
#1041 - ST Data Handler V3.0 - Simple, mouse driven data base program.
#1130/1332 - Double Click Utilities - Disk full of handy utilities from Double Click Utilities.
#1174 - Address/Labeling Programs
#1175/1176/1177 - Programming in Assembly (DBL)
#1209 - German to English translator, STE Fix
#1214 - GFA Basic Programs/Files
#1253 - Diamond Back II V2.25 Demo
#1300/1301 - *Atari ST Topics* (Book) Programs
#1310 - Virus Killer Programs
#1322 - **KAOS DESK** - GEM Desktop Replacement
Icon Editor Included

Bible on Disk

King James Version (8 Double Sided Disks) $24.95

Desktop Publishing

#500/600 - Publishing Partner Fonts
#737 - Calamus V1.09 Demo - Fully functional except for Save (Mono/1 Meg RAM/DBL)
#758/759/994 - Calamus Fonts
#895 - PageStream V1.8 Demo (DBL)
#935 - *Desktop Publishing Utilities*
Convert to .IMG V1.20 - Converts Degas, Neochrome, Spectrum, Art Director, Mac Paint and TNY pics to .IMG format
Demos from Wiz Works
Fontverter Demo - Convert fonts between PageStream and Calamus
PageStream File to 300 DPI .IMG conversion
#1028 - ***PageStream Font Editor V0.8***
Now you can edit and touch up those PageStream Fonts. 20 page manual included on disk. Also included: Improved Postscript Screen Fonts: Book, Chancery, New Century Schoolbook, Palatino, Times
#1266 - Silhouette V1.0 Demo (1 Meg/DBL/G-DOS)

PageStream Fonts

#599 - Binner, Futura Black, Hal, Lubalin, Futura Extra Bold Condensed
#870 - Atari, Baby Teeth, Lucida, Old English
#1044 - Adverse, Barnum, Burlington, Oblique, Caligraphy 2, Celtic, Chancery, Chicago, Dingbat, Flash, Harloe, Olympia, Souvenir Medium, Souvenir Medium Italic
#1094 - Architect, Avant Guard, Bookman, Broadway, Chancery, Dingbat, Kibo, Oakville, Palatino, Western
#1336 - PageStream V2.1: Roosth, Saintf, Sansser, Sharkt, Style, Toulouse, Windsor, Zalesk

Calamus Fonts

#1150 - Architect, Broadway Engraved, Counter Point, Fancy Chancery, Swiss Medium
#1153 - Lucifer, Bodoni, Bodoni Italic, Drurylane, Drurylane Italic, Hallbats
#1179 - Complete Glib font from FontAbility
#1190 - Micron, Tiempo, Swiss Medium, Leecaps, Medici, Windzor, Zalescap
#1223 - Chicago, Comet, Cursive, Gaudy Cond, Gallia, Gillies, Goudy, Legend, Old English
#1329 - Chili Pepper, Diane, Diego1, Fifties, Mini 6, Galledis, Moscow Regular, Premier Light
#1330 - Recycle Book, Shalom, Tiempo 2.0

Applications

#810/811 - SHEET V2.5P - Shareware Spreadsheet.
#965 - Checkbook V1.09, Almanac (Color)
#989 - Paperless Accountant
#1250 - Write On V1.1e Demo (1 Meg/DBL/Mono)
#1292 - Calender V5.3 Accessory

New Version of ST Writer!

#1299 - **ST Writer V4.3** -Simple easy to use word processor with extensive documentation on disk. H.P. Deskjet Driver included.
#1305 - Gramslam Grammer Checker V3.20
#1306 - Hyperlink V1.51 Demo (1 Meg/DBL)
#1319 - GFA Basic V2.0 - Now in Public Domain

Children's Programs

All Children's Programs Require a Color Monitor
#551 - *Kid Shapes* For ages 2-8
#552 - *Kid Shapes Plus* For ages 8 & up.
#667 - *Benjamin's ABC's*
Teaches young children the letters of the alphabet with digitized speech. (DBL)
#699 - *Kid Adder* - Uses pictures to teach addition
Kid Color - Learning game for 3-7 year olds
Kid Story V1.4 - A silly version of the Little Red Riding Hood. Allows children to create a story.
#920 - Simply Math, Picture Puzzler
#982 - Body Shop: Human Anatomy Tutor
#1172 - Math Circus, Math Quiz V1.0 & more

PrintMaster Utilities/Graphics

#393/394/533/773/774 - Additional Graphics for use with PrintMaster Plus (5 Disks in all)
#799 - ***PrintMaster Utilities***
PrintMaster to Degas, View/Transfer graphics, Print graphics on Epson/compat.
#1169 - ***PrintMaster Utilities***
Convert to & from IBM Print Shop/Master

ST Public Domain/Shareware Disk Prices

1 - 4 Disks	$4.99 Each
5 - 14 Disks	$3.99 Each
15 + Disks	$3.49 Each

800/XL/XE Programs

Applications & Utilities

#42 - Turbo BASIC
#45 - 130XE Utilities
#73 - Turbo BASIC Documentation
#75 - PACE Disk Labeler
#115 - Labeling Program (Disk/Mail/VCR)
#171 - DOS XE
#183 - Script 80 V2.0 - 80 column word processor
#210 - Gradebook / Teacher's Aids
#217 - Translator/Emulator
#219 - Copymate 4.3 - One of the best copiers
#220/221 - TextPro V4.0
#223/224 - MyDOS 4.5 - Many added features
#225 - DOS 4.0 - Compatible with all densities
#226 - Checkbook Balancing System
#228 - Family Finance - Family budgeting program
#231/232 - Draw7 V2.0 - Complete drawing and animation program. Requires 128K
#234 - Font Master - Print text file in various fonts
#235 - Disk cataloging program with printer output for disk jackets, labels, disk inserts & more
#242/243/244 - Learning to program in Atari Basic Tutorials to make you a pro. (Text files)

Games

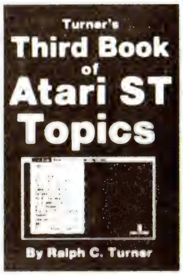
#89 - Jeopardy
#90 - Wheel of Fortune
#256 - Monopoly
#271 - B 1 Nuclear Bomber
#296 - Super Quiz - Trivia game for 2-4 players

800/XL/XE Disk Prices

1 - 4 Disks	$3.99 Each
5 - 14 Disks	$3.49 Each
15 + Disks	$2.99 Each

New Book!

Atari ST Topics



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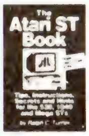
Atari ST Book



of Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega ST begins where the Atari Owner's Manual left off, providing step by step instructions that helps both beginning and experienced users to get the most out of their ST's.

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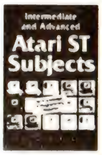
Atari ST Subjects



Topics covered include: Hard Drives, Running IBM Software, Disk Structure, File Recovery, Connecting a 5 1/4" Disk Drive, Assemblying your own Hard Drive, Sector & File Editing, Binary/Hex/Decimal Codes, ASCII File Problems, Escape Codes and much more!

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- Public Domain/Shareware Disks:
  - Disk #1130 - Double Click Utilities
  - Disk #1178 - Gogo ST V4.0
  - Disk #1195 - Address Book/Mailing List
  - Disk #1220 - Tetris (1 or 2 Players)

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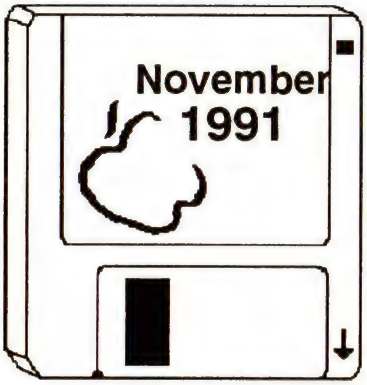


AIM Mac/Spectre Disk of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting archives. Just double click to extract!

Here is a short description of the files contained on the November '91 Disk of the Month:

BatchPrinter—BatchPrinter 1.3 prints any user selected group of TEXT files all at once.

BiPlane 2.05—BiPlane is a Shareware spreadsheet that features SYLK file compatible with Microsoft Excel, 512 column by 16,384 rows, 102 functions, and business graphics support.

DAPiggyBack—DA Piggyback v1.3 lets you launch DAs as applications. DAPig cuts down on Apple menu overcrowding and lets you set memory requirements for each DA. Works with System 6.0.4 through 7.0. Shareware.

DiskDup+—Version 1.54 of DiskDup+, a fast, efficient disk duplicator with full checking. It copies in one pass with 2 megs or more and never mounts the disks, preventing virus contamination of master or copy. Counts copies and uses both disk drives, if available. Shareware.

EasyKeys—Easy KEYS v1.2 lets you run FKEYs or launch DAs and applications with any key combination. Now you don't need ResEdit to load FKEYs and you can organize your FKEYs in separate files. Also includes an FKEY called Flipper, which lets you flip layers when an application puts you in a modal dialog box. Shareware.

GNU Chess 3—Excellent chess game from the Free Software Foundation with a real Mac interface. Play against another person or the computer, or let the computer play itself! Includes C source code.

Labyrinth—Maze game in which you roll a marble through the maze and try to avoid the holes.

Register—A full-feature check book/ account manager as a Desk Accessory. Only 23K with resources. Written in Assembly. Supports ASCII printers, prints checks and reports. Shareware.

Rhine—Test your ESP. This works just like the cards used by professoinal parapsychologists. Supports color for color Macs (also B&W) and is FREE.

SerialPrint II—A DA that prints TEXT files on printers connected to a serial port. Uses built-in printer fonts, for faster printing than with standard drivers. Supports Apple ImageWriter I and II, Epson FX and LQ, IBM Proprinter and HP DeskJet printers.

SpoydWorks Solitaire—SpoydWorks Solitaire 1.2.1 is Steve Boyd's Shareware collection of six solitaire variations: Easthaven, Klondike, Spiderette, Westcliff, Will o' the Wisp and Yukon. Distributed by GAMER Project.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor,MI 48108. Please specify the November '91 Mac/ Spectre Disk when ordering.

We also have a special November Games Disk available. This disk contains recent PD and Shareware releases for the Mac. Here's a short description of these games.

Ashes+—Ashes+ is a clone of the arcade hit Missile Command, complete with rockets, lasers and particle beams.

Brickles Plus 2.0—BricklesPlus 2.0 is Ken Winograd's Shareware version of Breakout. You select 1, 2 or 4 paddles/ sides, ball size, paddle size, etc. Distributed by GAMER Project.

Glypha—Glypha 2.0 is a clone of the popular Joust arcade game, with an Egyptian twist. Joust against Sphinxes on your "winged steed," pick up the eggs and avoid the mummy's grasp, the lava pit and the Evil Eye! Shareware, written by John Calhoun and distibuted by GAMER Project.

MacTris 1.1—Standard Tetris clone from TVark Productions. Align the falling pieces to fill horizontal rows. The more rows you clear, the more points you get. Shareware.

RiverBoat Poker—RiverBoat(tm) Poker has features for the novice and professional. It may be used for entertainment, as practice for real poker play, or as a tool for studying poker dynamics.

Trek 1.2—Nice version of the classic Star Trek game. As the built-in help says, "See Klingon. Kill Klingon. Watch Klingon die." Shareware.

Wolves—Wolves in the Woods is a teaser for Bill Appleton's soon to be released arcade game, Frankie's Dungeon. Excellent action and sound. Square off against classic movie monsters.

Readers can purchase this disk for $6 ($5+$1 s/h). Please specify the November '91 Mac/Spectre Games Disk when ordering.

AIM ST Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the November '91 disk. For more complete docs, see the text files contained in most of these archives.

ARCSHL26.APP—ARCShell version 2.6, with full support for the newest LZH archivers that now handle arcing of subdirectories. Shareware from Charles F. Johnson and Little Green Footballs Software.

AUTOZEST.APP—Auto ZeST creates NeXT look-a-like front ends for your own GFA programs! Simply 'draw' your own custom graphic user interface in this CAD type program and Auto ZeST will save GFA code to disk. Create 3D push buttons, sliders, lines, carved text, info boxes, windows, platforms and more! Mono ONLY. Freeware.

AVDEMO.APP—Demo of Avant Vector imported by CodeHead Software. Avant Vector is an autotracing and vector graphics application. This demo works best in ST high (monochrome), TT medium or TT high resolutions.

BOING.APP—Use the bouncing ball to collect the fruit in this color, low resolution game. Difficult to master and hard to stop playing.

CHANGEHZ.APP—If you've ever encountered an import program that wants to run at 50Hz instead of the US standard of 60Hz, here's a little program to solve your problems. CHANGEHZ.PRG toggles your display between 50Hz and 60Hz.

CHKMIDI.APP—Test your MIDI cables quickly and easily! Just plug one end into the MIDI out port, the other into the MIDI in port, and click on Test. You'll know instantly if the cable is good or bad!

CLOCK.APP—A nice little analog clock desk accessory with C source code. Written by John Jainshigg of Atari Explorer.

DCREZRUN.APP—A neat little program from those Double Click guys. DC Rez Run automatically switches resolution for programs that only run in a specific rez. No more "Please Switch to xxx Resolution" messages!

DEMOMAKR.APP—Demo Maker: Create your own demos and add pictures, sound and music. Easy to use language and instructions. Requires one meg and a color monitor.

GAMES.APP—Two games written by Erin Monaco. EUCRE is the popular Eucre card game. You and a computer teammate take on two computer players. A great game. 5OFAKIND is a Yatzee variation that is also excellent and very easy to play, with a one or two player option. Both games are COLOR only.

ICONEDIT.APP—Demo of the NewDesk Icon Editor CPX from Software Development Systems. You must have XCONTROL.ACC (Atari's new extensible control panel) to use this CPX file, and the Icon Editor is primarily of interest to Mega STE and TT owners.

INFODISK.APP—A complete newsletter-on-a-disk environment shell. Allows newsletter editors to quickly and easily create a professional disk-based newsletter. Features include multi-format picture file support, fast read and multi-option display of text files, built-in help, and a GEM interface with an editor-definable menu structure. Shareware.

MDESKDLX.APP—A demo version of CodeHead Software's new MultiDesk Deluxe. This demo is fully functional, but will only run for ten minutes. MultiDesk Deluxe allows you virtually unlimited use of Desk Accessories without using up piles of system memory!

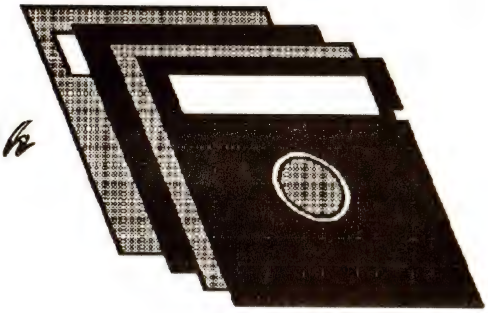
PRODUCEM.APP—Play a big time movie producer in this Michtron BBS game. MCL source code included, so you can add this online game to your own Michtron 3.0 BBS.

STUNARJ.APP—Here it is, an ATARI ST version of the new hot PC compression format: 'ARJ'. ARJ is the best of both worlds, compresses slightly more than LHA at PKZIP speed. This ST version is between 2 and 3 times faster than ARC 6.02 or LHARC 1.13 Extractor only.

WHATIS47.APP—Version 4.7 of Bill Aycock's popular WHATIS utility. Recognizes 86 different file types. Is that file you just downloaded an ARC, an LZH, a program or what? Don't keep guessing, use WHATIS.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the November '91 ST disk when ordering

AIM 8-Bit Disk of the Month November 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

The November '91 disk contains all the files necessary for the AtariLink BBS 2.0x. This is written in Atari BASIC and works best with SpartaDOS, but also works with Atari DOS 2 and others.

The BBS supports RAMdisks, MIO interfaces, hard drives and 2400 baud. External "Door" programs are also supported. Also supports lots of download protocols, including Ymodem Batch. All in all, this is a great BBS system.

Side 1

LINK20XP.ARC—The main archive containing Atari Link2.0x. This BBS was two years in the making and supports all Hayes compatible modems.

LNK20SDX.ARC—Startup file for running AtariLink with SpartaDOS X. Allows you to automatically go to BASIC and run the BEGIN program.

GWALL12.ARC—External Door program to add a Graffiti Wall.

Side 2

L20XADRS.ARC—Autodoor programs for AtariLink, including automatic validator, Email cleanup, compactor, Thought for the Day and modem manipulation programs.

L20XDOC.ARC—Documentation for AtariLink 2.0x.

LINK20XW.ARC—Sample files for your AtariLink workdisk.

DOSPATCH.ARC—Patch to cure memory problems you may under DOS II with a high MEMLO. See section 6 of the LINK20X manual for details.

PTCHDATA. ARC—Use this patch if you need to add lots of your own commands. Readme file enclosed.

ESTEPTCH .ARC—This ARC includes patches and modifications from Atari Exchange of Louisville. Includes documentation and a "door" command allowing exit to DOS from within the BBS.

Readers can purchase this disk by sending $6 ($5 + $1S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor,MI 48108. Please specify the November '91 8-bit disk when ordering.

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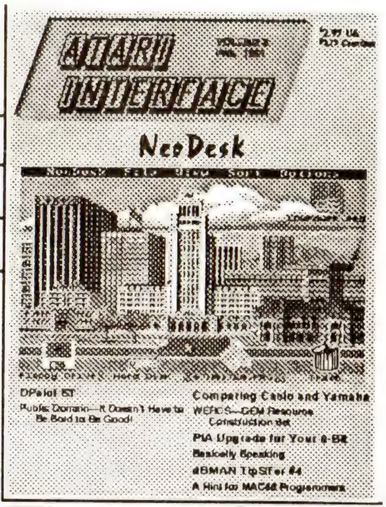

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AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

AACE
ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President	Richard M. Houser	(505) 299-3977

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

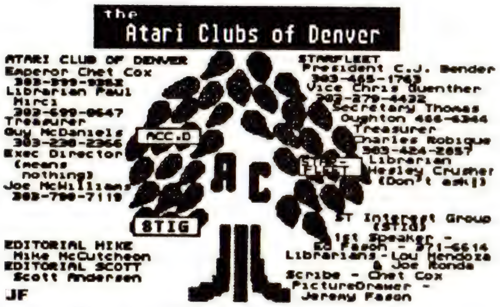
AUSTIN ATARI COMPUTER ENTHUSIASTS
AACE

AACE, 305 Meadowcreek Dr., Round Rock, TX 78664

ACCT

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
Disk Drive-Thru BBS		(419) 885-3441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Librarian Paul Mirci
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Guy McDaniels
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ST Interest Group (STIG)
1st Speaker -
Ed Fason - 371-6614
Librarians - Lou Mendoza
& Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT
Atari Computer Club of El Paso, Texas

Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT, 245 Longhorn Crt, El Paso, TX 79907.

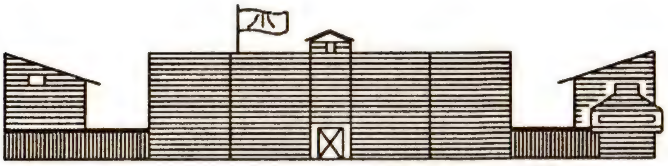
BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCESS
Atari Computer Club
Encompassing Suburban Sacramento

Bob Drews	(916) 423-1573 President

ACCESS — The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662. Address: PO Box 1354, Sacramento, CA 95812

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.



Atari Computer Owners Resource Network
Fort Wayne, Indiana

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President	Don Allis	(716)293-3415

ACUNet
Atari Computer Users Network
Salem, Oregon

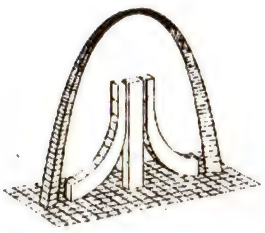
ACUNet is the Atari Computer Users Network in Salem, Oregon. Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger



ACE of St. Louis, PO Box 3508, St. Louis, MO 63143, phone (314) 644-7168.

President	**Dick Pederson**

B.A.A.U.G.

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President

Birmingham Atari Computer Enthusiasts

Vice President	Todd Price	(205) 787-8208

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E.

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conferrence Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President	Hal Nason	(606)269-8989

General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Backscater BBS, Access Code: BOAST		(716) 646-1114

A.C.E.

COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President Dan Hale (615) 526-8002

CDACC
CENTRAL DELAWARE ATARI COMPUTER CLUB

Sec/Treas Tom Baldwin 302-678-9411

Central Connecticut Computer Club

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

CDACE
Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter.

President Bob Thompson 518-439-5356

C.O.A.C.

Central Oregon Atari Club

- Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986 -

President Bob Stiles (503)389-5206

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $20/Yr for new members, $17/Yr for renewals. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:

Jeff Coe (219) 663-5117

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy President

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club

C.V.A.C.C.
ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President Don Crano (216) 376-7618

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the $15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President Tim Osborne (509) 624-1917

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President Jeff Yoe (913) 682-2883

FRACUS

Fresno Regional Atari Computer User Support

President Tom Hancock (209) 885-2817

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter.

GRASS

GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra President (616)249-9742

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
BBS Number		(409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President: Bill Kithas 713-855-0815

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of AtariUser are available at the meetings.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop Mike Hopkins 783-1423

KAUG

Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515. The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Mike Mormando President (801)731-1516

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. 8-Bit disks are $3 each, and ST disks are $4 each. If you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 to: MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115.

MID-OHIO ATARI USER GROUP

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with the newsletter optional. Use of the club library is free to all paid members.

NASAC NORTHMONT Area Systems of ATARI Computers

Northmont Area Systems of Atari Computers, NASAc
Terry Browne President

Nashville Atari User's Group N.A.U.G.

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
The Nashville Exchange		(615) 383-0727

O-ACEs

OACSIS covers BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
BBS	ACE of America	285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President Tracy Hendershot 525-1058

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

Treasurer Wayne Myers (602)264-5737

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President: Rick Reaser, 380-8082

RACC
ROCKFORD ATARI COMPUTER CLUB

Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an meeting place. It is located off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!).

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President Rick Burton (605)-642-5353

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS

Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President Lewis Midyette 828-4319

S.A.G.E.
SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724

SALSA

ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218. SALSA is a users group for 16 bit Atari users. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7 to 10PM. Membership dues are $20 per year and members receive AIM as well as the option of recieving the clubs newsletter. A one year membership is $15 and includes the clubs newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A monthly Disk of the Month is available at each meeting for $2.

President: Kyle Miller 512-945-9469

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

SCAT general meetings are held on the first Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Michael Bergman (619)558-7866
BBS 24hrs, 300-2400 68MB (619)689-815

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President Marc Dyer (602) 897-0314

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for an extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-8320
ST-KEEP BBS	(916)331-6153	(916)729-2968

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are November 16th and December 14th 1991.

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

President	Bryant LaFreniere	(517)835-2234

STANCE

President	Claudette Tischler	226-5644

Membership dues $12 per Year with a one time sign up fee of $13. STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President	Rick Ostapower	404-487-4845

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

President	Madelon Wilson	(203) 735-6711
15 John St., Ansonia, CT 06401		
ST.A.R.R. BBS		(203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT.

STUN

The ST Users Network — supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
STUN's BBS "The Bolt"		(801)272-4243

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Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

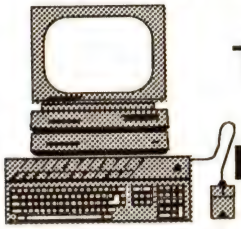
SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
BitStream BBS		(408) 449-2150

SWAG
Southwest Washington Atari Group

The Southwest Washington Atari Group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
The Bear Cavern BBS	(206) 574-1146



THUNDER BAY ATARI ST ENTHUSIASTS

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE
TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 16564 SE 18th, Choctaw, OK 73020 or at the TACE BBS (405) 366-1977. ST & 8bit support. Dues: Full - $15, Correspondence - $7. Dues are prorated with renewal each July.

President	Ron Hamilton	(405) 387-5649

TEAC
The Educator's Atari Club

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO
WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by BBS at Molin's Den at (313) 451-0524.

WAUG
Windsor Atari Users' Group

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'.

President	Brian Cassidy	(519) 966 0305

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
The Wizard's Attic BBS		681-1654

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☐ Atari 8-bit (12 SS/SD "flippies") — $50

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☐ Atari 8-bit (12 SS/SD "flippies") — $60

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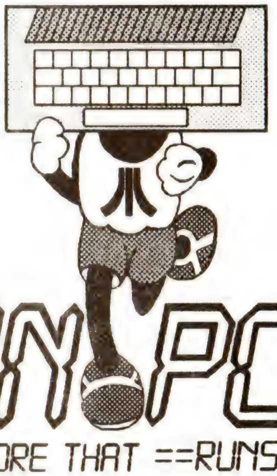

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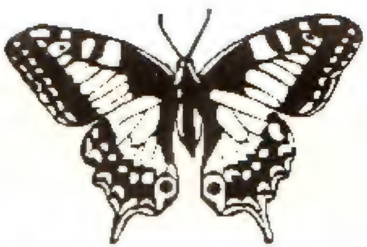
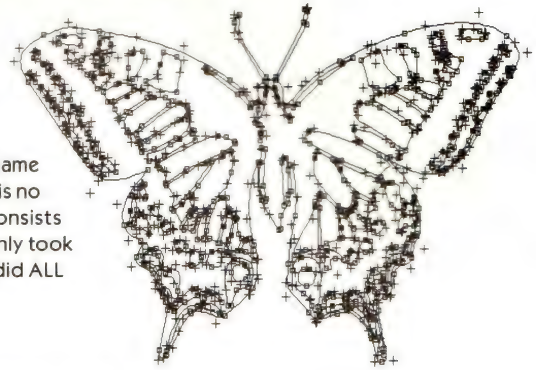


To the left is a pixel-based .IMG picture. In other words, the picture is made up of dots. It's a 58k file. The image can't be enlarged much more than this without the ragged edges showing. (In fact, they're showing already.)



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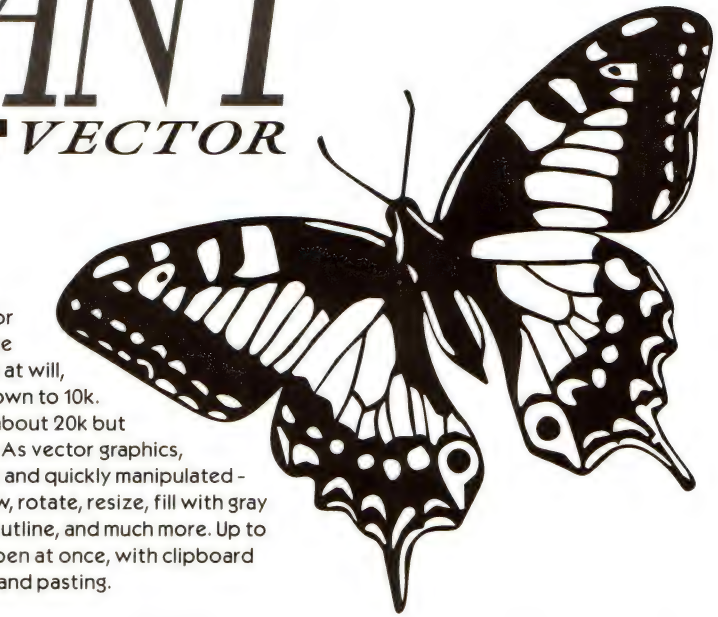

This is the .CVG vector version: it can now be enlarged or reduced at will, and the file size is down to 10k. The .GEM version is about 20k but otherwise identical. As vector graphics, the images are easily and quickly manipulated - you can stretch, skew, rotate, resize, fill with gray scale percentages, outline, and much more. Up to 7 windows can be open at once, with clipboard features for cutting and pasting.

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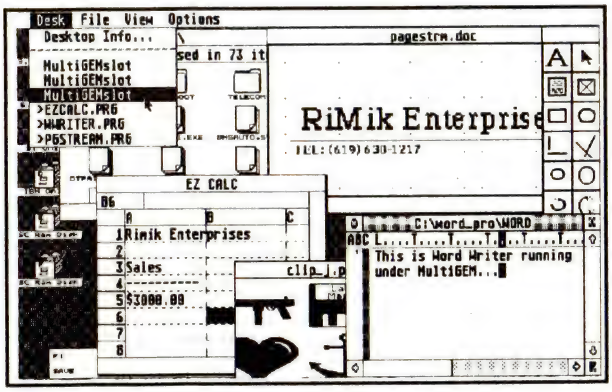
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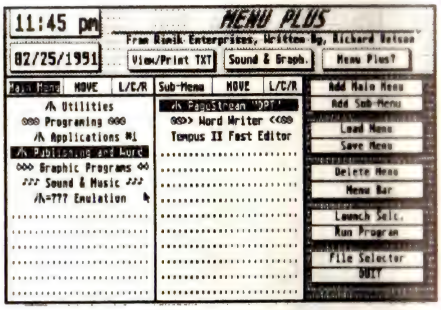
11:45 pm
MENU PLUS
From Rimik Enterprises, Written By, Richard Watson
02/25/1991
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Menu Plus?
Main Menu
MOVE
L/C/R
Sub-Menu
MOVE
L/C/R
Utilities
Programing
Applications #1
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Sound & Music
=??? Emulation
PageStream "DPT"
Word Writer
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Add Sub-Menu
Load Menu
Save Menu
Delete Menu
Menu Bar
Launch Selc.
Run Program
File Selector
QUIT

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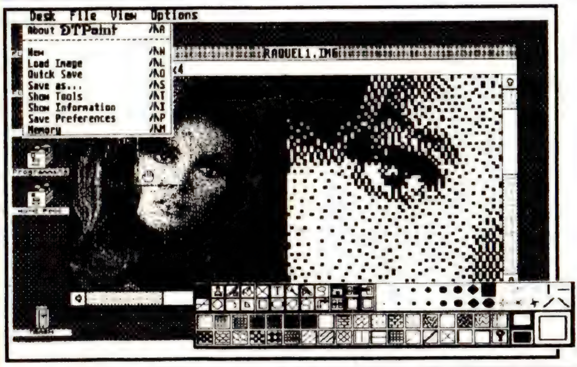
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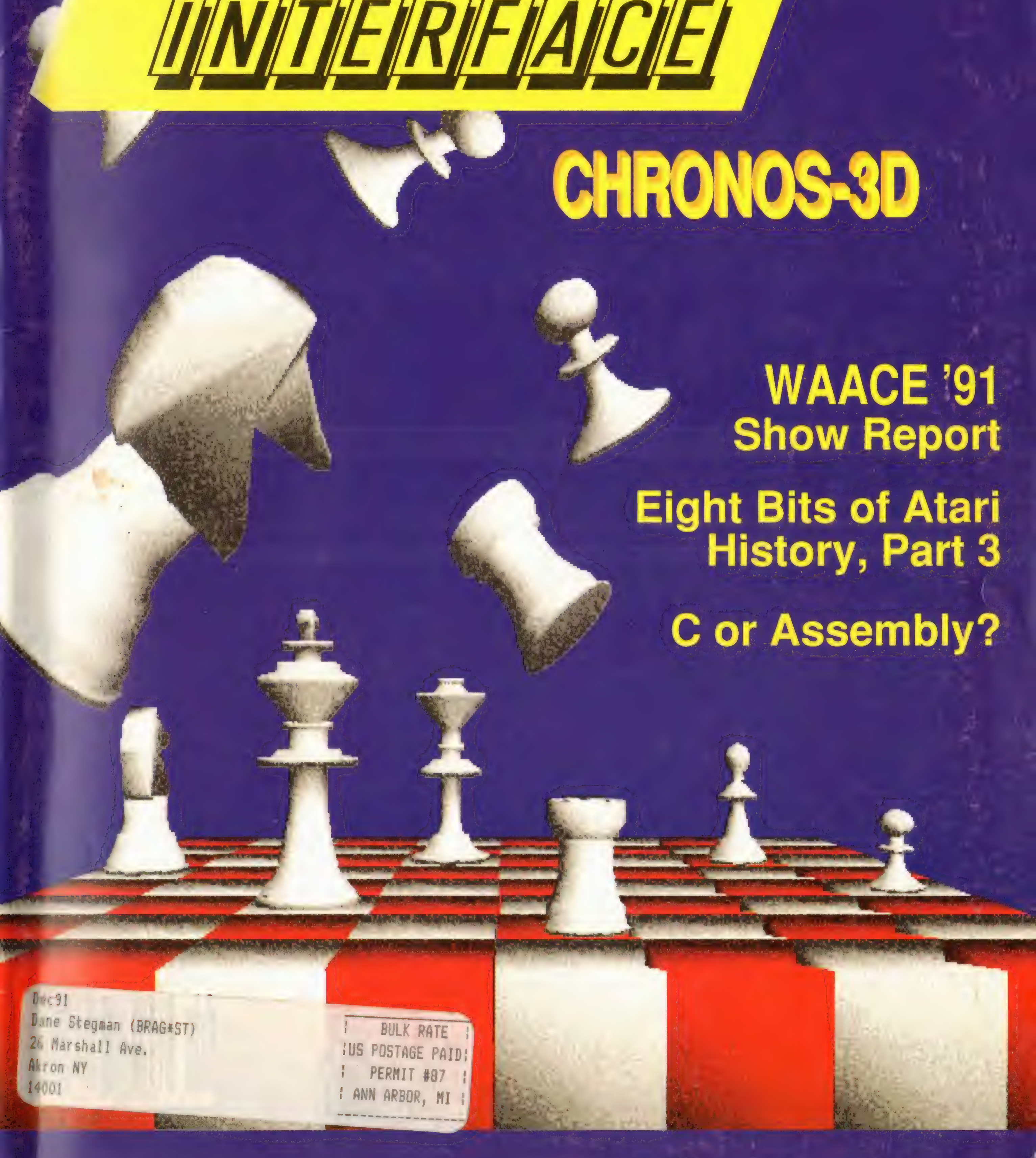

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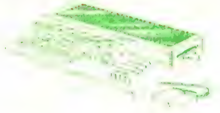

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ATARI INTERFACE

Volume 3

Dec. 1991

Your Connection to the User Community

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ACCEPT's Tim Holt continues his tutorial on how to start and maintain a local user group for your favorite computer.

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On the Cover

Animated chess pieces created from CAD-3D objects rendered in TT Medium Resolution with Lexicor Software's Chronos-3D. CAD-3D chess board and pieces came from Germany. Pieces were rendered with Phong shading in 16 colors. Animation was saved as an IFF image file and loaded into PageStream 2.1.

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ATARI INTERFACE

Your Connection to the Atari Users Community

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William Rayl / Patricia Snyder-Rayl

Managing Editor — Patricia Snyder-Rayl
Editor — Bill Rayl
Contributing Editors
Paul Alhart, Ed Hall,
Tim Holt, Dave Plotkin

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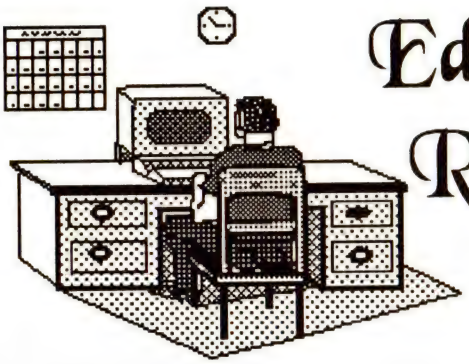

Editorial Ramblings

Our hopes for a Happy Holiday and the best of New Years for all our readers!

AIM finishes off another year of supporting Atari users. This year has been an eventful one, especially for magazines. We've seen Antic merge into STart, then STart ceasing publication altogether. ST Journal changed into AtariUser, and Atari Explorer is roaring back after some earlier difficulties.

We look forward to another year of Atari excitement— with the ST Notebook, the STylus and a new TT. Personnel at Atari headquarters has been fairly stable, so we may see some earlier laid plans have time to bear fruit.

Also this year, we've seen prices drop on peripheral items. Laser printers are more affordable, and even color scanners are under $1,500 now! Damark even has a dual standard OkiData 9600 baud modem for sale for $299! This would make a great gift for your telecommunications addict! For more information, call Damark at (800) 729-9000.

A membership to CompuServe or GEnie may be a good gift for your favorite Atari user. These online services keep Atarians up-to-date on what's happening in the Atari market. 9600 baud users may want to look out for hidden connect charges with GEnie, though. Basic* Services doesn't apply to 9600 baud callers. Charges for non-prime time use are $18/hour (three times the 1200/2400 rate) and prime time use is $30/hour. With CompuServe, charges are $22.50/hour anytime! That's less than double the rate for 1200/2400 baud, and you're connecting at four times the speed. For more information on CompuServe, call (800) 848-8199. For information on GEnie, call (800) 638-9636.

Next month, look for a review of PageStream 2.1, Soft-Logik's new font and business forms packages, PageAssistant from Spar Systems, the Chicago ComputerFest by Atari and much more!

Bill & Pattie Rayl

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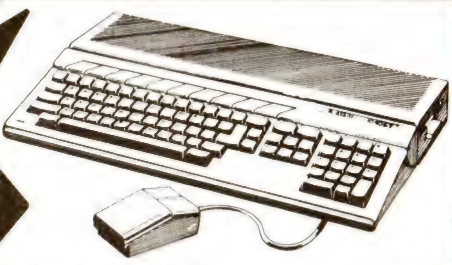

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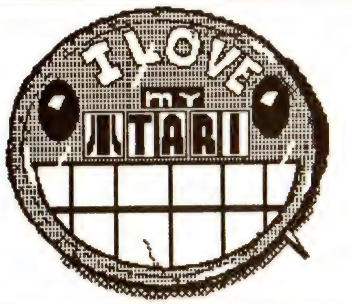

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MegaPaint Professional

CodeHead Software has announced availability of MegaPaint Professional, a full-featured bit-map and vector graphics tool for Atari ST and TT computers. Megapaint features some unique editing tools, such as for creation of rhomboids, equilateral polygons with 3 to 32 sides, circular or elliptical ring sections, perpendicular and parallel lines, concentric circles and bezier curves. The package also boasts extensive text support using bitmapped and vector fonts, powerful block and lasso functions and a whole lot more.

MegaPaint also supports "virtually all printers." Printer drivers supplied with the program can be easily edited to adapt to any printer. Pictures can be loaded in MegaPaint's .BLD format, standard .IMG format, MS-DOS .PCX format, Degas 32K format, or STAD format (.PAC). Vector graphics can be exported in CVG format.

MegaPaint is designed to be easily expandable via external modules, and import and export modules are already in the works for several other picture and vector formats. The program runs on any ST/TT with a monochrome monitor in resolutions from 640x400 up to 8192x8192 and even supports networking and scanners! MegaPaint retails for only $175. CodeHead Software, (213) 386-5735 voice, (213) 386-5789 FAX.

STalker Offer!

Gribnif software has a special offer for all CompuServe users—for a limited time, CIS users can purchase their excellent STalker 3.0 telecommunications program for only $39.95! STalker sports such features as the ability to run as an ACC or PRG, built-in Xmodem, Ymodem and Zmodem file transfer capability, an excellent Scripting language, and GDOS font support. Two of STalker's best features are its multiple port support (be online at two or more locations at the same time!) and the ability to run in the background.

To take advantage of this offer, call Gribnif Software at 1-800-284-4742 and mention you are a CIS user wanting the "CompuServe Special" on STalker (or send CompuServe E-Mail to 75300, 1131 for additional information.)

Migraph News

Migraph has updated their popular Touch-Up software to version 1.65. The new version has a "Save as Gray" option that turns dithered patterns from the Migraph or Golden Image hand scanners into gray shades. Now, you can save 16 level true gray scale IMG or TIFF files, 31 level "apparent" gray scale IMGs or TIFFs, or even full 32 gray shaded TIFF images!

The big advantage to gray scales over dithered patterns is that grayscale images can be resized without distortion. To upgrade to the new version, return your original Touch-Up disks to Migraph along with payment—$24 if upgrading from version 1.5, $44 if upgrading from version 1.0.

Also available from Migraph is the Merge-It and Scanning Tray hardware/software combo. The Scanning Tray consists of a molded plastic tray (which holds artwork in position) and a cradle (which holds the scanner head). Using the Scanning Tray, the user can accurately scan a full page in two strips. The cradle is designed to hold the Migraph, DFI, Genius, Golden Image, Logitech, Marstek 105 or Complete Hand Scanners.

Merge-It is a software utility that merges the two strips into one complete image. The program can be used as a program or a desk accessory. Retail price for the Scanning Tray and Merge-It combo is $149.

Scan & Save, another Migraph release, provides the capability to scan and save an image without all the editing/conversion tools found in Touch-Up. If you have a system with little memory or don't need editing capabilities, this is the program for you. Scan & Save can be used as a PRG or ACC, works with the Migraph or Golden Image hand scanner and has the same gray scale saving options of Touch-Up 1.65. Retail price is $20.

By the end of the year, Migraph also plans to ship an OCR (Optical Character Recognition) package for the Atari ST/TT line. Contact Migraph for details, (206) 838-4677 voice, (206) 838-4702 FAX.

Sales-Pro Update

Sales-Pro, the popular Point-of-Sale/Inventory Control system from Hi-Tech Advisers has been updated to version 6.00. New features include integration of General Ledger functions, ability to set percentage discounts and taxable/nontaxable status on a customer-by-customer basis, support for three separate sales tax levels and much more. Sales-Pro ships in single- or multi-user configurations, and a number of external modules and accessories are available. For more details, contact Hi-Tech Advisers at their *new* location—PO Box 128, Ravena, NY 12143-0128, (518) 756-3800 office/non-US orders, (518) 756-6666 technical support, (518) 756-3539 FAX, 800-882-4310 US orders.

Typeface Library

Soft-Logik Publishing Corp. has released the new Soft-Logik Typeface Library. Soft-Logik has licensed 600 Postscript Type 1 fonts (as well as EPS graphics) from Image Club, a leading developer of Postscript fonts and clip art on the Macintosh.

The new Typeface Library currently contains four bundles. Newsletter Fonts and Starter Fonts each contain eight Type 1 fonts and retail for $99.95. The Classic Fonts and Designer Fonts packages each contain 16 Postscript fonts and retail for $199.95. Soft-Logik Publishing Corp., (800) 829-8608 orders, (314) 894-0431 technical support, (314) 894-3280 FAX, (314) 894-0057 BBS (3/12/24/9600 baud).

Double Click

One of the hottest new products to be released is Data Diet from Double Click Software, especially if you are a hard drive owner. The Data Diet package offers "real time data compression and uncompression" of all your files—text files, word processor or DTP documents and executable files. What this all boils down to is that all your files take up a whole lot less space on your drives. If you're a hard drive owner, using Data Diet can give you back well over 60% of your hard drive's space, based on our initial tests. For a 40 meg hard drive, that's better than adding a second 20 meg drive to your system! Retail price is only $74.95, and that's a lot cheaper than a second hard drive.

Double Click will also be shipping the Game Workbench soon. This "game authoring system" allows practically anyone to write commercial quality games quickly. Games written under the Game Workbench can include such things as digitized sound, scrolling, sprites and animation sequences. Contact Double Click Software, (713) 977-6520 voice, (713) 944-0108 BBS.

Index Legalis

Ralph Turner has written the Third Book of Atari ST Topics, and it is another "must have" addition to your reference library. Following in the successful format of The Atari ST Book and Intermediate and Advanced Atari ST Subjects, Turner's third book deals with complex topics in plain English. The new books covers topics such as the TT030 and Mega/STE, modems and telecommunication software, laser printers, CompuServe and GEnie, null modems, MIDI keyboards and sequencing software, bulletin board systems, and PD and Shareware. Suggested retail is $16.95. Index Legalis, PO Box 1822-3, Fairfield, IA 52556, (515) 472-2293.

Grammar Expert at 1.10

Phil Comeau Software announced the release of version 1.10 of the Grammar Expert program for the Atari ST/TT. Grammar Expert is an online reference for the rules of English grammar, punctuation, and effective writing. The package is a highly useful aid for both professional and casual writers. As a desk accessory, Grammar Expert is accessible while in your favorite GEM-based word processor.

Grammar Expert is like a computer-based reference book, with information presented in pages, a table of contents and an index. Using a "hypertext" environment, users can quickly flip from page to page or click on cross-indexed words to jump to a section in the "book" containing more details.

Version 1.10 contains several improvements to the software, including text pattern searching of Grammar Expert's table of contents; user-selectable display of cross-indexed "links" as bold, inverse, underlined and/or colored text; addition of a number of keyboard shortcuts; and saving of window position and size, as well as current window positions for the index and table of contents. Suggested retail is $59.95 US ($66.95 Canadian). Registered owners of 1.0 can upgrade by sending in their original disks with $5. Phil Comeau Software, (613) 825-6271.

Tracker Update

Version 3.0 of Tracker/ST, the leading mailing list/mail merge package for the ST/TT series, is now available from Step Ahead Software, Inc. Some of version 3.0's new features include one-click telephone dialing (modem required), duplicate name warning when adding names, the ability to copy a single record from one database to another with a simple keyboard or mouse command, completely unlimited filtering and a powerful new report which prints out Tracker/ST's unique Long Notes for as many people as the user requires, with one single command.

Other new features in Tracker/ST 3.0 include the ability to export names in any format (for use with WordPerfect, WordUp, WordFlair II and virtually any other word processor or database), expanded default settings and the ability to retain Tracker/ST's extended Long Notes when doing an export and import within the program. Author Nevin Shalit says he's taken all the suggestions offered by registered Tracker/ST owners and implemented every one of them in version 3.0!

Until the end of 1991, Tracker/ST 3.0 will be available for the same $79.95 price as earlier versions of the program. On January 1st, 1992 the retail price of Tracker/ST 3.0 will be $99.95. Registered owners of Tracker/ST 2.0 and greater may upgrade to 3.0 for $25 ($30 after 1/1/92). Users should not send in their original disk, but must include their completed registration card with their upgrade order if they have not already sent in their card. Step Ahead Software, 496-A Hudson Street #F39, New York City, NY 10014, (212) 627-5830.

IAAD News

Speaking of Nevin Shalit, Nevin was elected President of the Independent Association of Atari Developers (IAAD) at a meeting of the IAAD during the WAACE Atarifest. Shalit replaces Nathan Potechin of ISD Marketing, who stepped down after serving as President for the first two years of the IAAD's existence.

The IAAD is a group of registered Atari developers who work together in various marketing, instructional, and educational areas. Currently more than 50 developers make up the IAAD, which includes representatives from Canada and Europe as well as a full complement of US developers.

"I look forward to building on Nathan's excellent work in the coming year, by increasing our membership, and having IAAD members work together on specific projects which will benefit developers, dealers, end users, and Atari itself," says Shalit.

IAAD business is conducted mostly on GEnie. Developers interested in joining the organization should send E-mail to PERMIT$.

ATonce 386SX for Mega/STE

Vortex of Germany has released ATonce-386SX, a 386 IBM PC emulator for the Atari Mega STE. The emulator fits into the 68000 socket and requires no soldering. The board includes a 32 bit CMOS 80386SX 16MHz CPU and optional sockets for 512K of "Vortex Fast RAM" or 80387SX-16 math co-processor. Norton's SI rating of the emulator is 12.3 without the Fast RAM or 15.6 with the Fast RAM option.

Supported graphics modes include monochrome EGA/VGA, CGA, Hercules, Olivetti and Toshiba T3100. ATonce-386SX also supports hard/removable disks, 360K/720K/1.44MB floppies, serial ports, parallel port, mouse and clock, as well as sound support. For details, contact Vortex Computersysteme GMBH, Falterstrasse 51-53, D-7101 Flein, Germany, 07131 - 59 72-0 (within Germany—add international code and drop first zero for calls of non-German origin).

2600 Connection

The 2600 Connection, a newsletter devoted entirely to Atari 2600 owners/collectors, has now switched from a quarterly to a bi-monthly schedule. The newsletter has grown considerably in popularity since its first issue. Each issue of The 2600 Connection contains solutions, tips, and hidden messages in games, classified ads from other collectors/gamers, game reviews and more. A 6-issue subscription costs $6 and a sample issue is available for only $1. The 2600 Connection, 14 Blackburn St., Fairhaven, MA 02719-4334, (508) 997-1983.

Right on Target

David Plotkin
Contributing Editor

With the gift-giving season upon us, the friends or loved-ones of an Atari owner can count their blessings! Buying a gift for one of us is easy, and relatively cheap.

Unlike our bretheren who own PCs or Macs, accessories—even big ones—are quite reasonable. They are also not that hard to find—just check the pages of this magazine for some great mail-order buys—or check out your local Atari dealer if you are lucky enough to have one.

Best Trackballs

Those who don't have a lot of room on their desks, should consider the option of a trackball instead of a mouse.

The problem is that most trackballs are quite clumsy. They require that you move the ball with the palm of your hand, which makes it quite difficult to keep your fingers on the buttons that substitute for the mouse buttons.

The Best Trackball, however, solves this problem by placing the ball under your thumb. Thus, you can roll the trackball with your thumb, keeping your fingers on the buttons with no problem. As with any trackball, it takes a little getting used to, but adjusting to it is easier than any other trackball I've tried.

It costs about $55, and is available from San Jose Computer (408) 995-5080.

The More Things Change...

Remember the cordless mouse from Practical Solutions? It transmits its signals to a small receiver by infrared. As long as the mouse doesn't get too far from the receiver, it works pretty well. The shape of the mouse is really nice, too—it is small and rounded in all the right places.

Unfortunately, Practical Solutions went out of business some time ago.

Now, an outfit called Golden Image has come out with a cordless mouse that looks *exactly* like the Practical Solutions mouse, except that it has three buttons in the advertisement.

Strangely, the ad touts it as a two-button mouse. In fact, the similarity between the Golden Image mouse and the Practical Solutions mouse makes me wonder if the guys from Practical Solutions didn't start a new company.

The cordless mouse is $89.95, and they also have a cordless trackball.

The Golden Image hand scanner is packaged with Migraph's Touchup at a very attractive price—$199. Compared to Migraph's handscanner, this is quite a bargain. Just make sure you have a lot of room on your hard drive—scanned pictures can chew up space! Golden Image can be reaced at (800) 327-4482.

Hard Drives

Speaking of hard drives, Toad Computer has what every ST/TT owner will drool over—all different sizes of hard drive configurations, including drives with removable cartridges for virtually unlimited storage.

The Toadfile 44 Plus is $699, with 44 meg cartridges selling for $89. You can also get a variety of case configurations, and combinations of removable/fixed hard drives in one case. Toad has really built a reputation for providing good service and support.

You *do* have to wonder, however, where they got a name like "Toad." Of course, there are lots of names that don't seem to have any meaning right off (such as Gribnif, ICD, CodeHead, etc.). (800) 448-TOAD is the number to call for orders.

Incidentally, Toad has come out with a monitor switch so that you can switch between a color and monochrome ST monitor. The Toadswitch is $39.

I have a switch like this from Astra (SW2), but they are another Atari vendor that is long gone. If memory serves, Practical Solutions also had a monitor switch. Oh well.

Emulators

Emulators have become big business, and can especially be appreciated if your Atari enthusiast has to use one of those "other" computers at work.

On the Mac side, there is, of course, Spectre GCR. This amazing product (in case you've been hiding in a cave for about three years) turns your Atari ST into a Macintosh. It includes the ability to read and write Macintosh format disks. It works very well, with better than 95% compatibility with Mac programs. The catch seems to be that the Mac ROMs that it requires are scarce, ever since Apple clamped down on the supply of both real and bogus Mac ROMs.

The PC emulator business has boiled down to two main companies. The Supercharger PC emulator is an external box that is available through Talon Technology and RIO Computers. Its advantage is that it sits outside the ST and is quite easy to hook up, requiring only a cable to chain into the DMA.

There have been promised enhancements for it, including an AT (80286) modification and a VGA card. Recent ads from RIO Computers have pricing for 12 MHz and 16MHz 286 versions of the Supercharger (called SCplus/286), but I have not personally seen these versions.

The other PC emulator is an internal board, termed "PC Speed." It has an AT version called "AT Speed." Both these products have good reputations, based on a variety of reviews—and the Supercharger I can vouch for personally.

Software

Software always makes a good gift, and there are some real bargains out there. Besides such powerhouses as LDW Power spreadsheet (now in version 2), ISD's Calamus SL and Soft Logik's PageStream 2.1 desktop publishing packages, Superbase 3 database and WordFlair II and WordPerfect, there are hosts of utilities that can make your life easier and more productive.

Almost anything from the Codehead line will be welcome (special emphasis on MultiDesk Deluxe, Hotwire and Popit), and let's not forget the Double Clicks!

DC Shower has become one of my favorite programs, letting me display any text or graphics file right from the desktop. The DC Data Diet program can compress files when they are saved to your hard drive, and decompress them automatically when you load the program, thus saving valuable disk space.

Rimik Enterprises' DT Paint is a full featured paint program that can run as a Desk Accessory. Kyle Cordes has come out with Abbreviator, which expands your abbreviations into full words—very handy if you do a lot of writing.

And then, of course, there are the games. Acres and acres of games. Some really good older titles can be picked up for as little as $5, and many more for $10. At these prices, you can afford to pick up the inevitable occasional dud.

If your favorite gamer likes to take their games with them, then a Lynx might be a nice idea. The newer version has a longer battery life, is smaller, and sells for about $100. Now, if Atari can just keep the supply of new games flowing.

What About AIM?

Or, you can buy a subscription to AIM—for all the Atari news that's fit to print (or is it "all the Atari news that fits?"). There is no better way to keep up with the world of Atari than to read up on your favorite vendors, services and products, not to mention their great PD/Shareware Disks of the Month.

Along with Atari Interface, subscriptions to other Atari specific publications like Atari Explorer and Current Notes also make great gifts.

Have a nice holiday season, and we'll see you next month!

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Eight Bits of Atari History, Part 3 or The Way It Might Have Been

Ed Hall
Contributing Editor

Another lasting impact of the calculator wars was the lesson it taught Jack Tramiel—the importance of being vertically integrated.

This month, let's focus on Jack Tramiel and Commodore's impact on the marketplace under his "rule." Then, we'll finish up this installment with Tramiel at Atari.

Commodore Buys Apple!

The success story of Jack Tramiel, founder of Commodore Business Machines, is even more remarkable than that of Steve Jobs.

Born in Poland in 1928, he spent a major portion of his teenage years in the Nazi death camps. For him, there was no need of a pilgrimage to India to give meaning to his life, and his diet while at Auschwitz was not an experiment.

Tramiel became a survivor. This experience toughened him for survival in the business world, and especially in the personal computer market, where the pressure can be brutal.

Michael Tomczyk, a former Tramiel aid, observed that working at Commodore, or any other computer company in those days, was like being in a real-life videogame game—one slip, one false move, and you're dead.

At Apple, Steve Jobs frequently wept, while Tramiel, whose personal battle cry became, "Business is war," was once physically attacked by an employee who broke under the strain.

Apart from the difference in their ages and backgrounds, there are many interesting similarities between Jack Tramiel and Steve Jobs.

Both are equipped with powerful personalities, both employ confrontation as a management tool, and both are able to infuse in others their own compelling vision of the future. So powerful was this in Jobs that co-workers at Apple called him "the reality-distortion field."

At Commodore, Tramiel preached a brand of hard-nosed business that became known as "The Religion." Though his rule was paternalistic and autocratic, he was able to instill great loyalty among his top workers.

After coming to America, Tramiel started a typewriter repair shop and soon branched out into adding machines.

When the first microprocessors were developed in the early 1970s by Intel and Texas Instruments for use in calculators, it seemed a natural product for his company to get into. Commodore began selling a line of calculators based on a Texas Instruments chip. When Texas Instruments itself entered the market with its own calculators, it crushed most of its competitors and Commodore nearly went under.

Tramiel found a way to survive. He withrew from the American market and concentrated on his native Europe. There he built up a loyal following of customers whose brand recognition would soon carry them from Commodore calculators to Commodore computers.

Meanwhile, back in America, the calculator wars of the 1970's had two key impacts on the future development of personal computers.

First of all, it plunged into debt a small businessman named Ed Roberts. In a desperate attempt to turn around his company's fortunes, he decided to offer for sale a computer kit called the Altair. It was the first ever commercially available personal computer, and it launched the personal computer revolution.

Another lasting impact of the calculator wars was the lesson it taught Jack Tramiel—the importance of being vertically integrated.

Or in other words, don't depend on other companies for essential parts. Tramiel borrowed heavily in order to acquire MOS Technologies, thus providing a secure source of chips for Commodore calculators and watches. It was one of Tramiel's most brilliant moves.

As it happened, MOS Technologies had just developed a new microprocessor, the 6502. Intended for use in a computer, it was significantly cheaper to produce than the other leading chip on the market, Intel's 8080. To exploit this new chip, Commodore decided to enter the personal computer market. But before building their own machine, Tramiel decided to check out a computer already being developed around the 6502. He sent Chuck Peddle, the man who designed the 6502, and Andre Sousan, Commodore's VP of Engineering, to see Steve Jobs. Acquiring the Apple II would save Commodore a lot of development time.

Steve Jobs was ready to sell. He asked for $100,000, some Commodore stock, and employment for himself and Woz. But Jack Tramiel figured this was too much for a product being developed in a garage, and nixed the deal. Later, both Peddle and Sousan would defect to Apple.

In the meantime, however, Tramiel challenged Peddle to come up with his own design, and in 1977—the same year the Apple II and the Radio Shack TRS-80 Model I were introduced—the Commodore PET came out.

Commodore went on to corner the low-end home computer market, a success due in no small part to its "vertical integration." Thanks to Tramiel, Commodore was ready for combat when the dreaded Texas Instruments brought out its own personal computer. In the ensuing home computer wars of 1982-83, Tramiel had the satisfaction of crushing his old foe and driving Texas Instruments out of the personal computer marketplace.

In the process, Atari was badly mauled as it tried to keep pace with the savage competition.

Commodore's chief weapon in the home computer wars was the C64, a low-cost computer which matched the Atari 800 in graphics and sound. In 1983, Atari countered with the XL line, whose first model (the 1200XL) flopped miserably. The 800XL became Atari's main computer, but as the name suggests, it was basically a revamped 800. Though a good product, the 800XL offered no technical advancement over the Commodore 64. Even worse, Atari could not market it cheaper than the C64, because Atari was not vertically integrated.

Atari had become too moribund to find the kind of solutions it needed to remain an industry leader. In 1983, for example, rumors began to surface of a new computer with fantastic graphics and sound, a machine that many dubbed the 800's older brother because it incorporated custom graphics chips designed by Jay Miner.

Codenamed "Lorraine," this new product had started out as a game machine, but after the game market collapsed, it was converted to a computer. It was being developed by a small company called Amiga, whose greatest achievement up to that point was a device called the joyboard—a foot-operated controller that came packaged with a surfing game.

Not only was the company set up by former Atari employees, but it also obtained a loan from Atari to assist with the development of the Lorraine. It was precisely the sort of product which Atari itself should have had under development.

Atari, however, was not the only company making mistakes. Commodore followed up on the twin successes of its VIC-20 and the 64 with a pair of colossal flops—the Plus 4 and the 16. This caused dissension in Commodore, and early in 1984—at nearly the same time that Steve Jobs was triumphantly launching the Macintosh—Jack Tramiel abruptly resigned.

Commodore stock fell and suddenly its future was uncertain, especially when Tramiel resurfaced six months later and bought controlling interest in Atari. A number of key people followed him there—in addition to his three sons, there was Greg Pratt, Sig Hartmann, Elie Kenan and others. One of them, Shiraz Shivji, led the team of engineers who produced the ST computer in a miraculous six short months.

When Tramiel took up residence in Sunnyvale, he was paid a visit by Amiga Corp. They now had a working prototype of the Lorraine, but they needed more capital to bring it to market. Was Tramiel interested in acquiring it? Tramiel was, but the offer he made wasn't to their liking, so off Amiga went to Commodore.

Commodore, however, was preoccupied by the upheavals which followed Tramiel's departure, and showed no interest.

Reluctantly, Amiga returned to Atari to accept Tramiel's offer, but were stunned to learn that it was now much less than before. With the ST under development, Tramiel had no need for another 68000-based computer. Besides, Amiga still owed Atari money, and if they defaulted on the loan, Atari would pick up Amiga's assets anyway. Amiga stubbornly refused to cut its losses, and for the second time left Atari without making a deal.

At the last minute, on the same day the loan was due, Commodore roared in and snatched the Amiga from under Tramiel's nose for $25 million.

Atari and Commodore exchanged lawsuits—Commodore claiming that ex-Commodore employees who followed Tramiel to Atari had taken with them trade secrets, and Atari disputing ownership of the Amiga.

The ST debuted exactly a year after the Mac, and it was dubbed the "Jackintosh" by the press. The Amiga came out later in 1985, but the ST had stolen much of its thunder.

And like the Macintosh, Amiga sales were initially disappointing.

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So You Want to Start a User Group?

A Primer for Starting Your Own User Group, Part IV

Tim Holt (ACCEPT)

Hello, meet Uncle Sig...

Hello again! Last time out, we looked at some ways to keep your members interested and coming back for more. Hopefully, you saw that using "non-traditional" topics is a good way to keep them coming back. This time, we will look at special interest areas within your group, pros and cons of multiple platforms, and some common problems faced by user groups all over the place.

Each user group has a variety of people in them that can serve as "experts" in a particular area. Why did you buy your computer? Chances are, the guy that is vice president of your club has a very different reason, and that little kid in the back has another reason as well.

Music, games, word processing, data bases, video production, animation, et cetera all are very well served by the Atari platform. The larger your group, the greater the chances of interest fragmentation. This is where the idea of SIGs, or Special Interest Groups, comes in.

Because of time limitations, chances are you cannot cover everything you want to in your regular club meetings. But, who ever said that you were stuck to just the "official meeting" time and places?

When your club has a large enough membership, it is time to start thinking about SIGs. A SIG group can meet at the same time as the regular meeting, a sort of "meeting within a meeting." Or, you can even schedule them at different times, whenever it is convenient for those that are interested in getting together. The SIG can meet at a member's house and can be quite informal.

SIG Suggestions

Whenever there is a special interest held by a few members of your group, there can be a SIG meeting. Let me give you some examples:

Paul, Pete and Suzy all use WordPerfect at work. Well, Paul knows all the WordPerfect tricks, Suzy knows a few less, and Pete just got it slapped on the computer and he stares blindly at the screen at work.

This is a great opportunity to start a SIG. Meet at Paul's house, have a few refreshments, and enjoy going into detail on the single topic of WordPerfect. The entire club doesn't have to show up, only those that are interested in learning WordPerfect. The pace is relaxed, and attendees don't have to talk over the din of the rest of the meeting.

However, it is important that *all* members of the club are aware of this SIG meeting and that they are all welcome to attend if they choose. You don't want to start little groups within your group that feel superior to everyone else. (And we all know how those WordPerfect people feel superior to us peons...evil grin.) Always make the SIGs open to everyone.

Okay, so you have a WordPerfect SIG. Do you see how *any* program that people express an interest in can work here? Let's take another example:

Falcon is (or was) a very popular game for the ST. It is *really* neat if you hook your Falcon game up to another ST through a null modem cable. I can easily imagine a SIG for just Falcon players. They have Falcon tournaments and a Falcon Championship.

Again, everyone in the club should feel welcome to the tourney, but if they do not want to show up, fine. There are several games that allow hookup through cables, like Falcon. MIDI Maze comes to mind immediately.

Just as you can have unlimited types of demos (see last column), you can also have unlimited types of SIGs—a Mac SIG, an IBM SIG, et cetera. The limit again, is your imagination.

However, some warnings about SIGs: You do not ever want the SIGs to become more important than the club itself. If that happens, the people in the SIG will be reluctant to renew their club membership for next year. This is a reason many clubs have SIG meetings inside a club's regular meeting.

You should also make sure that SIGs are directly accountable to the club officers. You must never lose sight of the fact that SIGs are a subset of the club as a whole, and you must make sure the people running the SIGs never lose sight of that, either. If a SIG begins to view itself as outside of the club, it will eventually split off to form an individual club. This can turn into a bitter fight that leaves both factions bruised for years.

Multiple Platforms

There is a serious question for you to consider when you are starting your club—do you wish to limit it to *just* the Atari platform? There are good arguments on both sides, and I will try to present them here. If you decide to go with multiple platforms, you have to decide which platforms to support. Just Macintosh? Just IBMs and compatibles? Both?

Let me tell you what our club has done. We sat down one afternoon and talked about the future of Atari computers. Perhaps it was after a bad week for Atari or maybe Pete's stock dipped into the $1.00 range. Whatever the reason, we decided that Atari was not going to be around in the computer arena for as long as Apple or IBM.

Maybe Atari will be around for as long as our club is in existence, maybe not. We were losing members, many of which were not quitting because they disliked the club, but because they had sold their Atari's and had bought another type of platform.

We wanted to keep members, but we are wise enough to know that folks are not as impressed with their systems as they once were. We changed then and there. Atari Computer Club of El Paso Texas (ACCEPT) became Advanced Computer Club of El Paso Texas (ACCEPT). Any type of computer platform that the Atari ST could emulate was now welcome to join our club.

Has this helped? Yes and no.

Yes, now other members are not afraid to admit that they use IBMs at work, and we now have a real Mac expert at each meeting. No, we haven't gotten many non-Atari members, but we really haven't tried.

To the minus side of this is that you do not want the Atari members, your bread and butter, to be alienated by the new group. Everyone should be equal. You do not want the famous "My computer is better than your computer" argument to rise up. In this case, and really in all cases, anybody's computer is just as good as anyone else's. Be on the lookout for these types of problems.

Problems, Problems Everywhere...

Eventually, you will run into problems. As sure as the sun rises, your club will face the following: No money, apathy, low turnouts and bad demos. Let's look at all of these.

No money—Okay, even though you have 200,000 members and each has paid their membership fee, you find that the costs of newsletters and other fees has drained the treasure chest. How do you raise money?

Well, one of the best ways our club has found was to have auctions. These work by members bringing in used original computer goods and trying to auction them off. In our club, we charge a ten percent fee to the *seller* (based on the final auction price) while the seller gets 90 percent.

You would be surprised how many people have relatively new programs and equipment that they just do not use. Suppose you sell WordPerfect at auction for $75. Well, the club would get $7.50, and you would make $67.50. Not bad, especially if the program is just

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sitting on the shelf collecting dust. I have a rule when deciding what to sell: If I haven't used it in one year, then it goes to auction!

Another nice way of getting money is to raffle off door prizes at 50 cents a ticket (or whatever price you set). You won't get a lot of money from door prizes, but it is money, and could pay for this month's issue of AIM. And they're a reason for people to come to your meetings.

You can also have special raffles, like at Christmas or the club's birthday. Raffle off a Lynx like our club did. Raffle off a Spectre GCR or even a 1040 ST if you wish! Just make sure that the prize does not cost more than the amount of money you will get in the raffle.

A membership drive is another way to get new money. Have a contest. The member that gets the most new members to join wins a prize. If each member gets one new member, you double your membership! Pretty good!

Apathy—Apathy is the scourge of all clubs. I don't know about you, but when I am asking folks to help and only one person out of 20 says boo, I get pretty upset. You can plead, you can beg, you can cry, and they still sit there and look like a bunch of stumps.

I have found the only way to get people to get off their duffs is to just *assign* someone to do something. "Bob, would you do this for me and have it done by Friday?" or "Pete, could you please scan this for me? I really need it."

Just ask. It might surprise you how many actually do what you want. Many club members are like lost sheep, and many are really pretty impressed when the President asks them to do something.

You could go the old threat route, "I won't show up until you guys get to work," but that rarely works. If you do it enough, the club realizes you are crying wolf and won't do anything for you.

Low Turnout—Small attendance at meetings is seasonal. Christmas and summer are the worst. The best way to get folks to show up is to have the best meetings at those times. Have the auctions in July and December.

Also, you can have someone in the club call all the members a couple days before each meeting, reminding them about the meeting. Please make sure, however, that you get someone reliable. The kid that plays games all day probably won't want to spend two hours on the phone calling people he doesn't know.

Don't get discouraged if the meetings don't set attendance records every time. You are going to have low turnouts...you are going to have times when everyone forgets there is a meeting! Our club meets the second Saturday of each month. When that Saturday is on the 8th, our members tend to think that is the first Saturday of the month. Once, we had two members show up at the regular meeting, but 22 showed up the next week, a week late! Get that caller calling!

Bad Demos—Sometimes, an expected demo just will not work. No matter what you do, that scanner won't scan, the hard drive won't boot, etc. Always have a "Plan B." This could be a PD program that hasn't been demoed—like ArcShell or Vanterm—or something like that.

It *will* happen, and it will be embarrassing. However, if the members see that the leaders are on top of things, they will get a warm fuzzy feeling inside and elect you president again next year!

Next time, where to turn for help, and how to keep those pirates out of the club...

Santa Says: It's not too soon to start on those Christmas mailings! Spruce up those pages by ordering the IMG volume ***H3*** : ***Christmas***, four double-sided disks filled to the brim from Electronic Spinster Graphics for only $15.00 (plus $2 S&H). Or order more, like Christian Clip-Art, Jewish Clip-art, Autumn Holidays. ($15 each, 3 for only $40!) Or write and ask for the free ESG catalog, detailing over 200 IMG disks and a new line of vector clip-art! And look for ESG at the Chicago Atarifest!

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Chronos-3D

Bill Rayl

In the heyday of CAD 3D and the Cyber series from Antic Software, animation was more a product of good programming than artistic talent. I personally never got involved with Cyber Control and CAD 3D because those packages didn't help the creative process— they got in the way of it.

After briefly looking at what the Cyber series had to offer, I gave up on my computer animation aspirations. Now, along comes Chronos-3D from Lexicor Software. I approached Chronos-3D with a hope that it would live up to its advertised claims. It does that and much more!

Before getting the package, I felt very much like someone who has recently been in a very bad car accident deciding to get behind the wheel once again. I was not expecting a very pleasant experience. I was wrong.

What is Chronos-3D?

Chronos-3D is a "Key Frame" animation package that allows you to create animations using CAD 3D objects (created by CyberSculpt, CyberTexture, etc.) or .3D4 files translated using Lexicor's Rosetta-3D.

Anyone who has seen documentaries on the animation work done by Disney,

Don Bluth and others, has seen Key Frame Animation in action. A master animator creates "key frames" that contain the start and end points of some action. Later, an animator's assistant creates the "inbetween" frames (or "tweens" for short).

Basically, Chronos-3D and your computer function as your professional animation studio. You are the master animator and you define the start and end points for movement of the objects in your animation. You decide the number of tween frames between each set of key frames—the more tweens, the slower the motion.

As your assistant, Chronos-3D automatically creates all the tween frames. No mess, no fuss, and no programming!

Look Ma, No Programming!

The ability to create complex animations with absolutely no programming knowledge is a very big plus for Chronos-3D. Using CAD 3D and the Cyber packages, animation was not for the faint of heart. If you didn't know the proper mathematical formula, you couldn't invoke the magic.

Chronos-3D frees your creative spirit and lets you do whatever your imagination desires. You create movement by dragging objects to desired positions with the mouse. You can rotate objects around X, Y or Z axis independently or around the X and Y axis at the same time.

You can stretch, squash and otherwise shrink or enlarge an object (or multiple objects). You can slant or tilt one or more objects. And you can do all these things with a couple mouse clicks and mouse movement.

The Main Screen

When you first boot up Chronos-3D, you are presented with the Chronos Main Screen, your little window onto the world of computer animation. A Tool Palette on the left side of the screen contains the move, rotate, scale and skew tools, as well as editing mode tools

This is a package that takes the Atari ST and TT to a new level of animation...

and quick view tools. The very excellent manual details how to use all these tools, so I won't go into them here in much detail.

To help you understand how the package works, though, try to think of Chronos-3D as a movie studio and you are making a film. This metaphor is held throughout the Chronos-3D package. In fact, the ending result of a successful animation is the creation of an .FLM (film) file.

The two standard viewing (or editing) modes in Chronos are Director mode or Camera mode. At any time during the animation process, you can jump from the director's chair to looking through the camera lens by a click of an icon. This allows you to watch as your "actors" (the CAD objects) pass in front of the camera while also allowing you to take a step back as the director to "get the whole picture."

Timelines

Each object in your animation has its own "timeline." This timeline consists of a series of frames in which the object appears. Modifying the timeline of one object does not necessarily modify timelines for other objects, although you can do global changes if you wish.

You can think of each timeline as a filmstrip containing only one object's motion. When Chronos-3D "records" your animation, it overlays these timelines on each other to produce the entire "film."

Keeping each object's motion independent of the object itself and the motion of other objects gives Chronos a lot of power and flexibility. This gives you full control of each object's timing and motion without changing any other aspect of your animation.

One useful benefit of this independence is the ability to create a complex animation sequence using a simple "stand-in" object. Once the sequence is ready for recording, you can replace the stand-in with a far more complex object. Using the simple object reduces the amount of time you spend creating the animation.

You can edit, cut and paste, insert or delete one or more frames in an object's timeline. When pasting, you have the option of including the original frames as is or pasting only the object's motion. Using Paste Motion, you can quickly create a sequence of motion with very little work.

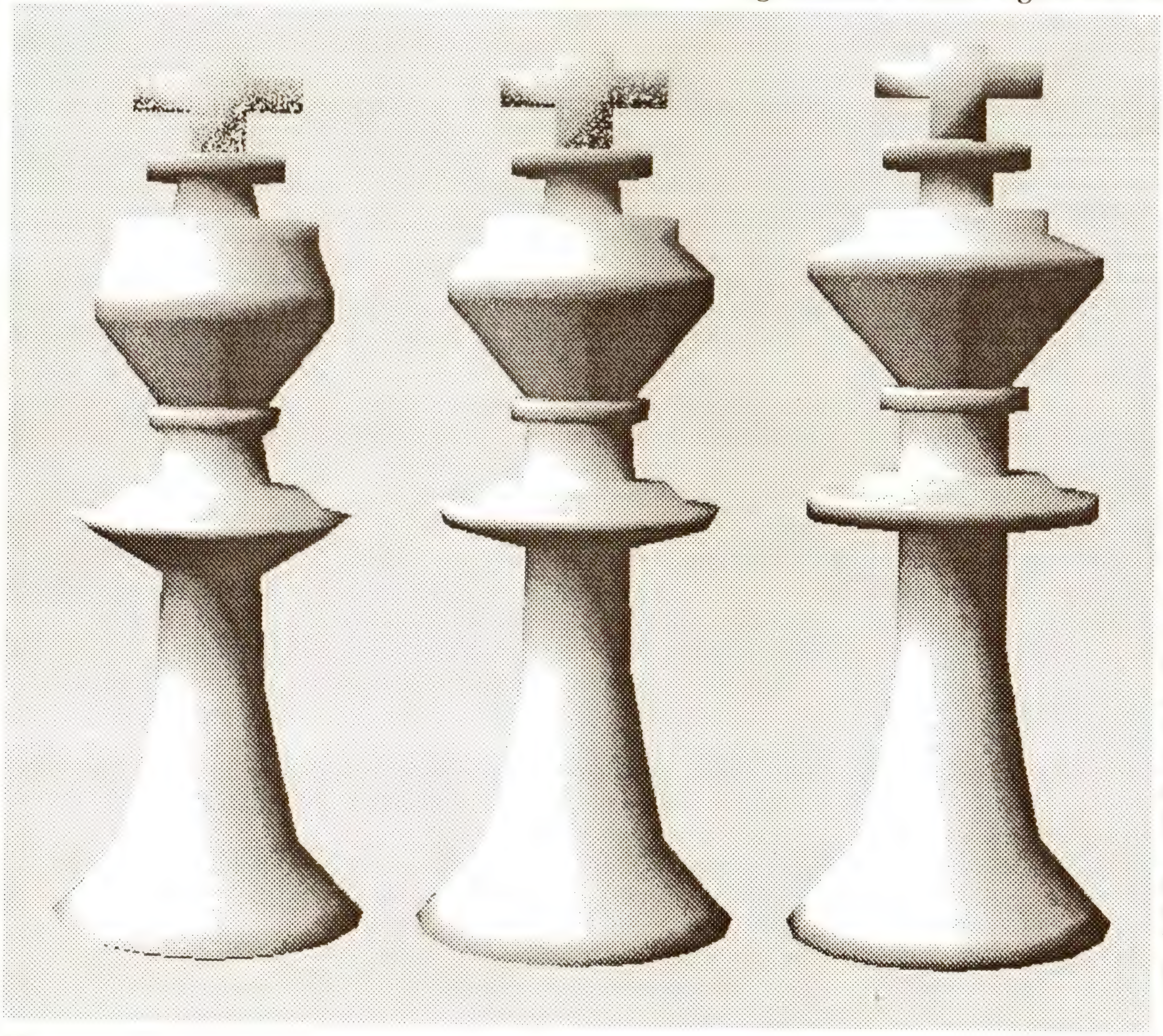
Cycling and Morphing

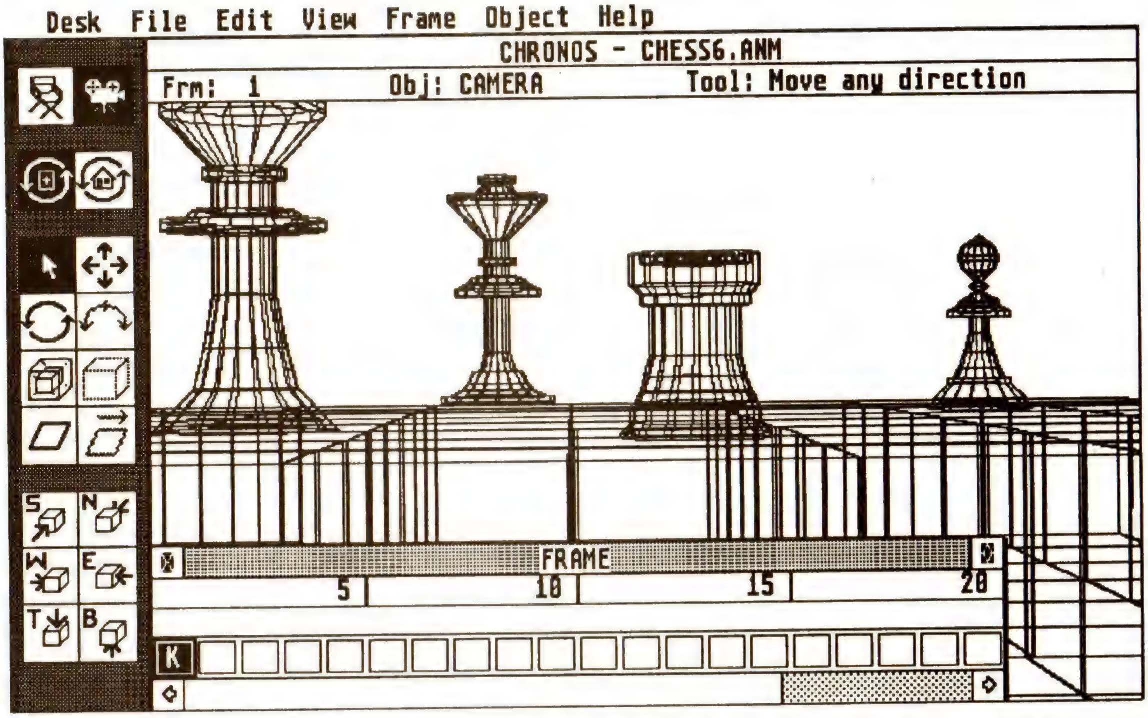
The ability to create cycles is one of the most powerful features of Chronos-3D. Using this feature, you can create very complicated motion almost automatically.

The third tutorial in the Chronos manual uses cycling to make a human figure walk across the screen. The figure is made up of 15 different versions of a man in various stages of walking.

In the Cycle dialog box, you load the objects you wish to use into the Cycle list in the order in which you want them to be used. Chronos will then cycle through these objects, one per frame, until the cycle is completed, and then start the cycle again until it runs out of frames in the timeline.

You can use any objects you wish in a cycle. The objects do not have to be





modified versions of the same object, as in the case of the walking tutorial.

As if this was not a powerful enough feature already, Chronos-3D can also add a Morph (short for metamorphosis) process to a cycle.

What this feature does is allow you to change one object into another before your eyes. In order for a morph to work, the two objects used must have the same number of points and faces.

To create a morph, you simply add the first object to the cycle list, click on Add Morph as many times as you want tween frames, then add the second object to the list.

As an example, I've taken two chess pieces and morphed the queen into the king in a total of nine frames to show how the process works. All I did was supply the two objects and Chronos-3D did all the work. The resultant morph cycle is shown in the three pictures on pages 16-19.

You cannot simply choose any two objects for a morph. You will need a program such as CyberSculpt to create objects that will work.

Tracking

One of my favorite features of Chronos-3D is its tracking abilities. You can automatically set the camera to track an object over selected frames, set a spotlight to track an object, and even have other objects track an object.

Setting the camera to automatically track a moving object is a very powerful tool that allows you to create sweeping action easily. You can, for instance, follow a human figure as it walks down a street or a spaceship as it dodges through a meteor storm. And all without ever touching the camera.

Lights...

Chronos-3D gives you a choice of five different types of lighting. Global Illumination supplies an even amount of fill lighting to the entire Chronos universe. Global Illumination is independent of any light source.

Point Source lights give lighting equivalent to an unshielded light bulb, emitting light in all directions with decreasing intensity the further you get from the source. Solar lighting imitates the outdoor lighting supplied by the sun.

Using Ambient lighting creates a diffused light source similar to Global Illumination, but with the ability to vary the intensity from frame to frame. The final light source is the Spot Light for creating focused beams of light similar to stage lighting.

The types of lighting in Chronos-3D are compatible with light source standards from the popular RenderMan package from Pixar.

Camera...

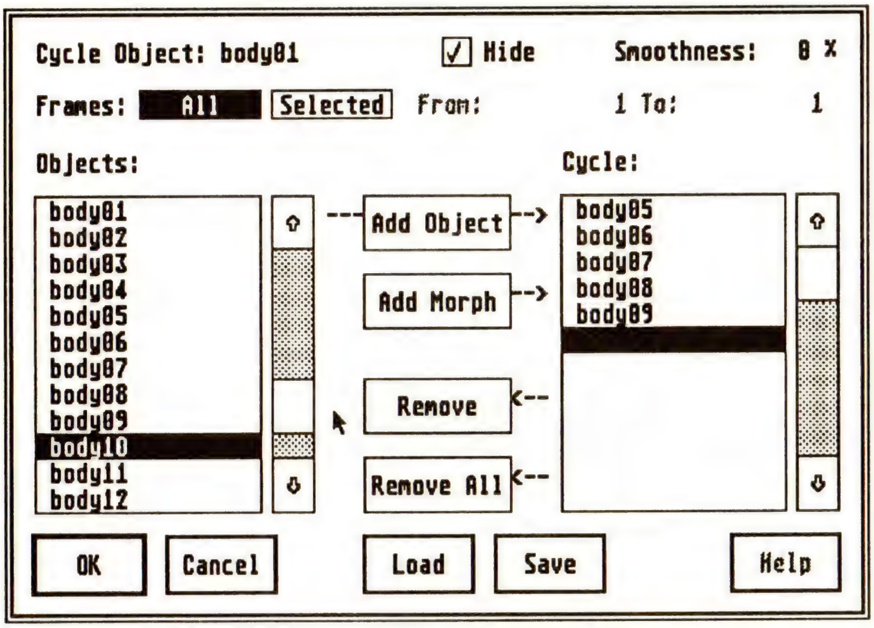
The camera in Chronos-3D is basically treated just like any other CAD object. You can select it, rotate it and move it from the Director mode. The camera has its own timeline, so you can have different camera angles and settings for different frames of your animation. Chronos-3D will even create tween frames for camera movement.

Once you have set your camera on a given spot, you can save the current camera position and view by setting a Tripod. Up to eight different Tripods can be set, and you can automatically move the camera from one to another.

Both the Camera and Director views can be modified in the View Window. This window gives you access to a number of settings, including Perspective, Zoom, Horizontal and Vertical rotation and Bank. Changing the Bank setting, for instance, lets you add a Hitchcockean flavor to your animation by tilting the camera angle.

Rotations

Using the Rotate About Home setting in conjunction with the Set Home command lets you move the


Cycle Object: body01

☑ Hide

Smoothness: 0 %

Frames: All Selected From: 1 To: 1

Objects:
body01
body02
body03
body04
body05
body06
body07
body08
body09
body10
body11
body12

Cycle:
body05
body06
body07
body08
body09

camera around a defined center point. The default is the center of the Chronos universe. You can, for example, define this point as the place upon which an object appears. Then, you can use the camera to film while moving around this object.

The Rotate About Self setting in the View Window keeps the camera (or director) locked into the current spot, allowing the view to pivot around that position.

Using the About Home icon in the Tool Palette, you can make all objects rotate about a selected point—planets, for instance. I find it personally satisfying to create a universe in which the Earth is the center and everything else rotates around it. Take that, Copernicus!

The About Center icon can be used to rotate an object around their own center point. So, now you can make the Earth rotate around its center while the universe rotates around the Earth. Both the About Home and About Center icons are used in conjuction with the Motion tools in the Tool Palette.

Fading Away

Another neat feature is the ability to set Visibility for an object or a group of objects. Using this capability, you can easily make objects fade from view, appear and disappear instantly or create Star Trek-like transporter effects ("Beam me up, Scotty!").

This Visibility feature is simply great for creating images of an object in water, a reflection in a mirror or a view of an object as seen through a fog or cloud. Using Visibility in conjuction with a Morph can give you some pretty spectacular effects. The possibilities are almost endless.

Object Appearance

You also have a good deal of control over how the objects in your animation will be shaded, dithered, etc. The Object Appearance dialog allows you to select one of three shading methods—Flat, Gouraud and Phong.

Flat shading is, by far, the fastest shading method, but it is also the least impressive or realistic in its results. Each face of the object is shaded individually. Gouraud shading is far more impressive, as it takes into account the light sources being used and the end points of each face to determine how to shade each face.

Phong shading does a pixel-by-pixel shading of the object and is particularly useful when dealing with curved or rounded objects under a spot or point light source. Phong shading does take considerably more time to render, especially with complex objects, but the results are quite impressive.

A Smooth Faces option is also available when using either Gouraud or Phong shading. Turning Smooth Faces on causes a perfect blending of all faces, particularly useful for spheres and other rounded objects.

Finally, you can set Fixed or Random dithering, or no dithering at all. Choosing None tells Chronos to use only solid colors when rendering. Fixed dithering sets the same dither pattern to be used for a selected object throughout the entire animation and is most useful for stationary objects. When dealing with objects in motion, Random dithering is the preferred method. This tells Chronos to recalculate a new dithering pattern for each frame.

Rendering

When you've finally completed the design of your animation and it's time to record the "film," Chronos-3D offers a multitude of rendering options. Chronos currently supports all ST and TT resolutions and the ISAC board designed by Jay Craswell in 1024x768 or 800x600 resolutions with 16 colors.

You can render as a Wire Frame animation with rendering of all edges or only those edges that are visible. Solid rendering lets you select Faces or Faces & Edges. Using Faces, the individual parts of the object are blended smoothly together, while Faces & Edges retains the indivuality of the parts and gives a more angular appearance to the objects.

At the time of rendering, you can also choose from a number of overall shading options and whether to use an actual color palette or gray scale mode (or no palette). You can record the animation from the camera's point of view in each frame or from the currently selected view in the main screen. You also have the option of rendering your creation in Draft or Final mode, as well as saving the resultant file in .FLM format or Antic's .DLT format.

At the bottom right of the Record dialog, you have a number of options and check boxes from which you can select. These options allow you to include the lights, camera and grid in the recorded animation (normally, they disappear in the final product). You can also toggle between a white or black background for your animation.

At the very top of the dialog box, you can choose which frames appear in your animation. For instance, you can decide to record only frames 10 to 80 of a 100 frame animation *and* only record every other frame or every third frame, etc.

Manual

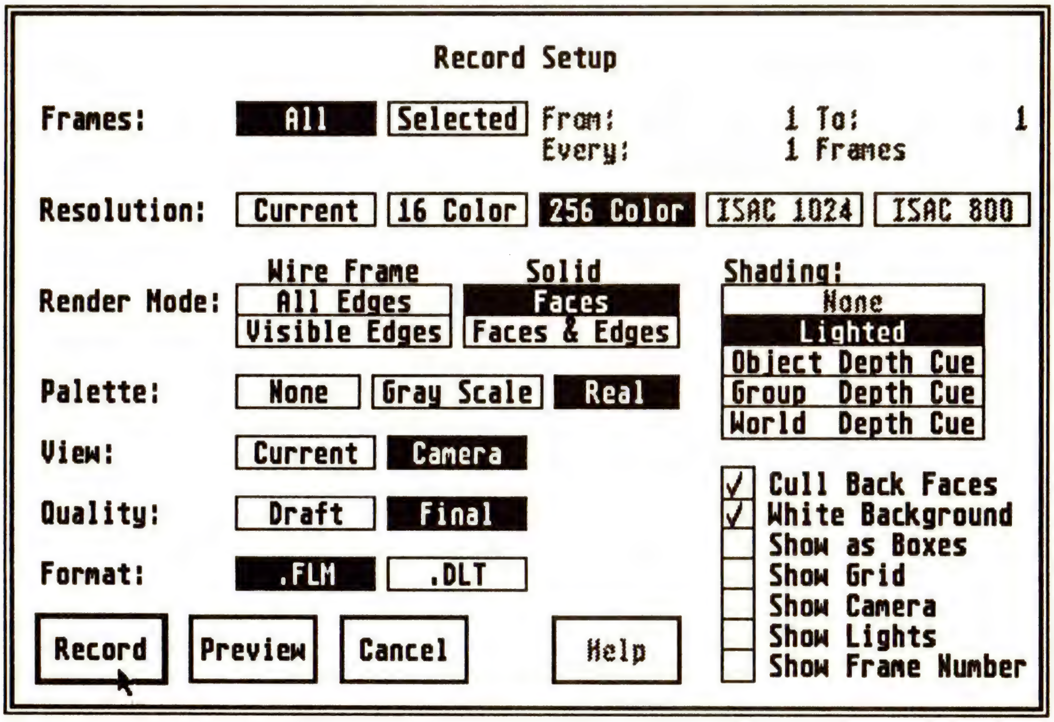
With any powerful software package, you need a very thorough and well organized manual. With Chronos-3D, you get it! The 11 chapters of the manual take you step-by-step through the entire program, with detailed tutorials and reference sections you'll turn to again and again.

The eight page Table of Contents and 11 page Index have never failed me yet. Whenever I needed to find some piece of information, the Index pointed the way and the manual contained exactly what I was looking for.

If you're a new user to the ST, the manual has sections detailing how to use your computer, the mouse, etc. If you're new to animation, there is some fairly good discussion of key frame animation principals in the first chapter. Chapter 10, "Putting It All Together," has a number of useful tips on speeding up the design of your animation, using CAD objects, creating motion and lots more.

For the new animator, there is even a Glossary of terms in the back of the manual with definitions of animation, computer and Chronos jargon.

The manual comes with a hard plastic 3-ring D binder that's built to take a lot of use. A serial protection dongle also comes with the package. That's right, Chronos-3D is copy protected. The dongle plugs into the serial port (you need a 9-pin to 25-pin adapter if using a TT or Mega/STE) and has a pass-through. You can then plug your modem into the dongle and forget about the whole thing. A parallel port version of the dongle is also available.



Record Setup

Frames: All | Selected — From: 1 To: 1 — Every: 1 Frames

Resolution: Current | 16 Color | 256 Color | ISAC 1024 | ISAC 800

Render Mode: Wire Frame: All Edges | Visible Edges — Solid: Faces | Faces & Edges

Shading: None | Lighted | Object Depth Cue | Group Depth Cue | World Depth Cue

Palette: None | Gray Scale | Real

View: Current | Camera

Quality: Draft | Final

Format: .FLM | .DLT

☑ Cull Back Faces
☑ White Background
☐ Show as Boxes
☐ Show Grid
☐ Show Camera
☐ Show Lights
☐ Show Frame Number

Conclusions

I've tried to touch on most of the major features that Chronos-3D has to offer. This is a package that takes the Atari ST and TT to a new level of animation capability while still allowing CAD 3D and Cyber series users to take a lot of their past work with them.

As part of an overall "Phase-4" package from Lexicor, Chronos-3D offers Atari users all the power and flexibility that owners of other computer brands are just now getting as well. Its ease of use and ability to create animations with no programming opens the world of computer animation to many people who otherwise couldn't be involved.

I wholeheartedly recommend this package to anyone who is interested in computer animation, from the professional animator to the novice animator who has never used a computer to create animations. At about 1/2 to 1/4 the cost of comparable animation packages on the IBM, Macintosh and Amiga, Chronos-3D puts the Atari back on the animation map.

Chronos-3D $249.95
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Fairfax, CA 94930
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C or Assembly—
Is There a Choice?

I don't always mean what I say. Or is it that I don't always say what I mean? Anyhow, in response to the question "C or assembly—which should I use?" I most often snap back "Assembly!" Actually, that's not what I mean.

Robert C. Arp, Jr.

What I Really Mean Is...

Until recently, the most definitive reference books used Pascal to illustrate algorithmic implementation. Inasmuch as Pascal was designed specifically for that purpose, there could not be much opposition to the practice.

After C became the language of choice for both programmers and students—and since C has all of the advantages of Pascal but none of the disadvantages—the most acceptable references were rewritten using C as the implementation language.

There are still many acceptable references which use Pascal as the illustrative language; however, since most acceptable references are currently using C, it seems reasonable to assert that learning C is now a prerequisite to learning to program.

Therefore, focusing attention of the topic on those who are involved in the serious (as contrasted to recreational) study of programming, I say, "There is a choice. But the choice is not whether to C or to assembly."

What I really mean is that assembly is the language of preference after one has acquired a solid background in C. The only choice is which to study first. Of course, I don't imply that it is possible to ever *actually conclude* the study of either language.

C Is Important Because...

Algorithmic design and implementation are discussed using higher level language examples because, if the sophistication of the language exceeds the sophistication of the algorithm, the complexity of the discussion is reduced.

For example, only the most comprehensive assembly language books discuss data structures; and even when they do so, implementation via Pascal or C usually precedes any implementation in assembly.

That's one of the reasons C is such a popular language. The sophistication of the language reduces the discussion of complex algorithmic design and implementation to trivia in many cases. In other cases, it at least reduces complexity to tractability.

One of the more powerful features of Atari computers is the graphic mouse/keyboard user interface. Programs designed to utilize that interface rely heavily on the use of complex structures. C facilitates the design of those programs because C reduces the complexity of the structures.

Unfortunately, C often extracts a heavy price in exchange for its sophistication. That price is paid in performance during program execution.

Assembly Is Important Because...

What C taketh, assembly returneth—and then some. In a way, assembly is much more efficient on Atari computers than it should be. If the designers of the operating system had written the OS in assembly, execution performance would be at least tolerable for programs written in C. Assembly could then be reserved for those programs requiring spectacular execution speed.

But because they did not, assembly language programs are required to recover much of the power squandered by those designers. Fortunately, 68000 assembly is sophisticated enough that conversion of C-designed complex data structures to assembly does not require excessive effort.

For Example...

In Chapter 4 of his COMPUTE! Atari ST AES book, Sheldon Leemon discusses GEM graphics objects. In the first sentence of that chapter, he asserts that the concept of GEM graphics objects is the key to the GEM interface. Here, the object is simply a label applied to a declared structure.

Leemon closes his first paragraph in that chapter with an assertion that GEM objects are the basic building blocks for all of the sophisticated GEM visual constructs, such as dialog boxes and menus. He then presents the structure which I repeat below for illustrative purposes in this article.

```
typedef struct object
{
        int   ob_next;   /* object # of next "sibling" */
        int   ob_head;   /* object # of first "child" */
        int   ob_tail;   /* object # of last "child" */
        unsigned int   ob_type;   /* object type: BOX, CHAR,... */
        unsigned int   ob_flags;   /* flags for color, fill pattern...*/
        unsigned int  ob_state;  /* flags for how to draw - SELECTED,
                           CROSSED, etc. */
        char   *ob_spec;   /* pointer to object-specific info */
        int   ob_x;   /* left edge of object */
        int   ob_y;   /* top edge of object */
        int   ob_width;   /* object width */
        int   ob_height;   /* object height */
} OBJECT;
```

Leemon then discusses the concept of a binary tree structure and each member of the above structure in detail. As part of his discussion, he uses an example GEM dialog box to illustrate the role of the first three members of the structure. Leemon presents a tree walking algorithm using the structure of the dialog box to illustrate algorithmic design. Herein, I will present an assembly language implementation of that tree walking algorithm.

If you do not have a copy of Leemon's AES book, I suggest you obtain one as soon as possible. For sure, the book will facilitate your understanding of the algorithm I am to present. Beyond that, however, Leemon's books are essential references for any Atari computer programmer.

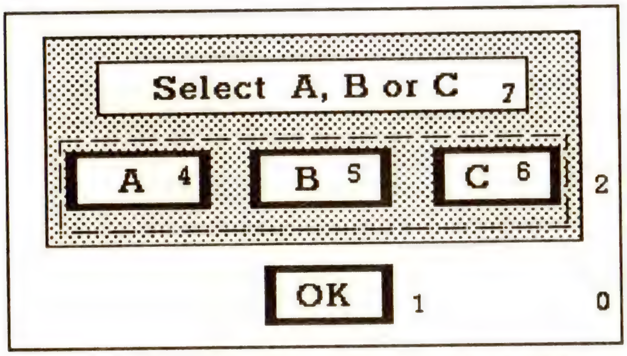

Figure 1–Sample Dialog Box with Eight Objects
(Object 3 is invisible in the actual dialog box and is indicated here by the dotted line rectangle)

The Dialog Box

My example dialog box is shown in Figure 1. This box is very similar to that used by Leemon. I forced the object number of each component to match that of Leemon's, even though I would not normally design the box that way. The box with the dotted outline is object #3, the invisible box—that is, pretend you don't see the dotted lines. Other than the invisible box, the number of each object is shown within the object or directly adjacent to the object's right edge.

The GEM interface has been designed to encourage programmers to maintain GEM object data files—.RSC files, or resources—apart from executable files. Many programmers and users, however, find the two-file arrangement to be cumbersome. Therefore, the current trend is to include all object data within the executable program.

Several programs have appeared in the public domain which convert the output of resource construction sets to language specific data files that can easily be included within a program's source file. I have converted the resource construction set's output for the dialog box shown in figure 1 to the data file shown below.

```
rsc:

tree0:
obj0_0:   dc.w -1,1,2,20,32,16,$0002,$1100,$0,$0,$001D,$000B
obj0_1:   dc.w 2,-1,-1,26,7,0
          dc.l str0
          dc.w $000C,$0009,$0005,$0001
obj0_2:   dc.w 0,3,7,20,0,0,$00FF,$1111,$0002,$0001,$0019,$0007
obj0_3:   dc.w 7,4,6,20,0,0,$00FF,$1100,$0001,$0003,$0017,$0003
obj0_4:   dc.w 5,-1,-1,26,1,0
          dc.l str1
          dc.w $0002,$0001,$0005,$0001
obj0_5:   dc.w 6,-1,-1,26,1,0
          dc.l str2
          dc.w $0009,$0001,$0005,$0001
obj0_6:   dc.w 3,-1,-1,26,1,0
          dc.l str3
          dc.w $0010,$0001,$0005,$0001
obj0_7:   dc.w 2,-1,-1,22,32,0
          dc.l ted0
          dc.w $0004,$0001,$0012,$0001

ted0:     dc.l str4,0,0
          dc.w 3,6,2,$1180,0,-1,19,1

str0:     dc.b "OK",0
str1:     dc.b "A",0
str2:     dc.b "B",0
str3:     dc.b "C",0
str4:     dc.b " Select A, B or C ",0

rscend:
```

The configuration of the object data file can be directly compared to that of the C struct declaration to verify that the declared members of each assembly object matches those of the C object structure. There are eight object structures in the assembly language file. Note that these eight structures form an array of structures and that each element in the array can be referenced from the labels tree0 and obj0_0. The element offset is 24 bytes.

Figure 2 is a pictorial diagram of the information contained in the first three members of each of the objects in the resource data file. Each object is identified in the pictorial by its object number. Arrows indicate the linkage between object structures. Leemon uses a double arrow structure to indicate two- way linkage between objects; I use separate arrows to indicate the same type of linkage.

Identifying the box containing the object number as an internal node and the smaller boxes containing the linkage information as links, I can use terminology commonly found in references to compare the tree shown in Figure 1 to a binary tree, which has two links below each internal node. Because GEM object trees have three links, the term binary seems not to apply.

Correlating the GEM links to those found in references for binary trees, we can match the Next link to that called a sibling (a right link in some references) and the Head link to that called a child (a left link in some references). The third link, Tail, has no correlation in any reference text I have seen, although the existence of such is implied in Robert Sedgewick's second edition of Algorithms.

There, Sedgewick indicates that a third link would provide a way to move up a tree, thereby overcoming the down only limitation imposed by the two-link binary tree representation. Note that he tends to apply the label binary to all trees, regardless of link quantity.

Indeed, as shall be seen shortly, that third link does permit movement up the tree. For further detail concerning the pictorial, I refer you to Leemon's book. Furthermore, I refer you there for his algorithmic procedure, listed as a series of steps one through four.

If you compare his procedure to my assembly language implementation of the tree walk algorithm, you will note several differences. For example, in his first step, Leemon proposes an "inorder" traversal of the tree. My implementation is that of a "preorder" traversal. In addition, my implementation presupposes the existence of one or more trees in the resource data file.

To illustrate the assembly language algorithm, I select as its raison d'être the conversion of each object's location and size fields from the character-based coordinate system used in resource files to the absolute pixel system required by the executable program. This is one of the first tasks that must be accomplished when including a resource data file in the executable file.

The Assembly Language Implementation

The tree walk algorithm is prepared in the form of a subroutine which would be called early within a program, certainly before any activity requiring that any of the GEM object trees be drawn. Within the program's data section, situated before the resource file declarations, an array of pointers to all object trees would be declared. This array would be null terminated and would appear as that shown below.

```
tree_pointer_array:
        dc.l tree0,tree1,...,treen,0
```

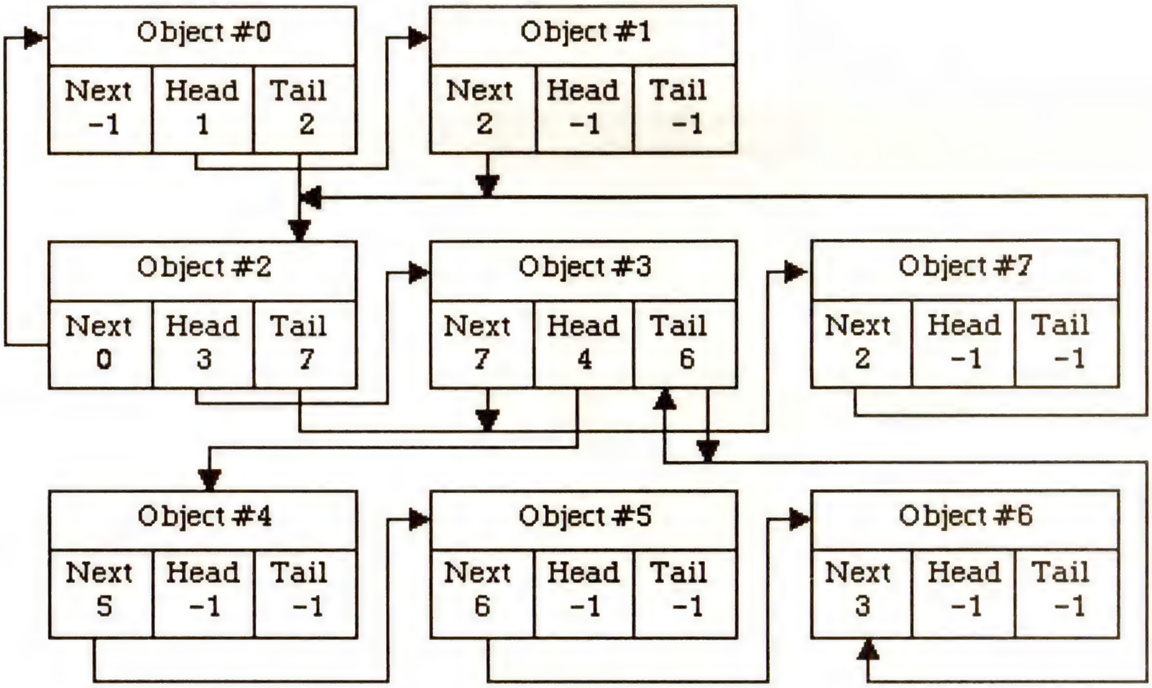

Figure 2–Object Linkage for the Tree Shown in Figure 1

```
change_tree_coordinates:
 ; Point to the GUI's object tree pointer array and step through it to
 ; fetch each tree's address. Walk each tree and change each object's
 ; character coordinates to pixel coordinates.

 ; Algorithm History:
 ;     Resource construction programs construct objects so that they are
 ; aligned according to character positions. GUI programs require objects
 ; that are aligned according to pixel coordinates. The rsrc_obfix aes
 ; function converts the character positions to pixel coordinates.

 ;     The tree walking algorithm was developed using the example on page
 ; 100 of COMPUTE!'s AES book (by Sheldon Leemon).

 ;     The algorithm was designed and tested in the program TREEWALK.

 move.l     #rsrc_obfix, aes_pb        ; COMPUTE's AES page 303.
 lea        tree_pointer_array, a3
 moveq      #-1, d5                    ; Tree number up counter.
walk_tree_outer_loop:
 move.l     (a3)+, a4                  ; Fetch address of tree.
 move.l     a4, a5                     ; Need another copy.
 move.l     a4, addr_in                ; Address of tree being processed.
 addq.l     #1, d5                     ; Increment tree counter.
 moveq      #0, d7                     ; Object number register.

walk_tree:
 ;      The process being performed for each object is the conversion of
 ; its coordinate parameters from character based to pixel based.

 ; Current object number is in D7. Current object address is in A5.

 move.w     d7, int_in                 ; Visit the node.
 bsr        aes                        ; Convert object's coordinates.

 ; Look for child object.
 move.w     2(a5), d4              ; Fetch ob_head. ob_head is an object #.
 bmi.s      examine_ob_next        ; Branch if -1.

 ; Each object is 24 bytes long. D4 contains the number of an object
 ; within the tree being processed. The object number in D4 is an offset
 ; into the tree that is, by definition, the difference between the object
 ; number in D4 and the tree's root object number = 0. That is, in an
 ; array of structures, the root tree structure is element 0 of the array
 ; and the object number in D4 is the element number of the structure
 ; identified by the number in D4.

 ; The structure array element number in D4 must be converted to the
 ; number of bytes between the root object's address and the address of
 ; the object in D4.

 ; Remember that A4 => tree's root object; the address of the object number
 ; in D4 is calculated by multiplying D4 by 24 bytes/object and by adding
 ; the result to the address in A4.

 ; The child will now become the current object; the parent will be the
 ; previous object.

 move.w     d4, d7              ; Make child the current object.
 mulu       #24, d4             ; Convert to offset into the tree.
 lea        0(a4,d4.l), a5      ; Fetch address of the child object.
 bra        walk_tree

examine_ob_next:
 ; Look for sibling or parent. Remember that A5 => current object.
```

```
  move.w     (a5), d4           ; Fetch ob_next of current object.
  bmi.s      exit_inner_loop    ; If -1, the entire tree has been processed.
  move.w     d7, d3             ; Need a copy of current object.
  move.w     d4, d7             ; Make ob_next the current object.
  mulu       #24, d4            ; Convert to offset into the tree.
  lea        0(a4,d4.l), a5     ; Fetch address of new current object.
  move.w     4(a5), d4          ; Fetch ob_tail of new current object.

  ; Compare the object number in D3, which is the object number of the
  ; previous object, to the number in D4, which is the ob_tail field of the
  ; new current object.

  ; If D3 = D4, then new object is the parent of the previous object.
  ; If D3 not = D4, then new object is a sibling to the previous object.
  ; In either case, the object in D7 has become the new current object.
  ; Only the branch back point depends on the comparison.

  cmp.w      d3, d4
  beq.s      examine_ob_next       ; Object is parent of previous.
  bra        walk_tree             ; Object is sibling of previous.

 exit_inner_loop:
  ; When A3 is pointing to zero, all trees have been processed. That's
  ; true because I have stored a zero as the last pointer in the array of
  ; tree pointers.

  tst.l      (a3)
  bne        walk_tree_outer_loop
  rts
```

Other Declarations

The success of the tree walk algorithm depends on the presence of several other declarations. I am inclined to assume that anyone who understands the algorithm understands where and how to place those declarations. However, in case one or two readers may be momentarily disorientated, I'll list those below.

```
  ;
  ; AES AND VDI STRUCTURES AND ARRAYS
  ;
 aes_pb:             dc.l  control,global,int_in,int_out,addr_in,addr_out
 vdi_pb:             dc.l  control,int_in,pts_in,int_out,pts_out

  ; PREDEFINED 'CONTROL' STRUCTURES
 rsrc_obfix:
  dc.w 114
  dc.w   1
  dc.w   1
  dc.w   1
  dc.w   0
```

Conclusion

We can feel righteous dismay because the operating system used in Atari computers was written in C instead of assembly. If the system had been written in assembly, C would probably be the appropriate language for most applications. Instead, only programs written in assembly have a chance of recovering execution speed squandered within the operating system design.

Fortunately, the assembly language used in Atari computers is sophisticated enough to facilitate the translation of complex data structures from higher level languages to assembly. Using assembly language and bypassing the operating system whenever it is convenient to do so, we gain more than was lost.

A solid background in C is a prerequisite to the study of the complex data structures that are the foundation of the GEM interface. But with experience in assembly language algorithm implementation, we can eventually eliminate the intermediate translation stage of program development. As an example, I have presented this assembly language implementation of Leemon's tree walk algorithm.

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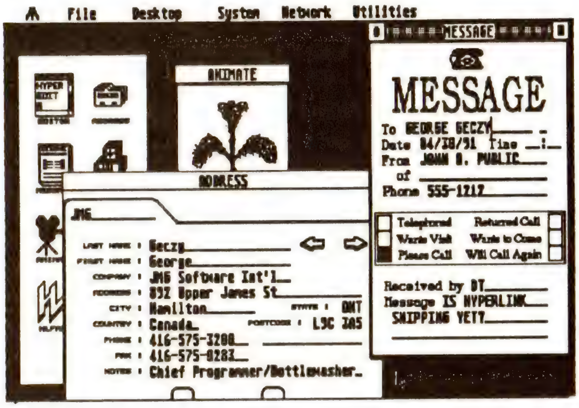

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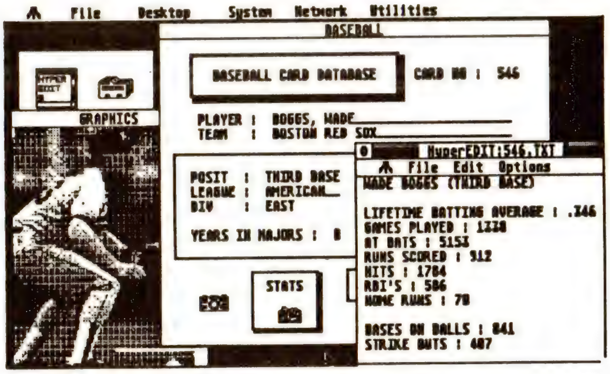

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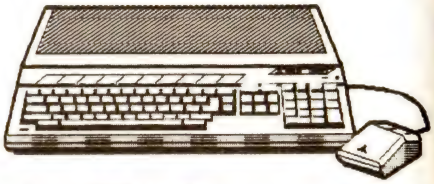

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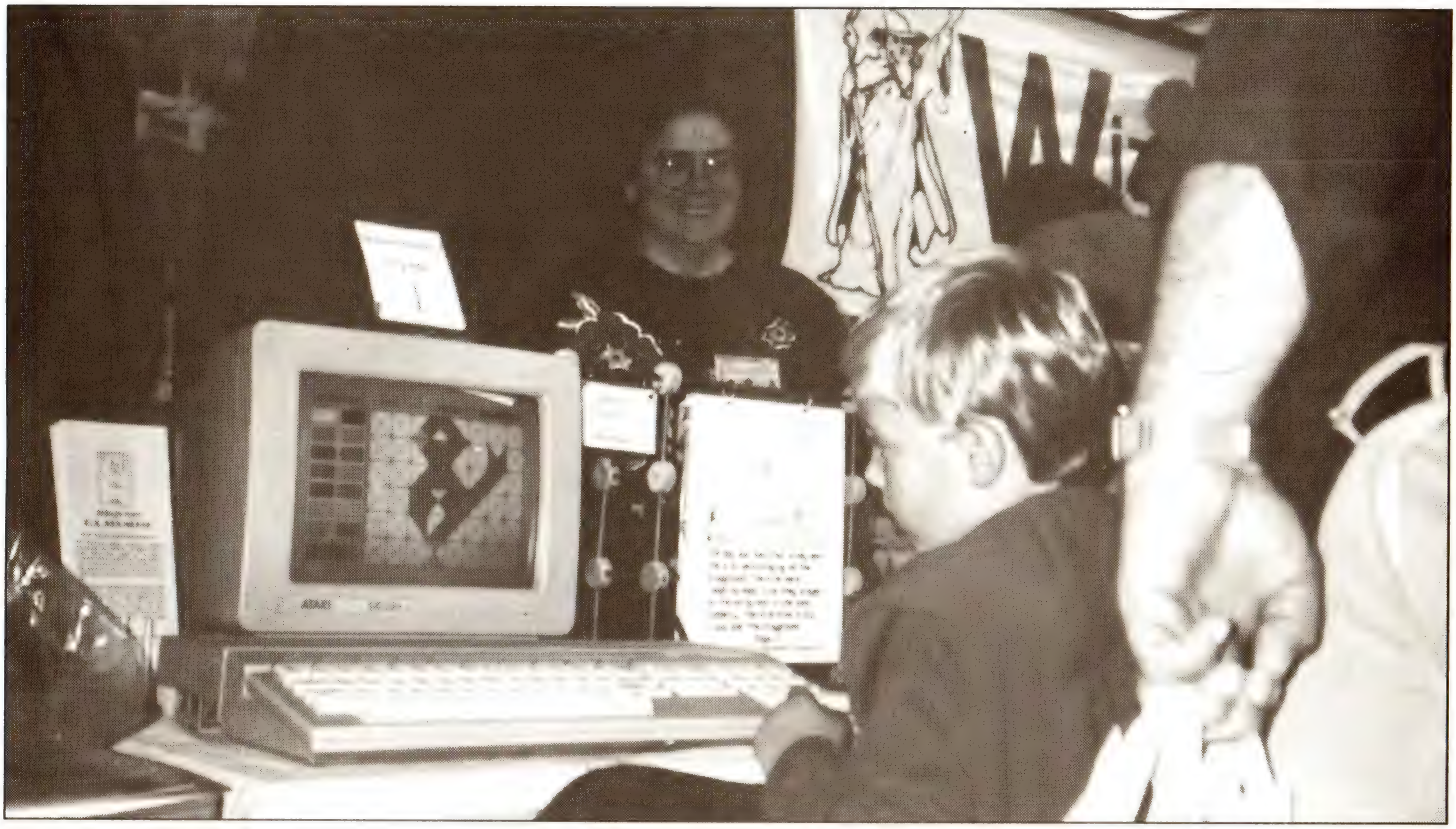

Above: Dorothy Brumleve showing off her Super KidGrid to avid users.

WAACE '91 Show Report

(and a little more!)

Patricia Snyder-Rayl

Below: The amazing features of CodeHead's Avant Vector

I have to apologize up front because I'm not able to go into a lot of detail about the various products shown at the recent WAACE show. I was stuck at our own booth selling stuff like hotcakes most of the time, so I wasn't able to get a good look around at what other vendors were selling. That's good news for AIM, but bad news for our readers! I do have a lot of quotes from vendors to share about the show, however.

The show was a rousing success, following shortly on the heels of the successful Glendale show a month earlier in California. The total count for both days rested at about 2,300 people through the door.

Unusual for the WAACE show, though, many of these people came from very long distances away. I saw people from Florida, North Carolina, Michigan, New York and other states I can't think of now. Even with the number of people through the door being a little bit more than attended WAACE last year, the people who came were definately buying more product than at last shows!

A Little History

The WAACE show is an annual event held in the Washington DC area, sponsored by a collection of Virginia and Maryland clubs under the umbrella organization WAACE (Washington Area Atari Computer Enthusiasts). The show started out as a free public event in Fairfax High School designed to educate people about computers in general and Atari computers specifically. The event grew so large in popularity and size that the high school and WAACE show committee agreed to move the show to a more commercial setting—the Reston Sheraton to be precise.

Three Companies and a Booth

The last time we attended WAACE's show was two years ago—the last year it was held in the high school. We heard great reports about last year's show, but weren't able to go ourselves. This year, we were able to attend through a combination of early registration discounts and judicious booth sharing.

We actually had three different companies sharing our AIM booth! We had Unicorn Publications, of course, but we also represented CompuServe's Atari Forums for Ron Luks and Branch Always Software for Darek Mihocka.

Handing out CompuServe signup kits was no problem, and I was used to selling magazines and Disks of the Month, but I was totally unprepared for the deluge of people wanting to upgrade from Quick ST II to Quick ST 3! It really makes you want to sell software packages when you see all these show-goers eager to throw their hard-earned money at you. Darek did very well at the show, selling out of all the copies of Quick ST 3 he gave us. We did very well too, signing up more subscribers than at any past show and selling more magazines and disks too!

Atari Explorer's John Jainschigg and Maura Fitzgerald

Ours weren't the only happy faces! Joppa Computers, an Atari dealer and mail-order firm with a large display at the show, sold out of all the 24 STEs they brought! Here's what some of the vendors had to say:

Vendors Speak

Nathan Potechin of ISD Marketing, Inc in a report on Saturday, "The show is going real well. Attendence is great, enthusiasm is high. ISD has its first booth ever. Mario, Shawn and Julius are strutting their stuph :-) while I kibitz. :-) In fact, here I am typing away in GEnie's booth. Darlah had disks made containing the latest ST Aladdin, ARC and LZH Utilities, GEnie Lamp, etc. She has been making them available to all comers for $1 and they are going real fast. :-) No surprise." *[Ed: Unfortunatly, the GEnie disks were infected with the Key virus. Be sure to use VKiller on the disk if you picked one up at the WAACE show.]*

"While indeed Sunday was markedly slower than Saturday, we nevertheless enjoyed the show very much," said Atari's Bob Brodie. "This type of slower pace allows for more quality time to be shared with the attendees. And the Sheraton has a number of very nice areas where one can sit and enjoy a quiet conversation...without the whole world watching!

"Not having a booth, or a speaking slot on Sunday, I opted for a more casual approach to the show and went in wearing jeans (yes, blue ones!) and my GEnie T-Shirt. I managed to escape notice *a little* bit more, but lots of people still came up to say hi. I also got a chance to do some honest shopping...picked up a cartoon disk from the Wiz Works guys, an update to Tracker 3.0, and got some extensive demos on exciting products. Then it was off to the productivity room for a demo of 3D sculptured surface modeling with ChromaCad—running on a 130XE. *Very* impressive!"

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PRESIDENTIAL PONDERINGS

In these times of high costs, no one likes to hear of price increases. Unfortunately, that is what I now must address. A recent review of our costs to produce and mail our monthly (FR)ANTIC newsletter and pay the additional postage for foreign mailing of the Atari Interface Magazine (AIM) revealed the necessity to raise our dues for Subscribing members. We regret this, but, while we are a "not for profit" organization, we cannot afford to pay out more than we receive and long remain a viable user group. Current Subscriber memberships will not be affected until the date of renewal. We trust current and prospective Subscribing members will understand our difficult decision.

Because of the significant increases in dues including AIM for our foreign Subscribing members, we are offering these members the option of subscribing without AIM. Domestic subscribers have only one category of membership; i.e. including AIM. Please note that delivery of AIM is contingent upon Unicorn Publication's production schedule and a significant change (increase or decrease) in our mailing costs could result in an adjustment to Subscriber dues in the future.

Once again, I am sorry that these new rates are necessary. Foreign subscribers should examine other options that they may have to get AIM. Our feelings will not be hurt. Our offer is a service to Atarians throughout the world; if you know of a better way, by all means choose that way.

The GOOD NEWS is that we have AIM and their public domain disks. For this we can be thankful. Each of us should remember to thank Pattie and Bill Rayl whenever we get the chance. Until next month, enjoy your fabulous computer and think Atari.

ACCT

Atari Computer Club of Toledo members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are $2/8bit and $4/ST. Non-members may purchase disks at a slightly higher rate.

ACCT serves Atari users in the greater Toledo area and the sole purpose of the club and its resources is to promote the continued use and in-depth understanding of the Atari family of computers in the home and office environments.

ACCT meets on the first Wednesday of each month, from 7-9 PM at the home of Dave and Brenda Micka. ST and 8bit SIGS are held immediatly following the business portion of the meetings.

ACCT may be contacted at 4487-289th Street, Toledo, Ohio 43611 or by phoning Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

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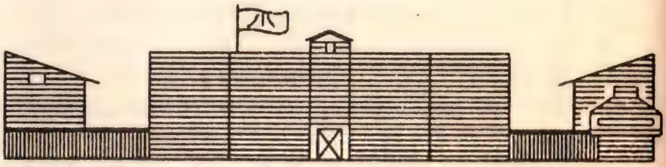

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ACORN is the Fort Wayne, Indiana Atari users group and supports the full line of Atari computers. We meet on the first Saturday of each month from 10 AM to 1 PM at the Shawnee Branch of the Allen County Public Library. For more information call our BBS at (219)744-1396 (9600 baud) or contact Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

Notes from the October Meeting:

The October meeting was our joint meeting with the local IEEE chapter and was held in the Magnavox Board Room in Industrial Park. Attendance was quite good and after a few opening remarks from Kevin Van Zuilen (IEEE) and Eric Converse (ACORN), attendees were given the opportunity to observe the numerous demonstrations being conducted around the room. The demonstrations included: MIDI Music by Erin Kelley, ST Telecommunications and the BBS by Kim Stahn, Games (Lemmings) by Adam Kelley, 8-bit Telecommunications by Scott Schaffer, Emulators by Karl Fadus, Computer Languages by Ken Liechty and Bob Kelley, and Desktop Publishing by Ken Helms. A big THANK YOU to all those that brought equipment and conducted demonstrations. A thanks also goes to the IEEE for the pizza afterwards. A good time was had by all.

Plans for Future Meetings:

November 16 and 17 is the date for Pentacon, the Northeast Indiana Gamers Association's annual convention. Note that it is two days this year and ACORN has been given a large area at the Grand Wayne Center to show our stuff.

Several members are planning on attending the big Atari computerfest in Chicago November 23 and 24 also.

ASTMUM

ATARI ST/MEGA USERS (Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA models and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

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PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago AtariFest, Rosemont, IL USA, November '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Book and STylus) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers. Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Some members offer Audio Recording and Music Technology courses, in "hands-on" studio environments, at generous discounts to other members. We have members who are masters of piano tuning and instrument restoration. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we are assembling a "sampler" cassette highlighting some of their work.

If you use your Atari to create music or assist in performing it, and would like help in launching an independent release, our group may be just the ticket.

Membership information, advice, and sampler cassette price and availability may be obtained by writing to:

ASTMUM, P.O. Box 966, Station B Montreal, PQ, Canada H3B 3K5 or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan:

I'm impressed that AIM's compendium of users' groups is expanding. I was also pleased that Bill and Pattie Rayl handled things for Darek Mihocka (Branch Always Software) during his absence at the WAACE AtariFest. I'm not surprised that he did not come; he was visibly irritated by unmindful and inconsiderate announcements, repeatedly blaring and reverberating into the seminar room, interrupting his presentation at the Windsor show in May. I know this, because I was there, videotaping the proceedings. When it happened to David Small, he tried to make a joke of it, but I could tell it bothered him too. This happened again at the WAACE show! It can certainly tend to discourage presenters from coming back.

A feature of the WAACE show was the use of separate meeting rooms for "hot" topics (e.g. Gaming, Education, DTP and MIDI), where volunteers gave presentations and training to interested visitors. In rotation with other MIDI presenters, our own Christopher Smith gave his "MIDI On A Budget" presentation, featuring the Cosh sequencer program and its upgrade path. This was also disrupted by loud, distorted announcements from overhead speakers. Eventually, a way was found to shut them off—once the damage was done.

If people are expected to prepare presentations and travel, from afar, at their own expense, to deliver them, the show organizers should, at least, prevent the intrusion of such announcements in seminar rooms and presentation areas, except in real emergencies.

Certain show organizers might argue that P.A. announcements are their best way of notifying attendees of events and prizes. In practice, such announcements are intrusive, often unintelligible, and won't be heard by attendees in their hotel rooms, restaurants and other blanked-out areas. Surely, at high-tech computer shows, we're capable of more effective communication methods without infringing on areas requiring control.

Perhaps because we were on a college campus in Ontario, smoking was better controlled at Windsor than at WAACE, where it went on unbridled. If the Shereton Reston had rules against smoking in enclosed public spaces, they weren't enforced. For our part, we discourage die-hard smokers from joining our group if they can't make it through meetings without smoking, because there are no provisions for smoking anywhere on our premises, except outdoors.

The above criticisms were offered in hope of smoother operations at future festivals.

In addition to MIDI room participation, we had booth #44 at the WAACE AtariFest '91. Featured at our booth were: the Sylvain Gagnon Quartet's CD, "Crépuscule", Ron Smail's Vocal Arrangements and Paul Etch, in person, demonstrating his Techno-Pop releases. While I dashed around, videotaping seminars and such, Garry Stocker, the fourth member of our party, assisted Paul at the booth.

As in Windsor, we also showed the Yamaha QY10 (a 32-voice, velocity sensitive, multi-timbral sound module, drum and percussion module, 8-track music and rhythm sequencer), which has its own, tiny keyboard for entering musical ideas on the fly. People were surprised to see that something making such exceptional sounds was no larger than a videocassette! With Midi In and Out, it can communicate with your ST and larger components. Since the QY10's memory is limited to 6,000 notes, you're best to examine one, carefully, to determine what it can and can't do, before buying it. A powerful package might include this unit and a MIDI data recorder or the ST Book, when available.

We brought along our Casio Midi Guitar and hooked it to the QY10 and our Kawai MS710. Garry and Paul alternated in playing it. Atari Explorer's John Jainschigg, at the neighbouring booth, even tried it out and conversed with us in French! A pleasant sidelight to our visit was finding a number of truly musical people among Atari Explorer's staff. This guitar reinforced the point that Midi is not the exclusive domain of keyboardists.

By the time you read this, we'll probably be demonstrating our MIDI skills and some new equipment at the Chicago ComputerFest, jointly held by LCACE and Atari, November 23 and 24, '91. We may also distribute, from our booth, a schedule of events for Montreal's 350th birthday celebration in 1992. Hey! Why don't we find a slot in there for an AtariFest as well? At the very least, Atari Canada could stop missing opportunities for involvment in certain shows that roll 'round every year. We'd like to hear your thoughts on this.

It is thrilling to meet other Atari MIDI enthusiasts, in person, at these shows and share mutual concerns. For some time, we've been gathering the names of individuals interested in forming local, Atari ST-based MIDI users' groups, internationally linked to larger, more established, MIDI groups like ours. If this interests you, please come and sign-in at the show, or write us at our aforementioned address.

We still remember and thank Brian Cassidy and family, of WAUG, for inviting us to the Windsor show. It took a lot of fortitude for the organizers and participants to keep the Atari lamp glowing while surrounded by recession!

I'd like to thank the organizers of both the WACCE and LCACE shows for their efforts to accomodate our special needs (e.g., equipment loans, and booth locations where our audio would not be directed toward facing booths at close range). The extra effort they put into smoothing the way for us was much appreciated!

We would like to thank Richard Nichol and friends for the loan of video and lighting equipment. As a result, we have a video tour of Gribnif Software's product line, revelations about a new TOS and FSM/GDOS, further enlightenment on hardware accelerators and a whole lot more for our members to absorb.

We, at ASTMUM, would like to extend to members and others in the Atari community our warmest wishes for the Holiday Season and success in the New Year!

Adieu for now!
KCM

B.R.A.C.E.

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conferrence Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President Hal Nason (606) 269-8989

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM monthly magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 South 2275 West, Roy, UT 84067.

Your elected 1991 L.A.C.E. Club Officers are:
Mike Russel President (801) 546-0707
Doug Hansen Vice President (801) 393-6849
Ken Karchner Secretary/Treasurer (801) 776-8015
Richard Clark 8-Bit Librarian (801) 825-5823
Kelly Knecht ST Librarian (801) 773-5652
Irwin Brooks Publications Coordinator (801) 731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7 p.m. Mark your calendars for the next three meetings. November 13, December 11- Games Night!! January 8, 1992.

If anyone asks, tell 'em you saw their ad in AIM!

MACAM

Montreal ATARI Club ATARI de Montréal

The Montreal Atari Club Atari de Montréal (MACAM) is possibly the only bilingual club in North America which supports both the ST and the 800/XL/XE series of computers. We meet twice monthly at the Monkland Recreational Centre at 4410 West Hill in N.D.G., Montreal, P.Q., on the 1st and 3rd Thursdays of the month. The 1st Thursday is for 8-bit members, and the 3rd is for the 16-bit section.

Membership is $25 for 8-bit owners, $30 for ST owners, and $35 for those who have both machines. Membership includes the A.I.M. magazine subscription, Atari User magazine, our own disk-based newsletter and free access to the A.I.M. disk of the month for the appropriate section(s).

MACAM's mailing address is at P.O. Box 5418, St. Laurent, PQ H4L 4Z9. Further information can be obtained by calling Emanuel at (514) 744-3527 or Terry at (514) 696-3773.

Les membres francophones ou anglophones sont également bienvenues, et les renseignments sont disponibles dans les deux langues.

M.A.C.E.

The Michigan Atari Computer Enthusiasts

September Meeting Minutes

This was a double event, MACE officer elections were held, and we had a swap meet with some nice deals going on. The September meeting came to order at about 7:30. In attendance were about 25 people; a couple of people were new to the club. Almost immediately, the election was held and these people became office holders in MACE for the next year:

President Ted Newkumet
Vice President Ed Hanson
Recording/Corresponding Secretary Mark Tappen
Journal Editor Michael Casper
8-bit Librarian Raymond Simmonds
16-bit Librarian David Haykus
Membership Chair Frances Simmonds
Meeting Coordinator Thomas Quattlebaum
Treasurer Denise Tappen

Some of these people have been in office before, although MACE is proud to welcome four new officers: Thomas Quattlebuam, David Haykus, Frances Simmonds and Michael Casper.

The swap meet was started after the election. A lot of software was there for the 8-bit and the 16-bit machines. A 65-XE Game System was for sale as well as a 100-meg hard drive. Personally, I think the hard drive was the best bargain of the night. Those of you who play adventure games would have loved the swap meet, as there were quite a few of those waiting to be bought.

Other MACE News

At the executive meeting, the new president started by going over each person's responsibility as far as what was expected of them. Then he went over the next year's goals for the club, which include the increase in attendance, the number of disks for sale, the content of future meetings, need for a BBS, etc. The BBS issue was being talked about at the meeting; one member has offered to let MACE use his, which is currently under investigation. Ideas for meetings for the next year were offered by some of the officers. The financial situation of MACE was then discussed, with ways to improve its figures over the next year. All in all, I would say it went well for the new executive membership.

MACE Special Events

As far as future news is concerned, the president announced that there will be a scavenger hunt for Christmas. The Great Atari Scavenger Hunt (as it will be known in the annals of history) is about Atari. Who's got the oldest Atari machine? Who's got the most complete 2600 VCS collection? Bring in those special/unique Atari items. Remember, the oldest Atari might be in your own closet (check the serial number tonight!).

The Great Atari Scavenger Hunt is open to all M.A.C.E. members. Prizes will be awarded in the following categories:

Oldest Atari Product
Most complete PONG Game Machine
Most complete collection of Atari-related objects
Most complete Atari 2600 VCS Collection
Oldest Atari 8-bit
Most Modified Atari 8-bit
Largest 8-bit software collection
Oldest ST
Most Modified ST/TT
Largest 16-bit Software Collection
Newest ST/TT
Atari PC
Most unusual Atari-related Product
Most unusual Non-Atari Computer

Winners will win prizes such as free disks from out 8-Bit and ST Libraries as well as bragging rights for being a true Michigan Atari Computer Enthusiast! Everyone who enters will receive a free Participation Raffle Ticket. What's that? Come to the meetings and find out.

We are also having a raffle to top off the Christmas meeting. Prizes will be demo'd at the next few meetings before our Christmas meeting.

For the MACE birthday party we will be concluding our Participation Raffle which runs until our birthday party meeting. The Raffle is being held to get people involved in MACE.

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User Group (MAUG) meets once a month (no July meeting) at A&B Computers located at 1151 Park Avenue West (in the West Park Shopping Center). Meetings are from 7:00pm until 9:00pm on the third saturday of the month. A&B can be contacted at (419) 529-9999 for meeting confirmation. For more information about MAUG feel free to contact Chuck Steinman at (419) 529-9797 from 1:00pm-5:30pm Eastern time.

MAUG supports all the various Atari computer models and their users. AIM is the official user group magazine, and is included as part of the $12.00 annual dues (effective 12/91). Each member in good standing receives AIM each month (or as published) mailed to their home. AtariUser magazine is also available free to local members at A&B Computers, or Walden Bookstore in the Richland Mall. Back issues of AtariUser are available for $1.00 each (limited supplies available).

The club maintains both an ST and 8-bit disk library. We have all of the available AIM disks-of-the-month. These disks are available to anyone whether a member of MAUG or not. The AIM ST disks are $4.00 each, with quantity orders (three or more at the same time) being $3.50 each. The 8-bit disks are $3.00 each, and quantity orders (three or more at the same time) are only $2.50 per diskette.

Dues which are payed by check or money order should be sent to: MAUG c/o Chuck Steinman, Post Office Box 134, Ontario, OH 44862, USA. Please make the check out to "MAUG c/o Chuck Steinman". Once payment is received, you should expect to see your first magazine in approximately 6-9 weeks. Since orders are placed to Unicorn Publications the second week of each month, you should send your payment to arrive at least a week before that time to minimize the period before your first issue arrives.

R.A.C.E.

President Lewis Midyette 828-4319 Vice President Eric Schofield 851-5134 Secretary Don Nelson 942-2764 ST Librarian Tony Manino 851-8092 8-bit Librarian Arthur Katz 880-2047 Treasurer Jim Harrop 851-5134 BBS SYSOP Robert Yates 552-7053 Galaxy BBS 552-0974

Well gang, this is Eric, your current vice president. Things are going well in the Atari world and I am quite happy with the way things are going with the club. The membership is up, the attendance to the meetings have been pretty consistent, and the BBS is more active.

Let's keep things pumping on the BBS. Remember, this is your source for keeping up with the club. It is not the officers' responsibility to contact you every single month about when the meeting will be held. It is your responsibility to find out. Call the board and look under BULLETINS. The section "A word from the president of R.A.C.E." will give you details about the next meeting.

That's it for now gang, if you need any help, please get in touch with one of the officers or better yet, post a message on our BBS and let the whole club try to help you. Next month's meeting will be on January 15 at the Richard B. Harrison Library. Don Nelson will be showing off PageStream 2.1 and we will also auction off some versions of the software.

SALSA

ST Atari League of San Antonio

ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218.

SALSA is a users group for 16-bit Atari users, but also supporting the next generation of Atari computers: Mega STe/TT/Lynx. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7:00PM to 10:00PM. Special events are held from month to month depending on interest. New user classes are held each month to help users to learn the best ways for traversing the GEM environment.

Membership dues are $20.00 per year and members receive AIM as well as the option of receiving the club's newsletter. A one year membership without AIM is $15.00 and includes the club's newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A Disk of the Month is available at each meeting for $2.

President Kyle Miller 512-945-9469
Vice President Frank Hense 512-655-5411
Secretary/Treasurer Chris Cassaday 512-696-8057
Public Relations Doug Moen 512-659-7492
Software Librarian Shannon Stennis 512-666-2923
Hardware Librarian Russel Gibson 512-899-2797
Newsletter Editor Pat Birch 512-655-8970

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Michael Bergman (619) 558-7866
Vice President Danny Rickey (619) 565-2179
BBS - 24hrs, 300-2400 baud, 65MB (619)689-8157

Greetings once again from San Diego (America's finest city)! After coming off of the HACKS Atari Show in Glendale last month, everything has slowed WAY down. The weather finally turned nice, people touched up their tans, and their computers are still trying to recover from the glut of software and hardware add-ons purchased at the last computer show. My computer is suffering the same sort of dilemma most of us feel after Thanksgiving—too stuffed to function. I haven't even opened up all of the wrappers on my new goodies yet!

On the plus side, San Diego now has four Atari-supporting BBSes, with two added in the last year. Articles concerning Atari computers, both 16-bit and 8-bit have been appearing in the local computer support magazine, normally frequented only by the MS-DOS and Macintosh crowds. With 75,000 copies published weekly, our exposure is going up and all indications are that there is still considerable interest in Atari products. These indicators, plus the substantial turnout at the Glendale show should give comfort to those of us who stand by our machines!

On the minus side, with the beginning of a new school semester, we are losing some of our more talented folks as they bury their noses in the tomes of higher education. Michael Bergman will be stepping down as SDACE President shortly, returning to status as a full-time student. On behalf of the members, we'd like to thank Mike for a job well done, and for some nice programs as well (Is the desk accessory animation your swansong?). We will have elected new officers by the time you read this and hopefully will be working on a new schedule of product demonstrations and tutorial sessions. Join us at any meeting, you're always welcome!

SAGINAW/TRI-CITY ATARI USER GROUP

STAG

There isn't much to report on this month since only three ST and two 8-bit people showed up. Two of the ST faithful were the hardware volunteers! Apparently the interest is not there. We will contact you by phone before the November meeting to find out if there will even be a meeting. The future of this Atari club is uncertain at this point. Several options are available:

1. Continue as we are, with low meeting attendance.
2. Meet at someone's home so nobody will have to bring equipment.
3. Poll by telephone each month, meeting only occasionally.
4. Disband the club. a. Refund the unused portion of the dues and divide the rest. b. Buy some software and hold a drawing.

If anyone has a suggestion, please speak up. The club you save may be your own.

C:\FL\Jacksonville\STargroup
Friends, Fun & Atari STs
DTP MIDI GRAPHX GAMES WP +

The STargroup is a computer club specifically for helping members use their Atari STs. Our yearly dues are only $15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of Lharced public domain and shareware programs for your Atari. The club BBS, the Bandersnatch, has had a fatal hard drive crash and thus no longer exists. We do have a message section on Lief's World (904) 573-0734 thanks to the generous sysop Lief!

The turnout at our October meeting started out a little small, but as the night progressed STargroup members filtered in one by one. The majority of the meeting was taken up by an eyewitness report of the WAACE show by Pat Augustine, our Vice President. He brought back lots of goodies, including the new DC Data Diet and the CodeHead's MultiDesk Deluxe. Unfortunately, he has not been able to use them yet because his 2.5 meg 520ST died just last week. Pat is happy to say a new STE along with a full set of four one meg SIMMs is on the way!

I am still trying to work out the joint meetings with another local Atari users group, FACE. It looks like we will be meeting with them either the 3rd or 4th Tuesday and the normal STargroup meeting will be the 1st Monday or Tuesday of each month. When they become firm, I will place the meeting dates here.

The STargroup meets on the first and third Tuesday of each month at the La Mirada Apts. off of Powers Ave. in Jacksonville, FL. Everybody is welcome.

President S. Michael Hallack (904)646-0567
Vice President Pat Augustine (904)737-8452
Disk Librarian Jeff Holland (904)737-8452
Secretary/Recruiter Bob Waddell (904)737-1905

WAUG!

WAUG General Meeting Minutes, October 8, 1991

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 PM in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor, MI.

Club dues are $15 per year and provide access to the PD library and a subscription to AIM. Meetings feature demos of both 8-bit and ST hardware and software. Non-members are welcome to attend and questions are invited. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by calling the MOlin's Den BBS at (313) 451-0524.

The September WAUG meeting was opened at 7:30 PM by President Dave Brzezinski as he passed out tickets for our monthly free raffle. The meeting began with a showing of the video tape from the recent Windsor/Detroit Atarifest. It was a little long in some places but contained some interesting interviews with such luminaries as Jeff Earle of Atari Canada, Nathan Potechkin of ISD Marketing and, of course, the infamous Charles Johnson "bathroom interview."

After nobody could stand any more of the tape the meeting got down to some real attractions, mainly the showing of a TT computer brought by Bill and Pattie Rayl. Bill showed the members some demos of 256 color GIF pics and displayed the full color cover from AIM on the TT alongside the black and white image of the same cover on the club's STE. He then spoke for a while about some of the hardware features of the TT versus the ST, more ports, a real SCSI port, a LAN port and the provision for a VME bus add-on card. Bill liked the speed (32 MHZ) and color capability of the TT, but was somewhat disappointed with the fact that the memory upgrades were proprietary to Atari.

8-bit Librarian Dick Selke presented the AIM disk-of-the-month to the members as a welcome addition to the club's library.

Mike Olin then took the floor to once again present a cornucopia of ST disks to any interested parties—two disks full of games, a music disk, a utilities disk, the October AIM disk, and several disks of assorted programs provided something for everyone.

A proposal was brought to the floor by Mike O. that since we would have to purchase another 8-bit hard drive interface for the club that there might be some interest among the club members in making a group purchase of several. Anyone interested should make an effort to contact Mike.

Mike also talked about his efforts to get Soft-Logik user group copies of Pagestream 2. No go. Since we had gotten copies of Pagestream 1.8, we were not eligible to receive version 2.0. Well, it never hurts to ask.

VP Craig Harvey then spoke briefly about his difficulties in finding the Panasonic C1391 monitor that the club had decided to purchase. They could be found alright, but not at the price we wanted to pay. Craig did, however, finally succeed and we should have our multisync monitor in time for the November meeting.

The monthly free drawing came next with the lucky 8-bit winner getting "Drop Zone" and "Command" going to the ST chosen one.

As the meeting was adjourning amidst brisk sales of library disks, Craig decided to stir up some more action by announcing that Version 2.25 of EdHak was available for immediate shipping. (He had some in his pocket).

Daniel M. Cable, Secretary

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☐ Mac/Spectre (12 DS disks) — $50
☐ Atari 8-bit (12 SS/SD "flippies") — $50

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☐ ST/Mega (12 double-sided disks) — $60
☐ Mac/Spectre (12 DS disks) — $60
☐ Atari 8-bit (12 SS/SD "flippies") — $60

ATARI INTERFACE
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Jeff Williams of ICD reported, "We did very well with sales of all our products at WAACE. It was great to get to talk with so many loyal owners of ICD products. The ICD booth was very busy. We had a new product that just blew off our tables (and also the tables of other dealers carrying it at the show). It was the AdSpeed STE, the new cousin of our popular AdSpeed ST. It's expressly for 520STE and 1040STE systems. It comes complete with a math coprocessor socket, so all of you DynaCADD users, as well as users of Lexicor Software's Phase-4 products, can add more punch to these applications if you choose to add a 68881 or 68882 (DynaCADD, at this time, will only use a 68881). And installation is pretty easy since Atari has the square 68000 socketed in the STE systems. AdSpeed STE just plugs in and goes!"

ICD's Tom Harker adds, "This WAACE was our all time best American Atari Show which is saying a lot considering the small crowd. I thoroughly enjoyed it."

Ron Coleman of Sudden, Inc. says, "My sales were up 50% over Glendale, which was also a very good and profitable show. The word is starting to get out about Sudden View, but I think [WAACE] did a great job getting warm bodies with cash to the right place at the right time."

Paul Wu of Omnimon Peripherals/WuzTek said, "Omnimon Peripherals Inc. made its first WAACE appearance and I am glad we went. The show was well organized and the public was enthusiastic. To give you an indication of how good the sales were, we sold out of all five of our Omnimon Rainbow monitors we brought with us in the first five hours. Our new Omni-Chrome graphics card and HDrive disk system also received enthusiastic response.

"On the first day of the show, both Noel and I were pretty much glued to our booth busily giving demos. By Sunday, for the first time in our 3-year show-going history, we ran out of brochures (and we brought lots of them!). Besides making sales, we also had a good time meeting new people and making new friends. We also gave away DEKAs, Xwitchits, and T-shirts as prizes to lucky winners."

More Comments

John Townsend of Atari commented, "As for the show, Saturday was packed! Ken Badertscher and I did an 'Atari: Technically Speaking' seminar on Saturday afternoon and we played to a full house. It was standing room only. Ken and I have done a number of these seminars at various shows and really enjoyed them. But, I must say, the seminar we had on Saturday was by far the most enjoyable for me. We had a group

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Today, many ST users use PCs at work and school. PC emulators do a minimal job of emulating the PC software on their STs at home, but they are slow, difficult to install, and can't emulate VGA graphics. What a waste of time!

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of people with some great questions for us to answer, and they really were a pleasure to talk with. They even laughed at some of our really lame jokes! What can be better than that? :-)

"I also met some people I had not seen for awhile or hadn't met before. I had the opportunity to see HyperLink for the first time, and it was really interesting talking with George and Dave at the show. This product really looks interesting and I can see a great deal of potential for it in the future. If you haven't looked at HyperLink, give it a look at one of the upcoming shows. It really is neat and getting neater all the time! :-)

"Dave Small did one of the most interesting talks I have ever seen. And, considering Dave's reputation for talks at shows, that is saying something. His "music video" demonstrating Burst Mode was pretty neat, certainly a step off the normal path. It was also great to see Dave hand out Spectre 128s to people at the seminar. For those that don't know...Dave handed out Spectre 128s at the show as a way of saying 'Thank you' for all of the support you have given him over the years. It was a mob scene!"

Charles F. Johnson of CodeHead Software said, "Wow. Great, great show. I'm stunned. I'm speechless. Somebody pinch me, I must be dreaming. Ouch! Hey, that was too hard!

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George Richardson of Gadgets and Merlin Group

"It was a fantastic show, and not just for the sales (which were twice as good as our previous best show), but for the positive attitude so many showgoers expressed. I had a great time talking to all the folks who stopped by our booth and I wanted to publicly say 'Thanks!' to everyone who came up and introduced themselves. It was really cool. (Essentially, I talked and demonstrated _nonstop_ for both days. Whew.)

"We sold out of MultiDesk Deluxe the first day, before the end of the show. So, on Saturday night, we spent a few hours in John's room duplicating more disks, with Dave Small providing entertainment as CodeCopy chugged away. (Dave certainly has a way with a hotel room TV set; in his hands it becomes a sort of psychic lug-wrench.) <grin>

"We had tons of interest in Avant Vector. Believe it or not (and I'm still not sure I do) we sold every copy we brought to the show and took orders for more. Pinch me, somebody! Ouch! In about ten seconds, I traced the CodeHead Software logo and converted it to vector graphics. Then, in another ten seconds, I created a shadowed, skewed (italicized) and rotated version of the logo, with a grey-filled "sun" image behind it...ending up with a very professional graphic in less than a minute."

David Thompson of JMG Software International said, "Been a long time since I've been in one room with so many exited Atari Users and Happy Atari Developers! It was definitely worth the trip.

"As far as Saturday's Banquet goes... Fortunately I didn't get hit with any of the flying tomatoes, cucumbers, olives, etc that tended to mysteriously make their way from our table (the ISD side of our table that is) to the CodeHead's table to Dave Small's table and back. I think it was Nevin at the table in the centre that was causing all the trouble :-) Of course others could say that Nathan brought down Julius just to cause trouble!!!

Talk about a Banquet!

Step Ahead Software's Nevin Shalit (who was also elected the new president of the IAAD at the show) commented, "The banquet was definitely a trip. Dave Small's table was the rowdiest, and did a few well-orchestrated waves (you know, the waves you see at baseball games). There was a little food throwing by various young 'uns at a few tables (but nothing out of hand) and Nathan's speech was very amusing and well delivered. Perhaps the most extraordinary thing was seeing Nathan actually *nervous*. This is the man who has no problem going cheek to jowl with the Tramiels, but immediately before his speech Nathan was as white as a sheet. Once he got started, though, he rolled right through the presentation."

Bob Brodie from Atari added, "The banquet was indeed excellent! The food was wonderful, and I was very flattered to be offered a seat at the head table. Charles Smeton was kind enough to allow me to bring along the people that I'd promised to dine with. That means I had the best seat in the house: Michelle Taylor from Atari-Oz on the left, Tricia Metcalf from Gribnif on the right, Darlah directly in front of me! :) Oh yes, and Nathan did indeed give very fine speech. He gave quite a few of us new names (mine is Bobbit), and all of us plenty of laughs."

Atari Explorer's John Jainschigg reported, "Amazing show. Simply amazing. We had the pleasure of giving away 1,000 copies of Atari Explorer's two most recent issues, and of getting, in return, about 100 new subscriptions.

"The banquet was magnificent. Dave Small's table did a set of circular 'deep sala'ams' which really had to be seen to be appreciated. Nathan's speech, in which he assigned caricatures from the Lord of the Rings to major players in the Atari market, was absolutely the stuff that comedy is made of (not to mention the breakdown of cordial business relations (grin)). And, we had the pleasure of seeing people we normally see in T-shirts, in ties!

Dorothy Brumleve added, "I've been to a *lot* of shows, and I have to tell you: this WAACE was the partyingest show I've ever been to! The WAACE crew and Current Notes put on parties and get-togethers before, during, and after the show, and of course there was also the "formal" banquet; there was so much going on on the social schedule that I almost forgot I was there to work!

"Mine was a respectful and dignified table at the banquet. We did not engage in the food fight even when wayward ammunition tempted us (as it landed

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Brian Donally of ST Informer (right) along with Double Click's Gilbert and Michael.

within our reach). Next time I intend to be seated where the action is!"

Personal Observations

At the banquet, Craig Harvey, Bill and I were seated where the action was! We were part of the wave at the Dave Small table. To be precise, it was really the Tom Harker/ICD table before we sat down and were later joined by George Richardson and then by Dave Small. Before the dinner got started, Tom and Dave serenaded Charles Johnson and John Eidsvoog at the "CodeHead table" with songs by Neil Young.

Once the unsuspecting waiters served the salads at our table, it was history! Olives were flying fast and furious, and all of us stockpiled our cherry tomatoes in the event of a first tomato strike by the CodeHead table. Tom even went so far as to instruct Dave in the art of catapulting bags of sugar with table spoons. Dave got a lot of laughs when a tomato from the CodeHead table did strike him, putting an end to the crossfire, but not the kibitzing during the speeches.

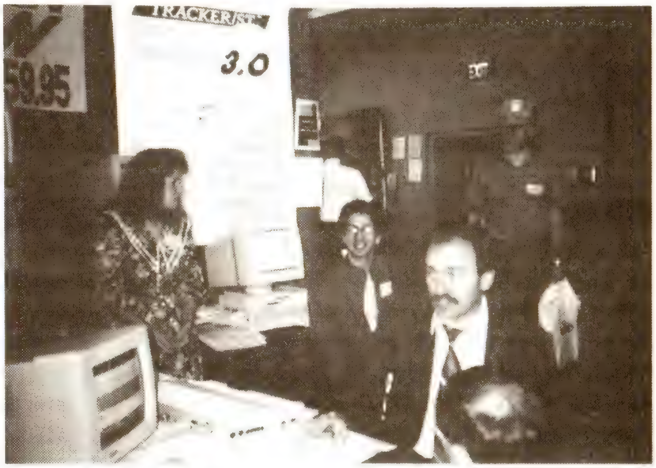
The rest of us poor souls were just putty in the hands of masters Tom and Dave. I forget who suggested the wave—it was either Tom Harker or Jeff Williams, I think—but we all complied! When Joe Waters was listing off the names of people who've helped him over the year, we all were encouraged to chant the name of each person. At one time, I thought we were chanting "Seafood," but it turns out we were saying "Steve Two" because Joe has a lot of Steves on his staff!

Paul Wu of Omnimon and Rich Betson of Rimik

The quote of the evening came during the food fight when someone leaned over to Craig Harvey and said something about how expensive the meal was. Craig said, "You're not paying for the quality of the food; you're paying for the atmosphere!"

This wasn't the only rowdy time, by any stretch of the imagination, just the main one "officially" sponsored by WAACE! Dave Small and George Richardson were quite a team during the "before the show, but after setup" open bar and refreshment time on Friday night. I watched as Dave set "a new speed record" when he cranked a Mega ST up to 7.1 MIPS (million instructions per second) with the SST board just to see if it would work—a "normal" ST does about 0.7 MIPS. Meanwhile, George was standing next to me shaking his head and saying the equivalent of "Don't do this at home, kids."

Step Ahead Software's Nevin Shalit (middle) shared a booth with the Colemans of Sudden, Inc.



We got to hear all sorts of stories during the relaxing times of the weekend. George Richardson and Tom Harker shared stories about how they each started out with very small companies in their garages or whatever, because they found they couldn't work well in the normal workforce.

George even had pictures of a real R2D2 robot he designed from spare parts that actually worked. He said the little robot won a lot of Halloween costume contests, but he had to decline them because the little guy wasn't in costume and wasn't human. I believe it! I guess that says a lot about how good this guy is with hardware. (George Richardson did the hardware design of the SST030, MegaTalk and Chromax color boards, all sold by Gadgets by Small.)

Jim Allen shows off his accelerator boards in the booth he shared with ISD Marketing

For me, the nicest part of the socializing came after the show on Sunday night. Ralph Mariano (ABCO Computer and ST-Report), Charles Johnson, John Eidsvoog, Doug Hodson and friend Brent (Rising Star), and Bill and I were joined later by Maura Fitzgerald and John Jainschigg in the Sheraton's bar.

Charles and Ralph were talking about custom cases for musical/MIDI equipment which lead to talk about Charles's playing in GreyHound commercials. I said that I'd probably heard him play, when John mentioned that he plays the music in Barbie commercials.

I then commented about how expensive Barbie's gotten these days saying I could remember when Barbie only cost $3.95! This lead to a commisseration between myself and Maura. Her mother always bought her generic Barbies, which we both agreed weren't as good.

Charles talked about how he always wanted shoes with real springs in them. He talked about the ones that briefly appeared on the market, but weren't any good, and got pulled because they caused a lot of broken bones. John Eidsvoog told us how he had always wanted a pogo stick, and when he finally got one, he couldn't get it to work right. John Jainschigg always wanted a unicycle, and he was envious of Charles because Charles had one when he was younger.

I guess the moral of the story is that computers, and especially computer shows, let you be a young kid again? Or, how about stick around after the shows to see the human side of your favorite developers!

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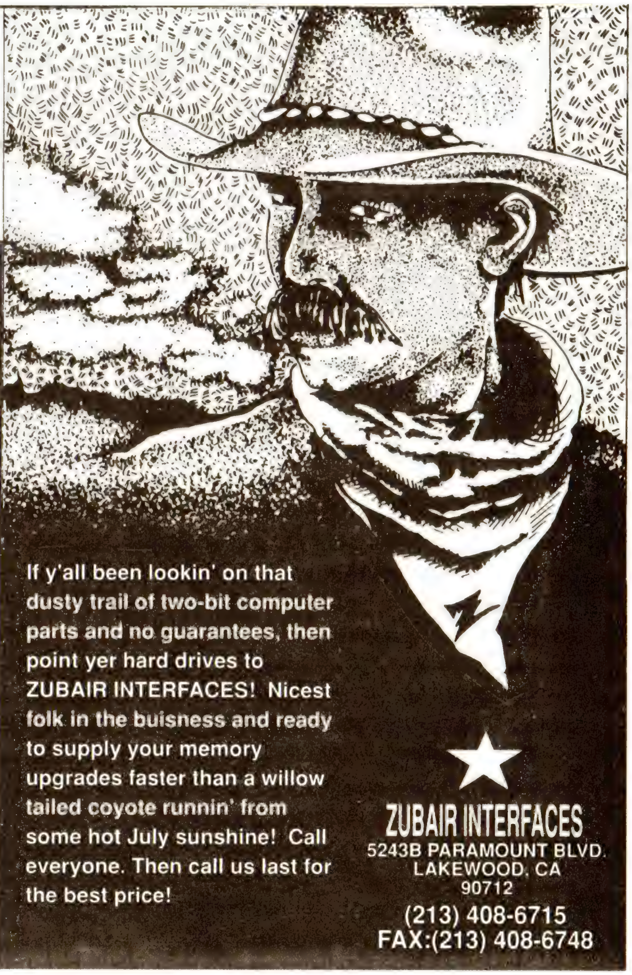

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A-T-A-R-I

(Answers, Tips And Relevant Information)

Multitasking on the 8-bit Atari?

Paul Alhart (AFED)

Questions that Keep Me Awake at Night

Have you ever wondered about some of these things. Like, why would someone put a door in a building and then put a sign on it that read "This door must remain *closed* at *all times?"* Why are images in a mirror reversed left to right, but not top to bottom? Why can't *my* computer do two things at the same time?

Well, these, and other such questions, have troubled me for some time.

Here is another that has really been bothering me. I increased the memory in my Atari to 256K. The basic computer accounts for 64K of that, leaving 192K of extra memory to be used via bank switching. I normally boot up with two single density RAMdisks.

Each RAMdisk consumes 90K, so that is 180K for both. A quick check shows 12K left over. What good is this extra 12K? It's not enough for another RAMdisk. How do I know if it even works?

Recently, in hopes of getting a better night's sleep, I went on a quest for answers to some of these puzzling questions. I'm still trying to find out about the door and the mirror, but I did solve the extra 12K problem. At the same time I was able to get my Atari to kind of do two things at once.

Actually, your 8-bit Atari is doing a lot more at one time than you may realize. Sixty times a second it checks the joystick ports, updates the color registers, updates the screen display and a whole lot more. All the while, it appears to be doing nothing more than waiting for you to press the next key.

It accomplishes all these things through the use of interrupt routines—a bunch of short machine language programs that are a part of your Atari's operating system. Although only one thing is really being done at any one time, they are done so fast that it appears as if they all are happening at once.

Knowing all this and little else, I decided to try and write a program I had been kicking around in my head for some time—a calculator program.

No, not just another calculator program, but one written in Assembly language, that resided in this extra 12K of memory, and could be called as an interrupt routine. That way, I would always have a calculator handy even if I was running a BASIC program, writing a program in PILOT, or just working from DOS.

It turned out to be quite a learning experience. My first problem was to figure out which 12K of the extra 192K was free to use. Then, I had to determine how to get the code to boot itself into the extra 12K of RAM. Having written only one program in Assembly before this left me with lots of book work and experimentation to get it all to come together.

But what I ended up with surprised even me—MagiCalc XL.

MagiCalc XL

Pressing a "Hot Key" combination instantly stops the current operation dead in its tracks and transfers control to MagiCalc. The four function calculator displays entries and results in Decimal, Hex and Binary all on the same line so conversion between numbering systems is unnecessary by the user.

Entries can be Decimal or Hex and mixed operations are supported such as (1234 * $ABCD). PEEKs and Double PEEKs are also supported. Upon exiting MagiCalc, the computer will resume what it was doing before you accessed MagiCalc.

OK, so it's not true multitasking. It is really two programs resident in RAM at the same time, similar to a desk accessory on an ST. It fooled my wife, though.

Some of page 6 had to be used for the calling routine, so it won't be 100% compatible with all programs or cartridges. But, if I ever need a calculator or just a number conversion while programing in BASIC, Turbo BASIC, Pilot, DOS, etc., MagiCalc is just a key stroke away.

Although written for a RAMBO 256K XL, MagiCalc XL will also work on any 256K or greater 8-bit Atari that uses the XE bank switching scheme. (Switch address $D301). It will run on a stock 130 XE as well.

It can't be used with a RAMdisk on the 130XE, however, as the RAMdisk uses all of the 130's extended memory.

MagiCalc XL only uses a little over 1K of this extra RAM, but now I know that the extra RAM works and at least one thing it is good for.

It's time for me to head off to bed now. If only I could figure out the door and mirror questions. And "What if I had two different programs in that extra RAM at the same time?" How about three programs, or four, or five, or...?

Postscript

Due to a strike called by my local union last week, I am presently unemployed. Therefore, I have decided to offer MagiCalc XL as Shareware in hopes of making millions of dollars and keeping my creditors at bay. Look for MagiCalc XL to appear on a future AIM 8-bit DOM.

If you can't wait, you may order the program and documentation disk directly from me for $6. For $10 I will also include my complete and heavily commented MAC65 source code that you can study, modify, or use to create your own Extended RAM programs.

Paul V Alhart
524 North Zee St.
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A-T-A-R-I CONTINUED CREATIVE PROGRAMING

There are as many ways to code a routine as there are programmers to do the coding. The following four short 6502 assembly routines all do exactly the same thing but in different ways. They all cause a system "Cold Boot" by executing the Atari operating system COLDSV routine located at address $E477 (58487).

Listing 1

```
    JMP $E477
```

Now that is pretty straightforward. This routine uses 3 bytes and takes only 3 clock cycles to execute.

Listing 2

```
    LDA #$77
    STA DUMMY+1
    LDA #$E4
    STA DUMMY+2
DUMMY JMP $FFFF
```

In this case, a jump to a dummy address ($FFFF) is set up. The new address ($E477) is then written in place of ($FFFF) during program execution. (13 bytes & 15 clock cycles.)

Listing 3

```
    LDA #$77
    STA DUMMY+1
    LDA #$E4
    STA DUMMY+2
DUMMY .BYTE $4C,0,0
```

This is the same as Listing 2, except the dummy jump instruction was replaced by the three bytes ($4C,0,0). $4C is the Machine Language code for JMP. The two 0s are the dummy bytes that are replaced during program execution. (13 bytes & 15 clock cycles.)

Listing 4

```
LDA #$E4
 PHA
 LDA #$76
 PHA
 RTS
```

This is *not* a subroutine. I like to call it The Return From Nowhere. When a JSR is performed, the current address is taken from the Program Counter and pushed onto the stack. When a RTS comes along, the address is pulled from the stack, one is added to it, and it is placed back in the Program Counter.

Program execution then continues using this new address.

In Listing 4, there is no JSR instruction. Instead, we push the address we want onto the stack and execute a RTS. Note that we must subtract one from the address, because the RTS will automatically add one to it. Also, it is pushed onto the stack in the order of High byte/Low byte. This allows the RTS to retrieve the address from the stack in the standard Low byte/High byte order. (7 bytes & 16 clock cycles.)

Listing 1 uses less code, less bytes, and executes in less time than the other listings. Why use anything else? Listings 2-4 allow your program to direct which address to jump to. This can be used to set jump addresses *on the fly*, much like conditional Branches but without the address boundary limitations imposed upon Branch instructions.

Besides, it can't hurt to learn a new programming technique now and then.

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HOW WE PRODUCE

Sometimes, I get the feeling readers of Atari Interface think we have big corporate headquarters and tons of staff. Nothing could be further from the truth! I'm always amused when a reader calls up and asks to speak to someone in the circulation or editorial department.

I'm amused because Bill and I are the only "in-house" staffers. We're it! We're the circulation department, the advertising deparment, the mailroom, the Board of Directors—the whole shot.

We get lots of help from our readers, though, and this help is appreciated. All the columnists and users who send us articles are also "staffers," but the only people involved day after day in the nitty-gritty of magazine production are Bill and myself.

I thought I would tell a bit about how AIM is produced and also talk about the software we use to run the magazine and keep track of business. These two topics really go hand in hand, since software is what makes it possible for us to run a business and publish a magazine.

Pattie at work on the Atari STE in the Unicorn Publications "computer room."

Hardware

First off, our hardware set up is very modest. We currently have a newly-acquired four meg TT030, a Mega4/STE we have had since last December, and a four meg STe we've had for almost two years. On the Atari 8-bit side, we have a 256K 1200XL and 810 disk drive that is on loan to us from a devoted member of the Atari Classic community.

Our "crowning pride and joy" is our Hewlett Packard LaserJet II, with Pacific Page Postscript Cartridge. The HP laser has served us well over the four plus years we've had it.

Panic set in a few months ago when lightning struck nearby, announcing a thunderstorm and frying one of the HP's internal controller boards. Fortunately, insurance covered the repair cost and we were up and running in time to print the next issue.

BBS Connection

The STe runs our multi-line BBS, the Treasure CheST. We have a DC Port from Double Click Software that connects to three phone lines (two of them 2400 baud and one 9600 baud). Using MichTron's BBS 3.0 software, we can have up to four people online at once.

The main purpose of the BBS is to give people an easy way to get articles and information to AIM, but we also have a lot of local (and not so local) users calling in. We've even had "online seances" that have been a lot of fun.

Bill's handle on the BBS is Ancient Mariner and I'm Emerald Mermaid. The number for The Treasure CheST is (313) 973-9137.

The BBS is run from our "computer room," the second bedroom in our two

PATTIE SNYDER-RAYL

bedroom townhouse. The magazine has totally taken over that room, and we've even had to expand our work/office space into the basement. We're in the process of shifting the computer room overflow from our living room and kitchen area into the basement.

Text and Graphics

Once the files are collected from the BBS, as well as from the online services and the US mail, Bill uses EdHak (Clear Thinking) to separate the articles from the club minutes and mailing lists.

Bill swears by EdHak, written by WAUG member and friend Craig Harvey. Bill writes all of his reviews in EdHak, but I still use ST Writer for my share of articles. I've used ST Writer since 1986, when we got our first ST, and nothing has enticed me away yet!

Pictures are as important as the text files, and we use a combination of Prism Paint (Lexicor Software) and MultiViewer Graphica (WizWorks) for graphic editing each month. Prism Paint is good for working with bitmap color graphics, especially in the new TT resolutions. MultiViewer Graphica is almost a necessity for speedy work on monochrome IMG scanned images.

On our "gotta get soon" list of software is an autotracing program such as Arabesque (Gribnif Software), Avant Vector (CodeHead Software) or Silhouette (Maxwell CPU). From playing around with the demo versions of these packages, seeing the software demoed at shows and reading the press releases, they are all very impressive.

Currently, we're leaning strongly toward Avant Vector—it has a more intuitive feel (a purely subjective thing) to the program, supports TIFF and IFF formats and can output GEM, Calamus CVG or EPS graphics. The EPS support is *very* important to us, as we do nearly all our work in Postscript.

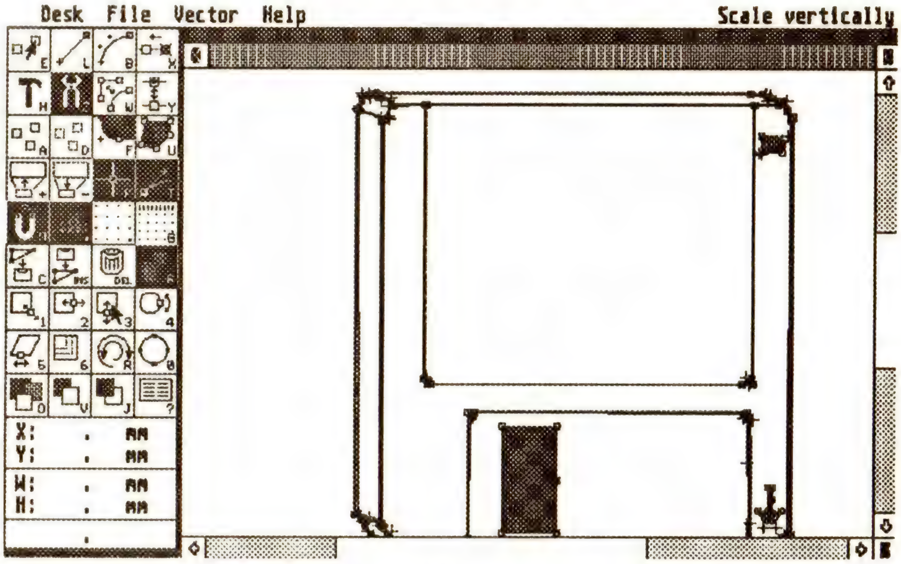
To get snapshots of the programs reviewed, we use an old freeware program called Degasnap. Recently, a cartridge called The Ultimate Ripper (Power Computing) allows us to get "snapshots" from copy-protected commercial software. Prior to the Ripper, we had to take photos of the screens.

Putting It All Together

Editing the articles and taking snapshots takes a few days; longer if we have to write in-depth reviews for that particular issue. Once Bill gives me all the edited files and pictures, I start laying the magazine out in PageStream 2.1 (Soft-Logik Publishing). We'll have an in-depth review of PageStream 2.1 in the next issue or two.

When we first started the magazine back with the December '87 issue, we used Publishing Partner. Then, we moved to Timeworks Desktop Publisher because of its cleaner printed output and ease of use.

Now, with PageStream and Calamus (ISD Marketing), the ST has a solid base for professional DTP. PageStream 2.1 and Calamus SL are as good, if not bet-



Avant Vector

ter, than anything else out there for *any* computer platform.

After seeing a demonstration of the new Calamus SL at the WAACE show, I have the feeling we'll be using Calamus a lot more in designing and producing the magazine each month. The color display and manipulation of graphic elements are exceptional! I look forward to working with SL once the Postscript modules are available.

The Last Lap

Actual layout time of the magazine usually takes about three or four days. During this time, Bill is busily editing the club minutes and making the disks of the month. Bill calls CompuServe and GEnie and downloads any recent files of note. He also receives disks from Germany, the UK and Australia. Usually, Bill weeds through a meg or two of ST/TT software, two or three disks of 8-bit software and several megs of Mac/Spectre software. The best of the files appear on each month's disk, after being ARCed up and made self-extracting. The READ.ME files from each disk are then printed in the magazine.

Once the text files and graphics are laid out, the pages are printed for Bill to proofread. When Bill is finished proofing, we reprint any changed articles, and work on the Table of Contents, Reader's Viewpoint, Editorial Ramblings and Atari Bulletin Board pages. Saving the editorial page and Bulleting Board for last gives us an opportunity to get in late-breaking news before we ship the issue off to the printer.

I then "paste" in the hardcopy ads (using wax) into the places I've left while laying out the pages. I also indicate to the printer where all pictures are to be placed and in what percentage size, and finally, where any spot color is to be used. This bundle is then shipped off to our printer, having taken about a week to week-and-a-half from start to finish.

Once the issue itself is out of the way, we work on the insert, which only goes to direct subscribers and participating user groups. Club minutes and other club news is laid out in an 8-page insert, sometimes filling all eight pages and sometimes not. Finding filler can be a bit challenging at times! Because we create the insert after the issue is already being worked on by our printer, we can get straggling clubs into the issue just as it's about to be mailed out.

Mailing

Mailing is quite an experience! We used to do it ourselves on our kitchen table, merging mailing labels from over 50 clubs and our own direct subscribers, then bundling and bagging all the issues for 3rd Class mailing. We used to cut all those mailing labels up and sort them by hand, first into state piles, then into three and five digit ZIP code piles!

Then, we got smart! Actually, the job just got way too big for us to handle with over 80 participating user

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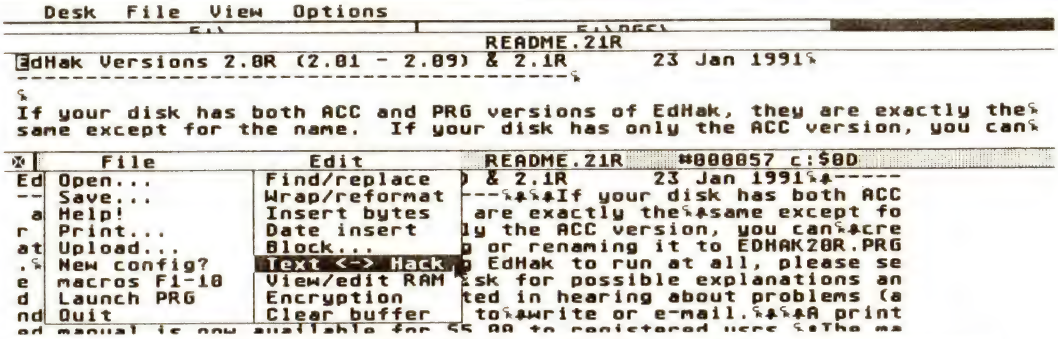

```
                              README.21R
EdHak Versions 2.0R (2.01 - 2.09) & 2.1R        23 Jan 1991
-----------------------------------------------

If your disk has both ACC and PRG versions of EdHak, they are exactly the
same except for the name.  If your disk has only the ACC version, you can

                              README.21R    #000057 c:$0D
Ed                            ) & 2.1R       23 Jan 1991------
--                            ---If your disk has both ACC
 a                             are exactly thesame except fo
r                             ly the ACC version, you cancre
at                            g or renaming it to EDHAK20R.PRG
.                             g EdHak to run at all, please se
e                             isk for possible explanations an
d                             ted in hearing about problems (a
nd                             towrite or e-mail.A print
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EdHak's Text mode window shown underneath "Hack" mode window

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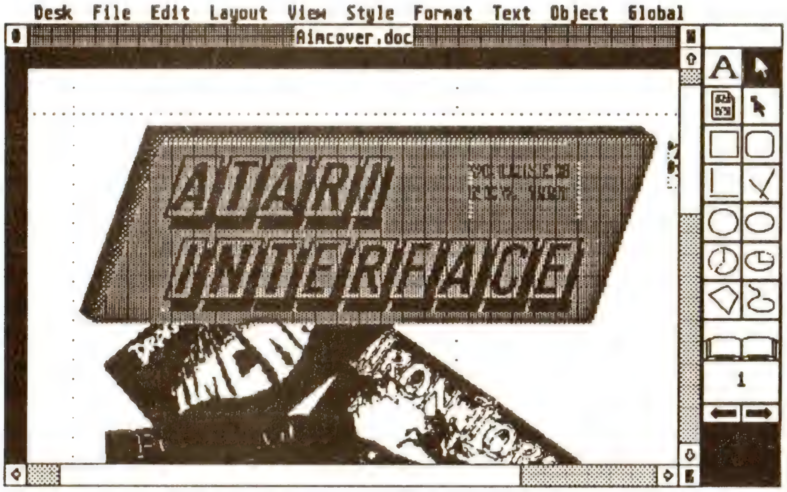


Above: PageStream 2.1, with the Nov. '91 cover of Atari Interface loaded.

Below: Tracker/ST 3.0 handles our subscriber databases.

groups now. The first thing we did was get the clubs to send us ASCII mailing lists instead of physical mailing labels. The second thing we did was get an outside firm to do the actual mailing for us. Now, the computer does the sorting—once Bill imports all the lists into SuperBase (Precision Software)—and we take the labels to a local company specializing in magazine and catalog mailings.

Bill takes each month's mailing lists from the participating clubs and runs them through EdHak to get them into an easily importable format. Then, from Tracker/ST (Step Ahead Software), he exports names out of our own database of subscribers and imports all the lists into SuperBase Professional. Once in SuperBase, the lists are double-checked for accuracy of importation. The database is then sorted by ZIP code and ready for printing. About 3,000 labels are printed.

Doing the labels is a lengthy process. Taking the lists from the 80+ clubs participating in AIM and adding our own list of subscribers is a huge task.

Bill has to add or delete club members, compare the lists against those clubs who've paid for that issue, and keep an eye out for importing problems in SuperBase! This job usually takes a couple days, but it is much faster than trying to sort labels from over 80 clubs by hand!

The Aftermath

When the labels are done, we have a little breather—only a little one, though! I start calling developers about advertising in the next issue and do bookkeeping type things while Bill sends out software to reviewers, or "plays" with programs he'll be reviewing himself.

Calling for ads isn't a time-consuming process, but it does take a while sometimes. This is were I get to play phone tag with people! Even though I start soliciting ads at the begining of the month, it may be right up until we send the issue off to the printer that we receive ads from developers and dealers!

During this time, we also start talking about what theme, if any, will be in the coming issue and trying to decide what will appear on the next cover.

Somewhere during all this, we also send the Disks of the Month to be duplicated. The duplication process takes about two weeks. When those are back, we print out the lists from Tracker and stuff diskette mailers. We use PageStream to create the disk labels and print them on Avery laser labels. We send out over 100 ST disks and 50 8-bit disks each month counting clubs and subscribers, and our Mac/Spectre disk is starting to take off as well.

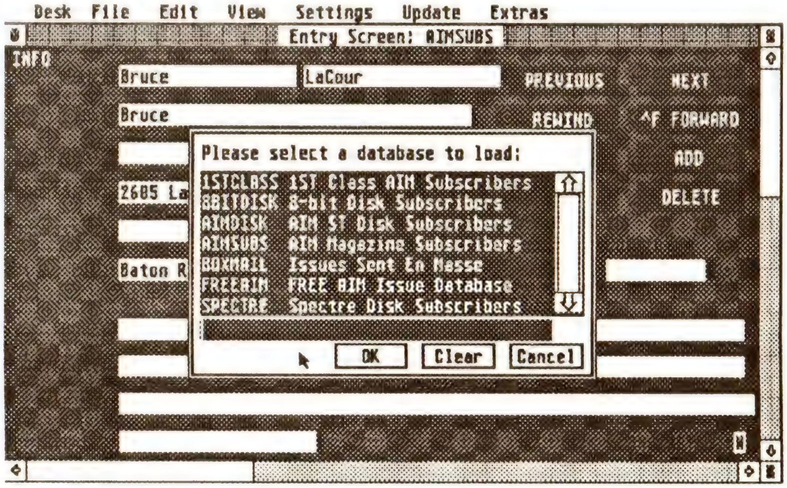
As an aside, I recommend Computers Plus, (800) 433-1216, for laser labels and good, inexpensive disks. We used to use MEI Micro Center for disks, but the disks from Computers Plus are better quality (far less failure rate) and cheaper!

Once the printer is done with the magazine, I send copies to the advertisers. The Canadian and foreign clubs get their issues sent to them in one big bundle. This means creating shipping invoices, which I do in PageStream.

All Canadian and foreign subscriber issues, as well as First Class US suscriber issues, have to be stuffed into envelopes and sent out. We currently have about 40 overseas subscribers, not counting the participating clubs outside the US. Tracker/ST keeps independent track of our non-US clubs and subscribers.

It Never Ends

By this time, we're about ready to start the whole cycle over again! There are times when work from one issue overlaps into the work cycle of the next issue. That is especially true when we have a show to attend, or when one of us is late in completing a task.



Bruce LaCour
Bruce
2605 La
Baton R

Please select a database to load:

```
1STCLASS 1ST Class AIM Subscribers
8BITDISK 8-bit Disk Subscribers
AIMDISK  AIM ST Disk Subscribers
AIMSUBS  AIM Magazine Subscribers
BOXMAIL  Issues Sent En Masse
FREEAIM  FREE AIM Issue Database
SPECTRE  Spectre Disk Subscribers
```

Our "helpers," Rumpole (left) and Wimsey

There is a lot of flexibility in our schedule, mostly because we work from home. There is an apt saying I heard in CompuServe's Home Office Forum that goes, "It doesn't matter whether you work the first half or the last half of the day, as long as you get your 12 hours in!"

Bill and I are usually up until midnight (later if it's magazine production time) and, in the morning, I refuse to answer the phone before 9 AM! So, if you're an early riser and give us a call, you're likely to get the answering machine!

Over all this, we try to keep active on CompuServe and answer email on GEnie and our own BBS. We have used Flash (Antic) for ages and haven't found a reason to switch to another telecommunication package, although Bill tells me he's very impressed with STalker 3 (Gribnif Software).

We use the online services to get information about coming products from developers and just to gab with people. Bill and I are often found in the Thursday Night Conference on CompuServe in the AtariArts Forum (GO ATARIARTS) and the Sunday Night CO in the Atari 8-bit Forum (GO ATARI8). On GEnie, we pop into the Gadgets COon Tuesday nights.

Miscellaneous Software

We use a lot of software that doesn't directly apply to publishing AIM. Bill, for instance, likes to play with spreadsheets in LDW Power. We also use commercial utilities like DC SEA and DC Xtract (Double Click Software), MultiDesk and CodeCopy (CodeHead Software), Quick ST and Quick Label (Branch Always Software) and MultiGEM (Rimik Enterprises). I would be remiss if I didn't mention using our Joppa FaxModem and software to send faxes.

PD or Shareware utilities that are also a part of our everyday life include Little Green File Selector, ArcShell and DeskManager (Charles Johnson); Calendar and WhatIs (Bill Aycock); and AUTO folder virus protection programs Vector Checker, Watcher and Vaccine (part of the Hospital package from the UK, available on the March '90 AIM ST disk of the month).

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Organizing Your 8-bit Disk Collection

John Kasupski (WNYAUG)

If you are a veteran Atari user, chances are good that you already have an extensive collection of 5-1/4" floppy disks, all loaded with various programs, games, text files, utilities, picture files, music files and every other kind of program and file imaginable.

If you are a new Atari user, rest assured that eventually, you, too, will accumulate such a collection, especially if you have a modem and frequently download files from local BBSes.

For old and new Atari owners alike, unless your collection is well organized, sooner or later you will have problems finding what you are looking for among all the various disks in your software library. A well-organized library means that you spend less time looking for things and more time being productive or gaining enjoyment from your Atari.

This article will offer some good suggestions on how to maintain a well organized diskette collection.

Apples and Oranges

The first key to organizing your software collection is to organize your disks so that related files are kept together. This basically means keeping apples together with apples, oranges together with oranges, and so on.

For example, if you have a large collection of game files, you should have several disks in your collection that have nothing but game files on them, except maybe DOS and a menu program that will load the game you want. Keep all of your game disks together as well (partitionable disk filer boxes lend themselves to this purpose).

You can further subdivide your game category, if desired, for example, by arcade games, adventure games, space games, PacMan type maze games, etc.

Alternatively, you could break them down according to language: BASIC games, Machine Language Games, and so on. The specific way you break things down isn't important. What is important is that you have some kind of system that you understand and are comfortable with, one that will help you keep things separated and organized.

The advantage here is that if all your games are in one place, when the time comes that you are looking for a particular game, you will only have to look through your games disks to find it. You don't have to also look through your word processor text files, database files, utilities disks, and everything else, because you'll know the games aren't in there!

What's in a Name?

Once you get all your apples onto apples disks and all your oranges onto oranges disks, you may want to take a look at the extensions on your filenames.

I run into a lot of files on other people's disks that have totally illogical filename extensions left on them. A file gets downloaded as "StarGame.1NN" and it stays that way forever. The problem here is that three months later, you probably won't remember whether it's BASIC, object code, a text file, a scrunched disk or something else.

The way to eliminate this problem is twofold. First of all, I have yet to see a DOS that didn't allow the user to rename a file. So, change your extensions to something that make sense. Some commonly used filename extensions and their meanings are listed below:

.BAS—SAVEd BASIC programs
.LST—LISTed BASIC programs or routines
.EXE—An EXEcutable machine language program
.OBJ—Machine language object code
.TXT—A text file
.DOC—Also a text file, but .DOC denotes that the text provides documentation for some other file or program on a disk
.COM—Executable machine language files (like .EXE). Certain types of DOS (especially command-driven ones like SpartaDOS, OS/A+ and DOS XL) will load and execute .COM files when the user types the filename without the extension. Can also represent external DOS commands in a command-driven DOS
.DAT—Data files, as for a database, etc.
.AMS—Song files for the AMS music player program
.PIC—Graphics picture file

You could devise a system of extensions for filenames, but if everybody used the same conventions, it would eliminate a lot of confusion when people exchange files with one another.

The second part of the solution is what to do with all the files you already have that you no longer

The second part of the solution is what to do with all the files you already have that you no longer remember the nature of. How do you tell whether that file you downloaded six months ago is a BASIC program, a text file, a machine language file, or data from some database program on yet another disk?

The answer to this problem is to use the WHATIS utility (also available for the ST/TT computers). This program, written by CompuServe sysop Bill Aycock, recognizes common "file signatures" such as the $FF $FF file header at the beginning of machine language files, then reports to you on the results. So, you get "StarGame.1NN is Object Code" and you at least know how to run the program to see what it is.

WHATIS also recognizes SAVEd and LISTed BASIC files, picture files, text files and files produced by a number of file compression utilities, among others.

Judged by Its Cover

Maybe you can't judge a book by its cover, but you can judge a diskette by its label, provided that you develop the habit of clearly labeling your disks with such vital information as what DOS is on the disk, what density it is formatted in and what type of files are on the disk.

There is a public domain utility, written in BASIC, which dumps the directory listing of a disk onto one or more standard 3-1/2"x15/16" mailing labels such as Avery #4253 or similar. This lets you see at a glance exactly what files are on a disk, saving you the time and trouble of repeatedly swapping disks and typing DIR or A-[RETURN]-[RETURN] or whatever method your DOS uses to obtain a disk directory for one disk after another until you finally locate the file you're looking for.

I use the labeling method myself, particularly on games and utilities disks, and I find it saves incredible amounts of time and spares me the frustration of being in the familiar situation, "I know it's on *one* of these disks, but *which* one?"

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Voyage to a hostile alien world to reclaim your home planet's ultimate source of power! Encounter 10 perilous landscapes on 100 screens. Gain energy, earn up to 8 extra weapons, battle over 50 monsters. Enhanced density disk.

CULTIVATION / CHROMATICS

Two brain-busting puzzlers on one disk!
CULTIVATION Strategically "cultivate" matching symbol-blocks, push together like singles in the proper order to make pairs & clear your choice of 100 screens on 10 levels.
CHROMATICS: Rotate the hues of blocks falling into a well to place 3 - 5 same-colored blocks together at the bottom; mesmerizing 3 - level Tetris - style contest.

OBLITROID

As the last Star Warrior of Xyros, you must track the evil Tindalos to his underground dungeon and engage in mortal combat! Find special weaponry to survive never-before-seen dangers on 4 Worlds comprising 140 screens. Manual features map and clues. Enhanced density disk.

TOBOT / BROS

Two invigorating arcade adventures for the price of one!
TOBOT: Using his versatile laser gun, our robot superhero must escape a spooky 50 - room castle!
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Order 3 or more *KE-SOFT* GAME titles Mixed ($14.50 & $10.50 items together) -- subtract $1.50 from the price of each ! Or collect 'em ALL -- get Complete Set of ALL 11 Original *KE-SOFT* GAMES described above for just $83 !

Great *KE-SOFT* GAMES *DEMO DISK* with playable sample screens -- FREE with any 2 GAME Disks, or $4.00 separately. *SI*'s Large & Spectacular NEW *ATARI 800/XL/XE/GS Public Domain CATALOG*, showcasing the BEST ATARI 8-Bit P-D in North America, is only $2.00, or FREE on request with any 2 *KE-SOFT* GAMES.

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Backups and Hard Copy

Finally, you should always back up anything that is really important to some other media. If you have a hard drive, back up to floppies using HardBack or some similar utility. If you use floppies exclusively, you may want to use one of the many file/disk compression utilities, such as Disk Communicator, Disk Masher, the SpartaDOS SCOPY.COM utility or a similar program.

These utilities basically take an image of a full diskette side and save it to a file on another disk. Several of these disk images can be saved to one disk, providing you with a backup source for important data and/or programs. If anything happens to your working copy, you simply Un-Mash, Un-DiskComm, or whatever, putting the disk image back onto a full disk side, thus restoring your important material.

Hard copy is another valuable means of backing up data, and it is also a valuable means of helping to organize your software library.

Several disk library utilities exist which let you create a disk file and/or hard copy (printed out on paper) catalogue of your software collection. Hard drive users who back up to floppies and keep a hard copy of important data as well, will probably almost never lose data.

In Sum

A well organized collection of clearly labeled disks is a must for serious use of your Atari. Even if you just play games on your Atari, a good system for organizing your files will make it easier for you to enjoy your computer's capabilities by making it easy for you to find what you want, when you want to find it.

I hope everyone will gain something from the suggestions in this article, whether it's better productivity, more enjoyment from your computer system, or just a better understanding of how filename extensions can make things simpler for computer users.

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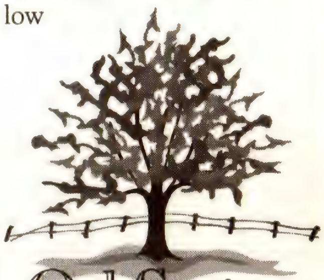

P.O. Box 16529
Bear Creek Postal Station,
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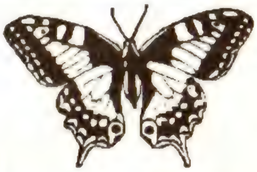
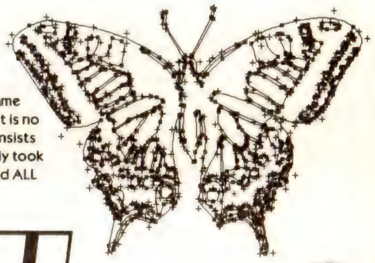
Canada
Phone (604)597-5775

OakSprings Software

This small butterfly is unremarkable. The others are a new species you can breed on your Atari computer.



To the left is a pixel-based .IMG picture. In other words, the picture is made up of dots. It's a 58k file. The image can't be enlarged much more than this without the ragged edges showing. (In fact, they're showing already.)



To the right is a snapshot of the same image after it has been vectored. It is no longer made up of dots. It now consists of lines and bézier curves. This only took a few minutes and Avant Vector did ALL the work for you.

Automatic vectoring has arrived.

Avant Vector is a cutting-edge graphics tool that's fast, easy to use and surprisingly versatile.

The large butterfly wing on the right is a vector image created by Avant Vector. Using "automatic tracing," a bit image graphic (the smaller butterfly) was converted to a vector graphic, resulting in the smooth output you see here.

Vector graphics have big advantages over bit image graphics - they make much smaller files, and they can be scaled to any size without losing resolution or looking blocky. And Avant Vector's tracing routines are highly sophisticated; in a recent review of 7 Mac, PC, and ST auto-tracing programs, Avant Vector was rated best of the bunch! This means there's less editing after tracing an image, and you get more work done in a shorter time.

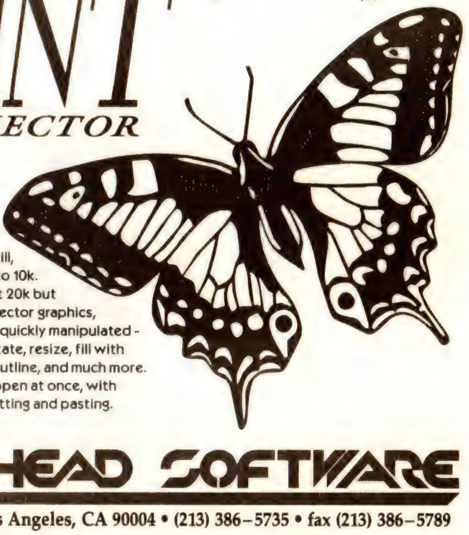
Avant Vector supports .PI3, .PC3, .IMG, .BLD, .PIC or .PAC formats. You can trace Mac, PC or Amiga graphics, in .TIF, .IMG or .IFF formats. The plotter version (Avant Plot) can also load and save HP plotter files.

No matter which DTP package you use, Avant Vector is a wonderful companion. It creates .CVG files for Outline, Calamus or Repro Studio. And .GEM files for use in programs that support GEM3 metafiles. Avant Plot allows EPS importing and exporting, and a full range of professional plotting, drawing and cutting options.

Since Avant Vector is a full featured vector graphics package, you can touch up any picture you've auto-traced, or draw pictures from scratch - with an intuitive, speedy interface you'll learn in a matter of minutes!

Call or write CodeHead Software for more information about Avant Vector (and its amazing cousin, Repro Studio). Special introductory pricing is available until December 31, 1991. Act now and save!

AVANT VECTOR



This is the .CVG vector version: it can now be enlarged or reduced at will, and the file size is down to 10k. The .GEM version is about 20k but otherwise identical. As vector graphics, the images are easily and quickly manipulated - you can stretch, skew, rotate, resize, fill with gray scale percentages, outline, and much more. Up to 7 windows can be open at once, with clipboard features for cutting and pasting.

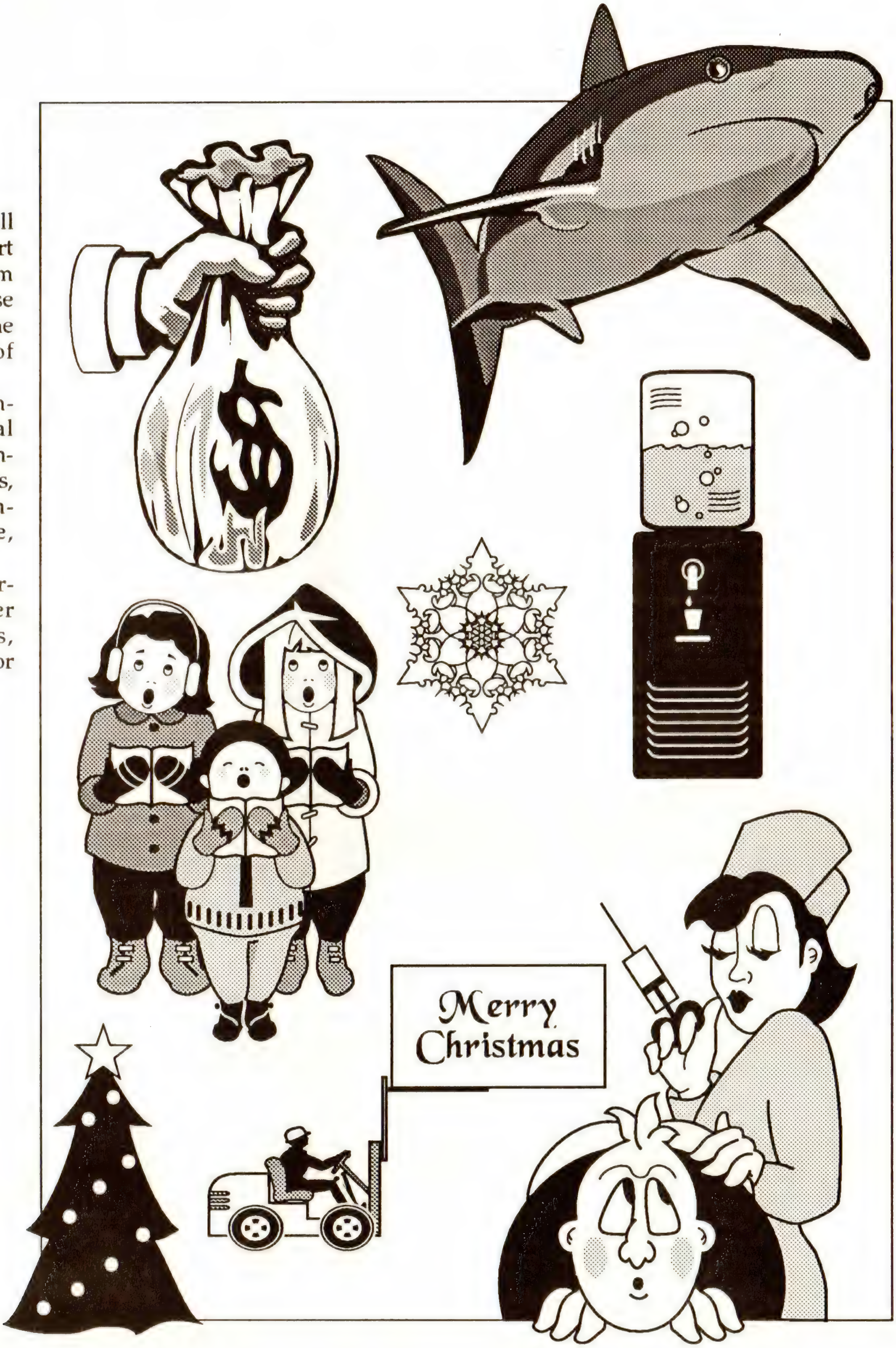
CODEHEAD SOFTWARE

P.O. Box 74090 • Los Angeles, CA 90004 • (213) 386–5735 • fax (213) 386–5789

These are just a small sample of the EPS clip art drawings available from Computer Safari. These are from Volume 1 of the Clipables collection of over 600 EPS images.

Volume 1 contains images placed into several categories. Categories include: Animals, Business, Dingbats, Display Banners, Famous People, Holidays and Humor.

Clipables can be purchased from Computer Safari, 606 W. Cross, Woodland, CA, 95659 or phone (916) 666-1813.



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MegaType is probably best know for their font conversion (FontVerter) and font creation (Font Designer) software.

The company is also an excellent source for superb quality fonts. Each MegaType Faces Font Pak will be a welcome addition to any DTPer's font collection.

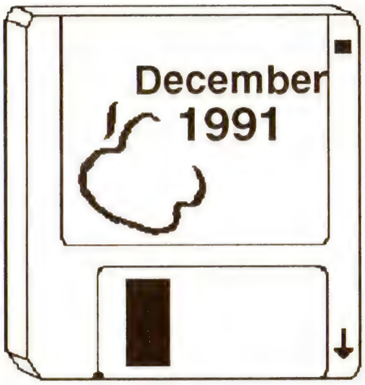
MegaType's Font Paks each contain Calamus, PageStream and Type 1 font formats on the same disk.

Fonts for Calamus are compatible with all versions up to and including 1.09N.

PageStream font versions include all files for compatibility with PageStream versions 1.8x or 2.1.

Adobe Type 1 format files come complete with font outlines, Adobe font metrics and metric files for Windows 3.0 with Type Manager (for use on an IBM with Windows or Corel Draw).

For more information or to order Faces Font Paks, contact MegaType, PO Box 645, South Bend, IN 46624, (219) 288–7468.



AIM Mac/Spectre Disk 🍎f the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting archives. Just double click to extract!

Here is a short description of the files contained on the December '91 Disk of the Month:

Acey-Ducey 1.01—A simple but fun card game in which you bet on whether or not your "down" card falls between to two "up" cards. BS Shareware's first Mac programming venture.

Alpha 4.01—Alpha is a powerful text editor particularly suited for program editing, but it can be used for any text editing/creation purposes. Alpha allows user-defined macros, user-defined external commands and a plethora of other handy text editing features.

AutoMenus 5.3—AutoMenus 5.3 is the latest and greatest version of this fantastic utility. AutoMenus can automatically pull your menus down as well as dismiss them.

Bart EPS—Two EPS graphics of Bart Simpson (that guy is everywhere!) for use with PICTuresque (elsewhere on this disk). Most DTP packages and some word processors can use EPS graphics. One of these graphics is a full figure drawing , while the other is the "classic" slingshot pose.

Conquest—A two to four player game in which the players attempt to gain control of a system of twenty planets through the use of force and strategy.

Escapade 1.3—Escapade is a control panel extension that allows you to use the keyboard to select buttons in dialog boxes. Shareware.

MF Menu+—MFMenu+ is an INIT that adds a MultiFinder Application Switching menu to the MF icon in the menu bar so you don't have to go to the bottom of the Apple menu on Macs not running System 7.

Mouse Odometer—Mouse Odometer is an application that, under MultiFinder, displays and continuously updates how far (in miles) you have moved your mouse. Includes an INIT that lets you use it without MultiFinder. Shareware.

PICTuresque—PICTuresque is a Desk Accessory that displays MacPaint, PICT and EPS graphics. It can also copy these formats to the clipboard as a PICT file. This is very handy for EPS-hostile word processors because all the EPS information in retained. Clean interface, good color support. Shareware by Tim Herzog.

ProWheel—A proportion (photo) wheel as a desk accessory! Available from within any application program like DTP and illustration programs. Versions for both Sys 7 and earlier are included. If you do a lot of graphics work. DTP or photographic resizing, this is a "must have." Shareware.

Text Mangler 1.2—Version 1.2 of the 'nonsense processor' which uses Markov chaining as described in Scientific American June 1989 and Jan. 1990. Input a text file and TextMangler will create new 'mangled' text based on a statistical analysis of the original. The results can be hilarious! Shareware.

TypeIt4Me 3.0—TypeIt4Me is a nifty INIT that essentially adds a glossary function to any and every program. You can even use it in modal dialog boxes. Just type in a 1 or 2 letter code and TypeIt4Me expands it up to a full paragraph! Great for writers! Requires System 4.1 or later.

Ultra 1.3—Ultra sorts plain text files (created on a Macintosh) by any position in the line. Great for sorting and resorting lists.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the Dec. '91 Mac/Spectre Disk and which format when ordering.

AIM

ST/Mega Disk of the Month

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the Dec. '91 disk. For complete docs, see the text files contained in most of these archives.

ALICE.APP—ALICE, Another LIttle C Editor, comes to us from Ralf Kaufmann in Germany. This easy to use editor supports multiple GEM windows, search/replace, cut/paste and mouse editing functions. Source code is available from the author.

FLEABYTE.APP—This package consists of two primary desk accessories, along with GFA Basic source code and libraries. "Fleabyte\DT" is a calculator that can handle basic math, uncertainties in data derived from measurements, chemical equations and more. "The Wormhole" permits rapid calculation of columns or rows of numbers (including tabulated data) directly in a word processor's window! Now, you can turn your word processor into a simple spreadsheet. Versions of The Wormhole calibrated for 1ST Word Plus and WordUp are included, as well as a calibration accessory. Programs submitted to AIM by the author, Henry K. van Eyken of Quebec, Canada.

HAYAIDEM.APP—Demo of the Hayai file backup program from Machine Specific Software. Hayai is specifically designed for speedy backups from one hard drive/partition to another and is of special interest to SyQuest owners.

The remaining programs on this disk were all submitted to AIM by the author, Andy Osborne in the UK. Many of these programs deal with Astrology and horoscopes. For a detailed list of Andy's many other PD and Shareware programs, see the PD_LIST file on this disk.

CHINESE.APP—This program gives you your Chinese animal horoscope, based on the animal symbol under which you were born. Low resolution color only. Written in STOS Basic. Runs on STEs, Megas and STs—not TT or Mega/STE compatible.

DOMINOES.APP—Fortune telling program using standard dominoes. You choose three dominoes and your fortune is revealed. Low resolution color only. Written in STOS Basic. Runs on STEs, Megas and STs—not TT or Mega STE compatible.

FORECAST.APP—Astrology forecasting program. Gives detailed three month at a time long range astrology forecasts of your future. Runs in ST medium or high resolution on all machines, including Mega/STE and TT.

HARMONIC.APP—Calculates Astrological charts and their Harmonics. Extremely useful for Astrologers; baffling for anyone else...! Runs in ST medium or high resolution on all machines, including Mega/STE and TT.

HORO_ACC.APP—Desk accessory that generates horoscopes based on your date, place and time of birth, etc. Works in ST medium or high resolution on all machines.

I_CHING.APP—From six throws of three coins, an I Ching hexagram and associated reading are given. Low resolution color only. Written in STOS Basic. Runs on STEs, Megas and STs—not TT or Mega STE compatible.

NAMEDROP.APP—Expandable database of over 1000 first names and their meanings. Ever wonder what your first name means and where it originated? Chances are, your name is already in this database! Runs in ST medium or high resolution on all machines.

PD_LIST.APP—Listing of the many PD, Shareware and Licenseware programs available from Andy Osborne.

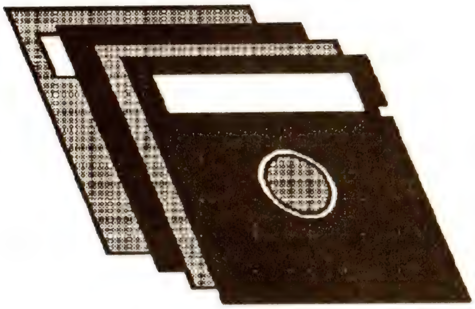
PLACES.APP—Expandable database of meanings of British placenames. Includes a 600-word dictionary of Anglo-Saxon, Gaelic, Norse and other elements, so any unknown towns can be tackled, with the meaning intelligently guessed at by the program.

RHYTHMS.APP—Based on your date of birth, this program calculates your Biorhythmic. Unlike most other Biorhythms programs, not only a graph is output, but also a chart and actual textual interpretation. Some compatability analysis is also included. This demo is limited to years up to and including 1991.

SETUP.APP—A small program that sits in the AUTO folder and reads the system date at boot up. If the date is less than 1-1-1991, another small Time/Date set program is executed.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the December '91 ST disk when ordering.

AIM
8-bit Disk of the Month
December 1991



Side 1 of the December '91 AIM 8-bit Disk of the Month was produced exclusively for ATARI Interface Magazine by *Software Infinity* and the Nittany ATARI Personal Computer Organization of State College, Pennsylvania.

Boot this side of the disk with BASIC to use the file loader/text viewer. Boot without BASIC to go directly to DOS.

NOTE: You cannot use the file loader to use the ARC files on this disk. You must unARC these files to another diskette using Super UnARC from Bob Puff. Super UnARC appeared on the April/May '91 AIM 8-bit Disk of the Month.

This side contains:

MENUPIC.BAS—Autoloads the SILOGO.PIC upon bootup.

SILOGO.PIC—The SOFTWARE INFINITY Picture-Logo, which autoruns MENU.

MENU— SI's custom MENU. Loads Binary and BASIC files, plus reads Documentation and Text files with onscreen prompts.

TIDIER3.ARC—TEXT TIDIER Version 3.2, by Greg Maguire of NAPCO. Strips word-processor editing commands from your downloaded or uploadable (AT)ASCII text files and much, much more—in record time!

KESDEM2B.ARC—Public Domain demos of four of KE-SOFT's NEW GAMES for the ATARI XL/XE—will whet your appetite for the Commercial versions! UnARC this file to a blank formatted disk!

TECHNO NINJA and **OBLITROID**—Six screen "snapshots," three from each game. Just sit back and enjoy these two "slide shows."

CULTIVATION demo—Use your joystick and trigger (hold down) to select and pull each block one at a time.

ZEBU-LAND Teaser—Utilize joystick and trigger to choose and move each brother separately, in turn.

Remember to briefly hold down the OPTION key on your XL/XE as you boot the UnARChived KE-SOFT DEMOS Disk you've created.

Consult *Software Infinity's* Advertisement in current or recent issues of AIM for additional background info on these four KE-SOFT GAMES.

Side 2 of the December '91 AIM 8-bit Disk of the Month contains:

AMIGAPIC.ARC—Demo of the capabilities of EscalPaint for the XL/XE. EscalPaint is a paint program that uses 256 colors out of 25456, supports joystick, KoalaPad, etc. and lots more. This ARC contains five sample EscalPaint pictures converted from the Amiga. UnARC to an empty floppy (this fills an entire SD disk!). Once unARCed, turn off your computer and reboot to start the demo. Press SELECT to move from picture to picture.

CARGOSHP.ARC—Jack's Cargoship is a Battleship type game in which you must sink the competition's fleet of ships carrying/protecting a DRAM shipment. Play against a friend or the computer, or let the computer play against itself! Features day, evening and night play. Written by Paul Alhart of the Atari Federation club and author of AIM's A-T-A-R-I columns. SAVEd BASIC, docs included.

DB20X.ARC—An external doors/outboard command file to add an online database to AtariLink BBS 2.0x. AtariLink was featured on the November '91 8-bit Disk.

SEARCHII.ARC—A flexible general purpose data base program that's very easy to use. Supports variable length records/fields, and several machine language subroutines provide quick search capabilities. SAVEd BASIC. Written by Paul Alhart.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the December '91 8-bit disk when ordering.

AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are $24 per year or $15 for six months. Dues for Subscribing membership are $15 per year domestic and $18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

AACE

ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President Richard M. Houser (505) 299-3977

General membership AACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are $20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

AUSTIN ATARI COMPUTER ENTHUSIASTS

AACE

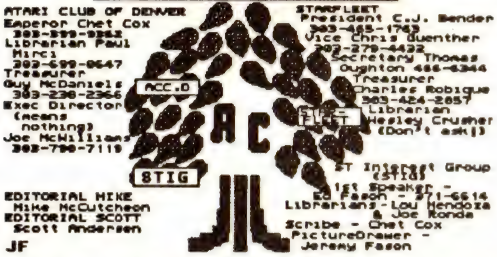
AACE, 305 Meadowcreek Dr., Round Rock, TX 78664

ACCT

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President David Micka (419) 729-1891
Disk Drive-Thru BBS (419) 885-3441

the Atari Clubs of Denver



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ST Interest Group (STIG)
1st Speaker -
Ed Fason - 371-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

ACCEPT

Atari Computer Club of El Paso, Texas

Membership to ACCEPT is $20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT, 245 Longhorn Crt, El Paso, TX 79907.

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCESS

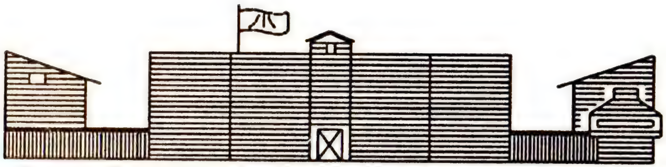
Atari Computer Club

Encompassing Suburban Sacramento

Bob Drews (916) 423-1573 President

ACCESS — The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662. Address: PO Box 1354, Sacramento, CA 95812

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.



Atari Computer Owners Resource Network
Fort Wayne, Indiana

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are $18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

ACORN
Atari Computer Owners of Rochester New York

The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

We operate the Dimension's End BBS at (716)436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is $18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 24920, Rochester, NY 14624.

President Don Allis (716)293-3415

ACUNET

Atari Computer Users Network

Salem, Oregon

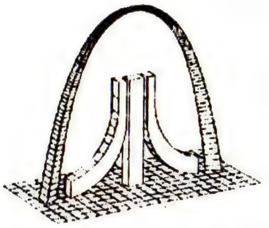
ACUNet is the Atari Computer Users Network in Salem, Oregon. Annual dues are $15 with an AIM subscription and $10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNet? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President Phil Rominger



ACE of St. Louis, PO Box 3508, St. Louis, MO 63143, phone (314) 644-7168.

President Dick Pederson

Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS: (408) 986-0215

Robert Kaczanowski President

Birmingham
Atari
Computer
Enthusiasts

Vice President Todd Price (205) 787-8208

Club dues are $15 for regular and $25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conferrence Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are $15.00 per year for an individual membership, $20.00 per year for a family membership, and $10.00 per year for an associate membership (an associate membership includes receiveing the monthly newsletter (AIM), but excludes the use of the library).

President Hal Nason (606)269-8989

General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman Mark Pierro (716) 691-7844

Backscater BBS, Access Code: BOAST (716) 646-1114

COOKEVILLE ATARI COMPUTER ENTHUSIASTS
Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President Dan Hale (615) 526-8002

CDACC
CENTRAL DELAWARE ATARI COMPUTER CLUB

Sec/Treas Tom Baldwin 302-678-9411

Central Connecticut Computer Club

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol,Ct. 06010.

Dues are $25 per year,$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

CDACE
Capital District ATARI Computer Enthusiasts

The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at $2 while the XE library continues to remain free to all members.

Dues are currently $20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter.

President Bob Thompson 518-439-5356

C.O.A.C.
Central Oregon Atari Club
Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President Bob Stiles (503)389-5206
Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are $20/Yr for new members, $17/Yr for renewals. $1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.

CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in GRAG is open to anyone. Dues are $15 a year and entitle you to a subscription to Atari Interface magazine, as well as discounted prices on CRAG's Public Domain/Shareware library disks. Library disks are double sided. Cost per dis is $2.50 for members, $4 for non-members. For more information call:
Jeff Coe (219) 663-5117

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy President
CUSTUG PO BOX 3442 Champaign, IL 61826-3442

Cuyahoga Valley Atari Computer Club
C.V.A.C.C.
ATARI®

The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

Dues are $20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

President Don Crano (216) 376-7618

Eastside Atari Users Group

The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton Il. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership $18 per year. Member of the Midwest Atari Regional Council, MARC.

Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, Il. Call 618-465-0342 for EAUG information.

FACCS

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the $15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President Tim Osborne (509) 624-1917

F.L.A.G.

Fort Leavenworth Atari User's Group

KANSAS

President's Message

President Jeff Yoe (913) 682-2883

FRACUS
Fresno Regional Atari Computer User Support

President Tom Hancock (209) 885-2817

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Moble Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently $20 annually or $5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter.

GRASS

GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra President (616)249-9742

G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are $24 per year (Our year begins in September.) and is pro-rated at $2 per month for new members the first year. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President Carl Neblett (409)755-6535
BBS Number (409)722-6526

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056
President: Bill Kithas 713-855-0815

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are $24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of AtariUser are available at the meetings.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop Mike Hopkins 783-1423

KAUG

Kent Atari User's Group

The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Villiage Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are $20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are $4.00 (Canadian) for the ST and $3.00 for the 8-Bit. Non members, add $1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"

Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515. The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.

Mike Mormando	President	(801)731-1516

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. 8-Bit disks are $3 each, and ST disks are $4 each. If you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 to: MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115.

MID-OHIO ATARI USER GROUP

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 43 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with the newsletter optional. Use of the club library is free to all paid members.

NASAC
NORTHMONT Area Systems of ATARI Computers

Northmont Area Systems of Atari Computers, NASAc

Terry Browne	President

N.A.U.G.
Nashville Atari User's Group

Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are $24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
The Nashville Exchange		(615) 383-0727

O-ACEs

OACSIS covers BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.) Call 592-5427, for more info on O-ACEs!

PAC

Portland Atari Club PO Box 1692, Beaverton, OR 97005

President	David Hunt	286-6276
BBS	ACE of America	285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058

Membership to PACE is $30 ST and $20 8bit per year or $9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx, Az. from 10 to 12pm in room #101.

Treasurer Wayne Myers (602)264-5737

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President: Rick Reaser, 380-8082

RACC

ROCKFORD ATARI COMPUTER CLUB

Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an meeting place. It is located off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are $12 for basic membership and $15 for membership and newsletter (subscription to AIM!).

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President Rick Burton (605)-642-5353

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS

Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President Lewis Midyette 828-4319

S.A.G.E.

SPECTRUM ATARI GROUP of ERIE

SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724

SALSA

ST Atari League of San Antonio (SALSA), P.O. Box 18731, San Antonio, TX 78218. SALSA is a users group for 16 bit Atari users. Meetings are held on the second Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, TX, from 7 to 10PM. Membership dues are $20 per year and members receive AIM as well as the option of recieving the clubs newsletter. A one year membership is $15 and includes the clubs newsletter. A subscribing membership is available to those not able to attend meetings and includes the clubs newsletter and all discounts available to normal members. A monthly Disk of the Month is available at each meeting for $2.

President: Kyle Miller 512-945-9469

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

SCAT general meetings are held on the first Saturday of each month at 10AM, unless otherwize indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and butterfield Roads, Glen Ellyn, IL.

Membership dues are $20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
BBS	24hrs, 300-2400 68MB	(619)689-815

SEV AC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President Marc Dyer (602) 897-0314

SPACE

SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third monday of the month at the Camp Hill Mall Community Room. The doors open at 7:00 and the meeting begins at 7:30. Dues are $15.00 per year and includes a subscription to AIM and SPACE Probes, our official newsletter.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SST

Sacramento ST User Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are $24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for an extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-8320
ST-KEEP BBS	(916)331-6153	(916)729-2968

STAG
Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The Saginaw/Tri-City Atari User Group meets the second Saturday of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are November 16th and December 14th 1991.

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

President	Bryant LaFreniere	(517)835-2234

STANCE

President	Claudette Tischler	226-5644

Membership dues $12 per Year with a one time sign up fee of $13. STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

ST☆R
ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are $30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

President	Rick Ostapower	404-487-4845

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

President	Madelon Wilson	(203) 735-6711
15 John St., Ansonia, CT 06401		
ST.A.R.R. BBS		(203) 421-4861

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are $20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT.

STUN

The ST Users Network — supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
STUN's BBS "The Bolt"		(801)968-3921

Make your Atari FAST!

WARP 16 FAST!

The WARP 16 accelerator + cache board contains a high speed 68000 CPU that replaces the slower 68000 CPU currently used in your Atari.

By taking advantage of the large amount of high speed cache ram on the WARP 16 board this CPU is able to run programs at twice the speed of an unmodified Atari.

Routine tasks such as spellchecking, spreadsheet calculations, screen redrawing, and laser printing take a fraction of the time they used to.

No longer are you frustrated by waiting for your computer.

WARP 16's custom logic allows caching of both reads and writes AND caching of both "byte" and "word" memory accesses.

What does all this mean?

Your Atari moves FAST! WARP 16 FAST!

Features:
- 16MHz CPU accelerator with cache for all Atari ST/MEGA computers.
- 80K of high speed static ram. Organized as 16K cache-tag ram + 64K cache ram.
- FOUR TIMES MORE cache ram than any other Atari accelerator on the market.
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- For use with Atari ST, MEGA, and STACY computers.
- STE version available soon.
- Don't settle for other upgrades that offer tiny amounts of cache ram, or offer compatibility with 80% of existing software.
- WARP 16 offers a full 64K cache + 100 percent software compatibility.
- Dealer inquiries welcome.
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Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are $12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

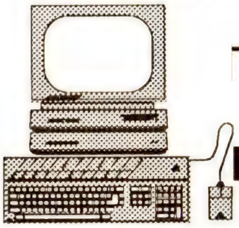
President	Gary Klugman	(408) 758-4894
BitStream BBS		(408) 449-2150

SWAG

Southwest Washington Atari Group

The Southwest Washington Atari Group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. Annual dues are $12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
The Bear Cavern BBS	(206) 574-1146



THUNDER BAY ATARI ST ENTHUSIASTS

Yearly membership fee of $25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

TACE

TINKER ACE OF OKLAHOMA

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 16564 SE 18th, Choctaw, OK 73020 or at the TACE BBS (405) 366-1977. ST & 8bit support. Dues: Full - $15, Correspondence - $7. Dues are prorated with renewal each July.

President	Ron Hamilton	(405) 387-5649

TEAC

TEAC

The Educator's Atari Club

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

WACO

WESTMORELAND ATARI COMPUTER ORGANIZATION

Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

The $20 annual membership ($24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter.

WAUG!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 971-8576 or by BBS at Molin's Den at (313) 451-0524.

WAUG

Windsor Atari Users' Group

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are $25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exSTracts'.

President	Brian Cassidy	(519) 966 0305

WNY UG

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
The Wizard's Attic BBS		681-1654

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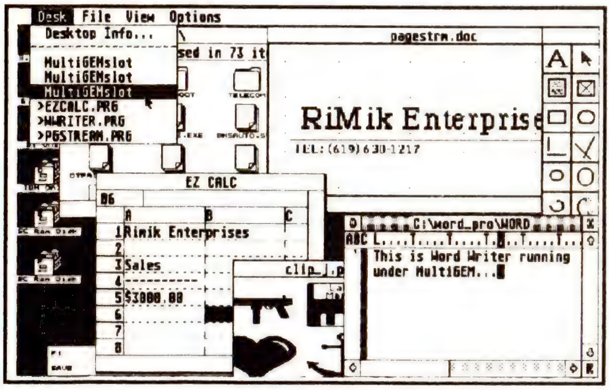
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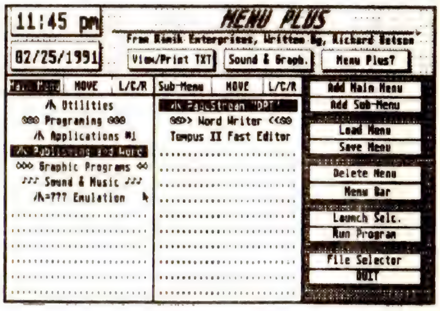
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/\ PageStream "DPT"
>> Word Writer <<
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Add Sub-Menu
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Run Program
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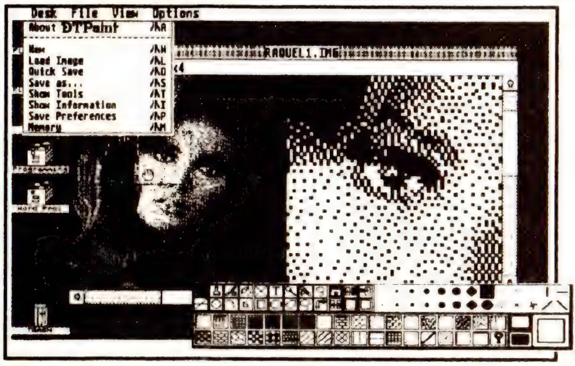
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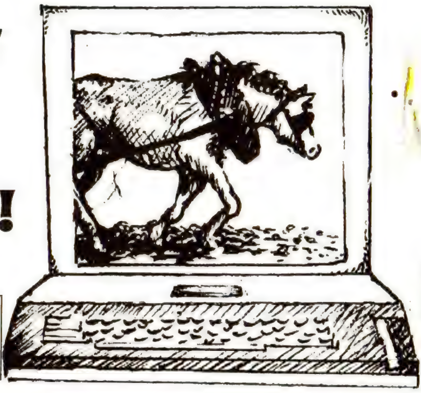

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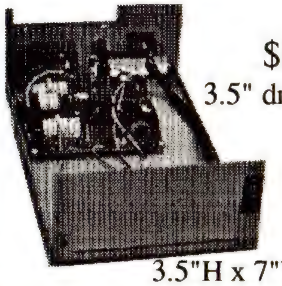

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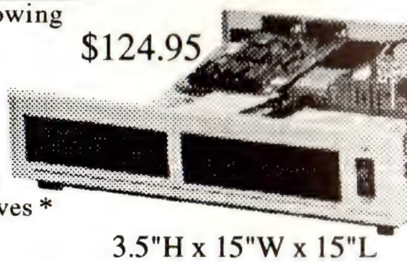

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Zoom 9600 w/V.42bis- **$429**

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Atari SF314 - $139
Drive extension cable 6 ft - $13.95

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Adspeed STE- $249
Blitz cable w/software **- $46.95**
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D.E.K.A. interface- $95
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Flat Bed Scanner - $799
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ICD Advantage Plus w/clock - $93.77
ICD Advantage (no clock) - $83.77
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ICD Advantage Micro (Mega's) - $77
Lantech Local Area Network- $299
Mega Touch Springs - $9.49

MISC. ITEMS

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Monitor Stand (adjustable) **- $14**
Monitor Stand w/power switches **- $45.95**
Mouse Master - $26 Mouse mats - $5
Mouse (Atari) - $48
Mouse (Golden Image) - $37
Mousestick (Gravis)- $65
Multisynch Monitor (Acer) **- $439**
Omniswitch - $79
Panasonic KPX-1124 24pin - $299
PC Speed- $199
AT Speed(16MHZ version)**- $369**
Speed Bridge (Mega or STE) - $65
Spectre GCR(cart)**- $215**
Printer or Modem Cable - $7
Star NX1001 9pin printer **- $160**
Star NX-2420 24pin printer **- $279**
ST/time (under rom clock) **- $43**
Supercharger W/1Meg - $419
Supercharger Power Supply - $26.95
Synchro Express - $79
TC Power (software for IBM emulators) **- $39.95**
Trackball(Kraft)**- $59**
Turbo16 Accelerator - $257
Tweety Board - $27
Universal Printer Stand - $13
Vidi ST - $124.95 Vidi-Chrome ST - $34.95
Z-Keys (use IBM keyboard) **- $96.95**

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ATARI

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to get a lot more!

Volume 4

ATARI INTERFACE

Your Connection to the User Community

Jan. 1992

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ATARI INTERFACE

Your Connection to the Atari Users Community

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William Rayl / Patricia Snyder-Rayl

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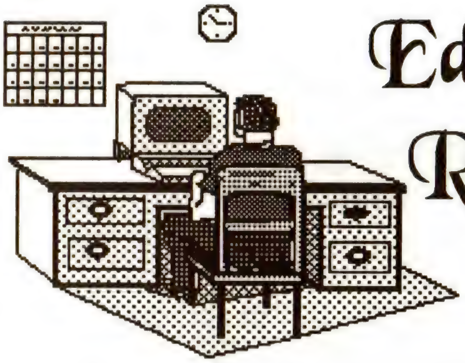

Editorial Ramblings

Happy New Year!

Our hopes go out to everyone for a pleasant and prosperous New Year. We hope the holiday season was a safe and happy one. Thank you to everyone who's supported AIM over the past year.

The end of one year and the start of another would be a good time to send in that Shareware contribution to your favorite Shareware author(s). Remember, supporting them supports your Atari computer. Your hardware investment is worthless without software to run on it. Shareware authors ask for payments of only fractions of what this software would cost if marketed commercially.

Because of an overwhelming amount of submissions for this issue (and a lack of time because of the Chicago Show), we've postponed for an issue or two reviews of several DTP-related packages. Look for our report on the Chicago ComputerFest by Atari in the February issue along with reviews of several Gribnif packages.

The Chicago Show was the last Atari show for the year, but there are rumors of a show in the spring in Toronto, Ontario, Canada. The turnout at Chicago was very good—about 2,400. LCACE's Mike Brown and Atari's Bob Brodie and Bill Rehbock did an excellent job with this show. Hopefully, the fine job done by Atari and LCACE will encourage more combined efforts in the future.

With the start of a new year, many readers' subscriptions may be expiring. Please check your mailing label. If there is a two or three on it, you're about to expire. Remember that the post office doesn't automatically forward third class mail. This means, if you move, the post office will throw your issues away unless you fill out a form saying you'll pay to have your 3rd class mail forwarded *or* you notify us *before* the next issue gets sent to you. We can't be responsible for missed issues due to a change of address.

Bill & Pattie Rayl

From The Reader's Viewpoint

Dear Editors,

There are a couple of fascinating articles in the November AIM. One was Chuck Steinman's proposed new 8-bit motherboards. He makes them sound darn good.

It might have helped if he had included some parameters to the numbers included in his comparison table on page 27. Looking at it as is, I instinctively drew the conclusion that whatever a 65816 was, the 68000 was four times better because the 65816 rated only a 2 on some test while the 68000 rated an 8. If he'd mentioned these numbers were units of time, then I would have read the chart correctly. It does amaze me that an 8-bit chip might run faster than a 16-bit chip.

It's surprising in this day and age to see someone involved with a homebrew computer. There are so many ready-to-run boxes around, it hardly seems worth the bother to design, the cost to build or all the software to write. I have heard of one other homebrew computer. It's in Australia. It's called the Appliz, based on the 68000 chip.

I have no idea what that computer is like—certainly short on software. But, it does make me wonder what could be done differently to the ST to make it an optimized 68000 platform.

Looking at the STEs and Mega/STEs that Atari has introduced in the past year, I'm struck more by how little has been changed to those machines.

A switch to SIMMs and improved color and sound doesn't really amount to much. The Mega/STE with 16 MHz clock and built-in LAN port is more of an improvement.

What Atari really needs is a redesign of ther MMU to break through the current 4Meg limit on RAM. In today's world of high-end applications, 4 megs is nothing. Even the TT's 8Meg of RAM is not much when one is working on video or computer graphics or animations.

An MMU that would allow the 68000 to address all the memory locations possibly combined with a switch to faster 16 or 20 MHz CPUs would allow Atari to bring to market a machine big enough for today's business needs while using the more affordable 68000 chip. A 16Meg ST with 20 MHz chip and TOS 2.0x—now *that* would have made for an Enhanced ST!

The other interesting article was David Plotkin's, where he mentions that the developers of the Video Toaster have taken to packaging their product with an Amiga in a case without the Amiga logo.

It's sad that even Amiga suffers the Brand Name resistance problem Atari does. Though, curiously, I get a smug feeling about this. For all Amiga's apparent distancing of Atari as the alternative-alternative computer, they're still in the same hole as Atari.

But this brings to mind something I saw once for the Amiga—a box that sort of engulfed their bottom line model 500 and converted it to an Amiga 2000. I'm not at all sure what was in that box, but undoubtedly it included a hard drive, maybe a second floppy drive and an expansion port for the IBM emulator.

I can see where are Mega converted box for the ST would be pretty handy too. Dave Small's MegaTalk board apparently won't fit inside an ST, nor will his SST replacement motherboard. And, there are a lot of new video cards out, but the ST has no expansion slot for them.

A case that could combine a hard drive, possibly a second floppy and six or eight expansion slots—say four PC, two VME and two Mega standard—would clear away the clutter of external drives, external modems and external PC emulators. This would be a boon to those of us who don't have a lot of desk space to begin with, but also would grant the ST the kind of flexibility and expandability it needs if it wants to avoid joining the Sinclair in your closet of useless computers.

Regards,
Brian Earl Brown
Detroit, MI

[Editors: The numbers presented by Chuck Stienman for the 65816/68000 comparison were actually clock cycles, which can be referred to as "units of time" for simplicity. The 65816 is actually an 8MHz 16-Bit chip that has a 6502-compatible mode.

As for memory, Atari currently has a 16Meg TT RAM upgrade board, and GESoft sells TT RAM boards allowing up to 42 Megs of addressable ST and TT RAM. The TT is definately not limited to 8Megs.

Finally, on the subject of new cases, there are already a number of options available. Tech-Specialities of Houston, TX sells a tower case designed to hold both an ST and IBM motherboard, with peripheral sharing possible.

For more details, please see the Tech-Specialities ad located in this issue, or call them at (713) 691-7009. Tech-Specialities has a very extensive product catalog. This may be requested by writing 909 W. Crosstimbers St, Houston, TX 77022.

A company in the UK called The Atari Workshop had a tower case available for the ST as long as a year ago. Called the Tower Power, this case could hold an ST motherboard, up to three floppy or hard drives and more. The Atari Workshop, Units 2&19, Sumner Workshops, Sumner Rd, London, SE15 6LA, 071-708-5755.]

ATARI BULLETIN BOARD

Lots of news to cover this month, and on a tight schedule, too! The Chicago Computerfest by Atari has just ended with a respectable attendance figure of 2,300. There was a lot to see at the show. Look for a full show report next issue.

Atari's presence at the show was spectacular. Bob Brodie and Bill Rehbock, along with the 20+ other employees from Atari US and Canada, should be highly commended for their efforts. (We'll try to get all their names into the show report!)

This month's Bulletin Board will focus on the new product announcements/shipments from Atari Corp. There just isn't enough time to detail all the news from developers, so we'll have to save that for next issue.

STe Bundles!

Just in time for the holiday season, Atari has released a couple of system packages. The Discovery Xtra bundle includes a 520STe; SC1224 color monitor; a "Starter Pack" consisting of NeoChrome, a BASIC language and a system tutorial program; and four games including the best selling SimCity, Final Flight, Nine Lives and Escotre. In all, the package would cost around $1,000 if purchased individually, but Atari's retail price is around $600!

The new Family Curriculum bundle includes 1040STe, color monitor, and a variety of "modules"—Play and Learn module and Junior High (educational software), Computing module (word processor, spreadsheet and database) and Family Activity module (paint program, BASIC language and music software).

Total retail for the individual software packages and system is well over $1200. The package from Atari has a suggested retail of under $700.

Lynx Deluxe Pack

The new Lynx II Deluxe package was also available at the Chicago show, at a suggested list price of $149. The package is, basically, the same as the original package, with California Games, ComLynx cable and power adapter. The only addition is a Lynx carrying pouch. Purchasing all these items separately would cost around $170.

STBook

Shipment of the STBook notebook-size ST is expected in late January or early February '92. One of us (Bill) had the opportunity to "play around" with the STBook at the Chicago show.

Look for a "preview and first impressions" article to accompany the show report next issue. Suggested retail is $1,995.

ABC 386 Computers

Atari has begun shipping their new IBM compatible 386 line of computers. The ABC 386SXII is a 20MHz 80386SX-based system with 1 MB (expandable to 8 MB) of RAM, 40 MB hard drive, SuperVGA 800x 600 video adapter and two 8-bit and four 16-bit ISA expansion slots. Suggested retail is $1,195.

The top-of-the-line ABC 386 DXII uses a 40MHz Am386 processor (from Advanced Micro Devices), 2 MB of RAM (expandable to 64 MB), 80 MB hard drive, 64K cache RAM (expandable to 256K), SuperVGA 1024x768 video adapter and eight 16-bit and one 32-bit expansion slots. Suggested retail is $1,995.

Both desktop 386 machines come with 3.5" 1.44MB floppy, 101-key enhanced AT-style keyboard, one parallel and two serial ports, a game/joystick port, MS-DOS 5.0 and Microsoft Windows 3.0.

To fill out the new PC line, there's the ABCN3865SX (also called the PCBook), a notebook size 20MHz machine with 1 MB of RAM (expandable to 5 MB), 3.5" 1.44 MB floppy and optional 60 MB hard drive. The system has a suggested retail price of $2,895.

For more details on these computers, contact Bill Rehbock of Atari Computer Corp. at (408) 745-2082 voice or (408) 745-2083 FAX.

UNIX

The Atari System V (ASV) Developer's Kit has begun shipping to developers in Alpha test form. Atari's implementation of UNIX is based on System V Release 4.0. The interface is based on XWindows 11.4 and OSF/Motif 1.1.2. The UNIX package includes XFaceMaker 2, WISh2 Desktop Manager, GNU C and C++ compilers, GNU gdb debugger, AT&T System V sdb debugger and a networking package.

Included in the developer's kit documentation are user guides for WISh2, Wx2 and XFaceMaker, Atari's System V Developer's Guide and the Atari Style Guide, an enhancement to the Motif style.

The TT030 ASV workstation requires a minimum of 8 MB of RAM, a 213 MB hard drive and TTM195 19" monochrome monitor. The full developer's kit comes with TT030 with MC68882 math coprocessor, 2 MB ST RAM and 16 MB TT Fast RAM, a 3-button mouse, TTM195 and choice of 200 or 340 MB hard drive.

For additional details, contact Art Pruzynski, Atari's System V Marketing Manager, at (408) 745-2172 voice or (408) 745-2088 FAX.

ST/STE/TT Docs

According to UK sources on Usenet, Atari UK has released Atari's ST/STE/TT Developer documentation in the form of four books, now available for purchase by the general public.

Book 1, *Programming Guides GEMDOS/BIOS and General Programming,* contains 238 pages at a price of £29.99.

The book includes the GEMDOS Reference Manual, pexec Cookbook, Hitchiker's Guide to the BIOS, AHDI, Still Another Line A Document (SALAD), Intelligent Keyboard Protocol, CHKDSK3 docs, and MIDI Associate Address Sheet.

Book 2, *Programming Guides—New Machines,* is 184 pages including the Rainbow TOS Release Notes, STE Developer's Addendum, STE TOS Release Notes, TT030 TOS Release Notes, TT030 Hardware Reference Manual, and VME Expansion for TT and MEga STe.

The book includes two disks of utilities, examples, XControl extensible control panel and docs for £29.99.

Book 3 is actually a combination of two books: *Programming Guides—GEM VDI* and *Programming Guides—GEM AES*. The combined set is 514 pages and costs £49.99.

The last book is called *Hardware and Chip Specs* (228 pages, £29.99) and contains engineering hardware specs for ACSI, MC6850, 68901, ay3-8910, wd1770, Blitter chip, monitors and cartridge port. Schematics are included. Books 1-3 are available as a set for £99.99. For more details, contact:

Atari UK Software Support
Atari, Atari House
Railway Terrace
Slough, BERKS
United Kingdom SL2 5BZ
Telephone: 0753 533344.

MetaDOS Release

Atari has decided not to release their CDAR-505 CD-ROM drive since users can currently buy the same drive (a Chinon CDX451) at a cheaper price than Atari could deliver, according to Bill Rehbock. Instead, Atari is releasing MetaDOS, Atari's CD-ROM driver software, to the general public as Freeware.

Using MetaDOS, any Atari owner could purchase their own CD-ROM drive and connect it to the TT's SCSI port or to any ST via an ICD host adaptor (call ICD for details on CD-ROM drives being supported by their software).

With Chinon CDX451 drives selling at under $400 from a number of sources, these drives are well within the price range of many users.

FSM GDOS

As of mid-December, FSM GDOS should be available from your local dealer at a suggested retail of $59.95. FSM GDOS supports scalable fonts, rotation of fonts and lots more. Best of all, FSM GDOS is *much* faster than Atari's original GDOS.

A number of fonts are included in the package, as are printer drivers for:

DeskJet 500, HP LaserJet, HP PaintJet, Epson FX80, Star NB15 and NX1000, NEC P-series, Okidata 120, Atari SLM804/605 and SMM804, and Canon BubbleJet.

Santa Says: Stuff your stockings with clip-art from ESG! Spruce up next year's flyers and newsletters ordering IMG or vector clip-art! Now is the time to buy! IMG disks are only $4.00 each, IMG Volumes $15.00! Vector clip-art comes in CVG (Calamus), GEM/3 and ascii-EPS formats (EPS files require Postscript printer), and start as low as $15.00. To learn more about ESG's clip-art, write and ask for the free catalog, which describes each of the over 200 IMG disks and over 35 IMG volumes.

Electronic Spinster Graphics
PO Box 1517, Lawrence, KS 66044

Right on Target

David Plotkin
Contributing Editor

> **So maybe, just maybe, selling Ataris mail-order is a good idea. Of course, the places that sell the machines would need to be able to answer questions...**

Every month, I get a magazine called "Computer Shopper." It is huge—usually over 1.5 inches thick. It contains very little in the way of editorial, though what there is is usually of pretty high quality. So what do they fill the rest of this massive magazine with? In short, advertisements.

You see, Computer Shopper is a magazine dedicated to the mail-order market for computers and computer accessories. In its pages, you can buy everything from fully configured 486 computers, hard drives, monitors and printers down to cables, plugs and memory chips. There are literally hundreds of advertisers who appear in the pages of Computer Shopper month after month.

How Is This Possible?

What you have to ask yourself is how do they do it? How can companies sell so much stuff that it pays them to advertise every month? Especially when you consider that the prices charged are considerably below what you'd pay in a retail store. The answer, of course, is the large size of the PC and Mac markets (the bulk of the ads are for equipment to service these two markets).

Mail order has always been cheaper than buying in a retail store, which has produced some hard times for computer stores. For one thing, mail order operations don't need to support expensive store fronts with salaried salespeople, and all the overhead that goes with that. They tend to be warehouse operations with a lot of phone lines, where most of the employees need only have enough skill and training to take orders.

There should, of course, be people around who can answer technical questions about the merchandise, but there isn't always. Further, prices can be cheaper because, if you do business with an out-of-state firm, you do not need to pay sales tax. You *do* pay shipping, but often that ends up being less than sales tax, especially in states like California (where I live).

Give and Take

What you trade away for those lower prices is some of your security. You can't walk in and try the merchandise, and you can't bring it back and trade it in if it's defective. If there is something wrong, you must call the mail order firm, ship the equipment back to them (often at your cost) and wait until the new equipment is shipped back to you.

Of course, there is no guarantee that a store you do business with will have a replacement in stock—in these days of small inventories, they often have to order a replacement themselves, leaving you in the same predicament.

And, of course, it's not always easy to get questions answered or repairs done when the firm is many states away. Finally, a small percentage of mail-order firms are crooked—they take your money and disappear before any goods are delivered (which is why it is best to use a credit card when buying mail order).

Atari and Mail Order

You *can* buy third party equipment and software for Atari computers via mail order. It used to be that you could buy Atari equipment mail order. Then Atari cracked down to try and protect their shrinking network of dealers.

While the lack of mail-order Atari equipment did little to protect the dealers, it did make that equipment harder to get (many locations don't have a dealer within a reasonable distance) and more expensive.

As Atari equipment fades ever further from the mainstream, you have to ask yourself if a massive mail-order setup might not be their last hope. It has the possibility to move a lot of machines (provided that Atari can build the machines, something I'm still not clear on) by making them cheaper and easier to find.

There is a precedence for fairly sizable computer companies making their wares available exclusively by mail-order. A whole host of PC companies, including such notables as Dell, Northgate and Austin are only available mail-order. They have well-staffed phone lines with knowledgeable people, and even manage to provide fast turnaround on their servicing.

Some companies contract with service companies such as GE or Honeywell so that if something goes wrong, a serviceman shows up on your doorstep, or you can take the machine to a nearby service center. Servicing your computer becomes as commonplace as servicing your washing machine or TV.

One of the pluses for Atari allowing its computers to be sold mail-order is that their dealers could become mail-order suppliers, delivering machines and competing in markets far-removed from their storefronts. The need to advertise would bring in more business for the (also shrinking) Atari magazine market. Purchasers of computers need disk drives, software, hard drives, printers, monitors and accessories, so a considerable amount of additional advertising would appear to get the word out.

Bringing Good Things to Life

Atari is negotiating with GE to have them service Atari computers. This would be a good thing on its own, and would give a real boost to the notion of mail-order Atari computers. All but the smallest towns have a GE service center nearby. My own company has their PCs serviced by GE, and the service is fast, efficient and professional. They always seem to have the right parts—these guys really know what they are doing. If an Atari computer could be serviced that efficiently, one of the major obstacles to purchasing one would be removed.

So maybe, just maybe, selling Ataris mail-order is a good idea. Of course, the places that sell the machines would need to be able to answer questions and set up service calls, just as the PC mail-order houses do.

I've said this before and I'll say it again: Atari needs to get more machines sold and build their user base, or 1992 may be the end of it.

Atari's most powerful advertising has been their users, who are loyal almost to the point of being fanatical. As this group grows smaller, their ability to influence others also shrinks—starting a spiral that spins itself into nothing. On the other hand, an expanding user base spirals ever upward, drawing more and more people into its orbit.

Now *there's* a happy thought. See you next month.

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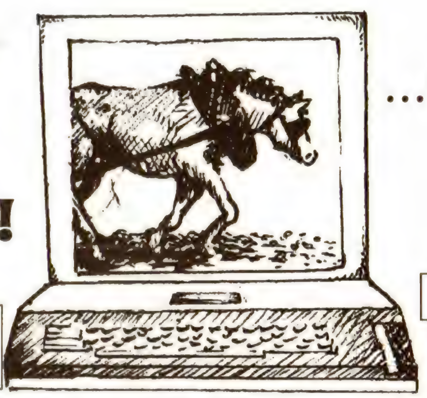

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Eight Bits of Atari History, Part 4 or The Way It Might Have Been

Ed Hall
Contributing Editor

In this installment, we'll look at Atari's performance in the video game marketplace.

Atari Still Video Game King!

The appearance of IBM's PC in 1981 may have validated the personal computer to corporate America, but it also marked the beginning of fresh turmoil.

The firm which stood to lose the most because of IBM was Apple, for both companies had set their sights on the high-end market and the business world. It did not take long for IBM to overtake Apple's lead. By the end of 1983, Big Blue commanded about one-third of the market and had displaced Apple as the industry leader.

The year had begun well for Apple with John Sculley coming from Pepsi to replace Mike Scott, who had left in 1981. The Lisa and the Apple //e were both introduced that year. For a while, Apple's stock soared.

Then, just as was happening with videogames, the entire market began to sour. There was a recession on. Also, people were becoming fed-up with the glut of lousy games cranked out by greedy companies, and people were confused by the hyperbole spouted by competing computer brands.

The industry needed a cooling-out period, and the consumer waited for the marketplace to settle down, for the options to become a bit clearer.

Though Apple did $983 million in sales for 1983, it also suffered its first quarterly drop in profits, and its stock fell from a high of $63 to a low of $17. When the Lisa failed to crack the office market, it became clear that Apple's future rested with the Macintosh, even though Apple II sales remained surprisingly strong.

But, after a glitzy launch in 1984 and strong early sales, the Mac stalled. Many observers credit the leadership of John Sculley with keeping the company from going under.

A power struggle developed between Sculley and the increasingly erratic Jobs. It came to a head in 1985, which was to prove the most difficult year of all in Apple's history.

Woz left the company in disgust and sold all his stock. Other key people began to leave the company as well, including Burrell Smith, the principal designer of the Mac, burnt out by Apple politics and 100-hour work weeks.

Finally, things came to a head between Sculley and Jobs, and Jobs was removed from his position as chairman. Stung to the quick, he resigned. Twelve hundred people were laid off. Morale was very low.

Atari's Troubles

Atari began to unravel a year earlier than Apple. At the time, it was at the peak of its fortunes, with over 10,000 employees worldwide and some 70 buildings in Silicon Valley.

Revenue in 1982 was its highest ever—$2 billion—but just before the year ended, Warner announced its earnings for the last quarter would not be as high as originally predicted, due to a slump in the videogame market. Immediately, Warner stock lost a third of its value.

In 1983, Atari suffered staggering losses—$450 million. It laid off 1,700 people and accepted the resignation of Kassar, who was under investigation by the Securities and Exchange Commission for insider trading.

Warner replaced Kassar with James Morgan, a VP from Phillip Morris, a tobacco company. Morgan continued trimming operations, but he couldn't staunch the bleeding quickly enough. Warner Communications had already become the second biggest corporate loser after Chrysler, and it had to get rid of Atari fast. That's when Jack Tramiel arrived in 1984. At last, Atari was back in the hands of someone who knew the business.

Tramiel slashed Atari's bloated corporate structure until only a single building remained, and he concentrated the company's resources on developing the ST computers. This meant abandoning the videogame market, of which Atari still controlled seventy-five percent in 1984.

Tramiel shelved the 7800 game system, which had been unveiled just two months before he took over the company. Though its CPU was the aging 6502, the machine employed a new graphics chip dubbed Maria, which was Atari's first departure from the venerable player-missile system. The result was state-of-the-art graphics. Had the 7800 been released as planned in 1984, Atari might have maintained its market lead. By the time they realized videogames were still a viable product, it was too late.

In 1986, Atari re-introduced the 7800 and brought out the 2600 (VCS) in a new case. In 1987, the XE Game System was released—which was the 65XE computer in a new case—and offered its customers recycled software that was as much as five years old.

These are not the moves that a company makes when trying to corner a market. They are what a company does when trying to pick up crumbs at someone else's dinner table. However, part of Tramiel's business philosophy is that it's often better not to be first into a market, because then you can capitalize on the mistakes of others.

In 1989, Atari made a strong move in the video game market by acquiring the Lynx, a handheld game machine which had been developed by a software company named Epyx. By then, the lead of Nintendo and Sega seemed almost insurmountable. Astonishly, Atari was no longer videogame king. Ironically, its computers continued to suffer from the image of "game machines."

Postscript: More "Science Fiction" Plots

Steve Jobs, after being ousted from Apple, is now heading up a new company called NeXT, which is producing workstations. One of the first business deals he struck was with his old foe, IBM.

Nolan Bushnell is now working for Commodore.

Warner Brothers still owns a sizeable chunk of Atari.

Apple and IBM recently announced an "alliance" in a bid to counter declining sales.

Annotated Bibliography

1. General

Fire In The Valley: The Making Of The Personal Computer by Paul Freiberger and Michael Swaine. (Osborne/McGraw-Hill: 1984)

This book is a good history of the chaotic early years of the microcomputer industry. Apple, Atari and Commodore are only part of this story. Find out about the other guys, such as IMSAI, Cromemco, and MITS.

Hackers: Heroes Of The Computer Revolution by Steven Levy. (Doubleday: 1984)

Engagingly written, this book brings to life the exuberant adolescence of the microcomputing industry, and has enough oddball characters in it to populate several Donald Westlake novels. You'll read about some of the crazy goings-on in the early days of Sierra On-Line, the company built by programmer Ken Williams and his wife Roberta (author of all those King's Quest adventures). There is an interesting courtroom scene when Atari brought suit against Sierra for copyright infringements on Pac-Man. This book is a must-read.

Silicon Valley Fever: Growth Of High Technology Culture by Everett M. Rogers and Judith K. Larsen. (Basic Books: 1984)

Of the flurry of books about computers which suddenly appeared in 1984, this one is the most dated. It gives a broad picture of life in Silicon Valley, and deals briefly with just about everything—venture capital, espionage, housing, the divorce rate, burnout, women in the industry, how a microprocessor is manufactured, etc. It also gives brief sketches of Apple, Hewlett-Packard, Intel, and assorted personalities.

The Soul Of A New Machine by Tracy Kidder. (Little, Brown: 1981)

This book describes the making of a new model of mini-computer by a group of employees at Data General. Despite its title, the book's focus is on the people rather than the machine. Although it has nothing to do with Atari or personal computers, it's worth reading for the insight it gives into the enormous personal cost required to produce a computer. Steve Jobs will look like less of an ogre after you read this book (which, incidentally, won a Pulitzer Prize). You'll love the prologue.

2. Apple Computer

Steve Jobs is, according to Jean-Louis Gassee, who eventually replaced him as head of the Macintosh division, "that handsome and tragic character out of some novel, that visionary monster, aesthete, lonely, detestable and fascinating creature." No wonder so many books have been written about him and Apple Computer. The cream of the crop are:

The Little Kingdom: The Private Story Of Apple Computer by Michael Moritz. (William Morrow and Co,: 1984)

Steve Jobs: The Journey Is The Reward by Jeffrey S. Young. (Scott Foresman and Co.: 1988)

West Of Eden: The End Of Innocence At Apple Computer by Frank Rose. (Viking: 1989)

"The Little Kingdom" focuses on Apple's early years and has little on the development of the Lisa and the Mac. "West of Eden," the most engagingly written of the big three, picks up where "The Little Kingdom" leaves off. "The Journey" is encyclopedic in its detail, and covers the entire period that Steve Jobs was at Apple.

Accidental Millionaire: The Rise And Fall Of Steve Jobs At Apple Computer by Lee Butcher. (Knightbridge Publishing Co.: 1990)

The slightest of the books about Apple, it offers little that is new. Read it only if you want a quick potted history of Steve Jobs and the Apple story.

Odyssey: Pepsi To Apple... A Journey Of Adventure, Ideas And The Future by John Sculley with John Byrne. (Stoddart: 1989)

Who is John Sculley? He's the man who got rid of Steve Jobs, and this book was written to expiate that guilt. Is he a skilled corporate hitman? Or a decent, hardworking person who saved Apple from itself? In support of the latter, he offers a picture of himself making a peanut-butter sandwich.

3. Atari and Commodore

Home Computer Wars by Michael Tomczyk. (Compute! Publications: 1984)

This book begins with the author taking home a pre-production Atari computer and playing Star Raiders obsessively for three nights in a row. A week later he quit his job, started learning BASIC and began seeking work in the computer field. Though he subsequently received job offers from both Apple and Atari, he ended up with Commodore. The book is memorable for its portrayal of Jack Tramiel.

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Jerry Enos

Hayai (hah-yah-e, accent on second syllable) is a Japanese word for fast, speedy or quick. Hayai is a three-version suite of high speed partition to partition copiers for hard disk to hard disk backup and/or defragmentation.

The manual serves as a reference for all three versions of Hayai. Hayai 512 can be used only with partitions formatted with logical sector sizes equal to 512 bytes. Supra's current hard disk driver requires this version. Hayai 512 will also function with AHDI, Atari's driver, and with ICD drivers if the logical sector sizes of involved partitions are 512 bytes.

Hayai Samesize can be used to copy data between partitions with any logical sector size as long as the logical sector size of each partition is identical to that of the other. Supra's current driver is not compatible with this version of Hayai.

Hayai Diffsize can be used in any situation where Hayai Samesize can be used. However, Hayai Diffsize has been designed to copy data between partitions with differing logical sector sizes. Because the data configuration must be transformed to fit into a new logical sector size, Hayai Diffsize moves data at a slower rate than the other two versions of Hayai.

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Main Screen

The screen shot at the top of the following page shows the first screen you see when you enter HAYAI. This particular snapshot shows drives M-O with light shading. This shading indicates those drive letters correspond to removable media partitions (e.g., a SyQuest drive). The three buttons at the bottom of the screen initiate the copy and compare functions. These buttons give you the choice of copying one partition to another, comparing two partitions, or designating that a comparison automatically follow a copy.

The lightened drive letters indicate the absence of these partitions from the system configuration; the remaining drive letters indicate the current active non-removable drives on your system.

The drop down menus at the top of the screen are for setting program parameters, accessing dialogs, viewing online help menus, Items in the drop down menus can be activated via mouse selection or function keys F1-F5.

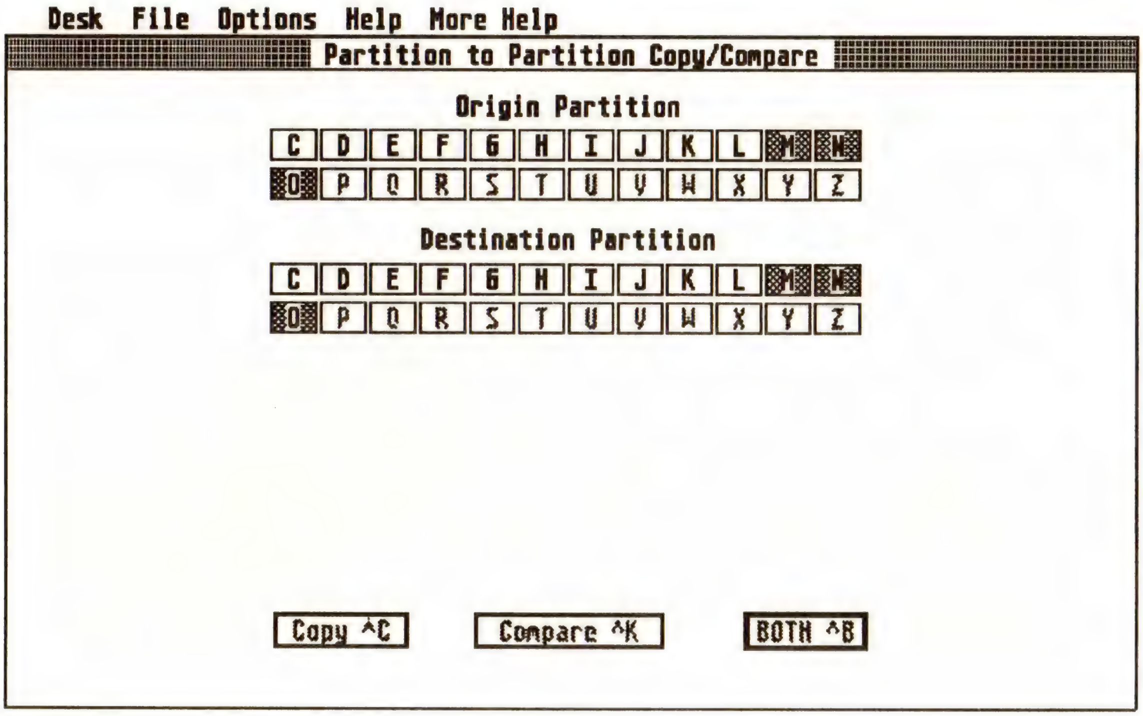
For example, *Save Configuration* in the *File* drop-down menu is accessed by moving the mouse arrow selector over the file menu item, or by pressing the F2 key. When you click on *Save Configuration*, all program settings are preserved by writing them to disk. When next the program is executed, *Removable Media partitions*, *Origin partition*, *Destination partition*, *Same Drive* and *Same Partition* selections, and *Filesize/Start Cluster Options* will all be as they were when you last used *Save Configuration.*

The other option, *Quit*, will exit the program without further warning.

Note: Whenever menu boxes are dropped via the function keys, you can select items from the keyboard while the menus are being viewed.

Options

Enable part to part SAME DRIVE permits copying data between partitions on the same drive. This option alleviates


Desk File Options Help More Help
Partition to Partition Copy/Compare
Origin Partition
C D E F G H I J K L M N
O P Q R S T U V W X Y Z
Destination Partition
C D E F G H I J K L M N
O P Q R S T U V W X Y Z
Copy ^C
Compare ^K
BOTH ^B

the tendency to inadvertantly copy from partition to partition on the same drive.

Enable cart to cart SAME PARTITION permits copying data between partitions on the same cartridge on removable media drives.

Depending on the item selected, these will deselect all *Origin, Destination,* or *Removable Media* buttons.

Filesize/Start Cluster Options will display a dialog of choices for each partition. *Identify Removable Media Partitions* displays a dialog to select removable partitions.

Filesize/Start Cluster Options

This dialog permits keeping or ignoring any files beginning in cluster zero or having a size of zero. Many files with these characteristics are created as a result of an error. In most cases, it is a good idea to remove them from your system.

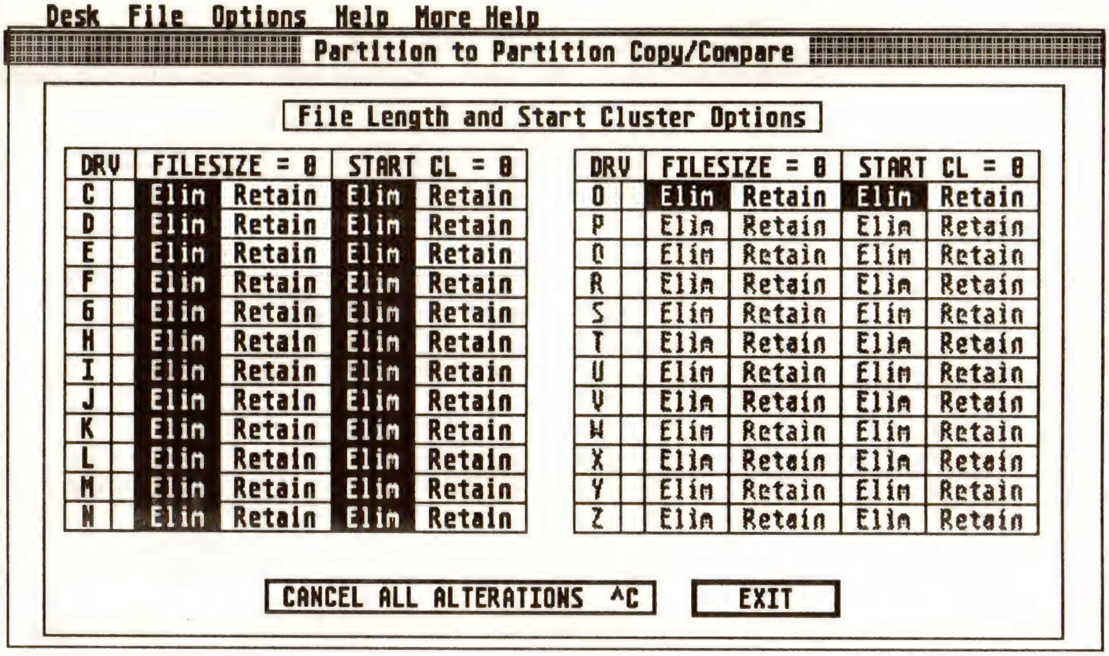
Hayai gives you the option of keeping (*Retain*) or removing (*Elim*) them because a few programs intentionally create files with these characteristics. These programs will usually just recreate them if they don't exist.

Under the current operating system, files are not allowed to reside in cluster 0. But, since certain programs create zero-length files, they do exist. (When the system has a zero-length file, it places a zero in its fat position, signifying the next cluster is in byte zero of the fat table, when in fact there can be no file in the zero cluster.) The zero in a fat location signifies that the cluster is actually free. So as a matter of course, you can see the dilemma involved in the aberrant use of the zero length file.

Removable Media Partitions

For those fortunate enough to own SyQuest removable drives, you can identify partitions on that drive. This option is provided as a convenience to make the program more understandable to those who have such a unit. It doesn't make a difference to Hayai which type of drives are involved in the data transactions.

If you do own a SyQuest, though, Hayai gives you the ability to backup one cartridge to another on a single SyQuest mechanism.


Desk File Options Help More Help
Partition to Partition Copy/Compare
File Length and Start Cluster Options

DRV	FILESIZE = 0		START CL = 0	
C	Elim	Retain	Elim	Retain
D	Elim	Retain	Elim	Retain
E	Elim	Retain	Elim	Retain
F	Elim	Retain	Elim	Retain
G	Elim	Retain	Elim	Retain
H	Elim	Retain	Elim	Retain
I	Elim	Retain	Elim	Retain
J	Elim	Retain	Elim	Retain
K	Elim	Retain	Elim	Retain
L	Elim	Retain	Elim	Retain
M	Elim	Retain	Elim	Retain
N	Elim	Retain	Elim	Retain

DRV	FILESIZE = 0		START CL = 0	
O	Elim	Retain	Elim	Retain
P	Elim	Retain	Elim	Retain
Q	Elim	Retain	Elim	Retain
R	Elim	Retain	Elim	Retain
S	Elim	Retain	Elim	Retain
T	Elim	Retain	Elim	Retain
U	Elim	Retain	Elim	Retain
V	Elim	Retain	Elim	Retain
W	Elim	Retain	Elim	Retain
X	Elim	Retain	Elim	Retain
Y	Elim	Retain	Elim	Retain
Z	Elim	Retain	Elim	Retain

CANCEL ALL ALTERATIONS ^C
EXIT

Help and More Help

The amount of on-screen help is shown by the two selections; *Help* and *More Help*.. All the major (and minor) options in Hayai are covered. Included here are RAM requirements, read and write errors and keyboard codes.

The *Keyboard Codes* in the *More Help* menu describes the keyboard keys used to select menus, partition buttons and the other functions used in Hayai. At anytime during the program, if you want to see these keyboard equivalents, you can just press the Help key.

Program Execution

To use Hayai to backup a drive, a valid *Destination* and *Origin* partition must first be selected. The *Destination* partition must be chosen with care, as any data currently on that partition will be replaced by incoming data.

At the end of the copy procedure, Hayai displays some statistics, based on which options were selected. The *Data Copy Rate* is shown if you selected the *Copy* or the *Both* button, the *Data Compare Rate* is shown for the *Compare* or *Both* button, and the *Copy/Compare Average* is shown if both a compare and copy are performed.

So, a compare can only be performed after a copy, but a copy can always be performed, with or without the compare. The statistics shown in the snapshot below were for a partition to partition transfer on a Quantum 210S hard drive.

Times vary between different drives. Slower times are usually associated with older drives and SyQuest removables. Data transfer rates vary according to the number of kilobytes per second. Using ICD's RATEHD.PRG, I have recorded rates ranging from 300 to over 1000 kbytes/second. A drive rated at an access time of 22ms usually can expect data transfer rates of over 1000 kbytes/ second.

at a byte location is usually an indicator of hardware problems, such as a bad sector. I had such a problem and managed to fix it with something as simple as a new cable. Thanks to Hayai, I was able to locate the problem before any significant damage evolved.

Conclusion

I believe Hayai to be necessary to anyone who backs up data frequently or to anyone who wants to validate their data. I have two drives; a SyQuest 555 removable and a Maxtor LXT-213S. I use an ICD Host Adapter, with both drives mounted in one case. The two drives are rated at 32ms and 21ms respectively.

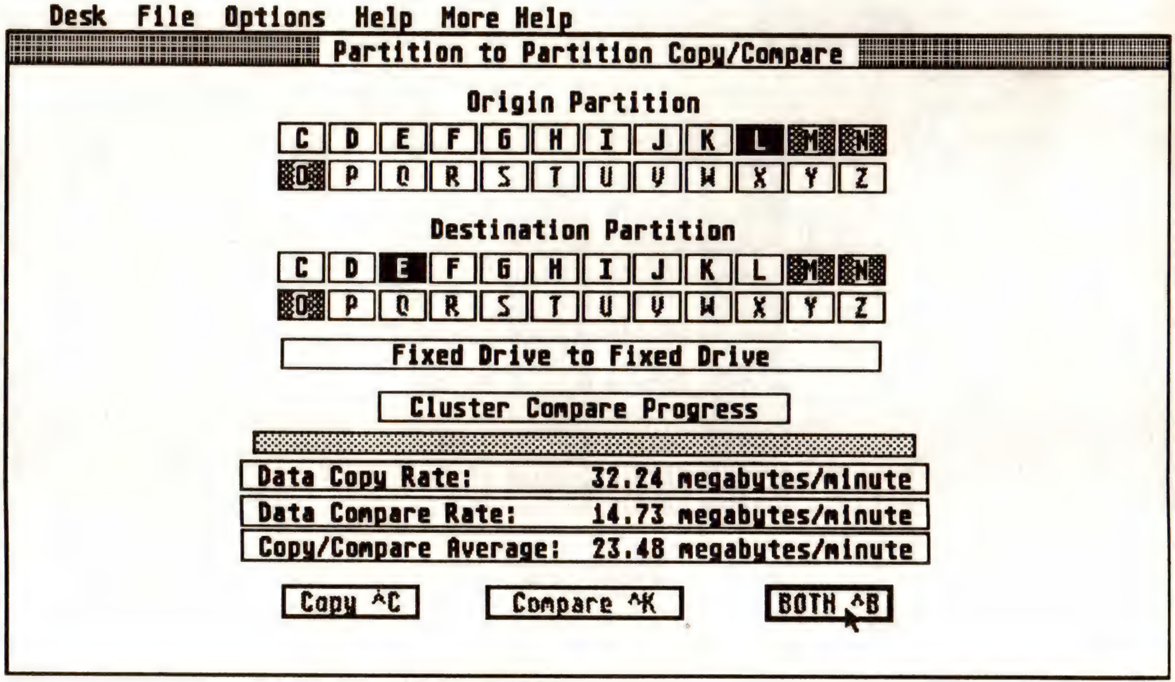
Backing up from the hard drive to the SyQuest takes 10 to 15 minutes. My back-ups usually consist of transferring 130 Megabytes from my hard drive to my SyQuest, changing cartridges three times. This is better than the four hours it used to take using floppies. I recommend Hayai for the following reasons:

- Data integrity
- Fast back-ups
- Defragmenting
- Works with both removable and non-removable hard drives
- Can copy between different sized logical sectors

Is Hayai meant for everyone? The answer is: if you have a hard drive or removable drive, then Hayai will increase the efficiency of your system. For the first time, full speed backups and defragmentation can be accomplished without the worry of data loss that has become associated with high speed data transfers .

Comparison Failure

Hopefully, you will not see one of these, but if you do, here are some suggestions. A Comparison Failure is an error report showing the disagreement between two bytes, one on the destination partition and the other on the origin partition. A comparison failure



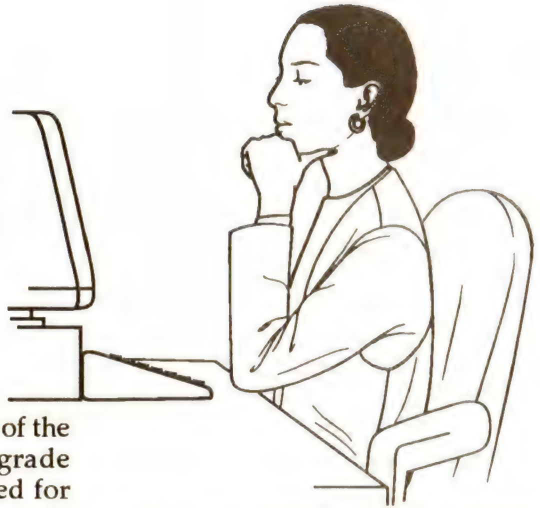
Fixed Drive to Fixed Drive

Data Copy Rate: 32.24 megabytes/minute

Data Compare Rate: 14.73 megabytes/minute

Copy/Compare Average: 23.48 megabytes/minute

Future of the 8-bit—A Reply



Jerry Bridgman

I was pretty amazed by Chuck Steinman's article "What Does the Future Hold for the Atari 8-bit User?" I expected it to be some fairly lame stuff about hanging in there.

Upgrade Routes

What it turned out to be was a description of two routes to cease being an 8-bit user! (an exclusive 8-bit user anyway.) Don't get me wrong—I am intrigued by the two major projects he is proposing. But I still think it would be well to ask the basic question "Why?"

I mean, we have several routes already available to go up from 8-bits. And if we want to still use our old machines as well, we can just leave them hooked up to our TVs.

This has the advantage that if two people in the household want to use a computer at once, there are two computers to use! Anyway, I don't personally know of any 8-bit software that isn't completely outdone by something on the ST.

There are natural replies to all this: We have a big investment in our present systems; there is no reason why an 8-bit with a meg or two of RAM couldn't run state-of-the-art software, so let's write some; it's time consuming to learn a whole new machine language; there are better, more compatible chips than the Motorola 68000; Atari doesn't advertise, so the ST and its progeny will go down the drain soon, too; there's a lot to dislike about Apple and IBM; the world thrives on diversity, etc.

How 'bout This?

But, if you buy that, what of the following suggestions? Upgrade by using the chips developed for the Lynx. These chips include sound and math co-processing as well as the extremely compatible 65C02 running at twice the speed. Or, we could use Motorola's own math coprocessors which, according to Byte Magazine, are compatible with the 6502.

If I had my choice, I would like to have a chip very similar to the 6502, except capable of running at a much higher clock speed—12 MHz is a gutsy wish I read in an Atari newsletter. (Let it default to 1.79 MHz.) Supplemented with some custom chips, that would keep me happy for a few months anyway!

More to the Point

There is a deeper point to be made here. I have read in a couple of sources that the personal computer revolution has been accompanied by no increase in white collar productivity.

What's enough to drive you crazy is that this fact is simply mentioned without any recognition that this is an odd, if not damning, fact. What it seems to say is that computers are more expensive than they are worth! Apparently, computers increase productivity on average only enough to pay for the computers! This is, as they say, a poor return on investment.

So maybe we should keep our computers, only upgrading in the most efficient ways. But this only makes sense if there is going to be software.

I await more news from Chuck Steinman.

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OakSprings Software

CHROMA-CAD

3D CAD Modeling on the Atari Classic 8-Bit

Bob Woolley
SLCC

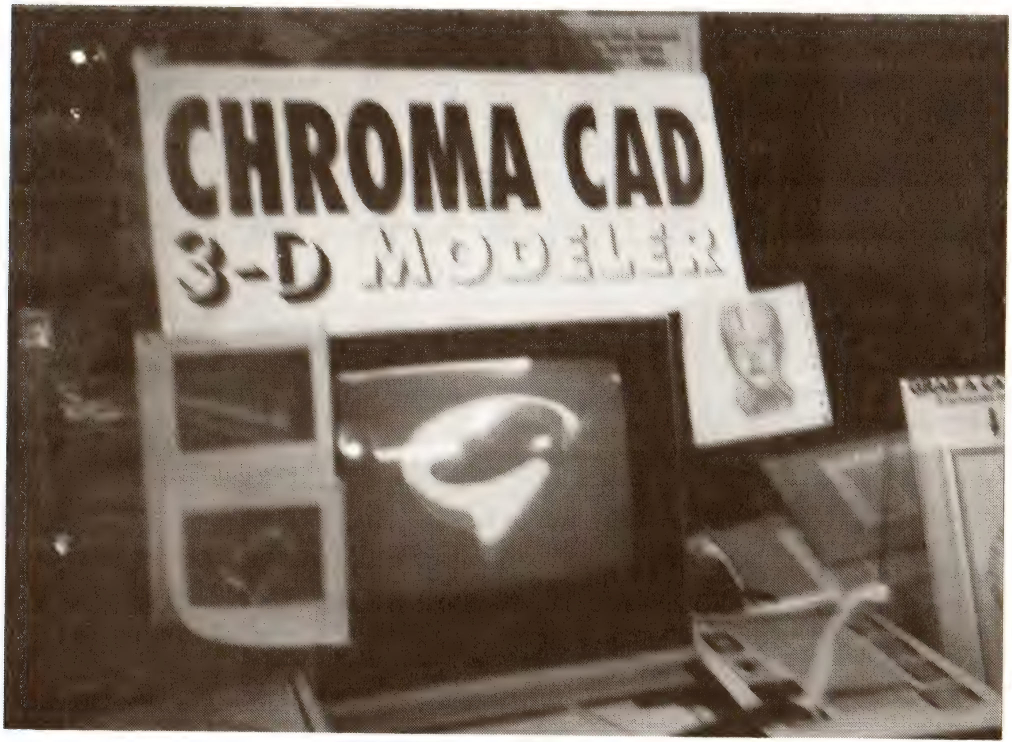
You know what I would like to do on my computer? I want to do one of those bouncing Fuji demos, only with the letters SLCC (San Leandro Computer Club) instead of a Fuji.

You know the demo I'm talking about—the Fuji Boink one, where the Atari Fuji spins and bounces around the screen? They really did a nice job on that one...as the Fuji spins, each surface changes shade according to its orientation towards the incident lighting. And, when it is perpendicular to the viewer, you can see the background through the openings in the Fuji!

On mine, I think I'll have the individual letters rotate at different speeds and at an oblique angle. Maybe once in every two seconds or so, I'll make the letters line up to spell SLCC.... Sound neat? No? OK, so you do your *own* club's letters. Sounds too hard? You aren't an artist with a lot of time on your hands? Neither am I. But, I've got a copy of ChromaCAD.

I am going to refrain from referring to ChromaCAD as an outstanding program "on an 8-bit," since it is really in a class by itself on *any* platform. The producer of ChromaCAD, Marver Seaman, states right in the introduction that he plans to port his creation to "all the more popular 16-bit and 32-bit computers." (When will he have time to sleep? This is a major piece of software!) While it may run faster on the larger machines, the form and function will be preserved across hardware implementations.

So, dust off the old 8-bit and take a facinating trip into the world of solid modeling on your computer. When the TT/MAC/MSDOS version comes out, you'll already be a pro at this stuff!



Overview

First, let's try to present an overview of just what this program does.....

Imagine any object sculpted in soft clay—a car, a computer, a can of Diet Coke even. Also imagine a thin shell applied to the clay, sort of a dipped ice cream cone effect.

Take that creation and run it through a giant egg slicer. You now have a quantity of thin disks that, once stacked in the proper order, form the original object. Carefully remove the clay from each slice, leaving the shell. Go around each slice and break the shell into small triangles—make them small enough so they are essentially flat. Record the location of the corners of each of these triangles in a list. From this list, you can now re-create the original object in three dimensions at any time.

That is basically what you do with ChromaCAD.

Your first thought may be "You are going to need a *lot* of slices to make anything significant." You are quite correct. The slices are actually a series of connected triangular wedges taken from the outer surface of the object—one of the models supplied with the program has 8000 wedges! Get the idea?

You can specify one of six "Paints" for each triangle in your model, each paint being one of over 4000 colors, giving you an almost unlimited palette. When rendered, these paints will assume their calculated intensity according to the amount of light striking each wedge, producing a very realistic view of the original object.

So? Why go to all this trouble? Just take a picture of the thing and slap that in one of those nice color scanners and display it on the screen!

Exactly. But where do you hold the camera when you take the picture? What size lens? Where do you place the lights? How strong do you make the lights? How do you change colors, shades, and contours? More to the point, where do you get the object to begin with?

The whole focus of this program is to create and render a three-dimensional object in any context you wish. All of the preceding parameters (light placement, colors, etc.) can be specified during ChromCAD screen generation. You can even generate a view of the object as a stereo/3D image to be viewed through a pair of red and blue 3D glasses supplied with the program.

Once you have the thing defined, you can look at it from any point of view—even from inside the object itself! And, if you get tired of looking at it, you can print it on your favorite printer (or, possibly at some point, your camera recorder, plotter or whatever). This is not a program that automates the drawing of an object, it is a program that creates an object in three dimensions. Two programs, actually.

Model Builder and Surface Shader

The Model Builder is used to enter the co-ordinates of the object using a joystick and the keyboard and will run on any Atari. The Surface Shader is used to produce a view of these models with the proper shading and perspective and requires an extended memory machine (like a 130XE).

Common to both programs are the menu system and command structure. Each program is available separately and comes with its own manual. Both manuals are somewhat intimidating, since they contain extensive examples and require a significant time investment. But, then again, these are not trivial programs (you *will* produce quite a few blank screens until you get the hang of it!). Do yourself a favor and go through the manual carefully; it does have everything you need in it.

Features

Features? Sure. Each model may contain up to 158 slices—or *lines,* as Marver refers to them. The figurine you may have seen in advertisements for ChromaCAD has only 50 lines, so this is not as limiting as you may think. The detail in each line is only limited by the available disk sectors, up to 1040 sectors on an Enhanced density disk. Again, the figurine in the ads is only around 450 sectors. Both quantities (lines and sectors) are displayed in the program, so you always know where you stand.

The construction volume is a cube 18,000 units on a side, which should be sufficient for those larger-than-life projects! One command presents you with an orientation view that will give you some idea of where you are (literally) without having to wait for the actual object to be drawn.

Wait? Uuuuhhhhh...Yes. In the Builder, you can request a wire frame view of your model—which can take a little time in a complex structure. In the Shader, you get a fully shaded view—which can take a whole lot of time (30 minutes for the figurine). Give it a "Q" (quick view) before you commit yourself to a full rendering. Oh, boy. A 160x200, four color screen. Wow.

Naw. The Shader allows four different modes of showing your model. You can use a six color (dithered) artifacting mode, GR.15, GR.8, and a stereo mode for 3D. In each mode, the program can flip between as many as 8 screens (all of the same view) to simulate 8 luminance levels. This effect is not too pleasing to your eye since there is considerable flickering, but a camera will average these screens very nicely, thank you (Marver is a photographer by profession).

In addition, the printer drivers will produce much higher resolution than is available on the 8-bit screen, including a graded intensity using a worn ribbon.

Complex Constructions

Internally, screens are generated using model data files and a Menu. There are ten menus on each data disk, all of which can be combined into one composite screen. By that, I mean ten different models from ten different points of view can be drawn as one construction—the ChromaCAD title screen is a good example of this. In this way, simple objects can be combined to form other, more complex, structures...although multiple, disconnected models can be built on a single menu if you wish.

Just how is this accomplished? In the Model Builder you begin with a BaseLine—your starting point. What you are doing here is drawing the outline of the first slice of your object. This can be a single point if you like or the complete shape of the object.

The cursor is moved to the first data point with either the joystick or a menu entry (of the X and Y coordinates) and the point is plotted with the period key. The rest of the points are plotted in order around the desired outline where they eventually close.

This BaseLine is then stored and the next elevation is plotted (referred to as the HighLine). During HighLine generation, the outer surface of the model is defined as a sequence of triangles whose vertices lie in both the LowLine and the HighLine.

Each triangle is tagged with one of the six surface "paints" at generation time. These paints are similar to the color registers used in the 8-bits, in that the actual values are generated through indirection—they can be changed at any point (even after rendering. I'd like to see how Marv is going to do *that* on a VGA screen! [grin]).

Of course, the builder program does not generate solid views of your model. Whenever you want some idea of what your object looks like, you can orient yourself in space and request a wire frame view.

The menu entries used for these construction views can then be stored and used (after adding color and lighting information) directly in the Shader program—a much faster path to setting up your output than experimenting in Shader.

In a simple construction (with vertical sides), tools are available to easily complete the HighLine data points. Straight line and circular/elliptical segment macros are also supported in the program. This HighLine/LowLine process continues until the complete object has been defined and you are ready to move into the Surface Shader program.

Fun with Shading

If this sounds like a lot of work, I agree. The Builder is where you do the bulk of your work. The Shader is where you have all your fun.

Once the model is "built," you move to the Shader program. While in the Builder, the ten available menus can be set up to display views of your objects. If these are "ready-to-go," all you must do in the Shader is specify the paint colors, lighting and mode. Or, you can generate all new viewing sequences and positions.

The available colors can be changed after the view is generated, while the lighting and mode are fixed during rendering (although you can request fewer screens in your current mode). The ability to change colors is important since each time you request a new screen to be built takes many minutes. Not much work to Shader, just a lot of waiting.

The end result is a screen to look at. Really, a screen to photograph. For those major projects, Marver has some photo-specific features, such as tiled output and timed display.

Tiled output just breaks the object view into as many as 81 screens and presents them one at a time. Just so you don't have to stand there for half a day to take 81 shots, you can have the joystick ports snap your picture for you.

Timed display compensates for the lack of precision in some cameras when using long shutter openings (I'll take Marver's word for all this). Instead of opening the shutter for a proper exposure, ChromaCAD will display the screen for a fixed time (leave your shutter open continuously).

My first thought was that the figurine in the ads must be a tiled shot—it isn't. Wow, I'd sure like to see one! I have seen the figurine printed in dot-matrix. It looks great, but you can judge for yourself as I've included a sample printout of the figurine.

Opinions?

This program actually does what you expect—I think I spent some time expecting to find the "hook" in this software and just never did. Not that this is *The Program to End All Programs*. You know what I mean—you hear about a program that says it does this, that, and everything else, but when you go to do something on it, it just doesn't meet your expectations.

This is a 3-D model building and rendering program. That's what you are going to get. Not little dinky, simple models. Big, complicated constructions. Real stuff. It is absolutely amazing. Slow, but amazing!

What would I want to change? It would be nice to know how far along the program is while it is generating (rendering) a screen. (The screen is blanked for speed.) The processor has to calculate the visability and intensity of each wedge in the model, so total time is dependent on size, complexity and orientation. You will learn from experience what to expect, but some indicator would still be nice.

I never had any kind of lock-up on the system, so just be patient—it's going as fast as it can. I did try an OmniMon chip on the program, which has much faster math routines. No difference at all. Marver wrote this in Forth and uses his own integer math (sigh).

As it now stands, the programs do not contain a printer driver or a way to save a screen as a DOS file. Both of those routines will be available soon (I have seen the printed output already) and will probably be PD. In the meantime, I could pull out a single view using OmniMon to store $4150-$5FFF as a GR.15 screen. From there, I can do my visual demo or print with existing utilities. [Ed: These utilities will be on an upcoming AIM 8-bit Disk of the Month, as soon as they are available.]

Marver has been very responsive to requests for these add-ons—he has already modified Shader to run on a Rambo upgrade. Under Rambo, you can only flip two screens instead of the normal 8, but this is a limitation of Rambo, not ChromaCAD.

Builder and Shader are already available at your favorite mail order source for $30 each or directly from Palette Imaging at (201) 767-3913. If you like to have fun on your computer, take a look at them!

It would also be nice if a number of constructions found their way onto the boards as PD. Oddly enough, this series of programs is the result of a bet between Marver and his son. Four years after the wager, Marver won his $5. I think I'd like to make a few bets with Marver myself!

ChromaCAD
Model Builder $29.95
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Abbreviator ST

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Abb ST

Abb. ST

Available directly from Kyle Cordes for $19.95, including shipping, Abbreviator ST is an easy to use abbreviation expander desk accessory for use with your favorite word processor, database, ect.

Unlike a macro program, Abbreviator uses plain text abbreviations—there are no more cryptic ALT and CONTROL key combinations to remember. The abbreviations of your own choosing are typically short mnemonics representing a frequently used text fragment.

For example, one might use "mon" as an abbreviation for Monday. Abbreviations may be up to eight characters; the corresponding expansions may be up to 480 characters long each and may contain special characters such as tabs, returns, arrows, escape and a special "suppression character." (More on this character later.)

The power of this program stems from this flexibility. The special characters can make negotiating a database easier. Embedded returns make automation of tedious typing sequences. For example, simple "aimadr" could expand to

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108.

By abbreviating frequently typed text fragments, Abbreviator ST can save you some real time.

As you type, Abbreviator ST replaces your abbreviations by their expansions. The expansion is triggered by certain characters which typically end words—space, period, comma, semi-colon, colon, single and double quotes, right parenthesis or return.

The program intercepts keystrokes at a very low level, making its manipulations on the input transparent to other programs and its compatibility seemingly perfect. It works in virtually every typing situation—even in dialog boxes.

As you type, Abbreviator ST watches your keystrokes, constantly looking for your abbreviations. When one is spotted, it sends enough backspace characters to erase the abbreviation and then sends the expansion. For example, if you type "mon[space]", the program you're using sees "mon[backspace][backspace][backspace]Monday[space]".

The result? Your typed abbreviation is replaced by its expansion. The character that triggered the expansion is passed through as well, so nothing slows down your typing.

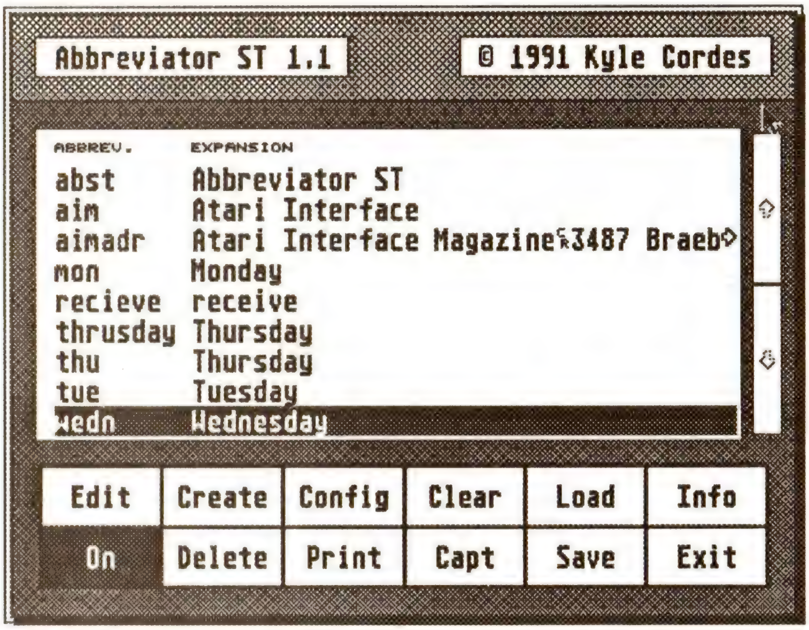
It is useful to understand how Abbreviator ST looks for abbreviations. It scans the input, watching for "words" that match its list of abbreviations. A "word" begins after any non-alphanumeric character, including the arrow keys and backspace. A "word" ends with any of the expansion triggering characters listed above.

There are some unfortunate results associated with including backspace in the class of characters which signal the start of a "word."

Consider this example—you have "st" as an abbreviation for "Atari ST." You are typing along and begin to type the word "latest," but you make a typo, getting "latets" instead. You hit backspace twice so you now have "late" and add the correct ending of "st."

The result is quite unexpected—your document now reads "lateAtari ST." When you typed the backspaces, Abbreviator ST began looking for a new word, found "st" and expanded it into "Atari ST."

Bill Magro
CUSTUG



ABBREV.	EXPANSION
abst	Abbreviator ST
aim	Atari Interface
aimadr	Atari Interface Magazine%3487 Braeb
mon	Monday
recieve	receive
thrusday	Thursday
thu	Thursday
tue	Tuesday
wedn	Wednesday

This may seem like nitpicking, but this type of expansion breaks your train of thought and could be annoying enough to make you quit using the program. Eliminating this behavior in the program would be rather simple, so it might be removed in a future release of the program. The lesson, of course, is that you have to choose your abbreviations carefully—avoid common suffixes.

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There are certain cases where you won't want Abbreviator ST turned on. If you work with a command line interpreter, unexpected expansions like those above can be rather frustrating. If you have 'prg' as an abbreviation for 'program', the command 'zoo x archive.zoo *.prg' will be expanded to 'zoo x archive.zoo *.program' when you hit return, ruining your command.

One of the most convenient abbreviations is "i" for "I"—this automatically capitalizes "I." If you program in a case sensitive language like C, however, you will find your variable "i" capitalized each time you use it—enough to drive you bonkers.

Fortunately, Abbreviator ST has a Hot Key to turn it on or off at any time. The key is user configurable, to avoid conflict with other programs' Hot Keys. Abbreviator ST can also be turned on and off from its control box. You will want to turn Abbreviator ST off in the cases above and in some others.

Because of Abbreviator ST's friendly interface, creating and editing abbreviations is intuitive and easy. You can print, load, and save different abbreviation sets—you are limited only by disk space. You could, for example, use different abbreviations in your word processor and database programs. A configuration page lets you set the default abbreviation file (which is loaded at boot time), hot key, and abbreviation buffer size.

A warning for hard disk users: when you first install ABBREV.ACC and SAMPLE.ABR on your hard drive, it remains configured for an abbreviation file A:\SAMPLE.ABR. When you reboot your computer, Abbreviator ST looks for this file. If the floppy is no longer in drive A:, Abbreviator ST doesn't recover gracefully—it hangs the machine. Otherwise, the program is simple to install and operate.

The program's performance is impressive—there is no noticeable slowdown in your computer. If you choose your abbreviations carefully (to avoid the above pitfalls), Abbreviator ST is out of sight and mind until you need it, so you'll want to leave it installed at all times.

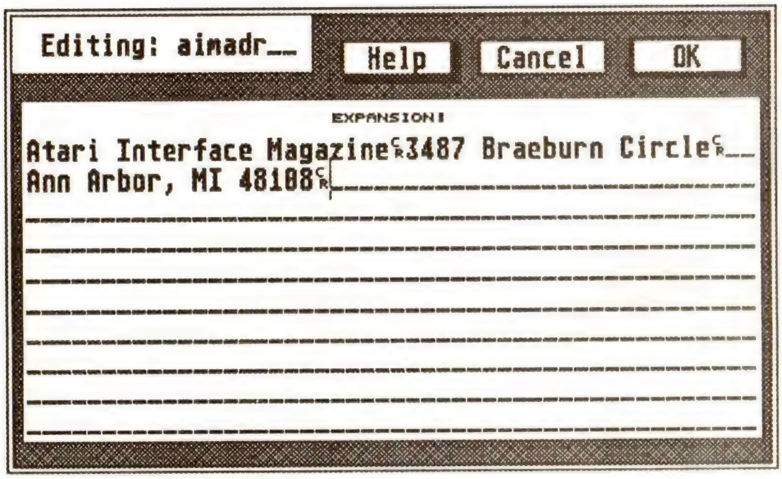
One clever feature is a capture buffer which always contains your last 200 keystrokes. You often don't realize which phrases could best be abbreviated until after you've typed the phrase.

For instance, let's say the first time you type "twentieth century intellectual history" in your paper, you realize you'll need this phrase a number of times. You can bring up Abbreviator ST and click on "Capt"—you are now editing a new abbreviation with your long phrase already typed in for you. Because no retyping is needed, you are more likely to abbreviate things on the spur of the moment.

Another interesting feature is the suppression character (^S). By putting this character at the end of an expansion, the character which triggered the expansion is not passed through to your application program. This is great for our German friends who tend to build up huge words: "utg" could be an abbreviation for "Untersuchungs." When a journalist writes about some new investigatory committee, she can type "utg ausschuss" and get "Untersuchungsausschuss" instead of "Untersuchungs ausschuss." The trailing space is suppressed by the suppression character. You will appreciate this flexibility when and if you need it.

Abbreviator ST does have a couple of nasty bugs. The test machine had TOS 1.0, and the program was in version 1.1, so these may not affect you. In the program's control panel, clicking the 'Info' button displays the info box which says "Click anywhere to continue." No amount of clicking has any effect—rebooting is the only option. The second bug is more likely to lead to lost work. While naming an abbreviation, typing an underscore (_) either hangs the machine (with bombs) or resets the computer, depending on the application program you are running. Beware of these.

Abbreviator ST comes on a single-sided disk and runs on ST, STe and TT series computers. The accompanying ten-page, bound manual is well written and concisely takes the user through all of Abbreviator ST's features and controls. A registration card is also included in the package.



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All in all, Abbreviator ST performs as advertised—efficiently and transparently. For the light user, $19.95 to expand the occasional abbreviation will be a bit much to spend. For people who do a lot of repetitive typing, however, Abbreviator ST is an invaluable tool.

The possibilities in database use, invoicing, form letters, and many other applications are limitless. Abbreviator ST may be just what you've been looking for.

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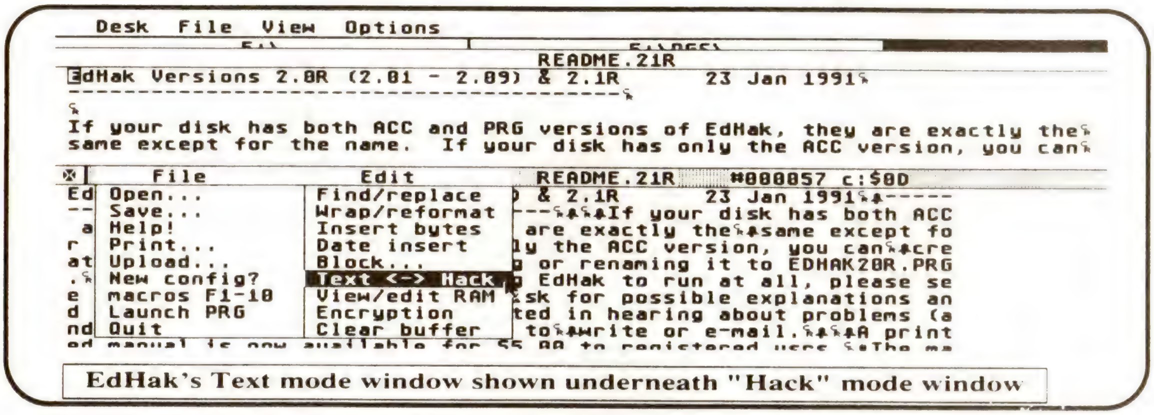

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EdHak's Text mode window shown underneath "Hack" mode window

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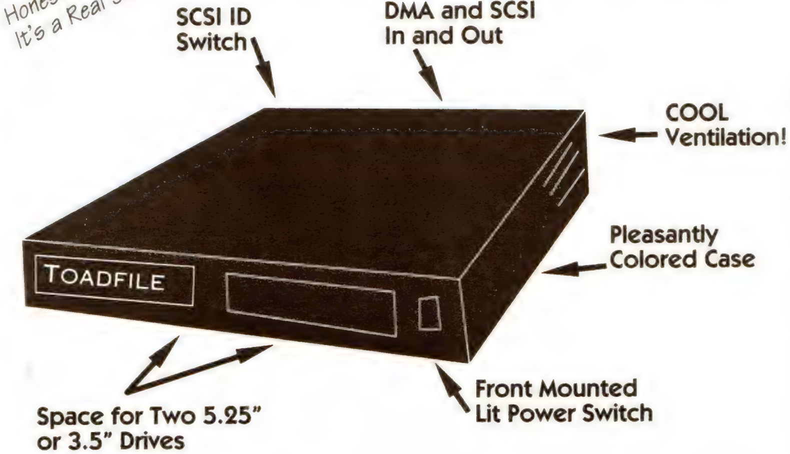
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☛ The Atari ST's have always been finicky about monitors. With a seemingly endless array of color monitors on the market (at reasonable prices, too), why should we be bound to Atari brand color monitors? That's a good question. The answer is that the Atari uses *analog* RGB and until very recently, *TTL (digital)* RGB was the norm. Now that the analog systems of VGA and Super VGA are more popular, analog RGB monitors are more popular too. So you'd think the problem would be solved. Lo, a quandary still exists. Now, the mainstream monitors are too fast for the Atari's to use! Most VGA and Super VGA monitors have a fixed horizontal scan rate of 31.5KHz, and the Atari runs at 15.75KHz. So, while the RGB standard has changed in our favor, the speed issue is still boxing us in. When you boil all this down, you get a relatively small set of monitors which will actually work on an ST. This set includes the Atari SC1224 (12") and SC1435 (14") monitors, a few "multisync" monitors (which have the ability to lower their horizontal sync rate to 15.75KHz), and the handful of monitors that, for whatever reason, were made with compatible specifications. We sell them all. If you like being stuck with the Atari name brand monitors, that's cool — we have them. We also have great deals on multisync and other compatible monitors, like the Magnavox 1CM135 and our own refurbished *Toad-RGB* color monitors. With your new-found monitor knowledge, examine our offerings and buy what you need – now, while they're on sale!! And if you want to wax philosophic, call us!

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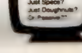
Dave's Christmas Monitor Poem (By Dave)

The 124 is white as snow, its price is also incredibly low
The 1435 is glossy and bright, its colors deep into the night
The Magnavox can let you see what might be on your TV
Fine Acer's a multisync, oh do embrace her!
The Diamondscan has a screen so sharp and clean
And hail the Toadswitch — ah it's so rich!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Informer II

S. Michael Hallack

Informer II is a database program by Soft-Aware that attempts to walk the tenuous line between power and ease, while still weighing in at a bantam price of under $100.

Setting up the database was fairly intuitive. All that was necessary was to select the add column function and then be prepared for the barrage of different formatting functions that appear. Strict numeric only fields took a little getting used to, but the program gives you error messages explaining what you did wrong until you get Informer II's format correct. This can be frustrating, but it is certainly a welcome relief to programs that do not understand what the user is trying to do, and give no indication anything is wrong.

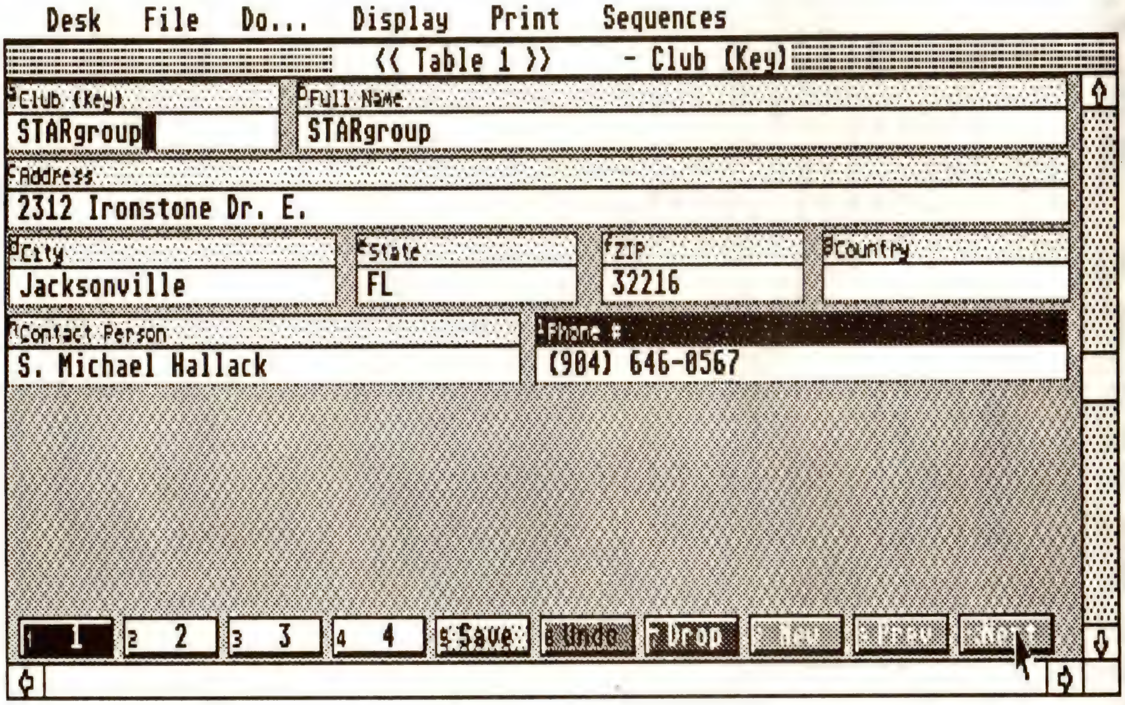
Once the columns have been created on the "list"—the main spreadsheet type screen—clicking on any of the cells switches the display to the "form" level. This is where all data entry is performed. This screen displays one field from each column in the main list. The fields on the form can be moved about, expanded or shrunk with simple point and click operations.

The structure of Informer II is based upon this relationship of the compact list (which shows a brief overview of all of the fields and records) to the form (which displays a fully formatted single record and all of its fields).

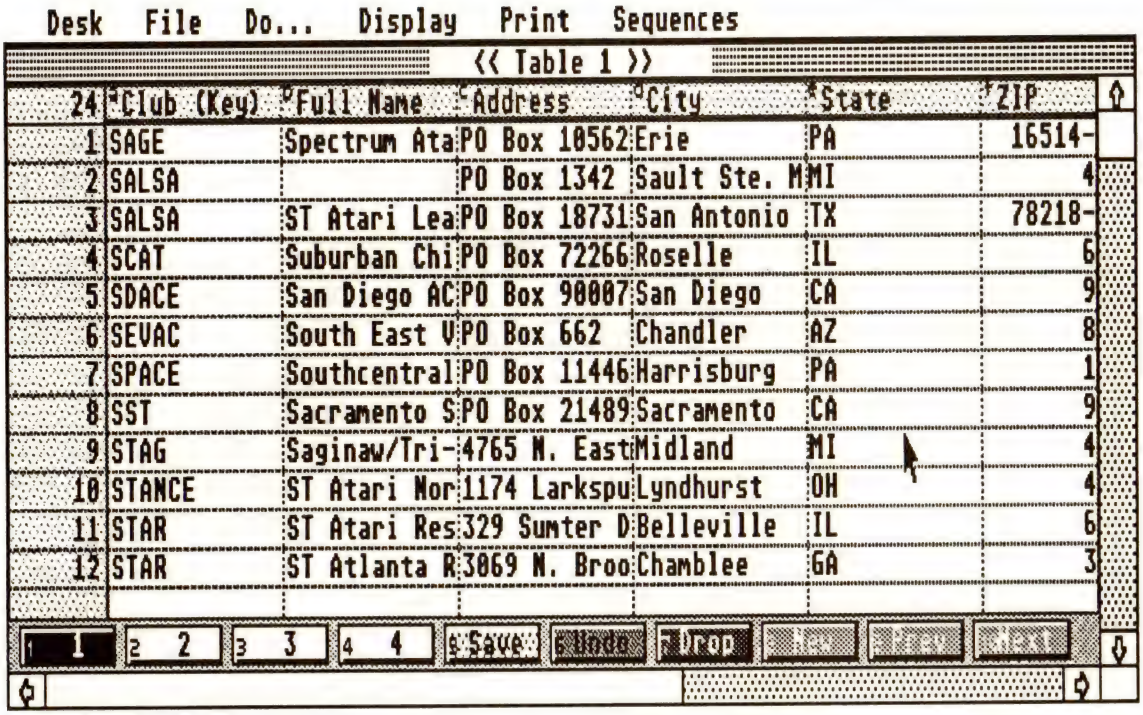
It is no wonder, then, that the principal Find function it uses is based upon the list. More specifically, it uses a "sublist." The sublist is created by giving the program a list of "fields" and "qualifiers." The screen on which this is done does have a lot of helpful information written in all of its nooks and crannies, but it is still quite daunting.

The sublist is just like the list, except that it only contains the records that you searched for. Once it has been formed, it can be toggled back and forth with the main list by simply clicking on a shaded box in the upper left corner of the

Informer II tries to be both powerful and friendly. Unfortunately, it does not totally succeed on either attempt.



Club (Key): STARgroup
Full Name: STARgroup
Address: 2312 Ironstone Dr. E.
City: Jacksonville
State: FL
ZIP: 32216
Country:
Contact Person: S. Michael Hallack
Phone #: (904) 646-0567



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2	SALSA		PO Box 1342	Sault Ste. M	MI	4
3	SALSA	ST Atari Lea	PO Box 18731	San Antonio	TX	78218-
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5	SDACE	San Diego AC	PO Box 90007	San Diego	CA	9
6	SEVAC	South East V	PO Box 662	Chandler	AZ	8
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8	SST	Sacramento S	PO Box 21489	Sacramento	CA	9
9	STAG	Saginaw/Tri-	4765 N. East	Midland	MI	4
10	STANCE	ST Atari Nor	1174 Larkspu	Lyndhurst	OH	4
11	STAR	ST Atari Res	329 Sumter D	Belleville	IL	6
12	STAR	ST Atlanta R	3069 N. Broo	Chamblee	GA	3

screen. This box also contains the number of records in either the list or sublist. I found it convenient that all the records contained in the sublist are also highlighted on the main list.

The data entry is quick and painless except for one problem with fields containing multiple lines. When moving between fields, the RETURN key or arrow keys are used, but to move between lines in a single field the TAB key must be pressed.

This is not a problem in and of itself, however. The last position you type on on one of these lines will *always* be the position that the cursor returns to when you enter this field a second time. So, if you intend to change data in multiple line fields frequently, you will have to use the mouse rather than the keyboard to quickly get to the right position.

Another annoyance is the necessity of entering the "key number" for each and every record. It simply doesn't make sense that the computer will not automatically number the records.

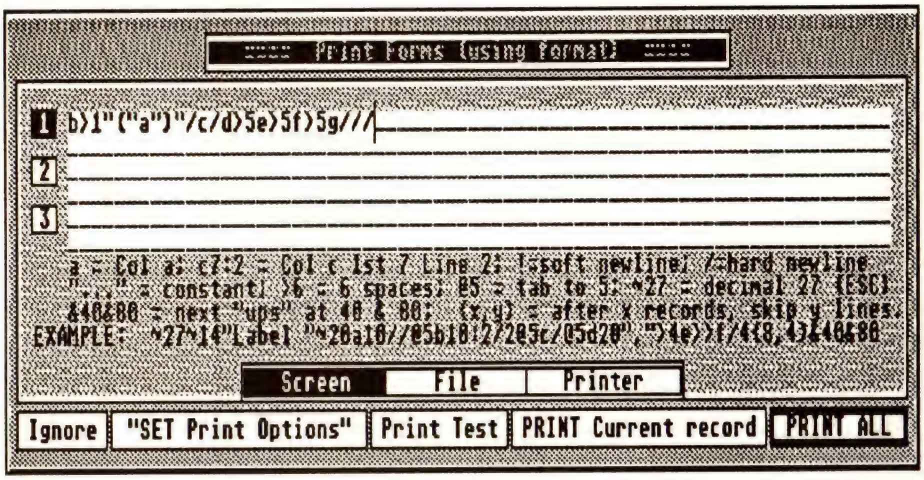
One of the more unique features of Informer II, the ability to display Degas and Neochrome pictures inside fields of a form, suffers from a technical problem. It just takes too long to load the picture in and size it correctly to the field. Each time it loads the picture, you are treated to a mind-numbing pause that is really inexcusable.

The problem arises because Informer II does not save the graphics as they appear in your database. It always accesses the picture data in its original raw format and therefore loads *and* figures out how to display the picture in a particular field every time you desire to view it.

The instruction manual, while being thick and fairly complete, was very difficult to read. Not only were the pages poorly photocopied, but the text itself was incredibly small. If you do not wear glasses now, you might need to after reading this manual!

The writing was fairly clear and helpful, but the layout was unnerving. The most obvious blunder was that installation was not covered until chapter eight. The index was of little use also—when I had a problem with printing, I found that 38 pages referenced the word "PRINT" while another 29 pages contained the word "PRINTING." It might take less time to re-read the entire manual than to look all of these up.

Also, the manual is numbered by chapter and not by page alone. The index is numbered by page alone, so that even if you might have enough time to



```
b>1"("a")"/c/d>5e>5f>5g///
```

```
  a = Col a; c7:2 = Col c 1st 7 Line 2; !=soft newline; /=hard newline
  "..." = constant; >6 = 6 spaces; @5 = tab to 5; ^27 = decimal 27 (ESC)
  &40&80 = next "ups" at 40 & 80;  (x,y) = after x records, skip y lines.
EXAMPLE:  ^27^14"Label "^20a10//@5b10!2/2@5c/@5d20","">4e>>f/4(8,4)&40&80
```

look all of these pages up, you would still be unable to find them.

Informer II also offers help in the way of help screens and tutorials. To be honest, I didn't do any of the tutorials— they all looked long, boring and not very indicative of a program that is supposed to be intuitive. I did use the help screens and found they were quite helpful, although they are stored as full 32K DEGAS pictures and thus take up a lot more disk space than was necessary.

I have a few misgivings about the printing functions. The five main printer functions are divided into three different forms. Three of these functions are 9-pin Epson compatible screen dumps. These are referred to by the manual as the "Graphic" printouts.

My Panasonic 24-pin printer prints out something "Graphic," and I might say something "Graphic" about the poor job it does, but it certainly does not represent the "Graphic" display that is on the screen. The authors regrettably did not include any sort of printer drivers, so if your printer is not a 9-pin Epson compatible, you will be unable to use over *half* of the printing options that are available.

In fact, each of these three printing functions simply rearrange the screen and then perform the ALT-HELP screen dump built into every ST. Because these use the standard screen dump, they are not affected by any of the printer option screens found in Informer II.

The Forms printing option uses a standard ASCII dump and therefore can be used with a much wider range of printers and with all of the printing options. Using different formulae in each of the available print form slots, you can design your own printout. It works well, even though it is not very intuitive and complains a lot when you do not follow Informer's conventions closely. Unfortunately, I was hoping for some way to print in the same form as the data appears on screen without the hassle associated with the graphic printouts or designing printing formulae.

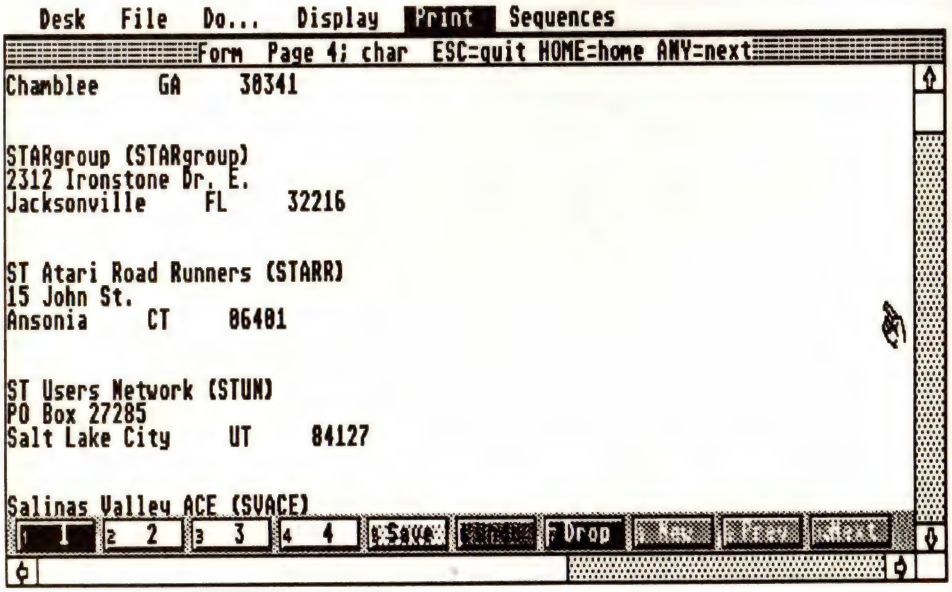
The last printing method, report printing, uses the table list rather than the individual forms. It prints a fairly accurate representation of the on-screen tables.

Informer II does provide a convenient way to upgrade from other databases. A conversion program is included for Datamanager ST, DB Master One and Habaview files. One of our STargroup members loaned a video tape Datamanager ST database to me, so I was able to test this feature out. Informer II translated this database very quickly and easily. Nothing seemed out of place, except for two of the records that had their titles switched!

Overall, Informer II tries to be both powerful and friendly. Unfortunately, it does not totally succeed on either attempt. Its use for serious business purposes is called into question by its horrid printing functions and the limitations of a database that cannot expand beyond the amount of RAM memory.

The use of the lists, sublists and forms makes it more intuitive, but some of the screens used inbetween these functions are overwhelming. If the manual gave any help, this would be forgivable, but the instruction book happens to be the worst aspect of Informer.

However, for its price range, Informer II may still be very appealing to ST users who own one of the earlier database programs and needs the conversion utilities. Instead, I am looking forward to Informer III!



```
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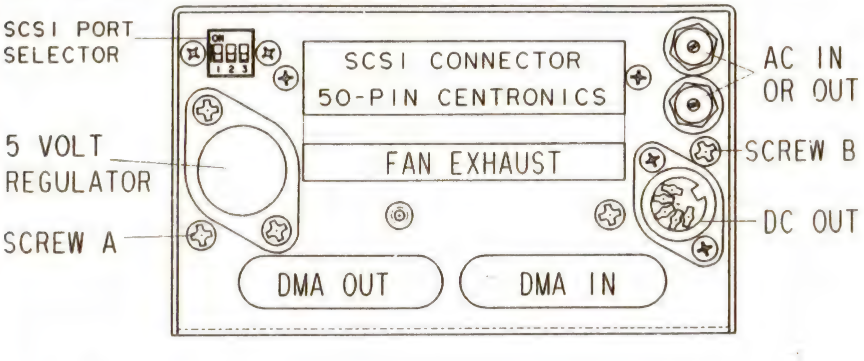

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Atari—Suits and Ties at COMDEX

Irwin Brooks
LACE

In comparing last year's Atari COMDEX presence with this year's, I would have to give the Atari group a much improved score.

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Las Vegas, NV

The biggest computer show in the United States is the Fall COMDEX Convention/Exhibition held in Las Vegas, Nevada. This year, the October 21-25 show drew an estimated 135,000 people. A "disappointingly" small increase of only 10,000 more than last year blamed on our "economic slump."

The COMDEX Convention is the largest convention that Las Vegas hosts. This year, hotels were sold out months before the show, requiring last minute travelers to commute from up to 90 miles away! The traffic and crowds were incredible.

The convention is so large that it overflows both of the largest convention centers, the Sands Expo and the Las Vegas Convention Centers. The overflow went into three large hotel/casinos—Ballys, Riveria and Mirage.

Understanding that most of the show centered around the IBM PC and compatibles, exhibits were still quite varied. There were hardware demonstration that boggle the mind. Voice recognition command systems; every size, shape and capacity of Winchester hard drives; CDROM drives; and read/rewritable removable optical drives were offered by several manufacturers.

Printers and plotters in multi-color, laser and thermal transfer types were everywhere. All types of scanners, monitors (including the new flat color LCD screen type), modems, specialized interfaces and accessories, and anything you can think of for computers was somewhere at COMDEX in the 50-plus miles of display booths.

Don't be confused, this article is really about Atari. However, understanding and appreciating the magnitude and variety of COMDEX adds to comprehension of the remainder of this article.

Atari's Booth

Atari was at COMDEX in force again this year, just like last year. In fact, they had the same location with a very similar booth layout and setup display area. But, let me tell you, the atmosphere and displays were far different. Yes, there were a few of the same companies displaying our same beloved products, but only if the products were high-end.

Atari employees and all Atari exhibitors wore suits and ties. Even the musicians demonstrating their MIDI products—who normally sport uncontrolled long hair styles—had on suits, with their hair pulled neatly back (remarkable). Maybe that was not so unusual after all, since the focus of the Atari exhibit was professional applications.

A real nice touch at this year's Atari booth was a presentation stage used to demonstrate Atari and other developer products. Very professional and informative presentations were conducted on the easy-to-see, large (~30 inch) color monitor connected to a TT030 computer. Comfortable seating was provided for an audience of about twenty, with demonstrations of one kind or another conducted on the hour all day, every day of COMDEX.

ABC PC Compatibles

In the hardware arena, Atari displayed the long rumored IBM PC compatible computers, their ABC line that has actually been available in Canada and overseas for some time.

The Atari ABC PCs are available in three different configurations. The most powerful is the ABC DXII, which is a true 80386DX PC with math coprocessor running at a fast 40 MHz. Next in the line is the ABC SXII, based on an 80386 SX CPU running at a respectable 20 MHz.

And lastly, the Atari ABC NSX is a notebook-style mono LCD 386SX PC

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AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

Presidential Ponderings

Well, our annual elections have come and gone. There really were no big surprises as each office had only one nominee and there were no nominations from the floor. Of the seven elected officers, three are new. This is good as it provides an orderly transition for the Board of Officers as a group. It turns out that I am among those who will be remaining for another term. I want to thank the AAAUA membership for their support over the past year and I am confident that I will get no less for the coming year. I am looking forward to the new year and to working with the new board. There is much to be done and with the fresh blood and energy, AAAUA should have a great year. Following are the results of our November elections:

President Alvan Sherrill
Vice President Billy Washburn
Secretary Paul Hitzfelder (New)
Treasurer Mike Lively (New)
P.D. Disk Librarian Russell Gibson
Public Relations Larry Allen (New)
Newsletter Editor Manuel Garcia

First, I want to congratulate and welcome our new officers, and thank them for volunteering to accept the responsibilities of their respective offices. I am confident they all will competently carry out their duties in full measure.

I also want to warmly thank the outgoing officers. Sheila Kepner served in an outstanding manner as Secretary, keeping detailed records of both General and Board meetings. Joe Barth did a commendable job as Treasurer maintaining accurate records of our financial status and keeping a keen eye on expenditures and receipts. Bruce Davisson served well as Public Relations Officer, seeing that meeting notices were placed in local publications. Unfortunately, Bruce was unable to complete his term of office due to personal commitments.

Although these members are leaving their officer positions, I am pleased that they all are continuing their membership in AAAUA. My thanks to these officers, as well as to the re-elected officers for their dedication and commitment throughout the past year. The new Board now will be energetically planning user group activities for the coming year. I ask for the support of all members.

ACCT

The November meeting of ACCT came to order at the home of the Micka's. Our Prez, Dave, physically took a corrected mailing list to the door of AIM publishers. Hopefully everyone will get their AIM now. The people who have not been receiving AIM will be compensated in March when they renew their dues.

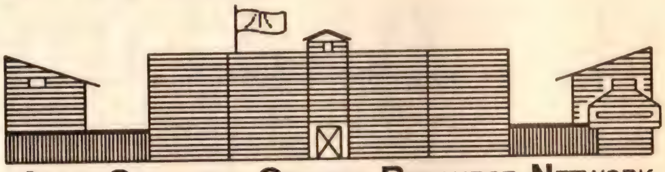
Unfortunately those who missed the last few issues also missed articles by an ACCT member Ellen Lentz. Ellen Lentz is a former ACCT president. Her expertise is the 8-bit computers. Ellen's articles impressed David Richardson, author of a manual and developer of over a hundred fonts for Daisy Dot III. Mr. Richardson requested Ellen to write a review of his manual that he sent her.

Ellen also brought in a video tape that someone had sent her. It consists of samples of video titling, based on an articles she had written on Video Titler.

We will expect a review of the Chicago Atari show from Roy Sidner, who plans to attend. Roy also has a manual maker program for the ST.

Brian, our PD Connection, came to the meeting with six disk filled. Our disk librarian, Brenda, cautiously checked them for viruses. Several were found to be infected. Remember, you can never be too careful. Brenda intends to sort through the files and make them available next meeting.

Next meeting is Wednesday, December 4, 7:00 at the home of the Mickas'. Call if you need directions. Expect a call on the Christmas party!



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Notes from the November meeting: Digitizers were the topic for the November meeting. Karl Fadus demonstrated an audio digitizer and kept the group amused with choice sound bytes from "Young Frankenstein." Rob Magdich demonstrated VIDI ST by taking digitized pictures of members with the help of a camcorder. Mike Surface demonstrated the two games: "Tycoon" and "Life and Death."

Eric thanked those that helped at the Indiana Computer Educator's (ICE) Kids Conference and reminded everyone of Pentacon and the plans to attend the Chicago Computer-Fest. Kim Stahn had tickets for the Computerfest for sale.

Just a reminder that the January meeting will be the election of officers for 1992 and our annual Gamefest. Come join in the fun at the Shawnee branch library.

Notes from ICE: The third annual ICE Kids Conference went well and ACORN participated by setting up two rooms for the kids to enjoy. Each year, local educators set aside a Saturday to invite hundreds of middle school kids to get some hands-on experience with computers.

Most of the rooms there were set up by the teachers using computers borrowed from around the school district (mostly Apple IIGSs and Macintoshes). We brought nine STs and used four for MIDI Maze (always a favorite with the kids). Rob Magdich digitized pictures of the kids with VIDI ST and Mike Surface used some of the digitized pictures to make wanted posters of the kids using a desktop publishing program and an Atari laser printer. Karl Fadus had his Spectre GCR showing how an ST can run Mac software.

Sweetwater Music had a room demonstrating a studio quality MIDI music setup (with a Mac) but we had or own MIDI music set up with equipment that about any musician could afford. It was also used to demo educational software and a couple of games. The last ST was used to demonstrate the BBS.

The only other user group participating this year was the local Mac user group. Probably 95 percent of the computers there this year were Apple computers. I didn't get a chance to visit all the rooms that were set up but, based on the handout provided to the kids, few people from outside the school system were demonstrating. Only a couple of the local businesses were there. Only a handful of MS-DOS machines were there.

Thanks again to all that participated.

BRAG ST

Buffalo Region Atari Group for ST's

Minutes of General Meeting—October 17, 1991

The October meeting was called to order at 7:30 PM by Gerry Genson and Joe Rogozinski, Chairman Mark Pierro could not be present for this evening's meeting. There were 15 members present.

The first order of business was club announcements and a review of the AIM Disk of the Month. Then we proceeded to call for nominations for four Board of Directors as called for by the club's Constitution and Bylaws. The four nominees were: Carl Barron, Harv Hontz, Mike Leskow, and Lou Krueger. Elections will be at next month's meeting.

The meeting continued with demos of TV Sports Football and Touchdown Football by Gerry Genson and Hunt for Red October by Dane Stegman, followed by the raffle and door prize drawings, which were won by Gerry Genson and Dave Ryznar respectively. The rest of the meeting was an open forum and concluded at 9:30 pm.

Cuyahoga Valley Atari Computer Club

C.V.A.C.C.

ATARI®

The officers for the C.V.A.C.C. for 1992 are

President	Jon Goshorn	(216) 494-0738
16-bit VP	Bud White	(216) 848-3856
8-bit VP	Sonny Burgess	(216) 454-6036
Treasurer	Ron Mullens	(216) 794-1990
General Sec'tary	Jim Woodford	(216) 753-5689
P.R. Secretary	Terry Russell	(216) 762-5518

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM monthly magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 South 2275 West, Roy, UT 84067.

Your elected 1991 L.A.C.E. Club Officers are:

Mike Russel	President	(801)546-0707
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)825-5823
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Pub. Coordinator	(801)731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7 PM. Mark your calendars for the next three meetings: January 8, 1992 February 12, 1992 March 11, 1992.

MACE

Time now to tune in to the MACE channel. Last month's theme was Education. Our leader (Ted) started off the meeting by putting a last call on positions in MACE not already filled. The last positions to be filled were vice-president and treasurer.

After the officer positions were finalized, our president made this wild offer—"If people read about PD or Shareware software and want to order, we will be happy to order for them, and we will pay the shipping charges!"

My thought on this at the moment were, "If everybody ordered one disk of PD software, we could be into this for a mint!" One of the club members wondered if an ad he had seen would qualify. Ted answered, "If you bring in the advertisement and tell us what you want to order, we will be happy to do it."

Then he explained how MACE would benefit from all the new software that would be available from the people who order. MACE would have a copy of it, and we could provide all members with the ability to purchase it themselves. He also mentioned purchase price (of PD software disks) comparable to our prices on AIM and MACE disks. Thinking about everyone getting one disk apiece was still spiraling around in my head.

Participation

The president also announced the participation raffle running from October 1991 until the MACE birthday meeting in May 1992. Details and rules were reported in last month's Journal (there are still a few copies of it left).

One rule has changed—members introducing a new member get five (5) tickets! (Bring your friends, they don't have to own an Atari to join and if they win the raffle they'll have enough to buy one.)

Remember, renewing your membership gets you a ticket and you can renew early. So if your membership expires anywhere in June through September '92, renew now, get your ticket and you'll be set until June-September '93.

You can also get tickets for buying three disks from our 8-bit and 16-bit software libraries, plus you still get the fourth disk free! I know we have enough 8-bit disks to allow you to corner the market on raffle tickets and we are always increasing our 16-bit library (I saw some great pictures on one of our latest 16-bit MACE disks). Submissions to either library could also earn you one or more tickets depending on quality of material.

The grand prize is a certificate for $500.00 and there will be lesser prizes awarded. You say to yourself "I have to work that day and I can't be there." No problem, you need not be present to win. If your number is called, you'll have the ticket stub to be able to pick up the prize—at the next club meeting if you wish. Winners will be posted in the MACE Journal and on the MACE Forest (BBS). One last thing, submissions to the MACE Journal are worth tickets (the better the article the more you score!).

The Demo

After the announcements, the meeting broke up into 'demo areas'. Software was being shown off the AIM disks (8-bit and 16-bit). Kid Publisher (16-bit) was also being shown at the meeting. Kid Publisher is a desktop publishing program without all the complexities that make up professional packages like Pagestream or Calamus. Mostly for youngsters, Kid Publisher is easy to use, and kids learn how desktop publishing works from concept to printout.

Remote Atari

I saw postings for BBSes on the wall at the meeting which I will print here—MACE Forest (313) 278-6966 300-2400 baud, Adventure Line (313) 445-1313 300/1200 baud, Rambo HQ (313) 422-0978 2400 baud.

In early November, I visited the home of the operator of the MACE Forest and will be writing about his bulletin board and his computer hardware. I was impressed by his setup with three 8-bit computers, floppy and hard drives, monitor and printers all tied together to work in unison. Call in sometime; these bulletin boards have information about Atari (and other computers) and about MACE. Call them day or night, they run 24 hours a day.

The Near Future

Late breaking news—MACE is organizing a presentation of Atari Computers at the Southland Mall. Things to show off at the mall include:

A MidiMaze tournament (16 players per game) with hopefully a prize for the winner.

Demonstration areas for Entertainment, MIDI/music, Business applications and Education.

Information area to pass out Atari and MACE related info.

A Live MIDI demonstration.

The presentation could probably happen in Feburary. I will keep you posted as to the dates and times.

Middle Georgia Atari Users Group

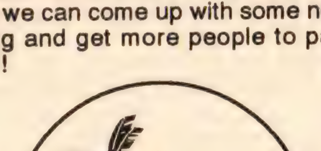
M.G.A.U.G.

The Middle Georgia Atari Users Group is the sole Atari club in the Middle GA Area. We are composed of 40 ST members. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are $6 with an optional newsletter. The AIM disk of the month, AtariUser Magazine, and Public Domain Library are FREE to paid members.

The monthly meeting took place on November 10 with a fairly good turnout. Mainly we had some great discussions on the Atari and the computer world in general. We also had a large number of used ST programs for sale at the meeting.

It appears that we will have a new President of the club soon. Jeff Vincent has said that he would like to give it a try. Jeff and I will be starting the transition next month. After five years, I am quite ready to hand over the torch. Hopefully with a new president leading us we can come up with some new ideas to get the club going and get more people to participate. GOOD LUCK JEFF!

O-ACEs



At our regular November meeting, we elected a new slate of officers for O-ACES. Here they are:

President	Peter Killian
Vice President	Todd Magee
ST Librarian	Mike ("Shane") Yarborough
8-bit Librarian	Bill Zimmerman

Our next meeting (December 11) will be the first of what we hope will be many more holiday parties. The new club officers will make plans and set it all up. After the popularity of our last swap meet, we decided to have them more often - the next one will be held in February 1992. We also discussed a different name for the club: "GO-ACES" (for the Greater Omaha - Atari Computer Enthusiasts) was suggested. Those present decided they like our current name just fine. Finally, we discussed having refreshments during our regular meetings and decided that members could bring their own, but the club would not provide any for the time being.

Our new president will be attending the Chicago Atari show later this month and will file a report afterwards. Things are starting to look up a bit in the Atari market and we hope to do our part and build our own form of excitement in Omaha. Till next time, Peter Killian

The Prez Sez by Rick Reaser

Another club year will be at a close by the time you receive this and hopefully, we will have elected a new slate of officers. For those of you who haven't heard, I will be leaving the area this summer for Air Command and Staff College. From there, who knows where I'll be heading. Los Angeles, I hope. We members of the military have to keep on moving. First Dave Koster, now me.

I enjoyed being a part of the club these past few years and will continue to stay involved until the moving van comes this June. We have great members that are always willing to go that extra mile to help a friend or stranger to the world of Atari. That's special and I hope it stays that way.

In other news, the club purchased a color monitor for our ST, so now we have a complete ST set-up and won't have to rely on members to bring their monitors. The club's equipment is also available for short term loan to members in case of emergency breakdowns at home. We have a host of 8-bit equipment as well.

We plan to have a club BBS up this coming year, courtesy of Sam Cherry's efforts and determination. We're working out the details which should be available soon. Our current BBS home, Wildcat Orphanage has some new features for ST users that are interesting. Be sure to check it out at 392-6632.

The November 8-bit SIG was a lengthy demonstration of the new 3-Dimensional Surface Modeling System, ChromaCAD. The demonstration was loosely based on my recent review of the program which will appear in the December edition of Current Notes. Ben Poehland, the Current Notes 8-bit Editor and Alchemist, provided me with a copy of the program and the opportunity. ChromaCAD is extremely powerful and clever, but requires a lot of time investment to master. It is written in Forth, like Rambrandt so it isn't compatible with Atari DOS. There have been advertisements for ChromaCAD here in AIM which are quite informative. I also demoed the Alchemist's Super Video II upgrade to my 800XL. On a sad note, Ben Poehland's house caught on fire and he is resigning his post at Current Notes.

At the October ST SIG, Terry Quinn and John Peters demonstrated several "Load Pactors" including the latest offerings from Double Click. I spent most of the meeting rebuilding the RS-232 cable for one of our loaner modems, so that one of our STers could check it out. From what I caught of the meeting, as usual, it was a pretty good turn out and fun was had by all. See you at the next SIG meeting.

PHAST

The November general meeting was held on Saturday, Nov. 9th. Attendance was about average (around 15 people). Our current membership is twenty-seven. We dropped four members from the rolls due to non-renewal, but we had five new members as well as a renewal.

Major business conducted was nomination of officers, which were all filled. And the nominees are:

President	Michael Aubrey
Vice President	Brien King
Rec. Secretary	Wayne Myers (reluctantly)
Treasurer	Wayne Myers (enthusiastically)
Mem. Secretary	Mike Zachary
Sgt. at Arms	Adam Ceton

Elections will be held on Saturday, December 14. Most of the meeting was taken up with demos and other presentations on Adam Ceton's STe, as our club computer failed to perform.

RACC

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Business meetings are held at the Springbrook Congregational Church at the corner of Springbrook and Spring Creek Road, just east of Alpine Road, Rockford, IL. We meet from 9:00 to noon every third Saturday of the month.

Our new mailing address is RACC, 5430 N. 2nd Street, Loves Park, IL 61111.

President	Cal Schafer (815) 633-1259
ST VP	Dennis Renner
8-bit VP	George Luhman
Secretary	Mike Ritter
Treasurer	Thom Lofthouse
News. Editor	Ray Smith

Due to economic conditions our newsletter has been unpublished for some time. To find a job, our newsletter editor has been forced to move a couple of times. Last meeting, we determined that only three people were reasonably certain of their job, and 80% were or were about to be unemployed. And now, even IBM is laying off another 20,000, so we Atari people should not be dis-heartened.

RACC participated in the Chicago Computerfest with LCACE by promoting the NEWELL enhancements for the 8-bit and 16-bit computers. With help from TEAC, The Educator's Atari Club from California, we also promoted their new catalog and programs. We showed these working on both the 8-bit and ST computer using the Xformer.

Dennis Renner also showed Data Perfect using the ST. Now, you can talk about your powerful databases and then you can do it this way and really have a lighning fast operation. We had Leo of LJK right next to us. We had a lot of fun, and I am so happy to have met this fine gentleman. I gave a seminar on Printer Control. And we had Atari Writer Plus up and running in 80 columns for all to see and compare with other 80-column word processors. I had the screws removed from my 800 XL with 1 meg of memory, RAMROD, OMNIMON and OMNIVIEW for all to see how these all look and work together, by simply lifting the keyboard.

Sincerely,
H. Jake Olbrich

R.A.C.E.

Pres.	Lewis Midyette	(919) 828-4319
Vice Pres.	Eric Schofield	851-5134
Secretary	Don Nelson	942-2764
St Librarian	Tony Manino	851-8092
8-bit Librarian	Arthur Katz	881-0247
Treasurer	Robert Yates	552-7053
BBS SYSOP	Robert Yates	552-7053
Galaxy BBS		552-0974

Well gang Christmas has passed us by, and it is a new year. I hope all of you got just what you wanted. I also hope you haven't promised your life away with New Year's resolutions. Some of you might make crazy resolutions like spending less time on GEnie, CompuServe or Delphi. While others will be getting up at the crack of dawn to put on that new, sweet suit you got for Christmas, just to fall back asleep because you were up till 3AM breaking your other half dozen promises.

I feel this year will be a good one for the group. Our attendance has remained constant and we have even found a few new members. Our Christmas party was a lot of fun. I hope everyone that could make it did.

Our meeting for this month will be held Wednesday, February 19th, 1992, at Richard B. Harrison Library from 7 to 9 PM. Club dues are $20 year and provide access to the Club BBS, subscription to AIM, and access to the club Library.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

On December 7, 1991 SCAT will hold its members-only Christmas party. The Christmas party is the time of year when we have the club's auction. Robert Schuricht, our first club President, is the auctioneer. Members bring in any old software or hardware they want to sell, and the club takes a 10% selling fee. Brown chicken will be provided, and members are encouraged to bring something to drink and chips or cookies, etc. We will have some Christmas programs running on the ST and 8bit computers.

We also hope our MIDI SIG can set up some Christmas music via MIDI to get our members in the Christmas spirit. There will be a basket for contributions to the Forgotten Children Fund. The meeting will start at 9:30AM until 1:30PM at the College of DuPage, Room IC1000.

The January meeting will start at 10AM on January 4th, College of DuPage, Room K157. John Buell and his brother, Justin, will demo the LYNX game machine. I am told they intent to connect two or more LYNX machines together. Several other member will bring in there game machines. It looks to be a fun demo. No ST demo, but there will be an 8-bit game demo.

If anyone asks, tell 'em you saw their ad in AIM!

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7 PM. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, CA 92190.

President	Dan Phillips
Vice President	Dean Smith
BBS 3-2400 baud	(619)689-8157

The regular monthly meeting was held on Monday, 18 November with agenda of electing new club officers to guide our course through the coming year. At the end of the not-so-secret ballot, Dan Phillips was chosen to lead our group as the new president, Dean Smith as vice president, Jim Traseger as secretary and Steve Dato returned for another term as treasurer. Congratulations to all of our new and returning officers.

At the same time as we welcome the new folks, we watched the backbone of our group shift positions. Mike Bergman joined the ranks of past presidents, without the pension of the folks in Washington but nonetheless with our gratitude. He will keep his hand in by taking over the newsletter responsibilities.

Former VP Danny Rickey is a full-time student and we'll look for more out of him after the education system gets done with him. Vladimir Vooss, our past newsletter editor and treasurer, is taking a hiatus from the club as he gets ever deeper into work and play in his chosen fields—music and MIDI.

Thanks to our outgoing officers for their enthusiasm and leadership while helping us remain one of the largest Atari user groups in the United States.

Our December meeting will be the annual holiday season party with yet another attempt to break the MIDI Maze record for most active connected STs participating. We plan on getting back on the demonstration track in January, and have another swap meet tentatively planned for February. If you're in the area, please stop by! Everyone is welcome!

STAG Saginaw / Tri-City Atari User Group

"where the deer and Atarians play"

The news this month is pretty much the same as last month. There is interest in the 8-bit area, but the ST members have stopped coming to the meetings. We will continue to make our plans at the last minute and notify everyone by postcard during the week before the meeting. If you have any suggestions please call Bryant LaFreniere at (517) 835-2234 or Marty Schmidt at (517) 792-6029.

Our club will continue to exist, if only on an informal basis, because it's worth it just to get the AIM Magazine. There is $344 in the treasury, and it is possible that those attending the meeting (both of us) will buy some software and have a raffle. I have a hunch the odds would be pretty good.

Steve Volker has made the necessary arrangements to get us a copy of Pagestream to raffle off. We will let you know on the meeting notification postcard when we get it. Just in case these comments create a little interest, remember that the meetings are now on the second Saturday of the month.

C:\FL\Jacksonville\STargroup

Friends, Fun & Atari STs

DTP MIDI GRAPHX GAMES WP +

The STargroup is a computer club specifically for helping members use their Atari STs. Our yearly dues are only $15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of LHARCed public domain and shareware programs for your Atari. The club BBS, the Bandersnatch, has had a fatal hard drive crash and thus no longer exists. We do have a message section on Lief's World (904) 573-0734 thanks to the generous sysop Lief!

There was a distinct lack of Atari news to discuss because of the incredible dissertation last meeting by Pat Augustine on the WAACE show. Pat did have his new 4 meg STe and treated us to some of the STe demos that require a working blitter (something I do not have if you are reading this, Mr. Brodie).

It looks like we will be meeting with the FACE user group either the 3rd or 4th Tuesday and the normal STargroup meeting will be the 1st Monday or Tuesday of each month. When they become firm, I will place the meeting dates here.

The STargroup meets on the first and third Tuesday of each month at La Mirada apts. off of Powers Ave. in Jacksonville, FL. Everybody is welcome.

President	S. Michael Hallack (904) 646-0567
Vice Pres.	Pat Augustine (904) 737-8452
Disk Librarian	Jeff Holland (904) 737-8452
Sec/recruiter	Bob Waddell (904) 737-1905

WAUG!

WAUG General Meeting Minutes 11-12-91

The meeting opened at 7:30 PM with our new Panasonic Panasynch monitor displaying a demo of the new Taito game "Super Space Invaders." President Dave Brzezinski took this time to ask the assembled members for authorization to spend $300.00 at the upcoming Chicago show for door prizes to be used at our monthly meetings. After a report from Treasurer Russ Crum revealed that plenty of funds were available, a motion was made and unanimously carried to spend the money.

Member Bruce Urbanski was then given the floor to run some demo programs to show off some of the sound and color capabilities of the STE. Bruce first showed an ST demo for comparison and then launched into a series of programs like "Boing STE" with stereo sound and 32 simultaneous colors, followed by the Lost Boys "Life's a Bitch" and "Ancool on Atari ST" that showed off the STE's hardware scrolling capabilities. An animation with stereo sound called "The Snowman," and a digitized stereo sound player with full controls were also presented for the audience. For those who know Bruce, you know that no demo would be complete without an interesting game, and he managed to show several that showed off the STE's stuff.

The next topic presented was a solicitation from our President for interest in a group purchase of hardware for 8-bits. We need to purchase a total of 12 items from CSS and we can all then share in discounted pricing. Several members from MACE who were present promised to check at their next meeting to see if there is any interest at that club.

While Dave was talking to the group about the 8-bit hardware, the next demo was set up and ready. The same GIF picture was being shown at the same time on an 8-bit running "APACView," an STE in 16 glorious colors and finally on Pattie Rayl's TT at an astounding 256 colors. The picture looked good on the 8-bit and was very nice on the STE, but realism on the TT was truly amazing. Another GIF picture was shown on all three machines with the same results. The assembled members then began to ask questions about the software used, display colors and resolution of all of the machines used in the demo.

"MultiDesk Deluxe" was the next demo featured at this meeting. While Ken Antkoviak was setting up, Dave snuck in again with some business. Fortunately, it was the monthly door prize drawing which gave the lucky winner an Alpha Data mouse for the ST and the "Bookkeeper" package with a key pad and software for the 8-bit.

After the drawing Ken was ready and began to put "Multi-Desk" through it's paces. He explained that this new version of a classic ST program would now allow you to up to 96 desk accessories for loading (more if one of the available slots were used to load "MultiDesk" into itself -- up to 132 times!) and the ability to hold 32 accessories in memory. The size of the memory buffer is fully reconfigurable from within the program, and you can have different configurations of memory and available accessories for different programs, and even for different screen resolutions if you so desire. Even though he stated that he had only used this program for a month, Ken recommended it very highly. Looks like another fine effort from Codehead Software living up to its promises.

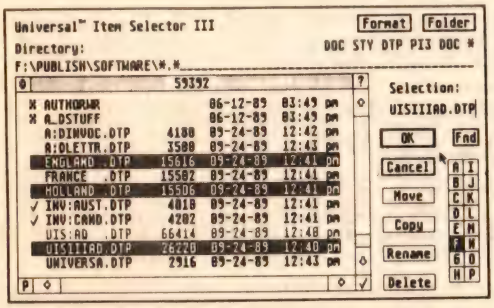
8-bit Librarian Dick Selke was next with the AIM 8-bit Disk-of-the-Month that contained a full featured BBS program for the Atari classic series of machines.

Mike Olin presented his fellow WAUG members with their choice of the WAUG #8 Utilities disk chock full of ST archiving programs, the WAUG #5 Music disc with MCS and Music Studio files, two game disks with a total of 12 games or the AIM Disk-of-the-Month with an "Avant Vector" demo, a "Multidesk Deluxe" demo, a PD program from a local programmer, and loads of other software.

The time for general question and answer brought inquiries from the members about new 8-bit programs as reported in AIM. Were they for real? According to Pattie, that in fact was the case. After very brisk disk sales, the meeting was adjourned at 9:45 PM.

Respectfully submitted,
Dan Cable, Secretary

Universal NETwork for ST/STE/TTs



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Universal™ Item Selector III
Directory:                           DOC STY DTP PI3 DOC *
F:\PUBLISH\SOFTWARE\*.*
                 59392
 ✗ AUTHORWR                 06-12-89  03:49 pm     Selection:
 ✗ A_DSTUFF                 06-12-89  03:49 pm     UISIIIAD.DTP
   A:DINVOC.DTP     4180    09-24-89  12:42 pm
   A:OLETTR.DTP     3580    09-24-89  12:43 pm
   ENGLAND .DTP    15616    09-24-89  12:41 pm
   FRANCE  .DTP    15582    09-24-89  12:41 pm
   HOLLAND .DTP    15506    09-24-89  12:41 pm
 ✓ INV:AUST.DTP     4018    09-24-89  12:41 pm
 ✓ INV:CAND.DTP     4202    09-24-89  12:41 pm
   UIS:AD  .DTP    66414    09-24-89  12:48 pm
   UISIIIAD.DTP    26220    09-24-89  12:40 pm
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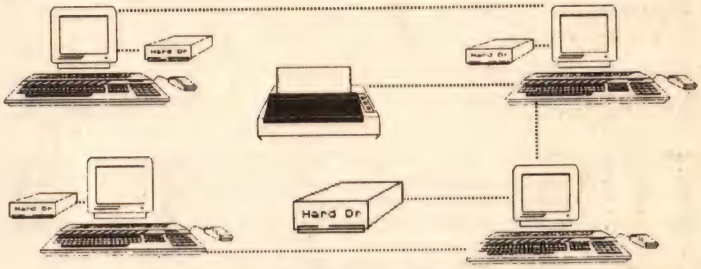

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- ☐ Atari 8-bit (12 SS/SD "flippies") — $60

AUTHORWARE

These programs are offered from Authors who have worked long and hard to produce programs that have a narrow audience, but nontheless, are needed by some users.

"Bowling Handicapper" by Rick Haines
Use for entire league. Many variables. Handicaps automatically figured. Mono or color, **$15** +$2 P&H

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"Comic Book Collector" by Al Baggetta
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"Splitter" By Travis Guy
Mini-Backup program for users who want a simple program to back up 1 partition or folder and set of files. Good GEM interface, easy to use. Easy program to save and restore files. Split files too large for single disk. Program is intuitive, lets you know how many formatted disks needed, rings bell when next disk needed, etc. Format backup disks without leaving program. Color or Mono, **$15** + $2 P&H.

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compatible. Pricing for these systems is very competitive.

For long-time Atari enthusiasts like myself, the release of PC compatibles from Atari may be the financially saving move that keeps Atari in the green in the years to come. That possibility makes me excited. On the other hand, the Atari ABC line of computers are just more ho-hum PC compatible computers. I wish Atari success in their PC compatible ventures only to further development and promotion of their real power computers, the ST/Mega/TT line.

Portfolio

Also on display were numerous Portfolio computers and complementing accessories. A table was devoted entirely to the Portfolio, in addition to a display showing its use as a process controller. A light and small train were turned on and off by a controlling Portfolio, displaying the Portfolio as a very neat, compact device controller that is reprogrammable.

CDAR-505

The long, long awaited CD-ROM was on display. The CDAR-505 made for Atari by Chinon was being demonstrated by Carl Bacani from Computer Rock of San Francisco. Atari's suggested list price for the CDAR-505 is $599.00. But what good is a CD-ROM drive without data and program disks? Well, the availability of disks are abundant for IBM and Macintosh computers. I'm told these data disks are accessable to the Atari ST/TT users with a front-end software load module that allows the ST/TT computers to read and utilize them. Atari-specific disks (numbering two now) will total seven by December 1991.

Mega STe/TT 1.44M Upgrade

TT030s were used in most of the software demonstrations, prompting me to ask Bob Brodie about the validity of the rumored 1.44 MByte floppy disk drive upgrade for the Mega STe/TT. Apparently, Atari engineers had to reverse engineer the out-of-production Western Digital high-density floppy disk controller needed for this upgrade.

Socketed WD1772 controller chips were used in Mega STe and TT production to allow easy upgrade replacements. ST and STe owners will not be so lucky, since their drive controller chip is most likely soldered in and the source of the 16 MHz clock to run the new floppy controller is unavailable. Hopefully, some ingenious ST user will develop a method for retrofitting the older model STs for the rest of us.

STBook

The real hardware star of the Atari booth was the STBook. This notebook computer is not just a warmed-over STacy. No, it is a complete, newly-designed ST compatible computer. The STBook is a true, self-contained portable that features an amazing battery life of 10 hours!

TOS 2.xx improvements were made to accommodate the STBook, including a nice feature that will put the STBook to sleep after a user-defined period of inactivity or when the case is closed. The best part of this feature is that the currently active process is stored in memory upon sleeping, to be resumed when reactivated. Nice!

The STBook should come equipped in three different hard disk configurations—40, 80 and 120 Megabytes. Current plans are for all configurations to ship with one megabyte of RAM (non-user upgradeable). A future model will be offered with four megs of RAM.

The "mouse" is an arrangement of three buttons in the upper right side of the keyboard. The largest, middle button is a pressure sensitive mouse positioning

button. Rocking or pressing the button in the desired direction moves the mouse pointer the respective direction on the screen. Firmer pressing actions produce faster pointer movements. The two smaller buttons located closer to the keyboard are the left and right mouse buttons. Nothing different or special about these buttons, except their location.

The feel of this new version of a mouse is really different. I liked the responsiveness and could probably get used to it, maybe even prefer it. With TOS 2.xx in the STBook having keyboard equivalents, use of the mouse is really optional anyway (at least at the desktop), so I don't expect the "real" mouse-only users to complain. *[Ed: an external mouse can be connected to the STBook, also.]*

The connectors and interfaces in the STBook are quite different than other ST computers. In the back, behind a plastic cover, are the new mini-Centronic-style ASCI DMA port, standard ST parallel printer port, 9-pin RS232 IBM-style serial port, and a pair of mini-DIN MIDI I/O connectors.

On the left side of the STBook's chassis is an expansion connector for CPU bus-type peripherals, complete with mounting screws for physical stability. Of course, there is also the power connector for recharging the NiCad batteries and an AC adapter. All this is contained in an 8 x11x1 inch case weighing in at slightly more than four pounds!

Some things are notably missing from the STBook, and for good reasons. The LCD screen is not backlit because of the power requirements. When given the choice between backlighting or long battery life, Atari opted for long battery life.

Also the floppy disk drive and even a floppy drive port are absent. The floppy controller is not included for the same power reasons. Atari will offer an ASCI floppy drive that will connect to the STBook at some future date to add floppy transportability and compatibility. Until then, loading the STBook's hard disk will require an external ASCI DMA transfer using the Atari supplied software and cable.

Other items left off the STBook are the numeric keypad, ST monitor plug, and the cartridge port.

Because the design concept of the STBook is to provide the ST/TT owner with a travelling portable companion computer, the lack of some standard ST peripheral connectors really should not be a concern. The gain for this small sacrifice is an extremely long battery life while maintaining compatibility with the ST computer line in a small, comfortable size.

The STBook on display was not an experimental or prototype model. Rather, it appeared to be in a production, consumer ready form. The displayed STBook was a very nice and refined product that was very impressive. My overall opinion is it will be a hit. Atari's expected availability for the STBook is February 1992.

Matrix Video Card

Another hardware product being used was the Matrix video VME card that fits into the TT030 and Mega STe. This card allows high resolution color displays as good or better than the new XGA IBM standard. Very impressive color pictures were displayed on a 19-inch Mitsubishi multisync monitor. This VME video card is available through a number of sources including Atari.

MIDI

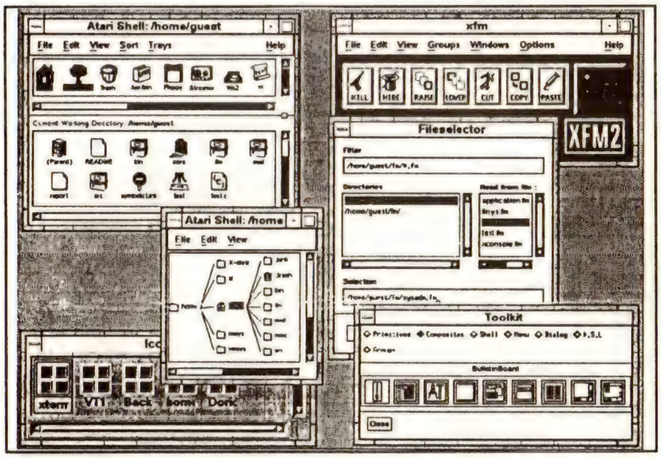
I can profess to *not* being a musician or even understanding music. However, I do know Atari enjoys respect and has a good reputation among musicians. As might be expected, MIDI music hardware and software were displayed in the Atari COMDEX booth. Serious MIDI demos like a direct-to-disk music hardware and software system and sound editing software were just two of the displays. Musically inclined readers should look to other Atari COMDEX reviews for further information.

Bundled Systems

Atari is ready to release bundled ST systems in time for Christmas. There are about three or four different system packages with software subjects like entertainment, grade school education, etc. Included in each kit is an STe and SC1224 monitor. The Discovery Pack includes a 520STe, SC1224 color monitor, four games, a paint program, BASIC and a desktop tutorial program. Another package, the Family Curriculum package, includes 1040STe, SC1224 and a slew of educational programs. Atari's nice software selections and low pricing of these systems are expected to bring in some new first-time ST buyers.

UNIX SYSTEM V

Atari TT030 Unix System V is now available to Unix developers. Atari is rightly very proud of hosting Unix System V on the TT030 computer. It is indeed an accomplishment that could pay big dividends to the bottom line sales figures. Full industry/consumer release is expected in March 1992 when software is expected to be available to bring in immediate TT030 Unix System V sales. TOS will be available in ROM, using a operating system selection desktop routine.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xfm
File Edit View Groups Windows Options Help
KILL HIDE RAISE LOWER CUT COPY PASTE
XFM2
Fileselector
Atari Shell: /home
File Edit View
Toolkit
xterm

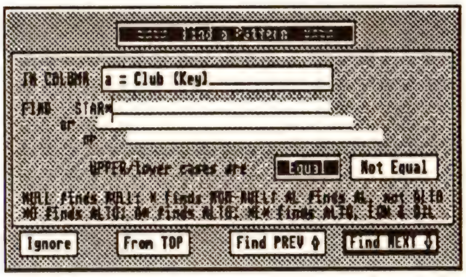
Software

Like any other computer, software is the power behind the hardware. The Atari COMDEX booth had some impressive software applications. The products mentioned below are the only ones I received information on because of their interest to me.

Didot Professional—The guys at Goldleaf Publishing must be scouring the world for the best of the best in ST/TT software, because that is exactly what they have in Didot Professional.

After about an hour-long personal demonstration, I decided Didot Professional has enough capability to satisfy, even overwhelm, print shop personnel. Every question or concern I could think up was successfully answered by Goldleaf's representatives. To me, Didot Professional appears to be one of those rare programs that give you the power today and tomorrow to accomplish any thing you want to do (and more). Didot Professional is serious software with a serious price tag, $995.00.

Informer II—Todd from Soft-Aware, Unlimited was demonstrating the power and flexibility of Informer II. Unlike the typical hard-to-use PC compatible database, Informer II is extremely easy to use while still retaining the high-end database product features the others offer (i.e., graphic import capability, multi-level linked records, lists and sublists, complex and logic sorts, etc).



IN COLUMN a = Club (Key)

FIND STAR*

Informer II has far too many features and capability to list here, but if you are in the market for a better and more powerful database (like me), then Informer II deserves your consideration. *[Ed: See elsewhere in this issue for a complete review.]*

Avant Vector—The most famous programmer duo for the Atari ST/TT computer—Charles Johnson and John Eidsvoog of Codehead Software—also manned an area of the Atari COMDEX booth. On display was Avant Vector, one of their newest professional products. Avant Vector is an excellent graphic conversion utility that converts Atari, Mac, PC or Amiga bit graphic images to vector images automatically for altering, refining, scaling, etc. What was once a laborious and time-consuming "manual" task is now automated. *Nice product.*

Genus—Also on display was Codehead's vector font creator for Calamus called Genus. Genus allows the creation and editing of fonts and other vector objects.

Chronos-3D—Lexicor Software provided demonstrations of Chronos-3D, their keyframe animator. Chronos-3D allows creation of complex animations by linking still frames into an animated "film." Another serious piece of software I'm sure graphics and animation buffs would find difficult to live without.

Attention GFA programmers.

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HyperLink—JMG Software International was displaying HyperLink on an Atari Mega STe. Just like last year, I remain impressed with the versatility and application potential this software has. I don't have to go out on a limb to predict that HyperLink will be a "must have" product for all ST/TT users. Seeing HyperLink in action would be all it would take to persuade you to lay your money down for this one. It's a valuable software asset for a fair price!

Other products on display were Calamus SL from ISD Marketing, Retouche graphics editing software from Goldleaf Publishing and others.

Gadgets by Small was not represented at this year's Atari COMDEX booth even though they were there last year and have been to other important shows this year.

The pen-based Atari computer called the STylus was also unavailable. Mr. Brodie explained the absence of the STylus was due to the great deal of handling it received at the German shows.

Conclusion

In comparing last year's Atari COMDEX presence with this year's, I would have to give the Atari group a much improved score. Product, professionalism, representation, information and image have all increased significantly over last year. The 1991 Atari COMDEX image was strictly professional, nothing but professional. I didn't even hear a squeak about the Lynx

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Innovative 3-D double decker boards fit into the video-shifter metal box of the ST. Memory diagnostics and RAM disk software included. 1yr. warranty and 30-day money-back guarantee. Super reliable data and ground connections make this *the* upgrade board for your ST.

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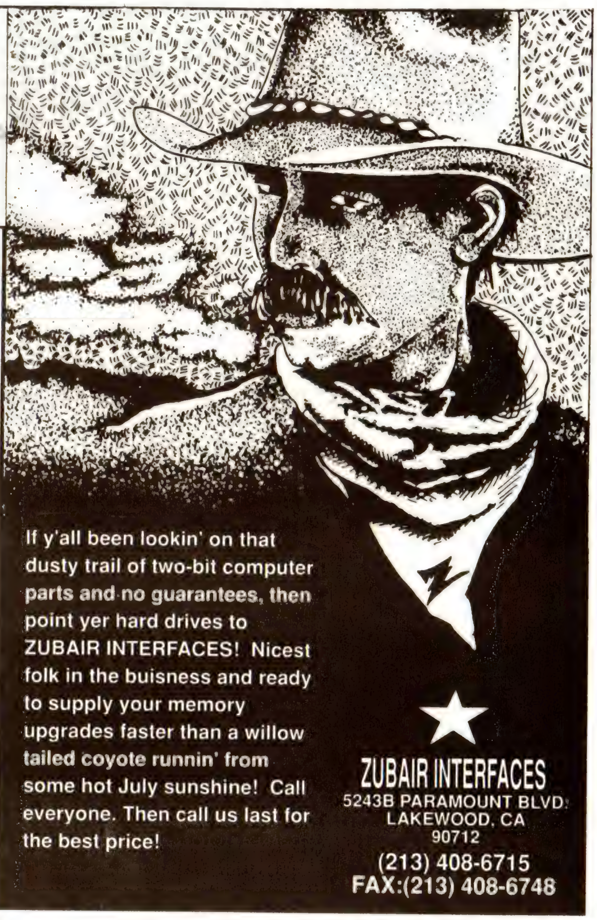

If y'all been lookin' on that dusty trail of two-bit computer parts and no guarantees, then point yer hard drives to ZUBAIR INTERFACES! Nicest folk in the buisness and ready to supply your memory upgrades faster than a willow tailed coyote runnin' from some hot July sunshine! Call everyone. Then call us last for the best price!

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The Church Treasurer

A Complete ST Financial Management Package for Any Church Treasurer

Terry Quinn (P3ACE)

The Church Treasurer is a complete shareware package for use by any church or not-for-profit organization (at least ones that are intentionally setup that way).

Installing the program is fairly simple—all one has to do is make a folder on a hard drive (required), copy the contents of the disk onto it and you are in business. The data disk contains the three main programs, all the required data files and folders, and an extremely detailed set of instructions.

Before any use can be made of the package, it is very important to read the instructions thoroughly. The instructions assume you may not be familiar with either the Atari ST computer or the office of Church Treasurer.

One cardinal rule for automating any management activity is that if you aren't organized before you start, all you accomplish is multiplying chaos.

The creator of this system, William R. Austin, is apparently well aware of this truism, since the documentation deals at great length with the organizational details of how the office of Church Treasurer should be conducted.

In addition to these management recommendations, this package also includes a worksheet template which is extremely useful in ensuring each week's contributions are accurately recorded prior to entering them into the program.

There are four main programs in this package. One, called TREASURE.PRG, forms a common link between the others and provides some security functions like passwords for the sensitive giving information. Two of the other programs, CONTRIB.PRG and INC_CKBK.PRG, do the bulk of the work. A fourth program called NEWYEAR.PRG resets the data files to begin each new year.

All these programs are customizable, even to the extent of being able to modify the fancy graphics title screens. Since these programs were not written to be unique to a particular denomination, the user must set up the various budget categories, gift funds and so on. The programs even include some custom backup options (and, in fact, force you to use them!) to make this often-ignored task easier to do.

The programs all have a common look and feel that, unfortunately, does not include the normal GEM drop down menus and windows. Instead, all menu selections are presented in the middle of the screen and respond to single keystrokes only. Once you get started, the mouse is neither needed or wanted.

Since this system was written in GFA Basic version 3.0, it could probably be implemented in the MS/DOS version of this language with little or no work, since it doesn't appear to take advantage of special Atari features. One other drawback is that the programs work in medium resolution only.

Finally, while it creates a terrific first impression due to the ability to customize the various screens and the foresight that went into the logic, there are some things the Church Treasurer does not do well.

Perhaps the most glaring omission is that none of the primary modules support the accounting convention known as a reversing entry in case of mistake. Although the error checking employed by the program is quite good, it is very inconvenient to correct mistakes once they are found.

Contributions Module

The contributions program is usually the first one encounters in actual use. This program supports 10 "names" files of 100 families each. If a church has more than 100 families, it will be necessary to use more than one file.

While the ability to support multiple files is nice (sometimes churches have multiple suborganizations), the small fixed length of these files is a major inconvenience. A church must have more than 100 members in order to be economically viable in today's economy.

Because many churches support the concept of "pledges" as a planning tool, this program will track and even manage "pledges" for multiple purposes for each family unit. Of course, the program supports a large number of appropriate reports for reporting contributions; both to the Church and to each family (for tax purposes).

One important check for financial accuracy at this level is that total income (offerings) must match contributions. The program gets good marks for forcing this to be so, but exactly what to do about it if things don't match isn't entirely clear.

Of course, if the provided worksheet is followed, the likelihood of this happening is not very great.

Checkbook Module

The checkbook module is just what its name implies—a simple checkbook type of accounting system. One very nice feature is its ability to obtain information from the data files generated by the Contributions module, so reentering the income information is unnecessary.

Of course, the program also supports additional inputs apart from the family contributions program, so it doesn't give up any flexibility either.

Another very important feature that the checkbook supports is a line item budget or "fund" accounting feature. Every income or outgo item must be assigned to a category, and the checkbook keeps track of the status of each budgeting category on a weekly basis. This feature is, in itself, one of the best reasons to recommend this program, since most nonprofit organizations manage their finances in just this way.

In fact, the only financial management problems the program's author has not provided for are human ones which are beyond the purview of this program. The checkbook module also has the usual checkbook reconciliation routines, a generous assortment of hardcopy options and a fair assortment of useful utilities.

Conclusions

Is this package worth the $20 shareware fee the author requests? Well, it depends on your situation. If your organization has an Atari ST setup like the packages requires—hard drive and color monitor— and has a reasonably good paper system for financial management, the potential time savings after this program is first set up can be substantial. Even though it isn't perfect, it is well worth the effort to set it up and use it (a bigger investment than the shareware fee).

Can it be improved? Most certainly! A few minutes work with an accountant to implement "reversing entries" for error correction and the adoption of a resolution-independent, GEM-based display would be a substantial improvement in the versatility of this system.

As it stands right now, this program would be well worth the effort to "port" it to the MS/DOS platform as well, since most Churches contemplating automation will probably begin with a donated PC clone.

In fact, the only Churches that probably won't find this program useful are those who employ "shoebox" accounting or those who are large (and rich) enough to employ a professional financial officer.

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Shaded 80-Column Fonts
An Experiment in 8-Bits

Jerry Bridgman

I am a strictly 8-bit Atarian, but was interested in Jay Craswell's talk about grayscale fonts (Sex, Lies and Graphics/Video, November Atari Interface). A couple months ago, I tried something similar on my 800XL. My goal was to produce 80 columns of readable text on a color TV. Previously I had tried to accomplish this goal in Mode 8, the highest resolution mode available on my machine. I never got very far with this, and put it aside.

Then the idea of using Mode 15 occurred to me. Here you have four "colors" which can be converted to four shades of gray. However, you only get 160 pixels across the screen to work with. This means only two pixels per character for an 80-column text display. The Turbo-BASIC type-in program at the end of this article embodies this idea.

The program works by dividing each character in the standard Atari set into left and right halves. The ROM characters were made on an 8x8 grid, so any row in the grid can have anywhere from zero to eight dots turned on. A half row can have zero to four. This gives five possibilities, but we only have four shades. The program simply assigns the same shade to three and four dots. This is OK, especially since four-dots-on is not common.

The listing is short enough that I expect many people will be willing to type it in and give it a try. If you do so there are two things you need to know. First, the REM statement in Line 91 is supposed to tell you how to type in the string in Line 90 (Control-comma, Control-A...). Second, when you first RUN the program, hold down any of the console keys. This causes the special Mode 15 font to be manufactured from the ROM character set and to be deposited in memory.

From there, all the program does is input a line of text from the user and print it on the screen in 80-column format. As written, the program will do one screen worth of characters. If you want to do more, punch the Break key and rerun it (without pressing a console key).

The Results

So, how does the text look? Well, if you know what it's supposed to say, then you can read it! But, if someone types in something weird or unfamiliar, then you might have problems.

Craswell mentions the alphabet was immediately recognizable in his 2x2, 16-shade font. I can make something like the same claim for my 2x8, 4-shade font. It is still not very practical for a word processing program or any application where you need to read the screen with total reliability.

As an example of the semi-legibility of text you get with this program, I have included a very familiar sentence with a very unfamiliar tag added on at the end. To display this sentence, press RETURN at the INPUT prompt. Owing to a glitch in Turbo-BASIC, you have to press RETURN twice initially.

I find the main sentence is decipherable at least, but the tag is not. Oh, in case you're wondering, I added the tag after watching MTV.

Actually I was a little disappointed it didn't turn out better. I have seen 80-column displays on TVs that were more readable than this one. Notable examples of this are provided by the cable channel Mind Expansion University.

I have seen MS-DOS and Lotus 1-2-3 demonstrated with a full monitor screen appearing at once. (Or almost—I have counted over 70 columns several times.) To be sure, not all the individual letters are legible—lower-case 'u' is an undifferentiated light spot, for example. But ordinary text is generally quite readable.

I suppose the reason for this is that broadcast TV, as opposed to 8-bit computer-driven TV, has twice the resolution because it uses twice as many lines.

Interlacing

Here, there is another tie-in with Craswell's article: Under the heading "VGA Chip Sets" he mentions the inferior (nauseating) display you get with interlacing. This is no doubt true in general, but I sure have seen better screen displays on television than anything I have seen from my computer.

By "better" I mean "more detailed and refined." If you look closely at a weather map, or any of countless other fancy displays on TV, they are often a-buzz with flickering highlights. And yet, these are not usually upsetting to the stomach or even the eye when viewed from a normal distance! My point is that it would be nice to have the power of interlacing even if it took exceptional skill to use it well.

Optimized shaded text might also require exceptional amounts of RAM, at least more than you might think. This is because the correct "shape" for a character could depend on what characters are present on either side of it. Thus, you might well find that a shaded "font" would require several versions of some of the letters.

By the way, how is it possible for the XEP-80 to produce a higher resolution mode through a joystick port?? Could a similar device get us the interlacing I mentioned above? How 'bout it, you techies? I seek enlightenment.

I mentioned that the program is in the public domain. While writing this little program I came across a glitch in Turbo-BASIC (TB) of which I was previously unaware. Look at line 60. This line establishes the initial address for the new Mode 15 font, just below the display list.

This is an unconventional place to put data, because it is unprotected from BASIC. I did it this way because the more usual way doesn't work very well in TB. The "usual way" is to lower the RAMTOP pointer at location 106 and issue a GRAPHICS command. In Atari BASIC, the screen memory is snuggled up under the new RAMTOP leaving an opening in RAM that BASIC won't touch.

TB has apparently eliminated the "snuggling" routine. To make a long story short, you must reserve space at the top of RAM in multiples of 16 pages (four kilobytes). That's quite a chunk on a 64K machine, so I decided to experiment with the method mentioned at the start of this paragraph.

Finally, you might want to experiment with other Atari screen fonts. There are a zillion of these available. After the GRAPHICS statement in Line 20, but before Line 40, load in another font and point location 756 at it. It would be interesting to see how much difference a different starting font would make to the final Mode 15 shaded font.

Jerry Bridgman
3722 Zwerg Dr.
Madison WI 53705

```
10 C=10:C=C*16
20 GRAPHICS 15:COLOR 3
30 POKE 708,C+4:POKE 709,C+8:POKE 710,C+12:POKE 712,C
40 CHPG=PEEK(756)
50 CH=CHPG*256
60 NARROWPG=PEEK(561)-4
70 NARROW=NARROWPG*256
80 DIM CONVERT$(120)
90 CONVERT$="♥┣┣▌┣▌▌┛┣▌▌┛▌┛┛┛"
91 REM * ctl-,AABABBCABBCBCCC
100 IF PEEK(53279)=7 THEN 200
110 FOR I=0 TO 1023 STEP 8
120   B=I/8:A=B&127:CHR=B+32*(A<64)-64*(A>63 AND A<96)
130   ? B,CHR
140   FOR J=0 TO 7
150     A=PEEK(CH+I+J)
160     B=(A&240)/16+1:C=A&15+1
170     P=(ASC(CONVERT$(B))*4+ASC(CONVERT$(C)))*16
180     POKE NARROW+I+J,P:NEXT J
190 NEXT I
200 POKE 87,8
210 INPUT CONVERT$
220 IF LEN(CONVERT$)=0 THEN CONVERT$="The quick brown fox jumps over
the lazy dog! Yo he do!"
230 *F :FOR I=1 TO LEN(CONVERT$)
240   POKE 756,NARROWPG
250   TEXT X,Y,CONVERT$(I,I):X=X+4
260   POKE 756,CHPG
270 NEXT I
280 Y=Y+8:X=0
290 GOTO 210
```

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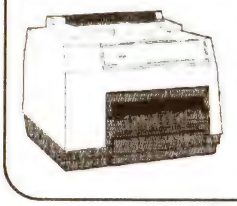

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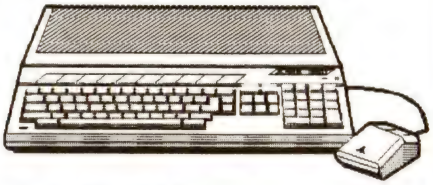

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DETERM TELECOMMUNICATIONS PROGRAM FOR THE ATARI CLASSIC 8-BIT

Ellen Lentz (ACCT)

DeTerm is a telecommunications program written entirely in assembly language for the Atari Classic computers (XL, XE, 400/800) with 48K and at least one disk drive. It is a Shareware program written and copyrighted by Jim Dillow, and it's available on GEnie, CompuServe, etc.

There are several versions of the program—DeTerm SX212 for the SX212 modem, DeTerm XM301 for the XM301 and 1030 modems, DeTerm 850 for Hayes or compatible modems connected to an 850, P:R or MIO, and DeTerm MPP for the MPP modems plugged into joystick port #2.

Each version has a built-in handler which relocates to LOMEM on boot. There is also a DeTerm for Hayes compatible modems which has no booter or handler—you have to supply your own handler for this version.

To use a modem, there are two requirements. You must load a terminal program into your computer and you must connect to either another computer with a terminal program loaded or to a Bulletin Board System (BBS). A BBS is basically a very enhanced version of a terminal program.

To use DeTerm, you must first configure it, saving the results in a DEFAULT file which will then be loaded at boot-up time. You can prepare a PHONE.LST file containing the phone numbers you wish to dial, which will also be loaded at boot-up time. This file must be named in a file called LIST.BAT.

Print or read the documention file called DETERM.DOC (which comes with the DeTerm package) for instructions to create this file. MODEM.BAT is a "set up" file that allows you to send commands directly to your modem before running DeTerm. (Consult your modem documentation to see what commands you can send.)

To boot DeTerm with DOS 2.0 or 2.5, you should construct a boot file containing DOS files and DeTerm, then rename the DeTerm file to AUTORUN.SYS. (See DETERM.DOC for booting with SpartaDOS.) Boot your computer (modem on) with the disk in Drive 1, with BASIC disabled.

DeTerm includes extensive use of windows and drop-down menus. Most of the documentation is in Help files. It is suggested these files be placed on a separate disk which must be in Drive 1 when accessing them. After booting DeTerm, you can remove the program disk from Drive 1 and put in the Help file disk.

After booting DeTerm, you will notice the menu line at the top of the screen, which contains the following:

```
ONLINE R:DEV MODEM DISK ETC QUIT
```

Whenever the menu line is displayed, you can choose the menu by pressing the OPTION or SELECT keys or using the arrow keys. Display your menu by pressing START or RETURN, or press the first letter of the menu you wish to access.

The menu window under the header will open and you'll see the supported commands. Pressing the Help key ("?") at any menu, gives a brief summary of the commands, if the Help files are in Drive 1. Pressing Escape causes an immediate jump to Terminal mode. Pressing SELECT in Terminal mode returns to the Main Menu.

To become familiar with the program, it's a good idea to boot DeTerm up with your modem turned off. Then, place the Help files in Drive 1. At each command, press "?" for the instructions. To see what information is required, press START or RETURN. Press SELECT to exit without inputting any data. (Be sure to have backup copies of your disks, just in case.)

You may wish to print some of the longer help files for reference while becoming familiar with the program. The Terminal help file is 10A. Go to DOS, choose copy, and type HELP.10A,P: to send this file to your printer.

Return to DeTerm by choosing Binary Load—AUTORUN.SYS. Other help files are Upload, 12A; Download, 13A; and Capture, 14A.

While in the terminal mode the following items appear on the Status line: On or Off (Word Wrap); Full or Half (Duplex); Atari or Ascii (Translation); Current Baud Rate; Number of Bytes in data buffer or the words Full, Upload, Download, or Send (Buffer); and time on-line (Timer).

You can change the settings for the first three Status items by using Control/Shift in combination with another key. For instance, Control/Shift/W toggles Word Wrap, while using the letter 'T' toggles Translation and 'D' toggles Duplex.

Note: Duplex should be FULL if communicating with a BBS and HALF if connecting computer to computer. (If no text appears, or letters are doubled, simply choose the other setting.)

Other Shift/Control key combinations include:

F—Flip game screen.
G—Flip game screen and reset bricks.
R—Reset time to zero.
S—Take snapshot of entire screen and put in buffer.
Clear—Reset buffer count to zero. Data in buffer will be lost.
Escape—If capturing to disk, then the data buffer will be saved and the file closed.
1-5—Send macros 1-5 to modem.

Current settings for the following are saved in the default file when you use the *write* option in the ETC menu:

Download Batch Drive—Online Menu, Down option.
Upload Protocol—X-Type menu.
Download Protocol—X-Type menu.
Baud Rate—R:Dev menu.
Translation—R:Dev menu.
Edit Window—Term menu.
Dial Mode—Modem menu, Mode option.
Connect Wait—Modem menu, Wait option.
Drive Numbers—Disk menu, Drive option.
Margin—Etc menu.
Color—Etc menu.

The ONLINE Menu includes commands to upload or download a file, capture text to disk or send text directly from disk to the host computer (BBS), save data in buffer to disk, view or print data in the buffer or a file, and zero out data in the buffer.

The MODEM menu contains options for dialing a phone number from the keyboard, accessing or creating a list of phone numbers, maintaining a list of PC Pursuit City nodes and functions for various modem settings.

The DISK menu allows you to select default source and destination drives; get a directory of the source drive (you can also press 1-9 from any menu selection); copy, move, rename, lock, unlock, erase, view or print a file without going to DOS; and format a disk.

The ETC menu allows you to set left-hand margin, change screen and text colors, and read or write the Defaults file. This menu also contains information (Option N/A) about the Command Line Interface between SpartaDos and XL/XE computers, as well as a binary file loader (HELP.54A).

Don't be afraid to experiment. It takes time to learn a new program. The HELP files can all be viewed, and the configuration files created, without turning on the modem. Even if you don't have a modem, viewing this program might help you decide to get one. Once you have configured your files, the program is very simple to use. There is even a game you can play during long uploads and downloads.

If you enjoy this program send a contribution to:

Jim Dillow
P.O. Box 2552
Sarasota, FL 33578.

For further information you can contact him on CompuServe or GEnie. Remember, it's contributions from Shareware authors like Jim that keep the Atari Classic alive. DeTerm can be freely distributed if you include all Help files and modules.

If you have a program you would like to learn how to use, or one that you would like to have reviewed in AIM, send a copy of the program and all documentation to the address at the end of this paragraph and I'll see what I can do with it. I've been having quite a good response to these articles, but am always looking for something to write about.

Ellen Lentz
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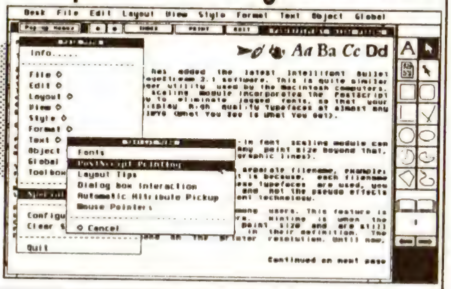

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Programming in Michtron Command Language
A Tutorial for Michtron BBS 3.0 Sysops

Jeff Wells

Have you ever called a new Bulletin Board System and found it to be the same as all the other Bulletin Board Systems using that software that you have called before? The only difference is in the Message Base topics and what type of systems the BBS supports.

Tim Purves, author of Michtron's BBS, has created a Bulletin Board System that is as flexible as the System Operator's imagination. Michtron's Bulletin Board System (MBBS) is written entirely in a language called Michtron Command Language, or MCL for short.

This allows you to make changes to the BBS as you desire, or as your knowledge of programming in MCL will allow. What I hope to accomplish in these articles is to familiarize you with programming in MCL.

Getting Started

Before we get started, I would like to tell you about MBBS if you are not familiar with it. MBBS v3.0 is a multi-line, multi-tasking BBS. What does this means to you?

It means that, while one or more callers are logged on, you can be logged on doing whatever you like at the same time. The caller may be downloading a file while you are reading your mail or even doing system maintenance. This makes your BBS a true 24-hour BBS.

I have been programming in MCL for about 18 months now. After having a degree in Computer Science, I thought MCL would be easy to learn and code. Some of the obstacles I encountered quickly changed the way I programmed.

For example, MCL only deals in Integer numbers. This means you cannot use a number greater than 32,767 or less than 0, and the result of all arithmetic functions will always be in integer form, no decimals.

One other major tool missing from MCL is the ability to use arrays, something most programmers take for granted. Aside from those differences, MCL was modeled after C and has most of its features. MCL does not use line numbers.

Learning MCL will also aid you in Structured Programming, which may be defined as the constuction of programs from smaller programs that are either structured programs themselves or made up of a number of particularly well understood control structures.

Learning MichTron's Contol Language will also aid you in structured programming.

A Global Approach

All variables in MCL have a "Global" scope—once you set a variable to a specific value, that value will be the same until you change it. If you write a program that calls another program, then the variables you set in the calling program will be the same in the called program. This is very helpful when you start writing programs that call upon other programs to get the result you want.

When coding MCL, you will be able to use 28 *numeric variables* and 28 *string variables.* These variables consist of a one letter indentifier, with a string variable having a trailing dollar sign($). For example, *a* is a numeric variable which may be set from 0-32767, while *a$* is a string variable which may equal up to 79 characters in length. When defining a string variable, you must put quotes around the string.

```
Numeric Example: a = 374
 String Example: a$ = "Your Name"
```

If you accidently assign a string to a numeric variable, or vice versa, you will be reminded during the compiling of your program with a compiling error.

Abbreviations

The following abbreviations will be used throughout this and following articles:

```
expr  =  Numeric Expression
var   =  Numeric Variable
sexpr =  String Expression
svar  =  String Variable
```

Assigning values or strings to either var(s) or svar(s) is very simple and yet complex. For example:

```
 var  =  expr  Assigns expr to var (a = 3 + 4)
 var +=  expr  Adds expr to var (a = a + 5)
 var -=  expr  Subtracts expr from var (a = a - 5)
 var *=  expr  Multiplys var by expr (a = a * 5)
 var /=  expr  Divides var by expr (a = a / 5)
svar  =  sexpr Assigns sexpr to svar (a$ = "Joe")
```

These six examples are going to be the most commonly used ways to assign values. There are others that we will talk about in future articles.

Labels and Subroutines

Let's talk about *labels* and *subroutines*, or procedures. A label is like a book marker, or a reference point, and is usually used for error trapping or to identify a point within a program. A sub-routine or procedure is a section of code within a program you might use more than once.

When calling a subroutine, the flow control of the program passes to the identified routine, the subroutine code is processed, and then control is returned back to the source that called it.

An example of labels and subroutines might look like this (the lines of text between /* and */ are comments):

```
Start_here:; /* This is a label and subroutine. */
  ...        /* notice the colon followed by a */
  ...        /* semi-colon. This identifies */
  ...        /* either a label or subroutine. */
  if(a > 7)
    print("Your number");
   a += 1;
  ...
return; /* The "return" tells the computer to
return to the calling program at the line directly
below the 'GOSUB" command. Notice the trailing
semi-colon. */
```

In this example, the label "Start_here" is also a subroutine due to the following "return." This routine checks to see if the variable *a* is greater than 7 and then diplays the message. Regardless of the outcome, it adds 1 to the variable *a* and returns to the calling program. This is not a common use for a subroutine, but a good example of one.

Maintaining flow control of your program impacts the outcome desired. Flow control statements are commonly known as 'Loops'. MCL supports four different types of these loops. In the following examples, we will attempt to obtain the same results using the different types of loops.

IF/ELSE—This loop will check a condition. If the condition is met, it will execute the following code. If the condition is not met, it will execute the code under the ELSE, if there is one.

```
a = 1;          /* Set starting value of a to 1 */
start_loop:;    /* Label */
  if(a == 7)    /* Condition */
     /* IF Condition is TRUE */
     print("\n",a,", Your lucky number");
  else          /* IF Condition is FALSE */
  {
     print("\n",a); /* print value of 'a' */
     a += 1;        /* Add 1 to variable 'a' */
     goto start_loop;  /* Goto our label above */
  }
```

If you are going to execute more than one process after checking a condition, you must enclose the processes with { and }, like in the ELSE example above. When we checked for a TRUE condition, we did not have to enclose the print statement with { and }. When the condition was FALSE, we did have to enclose because there were multiple processes to execute.

WHILE—This loop checks the condition in the beginning of the loop and executes all processes within the enclosing brackets.

```
a = 1;
while(a < 7)           /* Condition */
{
   print("\n",a);      /* Condition was TRUE */
   a += 1;
}
print("\n",a,", Your lucky number.");
/* Condition was FALSE */
```

In this example, we are checking the condition *a* < 7 in the WHILE command. If the variable *a* is less than 7, we print a carriage return (\n), and then we increment our variable *a* by 1. When this statement becomes FALSE—when our variable *a* is equal to 7—we print a carriage return, the value of our variable and then the message.

The main point to remember with a WHILE loop is that it checks the condition first. The condition must be met before any of the code within the WHILE loop is executed. This does not mean that you cannot have another loop within the WHILE.

REPEAT/UNTIL—The difference between a REPEAT/UNTIL loop and a WHILE loop is that a REPEAT/UNTIL loop checks the condition at the end of the loop, forcing the loop to execute at least once, while the WHILE loop checks condition first and may exit before it executes at all.

```
a = 1;
repeat
{               /* Loop executes at least once */
     print("\n",a);
     a += 1;
}
until(a > 7)    /* Condition */
print("\n",a,", Your lucky number.");
```

This gives you the required results, but forces the program to loop through the code at least once. Even if *a* was greater than 7 to begin with, this code would add 1 to it.

FOR—The FOR loop assigns the variable, sets the condition and sets the incrementing value all in one step.

```
for(a = 1; a < 7; ++a)
{
   print("\n",a);
}
print("\n",a,", Your lucky number.");
```

In this example, we set variable *a* to 1, gave the condition of 'if *a* < 7 execute the following', and told the loop to increment *a* by 1.

Loops are very powerful when coding your program, especially if you are doing repetitive coding. Deciding which loop to use depends on when you want to check the condition of the loop.

Exiting Gracefully

If you are in a FOR, REPEAT or WHILE loop, you cannot exit by using a GOTO statement. You may, however, use GOTO statements within the loop, as long as you have the LABEL within the loop.

Exiting a FOR/REPEAT/WHILE loop can only be done in two ways—either the condition is met or you use a BREAK command. The BREAK command stops the loop in all cases.

A CONTINUE command in a FOR loop will jump to the incremental expression statement of the loop (in our example, that was the *++a* statement). In a REPEAT or WHILE loop, the CONTINUE command jumps to the top of the loop. There may be up to 16 unsatisfied BREAK/CONTINUE commands in your code during compilation.

System Stuff

There are 32 unique System Variables pertaining to each user on your BBS. These range from the user's address, phone, number of uploads and downloads and so on. These system variables are categorized as *string read only, integer read only, integer* or *STRING.* If a system variable is *read only,* that's exactly what it means—you can only read these variables and not assign them values. The *integer* and *string* variables can be assigned new values by you during your program.

There are also 78 System Procedures/Functions you can use during your coding. The difference between a System Procedure and a System Function is that you cannot assign a System Procedure to a variable. System Functions may be assigned. In other words, System Functions return a value while System Procedures do not.

For example, *display_user()* is a System Procedure. You would not want to assign *a = display_user().* On the other hand, you might want to assign a variable to the *disk_free(sexp)* function before receiving an upload, as in *a = disk_free("c:\\upl\\");*.

About the Author—Jeff Wells is sysop of the Lone STar BBS in Killeen, Texas, (817) 690-1993, 12/2400 baud. Jeff has authored a number of games and utilities for Michtron's BBS, including NFL Yesterday, ProduceM (Movie Madness), an online dating service and an MCL version of Space Empire Elite, a popular FoReM BBS game.

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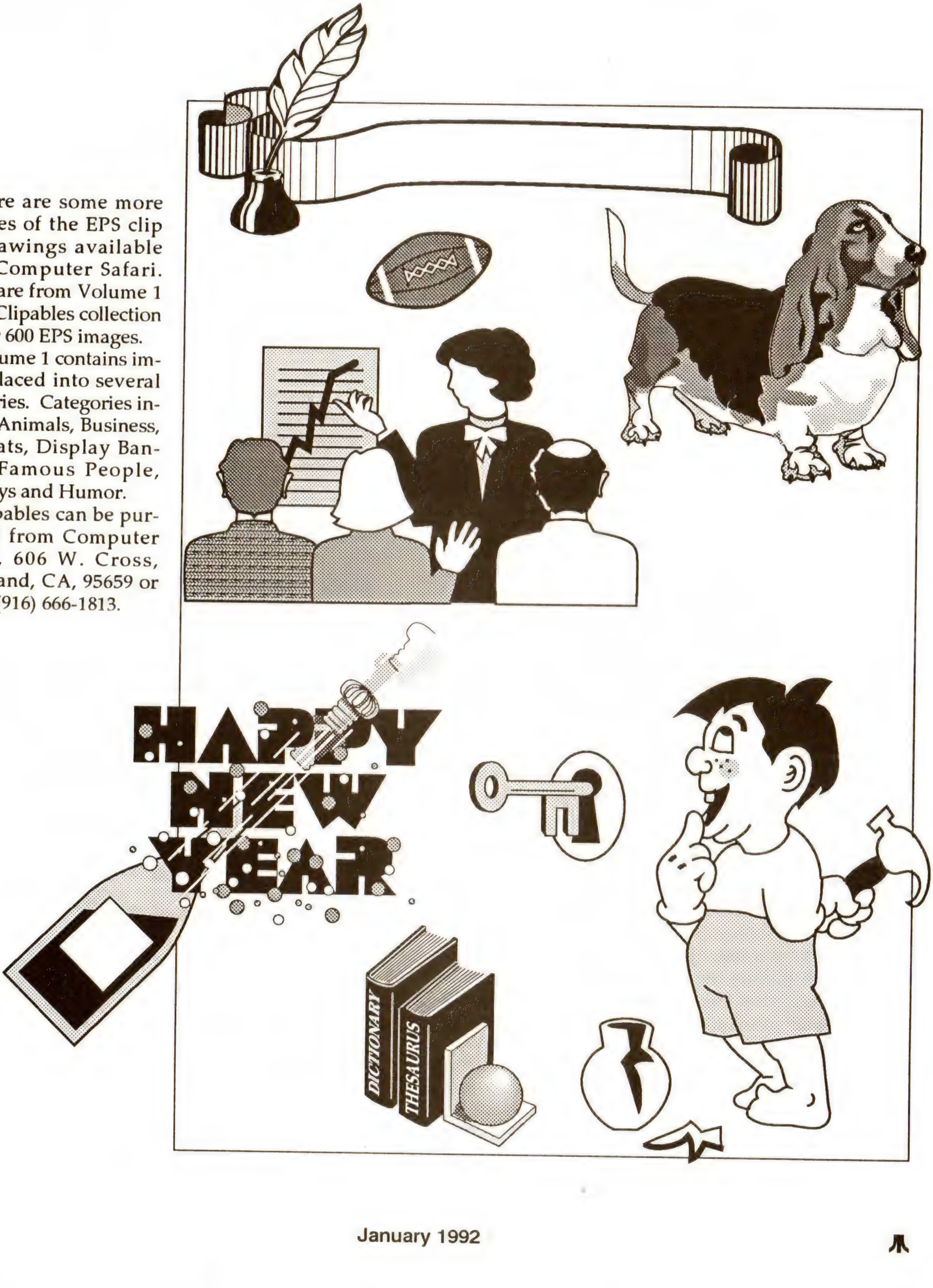
Here are some more samples of the EPS clip art drawings available from Computer Safari. These are from Volume 1 of the Clipables collection of over 600 EPS images.

Volume 1 contains images placed into several categories. Categories include: Animals, Business, Dingbats, Display Banners, Famous People, Holidays and Humor.

Clipables can be purchased from Computer Safari, 606 W. Cross, Woodland, CA, 95659 or phone (916) 666-1813.



Font Pak 2

Francisco

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ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
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Wessex Gothic

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MegaType is probably best know for their font conversion (FontVerter) and font creation (Font Designer) software.

The company is also an excellent source for superb quality fonts. Each MegaType Faces Font Pak will be a welcome addition to any DTPer's font collection.

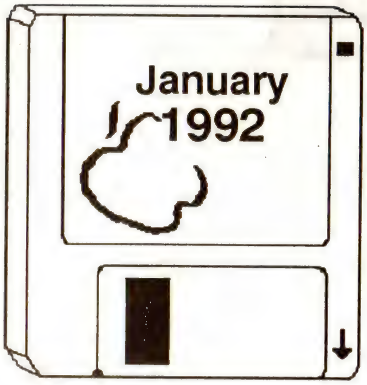
MegaType's Font Paks each contain Calamus, PageStream and Type 1 font formats on the same disk.

Fonts for Calamus are compatible with all versions up to and including 1.09N.

PageStream font versions include all files for compatibility with PageStream versions 1.8x or 2.1.

Adobe Type 1 format files come complete with font outlines, Adobe font metrics and metric files for Windows 3.0 with Type Manager (for use on an IBM with Windows or Corel Draw).

For more information or to order Faces Font Paks, contact MegaType, PO Box 645, South Bend, IN 46624, (219) 288–7468.



AIM Mac/Spectre Disk Of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting archives. Just double click to extract!

Here is a short description of the files contained on the January '92 Mac/Spectre Disk of the Month:

DeskZap—DeskZap allows you to set Finder info for a file; remove LFs and other formatting codes from text files; delete, copy, rename or move HFS folders; move files to different folders, and much more, all in DA form.

FlashWrite—FlashWrite][1.03 is a word processor in a DA. Supports a Find feature, word/paragraph count, multiple fonts and text styles and much more.

GIFwatcher—This desk accessory lets you view GIF images while you are dowloading them. Save time by cancelling images you don't want. Also has a dithered black-and-white mode for viewing GIFs on a monochrome system. Version 2.0 adds features for fast viewing of existing GIF files, conversion to PICT format, color dithering (great for desktop images) and more. Version 2.0.1 adds automatic opening of new GIFs.

Household Shopper—Household Shopper 2.2 can save you money by helping you become a better shopper. Lots of built-in text teaches you better shopping habits. Use the program to create shopping lists from over 2,000 items, track coupon usage, etc. Item information can be fully customized. Excellent interface and very easy to use.

PicaCalc 2.0—DA with special features for DTP. A programmable scientific calculator with a twist, PicaCalc uses algebraic entry with any combination of U.S. or metric measurement and/or typesetting units. Sports 16 digits, transcendental functions, Polar/Rectangular conversions, clipboard, 10 non-volatile memories, conditional branching, user defined functions, user defined prompts and more. Save pica programs for later use!

System Picker—System Picker lets you switch between different System Folders easily. It can help ease the transition to a new System setup by letting you keep multiple Systems in the same volume.

To Do!—The To Do! DA is an attractive, well-done program for keeping track of your daily activities. Easy-to-use and very handy. Save individual To Do lists for multiple topics and even print the lists for hardcopy reference.

UPS Shipper—A complete UPS shipping program. Eliminate the need for UPS books! Prints labels and COD tags. All Zones are incorporated, including International. Great for small businesses.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the January '92 Mac/Spectre Disk and which format when ordering.

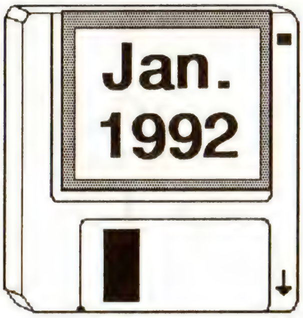
Also, we have another special Games disk for January. The January '92 Mac/Spectre Games Disk contains a single game, but it's a great one. The game takes up a whole disk!

Drakmyth Castle—Designed exclusively for the Mac 512K, Plus, 512Ke, SE, and Classic, this very excellent game is also great for Atari/Spectre owners. Assume the identity of the bold peasant as he dares to venture from his village in an attempt to defeat the ominous castle's sorcerer who cursed the village with a deadly plague. Lots of good graphics, nasty monsters and creepy sounds in this graphic adventure.

This file is ready-to-run; no need to extract this game. (It was so large even when compressed that we couldn't find another game to fit on the disk!) Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the January '92 Mac/Spectre *games* Disk and which format when ordering.

NOTE: This Games disk is not part of a standard subscription to our Mac/Spectre Disks of the Month. If you are a disk subscriber and want this disk, you must purchase it separately.

AIM ST/Mega Disk of the Month



All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the January '92 disk. For more complete docs, see the text files contained in most of these archives.

BOB.APP—A program for your AUTO folder that displays Bob (from the Church of the Sub-Genius) when you boot up. Silly? Yeah. Pointless? Maybe. But hey, it's FreeWare from @ircular Logic! (c)1991. "@ircular Logic, cut us some slack."

CAL602.APP—Version 6.0.2 of Bill Aycock's popular Calendar desk accessory. Lets you look at any month/year and schedule events by date, position, or every so many days. All new screens, more room to describe each event, cyclic events, save/load/merge events, keyboard shortcuts, auto conversion from previous versions, and much more!

CALPRINT.APP—CalPrint is a program that generates a one-month-per page calendar. Version 1.5 adds the ability to output to a text file for editing and extensive notes capability, including multiple note files for any month. Handles any year from 1900 through 3000. ShareWare from Chris Sorensen. Free future updates for registered users of 1.5.

DOORS.APP—Michtron BBS 3.0 MCL file from Jeff Wells. DOORS.M automates generation of a Games menu for your Michtron BBS. By using this module, you only have to update a text file whenever you add a new game to your system!

EDWIN APP—Incredibly small text editor ACC/PRG from Clear Thinking's Craig Harvey. Edwin essentially allows you to create/edit one window worth of text (2K), but the program is just 6K (takes a whopping 10K of RAM). For writing short notes, addressing envelopes, etc. Edwin can be useful for anyone tight on RAM. If you're not tight on RAM, buy EdHak from Clear Thinking and get a full-blown editor that can edit ANYTHING.

EPD10.APP—The Extended Palette Driver 1.0 is a complete replacement for the driver that JRI shipped with their 4096 color card. The EPD was written at the request of Prism Paint owners so they could access the larger palette. Since the program patches all necessary XBIOS and VDI calls to work with 4096 colors, other well-written GEM applications should also benefit. This program is freeware from Robert Birmingham, the author of Prism Paint.

GAZETEER.APP—Gazetteer is a US Atlas that contains a volume of info on the US, including ZIP Codes, Area Codes, Timezones, Maps and much more! Program written by Dave Stuart.

JETON.APP—This tiny ACC "kick-starts" your DeskJet if you forget to turn it on before you boot your ST. Great for when you've designed the perfect page, but realize your DeskJet isn't on! Uses only 350 bytes of RAM, runs in any resolution on any ST/STe/TT. Another great program from Bill Aycock.

MARROW.APP—Marrow is a unique program that enables you to use your mouse from within non-GEM programs. Marrow allows you to switch your mouse into 'keyboard mode' to emulate the cursor keys, and then back again at the touch of button. A very small program that is a must for every ST owner that uses any TOS programs.

METCON APP—A US <-> METRIC converter. Very extensive. Includes temperature, distance, area, mass and volume conversions. Bidirectional. Another great program from Dave Stuart.

MOUSEBT2.APP—A very nice system bootup/configuration program that works on all systems and all resolutions, from the TT on down. Selected your auto programs, desk accessories, assign.sys files, desktop.inf/newdesk.inf files and more.

NFL_YEST.APP—Michtron BBS 3.0 online game. NFL Yesterday allows your callers to coach their favorite NFL team, playing against the computer head-to-head or against other callers. With 28 teams, complete stats and lots more, this is a game your callers will really like! Written by Jeff Wells.

RACKEM.APP—Three games in one: pool, billiards and snooker. Runs in ST low resolution on ST/STE/TT. GFA basic source code and instructions included.

RAPSHEET.APP—The Rapsheet time logging program allows you to keep track of time spent on various tasks (on your computer or elsewhere). Breaks tasks down by type (work, play, etc.). Great for keeping records of how much of your computer is used for work and how much for play (for tax reasons). Also great for recording time spent on various tasks at work for billing purposes. Version 1.3 adds complete logging of when each task was started.

REALRAY APP—A ray tracing program written and compiled in GFA BASIC. Runs in ST low resolution ST/STE/TT. You set up a scene with spheres, walls, floor, ceiling and light sources as required. Objects can have degrees of reflectivity and refraction and can be colored. Creates very realistic pictures.

REVERSI.APP—Demo of CPX Reversi, a control panel extension from @ircular Logic. It is a demo only in the sense that it allows four uninterrupted games before it starts reminding you it is a demo. Otherwise, it's fully functional. Register your copy to get rid of those annoying reminders! Must have XCONTROL.ACC to use this CPX.

SEE_V20.APP—Another great Michtron BBS 3.0 online game from Jeff Wells! Space Empire Elite MCL brings the popular FoReM game of galactic conquest to MBBS. Players build their empires, spy on their neighbors, support covert strikes against their enemies and lots more. If you run Michtron's BBS and support online games, this is a MUST HAVE!

SHREDR2.APP—A major update to Shredr+, the file deletion utility from DO NOT STAMP Software. Shredr+ ensures your privacy by permanently deleting files from your disks. Too many features to list here, but this version adds an all-new GEM interface, supports MaxiFile III's "backdoor", and is over three times faster than the previous version. Color/Mono supported. Fully functional Shareware.

SONGFILE.APP—Catalogue your music/video collection with the Songfile database from Andy Osborne. This UK import gives you the ability to build a list of all your records (albums, EPs and singles), tapes, CDs, DATs and videos. Search by song, artist, album title, and more. Print a complete index of your collection, for individual albums, etc. Runs in ST medium or high resolution on all machines from ST to TT.

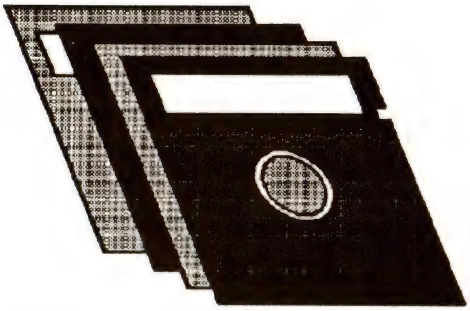
SWITCH APP—Switch is a neat little ACC from Russia that changes the system font to give your ST a more Mac-like appearance. Also, pressing LSHIF+RSIFT gives you access to the second half of the character set. The Russian Cyrillic characters are stored in ASCII locations 128-255 Works on ST/STEs in all resolutions, including Mega/STE. Does not work on the TT.

VANITY.APP—A Vanity Plate CPX. Great for the next time you need to use the computer and your spouse/roommate says "I don't see your name on it." Pop open the Vanity Plate control panel extension and show 'em! Freeware (c) 1991 from @ircular Logic. You must have XCONTROL.ACC to use this CPX.

WHATIS52.APP—Whatis version 5.2 identifies over 100 file types—ARCs, LHarcs, PRGs, pics, ACCs, animations, etc...no more "what kind of file is this?" problems! Runs as a PRG or ACC (just rename the file) on any ST/TT in any resolution. Short docs included. This version adds PFX and AFX files, Newdesk XIC icons, SDS DJ and Printer Utils setup files, and MSDOS EXE and COM files. PLUS, Whatis can now act as a 'file type server' for other applications!

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the January '92 ST disk when ordering.

AIM
Atari Classic (8-bit) Disk
January, 1992



Each AIM 8-bit Disk of the Month is a single-sided, single-density "flippy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility and to decompress files with a DCM extension, you need DISKCOM3.UTL (available from most BBSes, user groups or on the April/May '91 AIM 8-bit Disk).

ATARIMNU.ARC—An excellent disk menu program that allows you to load/run program files or BASIC files. Lots of options. Complete docs included. NOTE: Tested with Atari DOS 2.5 only...DOS 2.5 included on this disk for your convenience.

BUNNY.DCM—Bunny Busters is an arcade shoot-em-up from the military personnel at Fort Huachuca, Arizona. Shoot the jackrabbits and other critters as they scurry across the screen. But, watch out...some of those critters can shoot back!

HURPLOT.DCM—Gulf Hurricane Plotter comes from the New Orleans Atari User Group. Plot the path of your favorite hurricane(s). A nice educational tool with excellent graphics.

MEISTER.ARC—A Simon-like game. Try to match the sound and color pattern, using the joystick. Can get pretty hard in just a few rounds. Three different play modes available.

SHADEDFT.ARC—Turbo BASIC program accompanying J. Bridgman's "Shaded Font" article in the Jan. '92 issue of Atari Interface.

Side 2

DRAW7XEA.ARC—A very nice graphics drawing program designed for the Atari xE (or other Atari Classic computer with at least 128K of memory and BASIC XE). This arc contains Side 1 of a disk, minus DOS. UnARC this file to a newly formatted disk with DOS 2.5 written to it. Then, reboot to use the program.

DRAW7XEB.ARC—Docs and demos to go along with DRAW7XEB.ARC. UnARC this file to side two of your Draw XE disk.

TPJOY.ARC—A very handly little program from John McGowan. This VBI-driven routine adds joystick scrolling capability to TextPro. Now, you can use the joystick to scroll quickly around your text! Includes docs and source code.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the January '92 8-bit disk when ordering.

AIM Subscription Form

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City: ______________ State/Country: ______________

ZIP/Postal Code: ______________ Phone: ______________

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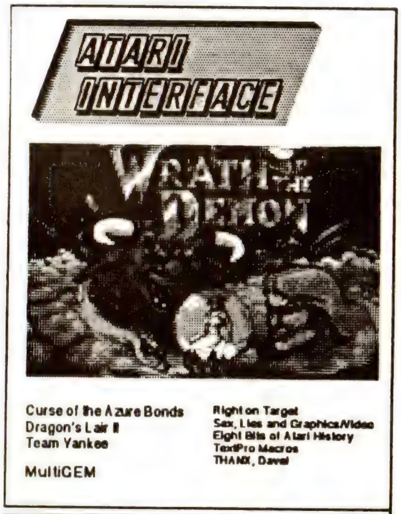
I wish to receive your Disk of the Month. I am an AIM subscriber.

☐ ST/Mega (12 double-sided disks) — $50
☐ Mac/Spectre (12 DS disks) — $50
☐ Atari 8-bit (12 SS/SD "flippies") — $50

Sign me up for your Disk of the Month only. I am not an AIM subscriber.

☐ ST/Mega (12 double-sided disks) — $60
☐ Mac/Spectre (12 DS disks) — $60
☐ Atari 8-bit (12 SS/SD "flippies") — $60



ATARI INTERFACE

WRATH OF THE DEMON

Curse of the Azure Bonds
Dragon's Lair II
Team Yankee

MultiGEM

Right on Target
Sex, Lies and Graphics/Video
Eight Bits of Atari History
TextPro Macros
THANX, Dave!

Your Connection to the Atari User's Community

Supporting Atari 8-bit and ST/Mega/TT computers

AAAUA ATARI 8-BIT USER GROUP

Club Name: Alamo Area Atari User Association
Acronym: AAAUA
Address: PO Box 79-1426, San Antonio, TX 78279
Meetings: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX. 107 Glenarm, San Antonio
Day: 1st Tuesday of each month
Time: 6:30-9:30 PM
Founded: 1979
Dues: $24; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
System(s): Atari 8-bit
Contact: Al Sherrill (512) 492-6633
Benefits: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE
ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

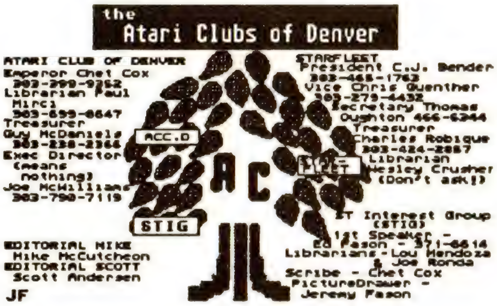
Club Name: Albuquerque ACE
Acronym: AACE
Address: 1021 Sagebrush Trail SE, Albuquerque, NM 87123
Day: General: 1st Sat and 3rd Tues, 8bit: 2nd Tues
Dues: $20/yr payable in January
System(s): Atari 8-bit and ST/Mega/TT
Contact: Richard Houser (505) 299-3977
BBS #s: Astro BBS: (505) 260-0448
Benefits: PD library access, BBS membership. Swap meet on 1st Sat. of June and December.

AUSTIN ATARI COMPUTER ENTHUSIASTS
AACE

Club Name: Austin ACE
Acronym: AACE
Address: 305 Meadow Creek Dr., Round Rock, TX 78664
Day: 1st Wednesday of each month
Founded: August 1981
System(s): Atari 8-bit and ST/Mega/TT
Contact: Chris Davis (512) 388-1974
Benefits: C classes for ST and 8-bit.

ABLE

Club Name: Atari Boosters League East
Acronym: ABLE
Address: PO Box 1172, Winter Park, FL 32790
Meetings: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sunday of each month
Time: 1:30-4:30 PM
Dues: $12/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Hadley Nelson (407) 671-0317
Benefits: Access to the ABLE Program Library of User Software (ABLE PLUS) and ABLE AID newsletter.


the
Atari Clubs of Denver
ATARI CLUB OF DENVER
Emperor Chet Cox
303-299-9252
Librarian Paul Mirci
303-699-0647
Treasurer
Guy McDaniels
303-238-2366
Exec Director
(means nothing)
Joe McWilliams
303-790-7119
ACC.D
STIG
A C
EDITORIAL MIKE
Mike McCutcheon
EDITORIAL SCOTT
Scott Andersen
JF
STARFLEET
President C.J. Bender
303-466-1763
Vice Chris Guenther
303-279-4432
Secretary Thomas
Oughton 466-6344
Treasurer
Charles Robique
303-424-2887
Librarian
Wesley Crusher
(Don't ask!)
STAR-FLEET
ST Interest Group
(STIG)
1st Speaker -
Ed Fason - 371-6614
Librarians - Lou Mendoza
& Joe Ronda
Scribe - Chet Cox
PictureDrawer -
Jeremy Fason

Club Name: Atari Clubs of Denver
Acronym: ACCD
Address: PO Box 24064, Denver, CO 80224
Meetings: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tues.; STarfleet: 2nd Fri.; STIG: 3rd Tues.
Time: 7:00 PM
System(s): Atari 8-bit and ST/Mega/TT
Contact: Guy McDaniels (303) 238-2366
BBS #s: (303) 343-2956 3/12/2400
Benefits: ACCD is an umbrella group for ACD, Starfleet and STIG.

ACCEPT
Atari Computer Club of El Paso, Texas

Club Name: ACC of El Paso Texas
Acronym: ACCEPT
Address: 245 Longhorn Court, El Paso, TX 79907
Founded: June 1988
Dues: $20
System(s): Supports Atari 8-bit, ST/Mega/TT, Macintosh and IBM
Contact: Steve Bruck
BBS #s: STEP, (915) 755-STEP STE-EP BBS, (915) 821-9220
Benefits: Discounts from Jenkins' Computers, special STE-EP access.

ACCESS
Atari Computer Club Encompassing Suburban Sacramento

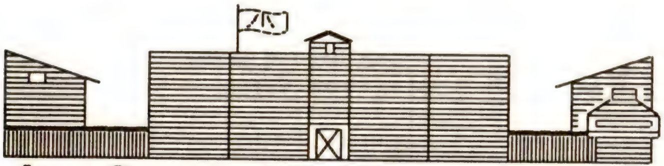
Club Name: ACC Encompassing Suburban Sacramento
Acronym: ACCESS
Address: PO Box 1354, Sacramento, CA 95812
Meetings: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wednesday
Time: 7:30 PM
System(s): Atari 8-bit
Contact: Bob Drews (916) 423-1573
BBS #s: ACCESS BBS, (916) 428-8662

ACCT

Club Name: ACC of Toledo
Acronym: ACCT
Address: 4487 289th, Toledo, OH 42611
Meetings: Dave & Brenda Micka's home.
Day: 1st Wednesday
Time: 7-9 PM
Founded: 1980
System(s): Atari 8-bit and ST/Mega/TT
Contact: Dave & Brenda Micka (419) 729-1891
BBS #s: Disk Drive-Thru BBS, (419) 885-3441
Benefits: Disks $2 8-bit, $4 ST

Atari Exchange of Louisville

Club Name: Atari Exchange of Louisville
Acronym: AEL
Address: 317 Norbourn Blvd, Louisville, KY 40207
System(s): Atari 8-bit and ST/Mega/TT
Contact: Lawrence Estep (812) 944-8997



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Club Name: Atari Computer Owners Resource Network
Acronym: ACORN
Address: 3627 Iowa Court, Fort Wayne, IN 46815
Meetings: Shawnee Branch of the Allen County Public Library
Day: 1st Saturday
Time: 10AM-1PM
Founded: 1981
Dues: $18
System(s): Atari 8-bit and ST/Mega/TT
Contact: Ken Helms
BBS #s: (219) 744-1396 3/12/24/9600
Benefits: Three Rivers Festival, PentaCon, ICE Kid's Conference Participant.

ACORN
Atari Computer Owners of Rochester New York

Club Name: Atari Computer Owners of Rochester NY
Acronym: ACORN
Address: PO Box 23676, Rochester, NY 14692
Meetings: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wednesday
Time: 7 PM
Dues: $20/yr (add $6 for AIM)
System(s): Atari 8-bit and ST/Mega/TT
Contact: Don Allis (716) 293-3415
BBS #s: Dimension's End - (716) 436-3078 3/12/2400
Benefits: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

A C U N ET

Club Name: Atari Computer Users NETwork
Acronym: ACUNET
Address: 2662 E. Nob Hill Dr. SE, Salem, OR 97302
Day: 4th Tuesday
Time: 7 PM
Dues: $15 with AIM, $10 without
System(s): Atari 8-bit and ST/Mega/TT
Contact: Ron Purdy (503) 588-7509
BBS #s: Salem Public Lib. - (503) 588-6130, Page BBS - (503) 363-0171, The Jungle - (503) 393-4274.

ACE OF ST. LOUIS

Club Name: ACE of St. Louis
Acronym: ACE of SL
Address: PO Box 3508, St. Louis, MO 63143
System(s): Atari 8-bit and ST/Mega/TT
Contact: Dick Pederson (314) 644-7168

ATARI FEDERATION

Club Name: Atari Federation
Acronym: AFED
Address: PO Box 5367, Vandenberg AFB, CA 93437
Meetings: Vandenberg Federal Credit Union, Vandenberg Village branch, Lompoc, CA 93436.
Day: 1st Monday
Time: 7 PM
Founded: March 1984
Dues: $10/single, $15/family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Phil Rominger (805) 736-7147

ASTMUM
ATARI ST/MEGA USERS
(Montreal)

Club Name: Atari ST/Mega Users of Montreal
Acronym: ASTMUM
Address: PO Box 966, Station B, Montreal, PQ H3B 3K5 CANADA
Founded: 1987
System(s): ST/Mega/TT, MIDI Specialists
Contact: Kest Carter-Morgan (514) 272-6631
Benefits: Emergency repair, laser printing & graphics services, discounts on computer and MIDI equipment, Audio Recording & Music Tech course discounts and MUCH MORE!

B.A.A.U.G.

Club Name: Bay Area AUG
Acronym: BAAUG
Address: PO Box 4637, Santa Clara, CA 95054
Meetings: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara, CA.
Day: 1st Monday
Founded: 1979
Dues: $20
System(s): Atari 8-bit, ST/Mega/TT and Portfolio
Contact: Robert Kaczanowski (408) 946-2271
BBS #s: (408) 986-0215

BAKERSFIELD ACE

Club Name: Bakersfield ACE
Acronym: BACE
Address: PO Box 40203, Bakersfield, CA 93384
Meetings: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tuesday
Founded: Jan. 1982
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
System(s): Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Contact: Tim Hobbs (805) 837-2726
BBS #s: (805) 831-5350

Birmingham Atari Computer Enthusiasts

Club Name: Birmingham ACE
Acronym: BACE
Address: 5822 5th Terrace S., Birmingham, AL 35212
Meetings: Vestavia Hills Public Library
Day: 2nd Monday
Time: 7 PM
Dues: $15/Regular, $25/Advanced
System(s): Atari 8-bit and ST/Mega/TT
Contact: Alan Brewster (205) 591-9906
BBS #s: Matrix BBS, Co. #7, (205) 323-2016 Matrix BBS, (205) 251-2344
Benefits: Advanced includes AIM 8bit or ST monthly disk

Bournemouth and Poole Atari Group

Club Name: Bournemouth and Poole AUG
Acronym: BaPAUG
Address: 248 Wimborne, Oakdale, Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Friday
Time: 7:30 PM
System(s): Atari 8-bit and ST/Mega/TT
Contact: Colin Hunt
Benefits: 8:16 Newsletter

B.R.A.C.E.
Bluegrass Region Atari Computer Enthusiasts

Club Name: Bluegrass Region ACE
Acronym: BRACE
Address: 151 Todds Rd. #240, Lexington, KY 40509
Meetings: Conference Room B, Lexington Free Public Library, Downtown Branch Conference Room B
Day: 3rd Tuesday
Time: 7-9 PM
Founded: April 15, 1986
Dues: $15/individual, $20/family, $10/associate
System(s): Atari 8-bit and ST/Mega/TT
Contact: Hal Nason (606) 269-8989
Benefits: Associate membership includes AIM but not library access.

BRAG ST
Buffalo Region Atari Group for ST's

Club Name: Buffalo Region Atari Group for STs
Acronym: BRAG*ST
Address: PO Box 1035, Buffalo, NY 14225
Meetings: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thursday
Time: 7:30PM
Founded: 1987
System(s): ST/Mega/TT
Contact: Mark Pierro (716) 691-7844
Benefits: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

CACE
Cascades Atari Computer Enthusiasts

Club Name: Cascade ACE
Acronym: CACE
Address: PO Box 6161, Jackson, MI 49204
System(s): Atari 8-bit, ST/Mega/TT and IBM

A.C.E.
Cookeville Atari Computer Enthusiasts
Cookeville, Tennessee

Club Name: Cookeville ACE
Acronym: CACE
Address: 280 Capshaw Drive, Cookeville, TN 38501
Meetings: Putnam County Library, Cookeville, TN.
Day: 1st Saturday
Time: 1PM
System(s): Atari 8-bit and ST/Mega/TT
Contact: Dan Hale (615) 526-8002

Central
Connecticut
Computer
Club

Club Name: Central Connecticut Computer Club
Acronym: CCCC
Address: 127 Pinnacle Rd., Bristol, CT 06010
Meetings: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wednesday
Time: 7:30PM
Dues: $25/yr normal, $30/yr family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Rich Scheidel (203) 589-3738

CDACC
CENTRAL DELAWARE
ATARI COMPUTER CLUB

Club Name: Central Delaware ACC
Acronym: CDACC
Address: 3117 Walnut St., Dover, DE 19901
System(s): Atari 8-bit and ST/Mega/TT
Contact: Tom Baldwin

CDACE
Capital District ATARI Computer Enthusiasts

Club Name: Capital District ACE
Acronym: CDACE
Address: Box 511, Delmar, NY 12054
Meetings: Computer Cellar in the Westgate Plaza, Albany, NY.
Day: ST: Last Wednesday, XL/XE: Quarterly meetings
Time: 6:30PM
Dues: $20/year
System(s): Atari 8-bit and ST/Mega/TT
Contact: Bob Thompson (518) 439-5356
Benefits: ST disks $2, free XL/XE library access.

C.O.A.C.
Central Oregon Atari Club
Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

Club Name: Central Oregon Atari Club
Acronym: COAC
Address: PO Box 6824, Bend, OR 97708
Meetings: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.), Bend, OR.
Day: 1st Saturday
Time: 5PM
Founded: 1986
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
System(s): Atari 8-bit and ST/Mega/TT
Contact: Bob Stiles (503) 389-5206

CRAG Calumet Region Atari Group

Club Name: Calumet Region Atari Group
Acronym: CRAG
Address: PO Box 10995, Merrillville, IN 46411
Meetings: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wednesday
Time: 7PM
Dues: $15/yr
System(s): ST/Mega/TT
Contact: Jeff Coe (219) 663-5117
Benefits: ST disks $2.50 each for members, $4 non-members

CUSTUG
Champaign-Urbana
ST Users Group

Club Name: Champaign-Urbana ST User Group
Acronym: CUSTUG
Address: PO Box 3442, Champaign, IL 61820
Meetings: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wednesday
Time: 7PM
Founded: January 1987
Dues: $24/yr
System(s): ST/Mega/TT
Contact: Lee Johnson (217) 356-7916
BBS #s: Blackhawk's Keep - (217) 892-5512 3/12/2400
Benefits: AtariUser magazine

Cuyahoga Valley Atari Computer Club
C.V.A.C.C.
ATARI®

Club Name: Cuyahoga Valley ACC
Acronym: CVACC
Address: PO Box 9173, Akron, OH 44305
Meetings: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tuesday
Time: 7:30PM
Founded: June 1980
Dues: $20 family
System(s): Atari 8-bit and Mega/ST/TT
Contact: Don Crano (216) 376-7618
Benefits: Discounts at local computer stores, club newsletter The Password

DACE

Club Name: Diablo ACE
Acronym: DACE
Address: c/o J. Dickerson, PO Box 673, Diablo, CA 94528
Meetings: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thursday
Time: 7PM
Founded: 1983
Dues: $20/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Dan Howlett (510) 827-3805

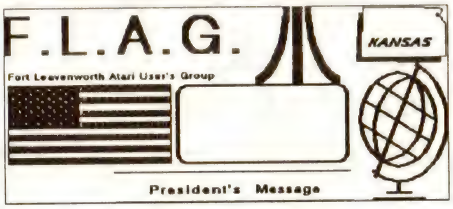
Eastside Atari Users Group

Club Name: Eastside AUG
Acronym: EAUG
Address: 2425 Crislisa Dr., Alton, IL 62002
Meetings: Alton Square Mall Community Room, Alton, IL.
Day: 1st Monday
Time: 7PM
Dues: $18/yr newsletter membership
System(s): Atari 8-bit and ST/Mega/TT
Contact: Hank Vize (618) 465-0342
BBS #s: Eastside BBS - (618) 254-6077, Garage BBS - (618) 344-8466
Benefits: EAUG-Log club newsletter Member of Midwest Atari Regional Coucil consortium

FACCS

First Atari Computer Club of Spokane

Club Name: First ACC of Spokane
Acronym: FACCS
Address: PO Box 5121, Spokane, WA 99205
Meetings: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thursday
Time: 7PM
Dues: $15/yr family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Tim Osborne (509) 624-1917


F.L.A.G.
Fort Leavenworth Atari User's Group
KANSAS
President's Message

Club Name: Fort Leavenworth Atari Group
Acronym: FLAG
Address: PO Box 3233, Fort Leavenworth, KS 66021
System(s): Atari 8-bit and ST/Mega/TT
Contact: Jeff Yoe (913) 682-2883

FRACUS
Fresno Regional Atari Computer Users Society

Club Name: Fresno Regional Atari Computer User Support
Acronym: FRACUS
Address: PO Box 379, Prather, CA 93651
Meetings: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: last Saturday
Time: 6PM
Dues: $20/yr or $5/qtr
System(s): Atari 8-bit
Contact: Tom Hancock (209) 885-2817

GRASS

Club Name: Grand Rapids Atari Systems Supporters
Acronym: GRASS
Address: 624 Dickinson SE, Grand Rapids, MI 49507
Meetings: Wyoming Public Library, 3350 Michael S.W., Grand Rapids, MI.
Day: 1st Wednesday
Time: 7PM
Dues: $22/yr
System(s): Atari 8-bit
Contact: Rick Harris

G.T.A.U.G.
The Newsletter of the Golden Triangle Atarian

Club Name: Golden Triangle AUG
Acronym: GTAUG
Address: 2508 San Jacinto, Beaumont, TX 77701
Day: 1st Tuesday
Dues: $24/yr (Sept. renewal)
System(s): Atari 8-bit, ST/Mega/TT, Macintosh, IBM, MIDI
Contact: Carl Neblett (409) 755-6535
BBS #s: (409) 722-6526

HACE

Club Name: Houston ACE
Acronym: HACE
Address: PO Box 460212, Houston, TX 77056
Meetings: Health Economics Corp., 2400 West Loop S., Houston.
Day: 4th Wednesday
Time: 6:45PM
Dues: $22/year
System(s): Atari 8-bit, ST/Mega/TT
Contact: Bill Kithas (713) 855-0815
BBS #s: (713) 458-9923
Benefits: UPDATE ATARI newsletter, store discounts, door prizes, workshops.

JACS

Club Name: Jersey Atari Computer Society
Acronym: JACS
Address: PO Box 710, Clementon, NJ 08021
Meetings: Camden County Library
Day: 3rd Tuesday
Time: 7-9PM
Dues: $24/yr (August renewal)
System(s): Atari 8-bit and ST/Mega/TT
Contact: Mike Hopkins (609) 783-1423
BBS #s: (609) 346-1224
Benefits: Between Bytes newsletter, AtariUser available at meetings Send SASE (business size) for copy of current ST or 8-bit disk catalog.

KAUG

Kent Atari User's Group

Club Name: Kent AUG
Acronym: KAUG
Address: 153 Oxley Dr., Chatham, Ontario N7L 4R3 CANADA
Meetings: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tuesday, Sept-May
Dues: $20/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Channel One Computers (519) 351-0760
BBS #s: KAUG BBS - (519) 351-3901

Layton ACE of Utah

Club Name: Layton ACE
Acronym: LACE
Address: 3897 S. 2275 W., Roy, UT 84067-3515
Meetings: Clearfield Library basement, Roy, UT.
Day: 2nd Wednesday
Time: 7PM
Dues: $20/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Irwin Brooks (801) 731-1516

Long Island Atari Users Group

Club Name: Long Island AUG
Acronym: LIAUG
Address: PO Box 92, Islip, NY 11751
System(s): Atari 8-bit and ST/Mega/TT
Contact: John Aalto (516) 589-6754
BBS #s: STar Scan - (516) 399-4252

MACAM

Montreal ATARI Club ATARI de Montréal

Club Name: Montreal Atari Club Atari de Montréal
Acronym: MACAM
Address: PO Box 5418, St. Laurent, PQ H4L 4Z9 CANADA
Meetings: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thursday, ST: 3rd Thursday
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
System(s): Atari 8-bit and ST/Mega/TT
Contact: Terry Cowen (514) 696-3773
Benefits: Disk-based newsletter, free AIM disk access, AtariUser magazine

MACE

Club Name: Michigan ACE
Acronym: MACE
Address: PO Box 2785, Southfield, MI 48037
Meetings: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tuesday
Time: 7:30PM
Founded: 1979
Dues: $20/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Ted Newkumet
Benefits: Send $2 for current ST or 8-bit disk catalog.

M*A*S*H

Club Name: Memphis Atari Systems Hobbyists
Acronym: MASH
Address: 3265 Austin Peay Hwy., Memphis, TN 38128
Meetings: State Technical Institute in the Fulton Auditorium.
Day: 2nd Monday
Time: 7PM
Founded: 1983
Dues: $24/yr (renewal in July)
System(s): Atari 8-bit and ST/Mega/TT
Contact: Randy McKinna (901) 388-3384
BBS #s: MASH COM - (901) 377-1904 3/12/24

MID-OHIO ATARI USER GROUP

Club Name: Mid-Ohio AUG
Acronym: MAUG
Address: PO Box 134, Ontario, OH 44862
Meetings: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield, OH.
Day: 3rd Saturday (except July)
Time: 7-9PM
Dues: $12/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Chuck Steinman (419) 529-2478 after 5PM
BBS #s: DataQue BBS - (419) 529-5197 3/12/2400
Benefits: Members can access AIM ST and 8-bit disk files on the BBS. AtariUser available free to members at A&B. Back issues of AtariUser available for $1 each.

Middle Georgia Atari Users Group

Club Name: Middle GA AUG
Acronym: MGAUG
Address: 115 Feagin Mill Rd., Warner Robins, GA 31088
Meetings: Warner Robins Public Library
Day: 2nd Sunday
Time: 1PM
Founded: June 1988

Dues: $5/yr with newsletter optional
System(s): Atari 8-bit, ST/Mega/TT and Portfolio
Contact: Pete Miller (912) 328-8758
Benefits: Club library use is free to all paid members. Participates in annual show at local mall.

MidWest ★ STar

Club Name: Midwest STar
Acronym: Midwest STar
Address: 1107 W. 88th St., Kansas City, MO 64114
Founded: December 1985
System(s): ST/Mega/TT
Contact: Gary Leach (913) 236-9643

NAPCO

Club Name: Nittany Atari Personal Computer Organization
Acronym: NAPCO
Address: 642 E. Waring Ave., State College, PA 16801
System(s): Atari 8-bit and ST/Mega/TT
Contact: Greg Brown (814) 238-4255

N.A.U.G.

Nashville Atari User's Group

Club Name: Nashville AUG
Acronym: NAUG
Address: PO Box 121752, Nashville, TN 37221
Meetings: Cumberland Museum and Science Center
Day: 3rd Tuesday
Time: 7-10PM
Founded: 1982
Dues: $24/yr full; $12/yr associate
System(s): Atari 8-bit and ST/Mega/TT
Contact: Walt Sullivan (615) 228-7353
BBS #s: Nashville Exchange - (615) 383-0727 3/12/24/9600
Troll's Cave - (615) 872-0757 12/2400

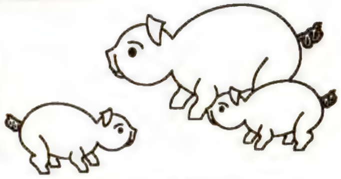
NCAUG

Club Name: National Capital AUG
Acronym: NCAUG
Address: 15 Blueridge Court, Nepean, Ontario K2J 2J3 CANADA
System(s): Atari 8-bit, ST/Mega/TT, Macintosh
Contact: Hardy Zeltins (613) 825-4196

O-ACEs

Club Name: Omaha ACEs
Acronym: O-ACES
Address: PO Box 723, Papillion, NE 68046
Meetings: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wednesday (except Nov. & Dec.)
Time: 7:30PM
System(s): Atari 8-bit and ST/Mega/TT
Contact: Pete Killian (402) 592-5427

O'HAUG



Club Name: Ol' Hackers AUG
Acronym: OHAUG
Address: 3376 Ocean Harbor Dr., Oceanside, NY 11572
Meetings: Plainview Library, Plainview, NY.
Day: 2nd Saturday
Founded: 1985
Dues: $24/yr
System(s): Atari 8-bit
Contact: Alex Pignato (516) 678-6081
Benefits: Charter member of NEAR*US user group consortium.

Club Name: Pikes Peek and Poke ACE
Acronym: P3ACE
Address: PO Box 17779, Colorado Springs, CO 80935-7779
Meetings: Rustic Halls Mall Community Room, SE corner of Academy and Palmer Parkway.
Day: 8-bit - 1st Tuesday, ST - 4th Thursday
Founded: 1982
Dues: $15/yr family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Rick Reaser (719) 380-8082
BBS #s: Wildcat Orphanage - (719) 392-6631, Last Castle - (719) 390-9837, Bruce Faulkner's - (719) 574-7406
Benefits: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser available at club meetings, AIM 8-bit disks 50 cents to members.

PAC

Club Name: Portland Atari Club
Acronym: PAC
Address: PO Box 1692, Beaverton, OR 97005
System(s): Atari 8-bit and ST/Mega/TT
Contact: David Hunt (503) 286-6276
BBS #s: ACE of America - (503) 285-4417

PORTS ATARI P.A.C.E. COMPUTER ENTHUSIASTS

Club Name: Ports ACE
Acronym: PACE
Address: 4835 Crosley Ave., Duluth, MN 55804-1219
Meetings: Duluth Radisson Hotel, check local BBSes for exact location.
Day: 3rd Sunday
Time: 6:30PM
Founded: March 1985
Dues: 8-bit $20/yr, ST/Mega/TT $30/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Tracy Hendershot (218) 525-1058
Benefits: Free copying of ST/8-bit PD libraries, free use of MacInker, free monthly disk

PHAST

Club Name: PHoenix Area ST
Acronym: PHAST
Address: PO Box 56413, Phoenix, AZ 85079
Meetings: Room #101, Devry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Saturday
Time: 10-12PM
System(s): ST/Mega/TT
Contact: Wayne Myers (602) 264-5737

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Club Name: Rockford ACC
Acronym: RACC
Address: 3902 15th Ave. 1, Rockford, IL 61108
Meetings: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Saturday
Time: 9AM-Noon
System(s): Atari 8-bit and ST/Mega/TT
Contact: Andy Learner (815) 397-5316

R.A.C.E.

Club Name: Raleigh ACE
Acronym: RACE
Address: 4360 Hunters Club Dr., Raleigh, NC 27606
Meetings: Announced on Galaxy BBS, look under Bulletins for "A word from the president of RACE"
System(s): Atari 8-bit and ST/Mega/TT
Contact: Lewis Midyette (919) 828-4319
BBS #s: Galaxy - (919) 552-0974

Rattlesnake
Atari
Computer
Enthusiasts

Club Name: Rattlesnake ACE
Acronym: RACE
Address: Box 364, Frenchtown, MT 59834
Meetings: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sunday
Time: 7PM
Founded: 1983
Dues: $16/year
System(s): Atari 8-bit and ST/Mega/TT
Contact: Tom Tucker (406) 626-4410
Benefits: Membership includes free PD disk.

Club Name: Rushmore ACE
Acronym: RACE
Address: 9512-A Adams, Ellsworth AFB, SD 57706
Meetings: Rapid City Public Library
Day: 4th Saturday
Time: 2PM
Dues: $12 basic, $15 newsletter
System(s): Atari 8-bit and ST/Mega/TT
Contact: Rick Burton (605) 642-5353

RAM

Club Name: Real Atari Maniacs
Acronym: RAM
Address: PO Box 112, Camarillo, CA 93011
Day: 3rd Wednesday
Founded: 1981
Dues: $25
System(s): ST/Mega/TT
Contact: Timothy McCoy (805) 482-4988
Benefits: Member of ACENET consortium, active at the Glendale show.

S.A.G.E.
SPECTRUM ATARI
GROUP of ERIE

Club Name: Spectrum Atari Group of Erie
Acronym: SAGE
Address: PO Box 10562, Erie, PA 16514-0562
Meetings: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sunday
Time: 2PM
System(s): Atari 8-bit and ST/Mega/TT
Contact: Dennis McGuire (814) 833-4724

SALSA
ST Atari League of San Antonio

Club Name: ST Atari League of San Antonio
Acronym: SALSA
Address: PO Box 18731, San Antonio, TX 78218-0731
Meetings: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX.
Day: 2nd Tuesday
Time: 7-10PM
Dues: $20 w/AIM, $15 regular
System(s): ST/Mega/TT
Contact: Kyle Miller (512) 945-9469
Benefits: Club newsletter, discounts, Disk of the Month for $2, New user classes.

SALSA

Acronym: SALSA
Address: PO Box 1342, Sault Ste. Marie, MI 49783
Contact: Roger Aube (705) 759-3922

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

Club Name: Suburban Chicago ATarians
Acronym: SCAT
Address: PO Box 72266, Roselle, IL 60172
Meetings: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Saturday (check SCAT BBS for changes)
Time: 10AM
Dues: $20/yr family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Alvin Riesbeck
BBS #s: SCAT BBS - (708) 231-7227

San Diego Atari Computer Enthusiasts

Club Name: San Diego ACE
Acronym: SDACE
Address: PO Box 900076, San Diego, CA 92190
Meetings: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: General: 3rd Monday, Workshops: 1st Thursday
Time: 7PM
Dues: $18/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Michael Bergman (619) 558-7866
BBS #s: (619) 689-8157 3/12/2400
Benefits: SDACE newsletter, increased BBS access

SEVAC

Club Name: South East Valley Atari Connection
Acronym: SEVAC
Address: PO Box 662, Chandler, AZ 85224
Meetings: Eaton Business Park, 3234 S. Fair Lane, just off 48th St. & Southern, Tempe, AZ
Day: 3rd Saturday
Time: 10AM
Dues: $12
System(s): Atari 8-bit and ST/Mega/TT
Contact: Marc Dyer (602) 897-0314

Club Name: Southcentral Pennsylvania ACE
Acronym: SPACE
Address: PO Box 11446, Harrisburg, PA 17108
Meetings: Camp Hill Mall Community Room
Day: 3rd Monday
Time: 7:30PM
Founded: 1982
Dues: $15/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: John Slade (717) 938-3656
Benefits: SPACE Probes newsletter

SST

Club Name: Sacramento ST User Group
Acronym: SST
Address: PO Box 214892, Sacramento, CA 95821
Meetings: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wednesday
Time: 7PM
Dues: $24/yr
System(s): ST/Mega/TT
Contact: Mark Warner (916) 344-8320
BBS #s: ST-Keep - (916) 331-6153, (916) 729-2968
Benefits: Club newsletter, free raffle ticket at each general meeting, membership disk

STAG
Saginaw / Tri-City Atari User Group
"where the deer and Atarians play"
ST

Club Name: Saginaw/Tri-Cities Atari User Group
Acronym: STAG
Address: 4765 N. Eastman Rd., Midland, MI 48640
Meetings: Rudy Zauel Memorial Library, corner of Center and Shattuck in Saginaw Township.
Day: 2nd Saturday
Time: 9AM
Founded: Sept. 1983
Dues: $20/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Bryant LaFreniere (517) 835-2234
Benefits: Free PD disk with membership/renewal, PD disks are $3 or 2 for $5. Participates in Community Fair at Fashion Square Mall each January

Club Name: ST Atari North Coast Enthusiasts
Acronym: STANCE
Address: 1174 Larkspur Dr., Lyndhurst, OH 44124
Meetings: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Monday
Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
System(s): ST/Mega/TT
Contact: Joseph Adato (216) 449-6881

ST☆R

Club Name: ST Atari Resource
Acronym: STAR
Address: 329 Sumter Drive, Belleville, IL 62221
Meetings: Illinois Power Bldg., 1050 West Blvd., Belleville, IL
Day: Last Monday
Time: 7PM
Founded: July 1988
Dues: $15/yr
System(s): ST/Mega/TT
Contact: Dennis Guthrie (618) 235-7871

ST☆R

Club Name: ST Atlanta Roundtable
Acronym: STAR
Address: 3069 N. Brook Rd., Chamblee, GA 30341
Day: 3rd Monday
Founded: 1987
Dues: $30/yr
System(s): ST/Mega/TT
Contact: Rick Ostapower (404) 487-4845

C:\FL\Jacksonville\STargroup
Friends, Fun & Atari STs
DTP MIDI GRAPHX GAMES WP +

Club Name: STARgroup
Acronym: STARgroup
Address: 2312 Ironstone Dr. E., Jacksonville, FL 32216
Meetings: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st and 3rd Tuesday
Founded: May 1990
Dues: $15/yr
System(s): ST/Mega/TT, Macintosh and Portfolio
Contact: S. Michael Hallack (904) 646-0567
BBS #s: Lief's World - (904) 573-0734
Benefits: Free PD/Shareware disk library access, quarterly newsletter.

ST Atari Road Runners

THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

Club Name: ST Atari Road Runners
Acronym: STARR
Address: 15 John St., Ansonia, CT 06401
Meetings: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thursday (except August)
Dues: $20/yr
System(s): ST/Mega/TT
Contact: Madelon Wilson (203) 735-6711
BBS #s: (203) 421-4861

STUN

Club Name: ST Users Network
Acronym: STUN
Address: PO Box 27285, Salt Lake City, UT 84127
Meetings: Murry High School
Day: 3rd Wednesday
Time: 7PM
System(s): ST/Mega/TT
Contact: Randy Larsen (801) 967-0209
BBS #s: The Bolt - (801) 968-3921

Salinas Valley Atari Computer Enthusiasts

Club Name: Salinas Valley ACE
Acronym: SVACE
Address: 672 Romie Lane, Salinas, CA 93901
Meetings: Salinas Community Center
Day: 1st Tuesday
Time: 7:30PM
Dues: $12/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Gary Klugman (408) 758-4894
BBS #s: BitStream - (408) 449-2150
Benefits: Raffles

S.W.A.G.
Southwest Washington
Atari Group

Club Name: Southwest Washington Atari Group
Acronym: SWAG
Address: PO Box 1515, Vancouver, WA 98668
Meetings: Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA.
Day: Last Sunday (except July)
Time: 6:30PM
Dues: $12/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Allan Coker
BBS #s: Bear Cavern - (206) 574-1146

TACE

Club Name: Tinker ACE
Acronym: TACE
Address: 16564 SE 18th, Choctaw, OK 73020
Meetings: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Saturday
Time: 1PM
Founded: 1982
Dues: $15 family, $7 correspondence (July renewal)
System(s): Atari 8-bit and ST/Mega/TT
Contact: Ron Hamilton (405) 387-5649
BBS #s: TACE BBS - (405) 366-1977
Benefits: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

TASTE

Club Name: Thunder Bay Atari ST Enthusiasts
Acronym: TASTE
Address: 185 Varsity Row, Thunder Bay, Ontario P7B 5P2

CANADA
Founded: October 1987
Dues: $25/yr Canadian
System(s): ST/Mega/TT
Contact: Neville Denetto

TEAC
The Educator's Atari Club

Educators' Atari Club
Acronym: TEAC
Address: PO Box 1024, Laytonville, CA 95454
Meetings: Operates by mail, members are spread all over the world.
Founded: 1986
Dues: $25/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Pete Loeser (707) 984-8048

WACO

Club Name: Westmoreland Atari Computer Organization
Acronym: WACO
Address: 230 Clairmont St., North Huntingdon, PA 15642
Meetings: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tuesday
Founded: December 1983
Dues: $20 individual, $24 family
System(s): Atari 8-bit and ST/Mega/TT
Contact: Patty Marshall (412) 225-8637
Benefits: Participates in many Atarifests in the northeast.

WAUG!

Club Name: Washtenaw AUG
Acronym: WAUG
Address: 42047 Hanford, Canton, MI 48187
Meetings: Michigan Student Union on State St. at the corner of S. University in Ann Arbor.
Day: 2nd Tuesday
Time: 7:30PM
Dues: $15/yr
System(s): Atari 8-bit and ST/Mega/TT
Contact: Craig Harvey (313) 971-8576
BBS #s: MOlin's Den - (313) 451-0524
Benefits: Monthly 8-bit and ST raffle, free ticket for members.

WAUG
Windsor Atari Users' Group

Club Name: Windsor AUG
Acronym: WAUG
Address: 3199 McKay Ave., Windsor, Ontario N9E 2R4 CANADA
Meetings: Roseville Gardens Community Centre, 6500 Roseville Garden Dr., Windsor, Ontario, Canada.
Day: 3rd Thursday Sept-June, except Dec. (2nd Thursday)
Time: 7:30PM
Founded: April 1982
Dues: $25 Canadian
System(s): Atari 8-bit and ST/Mega/TT
Contact: Brian Cassidy (519) 966-0305

WNYAUG

Club Name: Western NY AUG
Acronym: WNYAUG
Address: PO Box 59, Buffalo, NY 14216
Meetings: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thursday
Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
System(s): Atari 8-bit
Contact: Mike Husband (716) 825-8486
BBS #s: Wizard's Attic - (716) 681-1654
Benefits: POKEY newsletter disk

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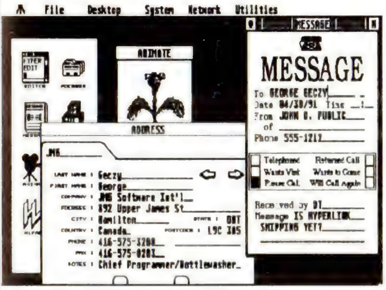
Example # 4 : Relational DBase



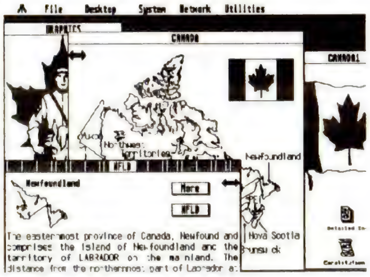
File
Desktop
System
Network
Utilities
MESSAGE
ANIMATE
ADDRESS
HYPER EDIT

MESSAGE
To GEORGE GECZY
Date 04/30/91 Time
From JOHN Q. PUBLIC
of
Phone 555-1212
☐ Telephoned ☐ Returned Call
☐ Wants Visit ☐ Wants to Come
■ Please Call ☐ Will Call Again
Received by DT
Message IS HYPERLINK SHIPPING YET?

JMG
LAST NAME : Geczy
FIRST NAME : George
COMPANY : JMG Software Int'l
ADDRESS : 892 Upper James St
CITY : Hamilton STATE : ONT
COUNTRY : Canada POSTCODE : L9C 3A5
PHONE : 416-575-3201
FAX : 416-575-0283
NOTES : Chief Programmer/Bottlewasher

As a simple example of a Relational DataBase, HyperLINK can be set up to "link" any given field in a database with a field in another database. In the Message HAP for instance, there is a link to the Address HAP and HyperLINK performs a search for a matching record.

Example # 1 : The Canada HAP



File
Desktop
System
Network
Utilities
GRAPHICS
CANADA
CANADA1
Yukon
Northwest Territories
Newfoundland
NFLD
More
NFLD
Nova Scotia
Brunswick

Newfoundland

The easternmost province of Canada, Newfoundland comprises the island of Newfoundland and the territory of LABRADOR on the mainland. The distance from the northernmost part of Labrador at

One of the most popular, and common uses for any Multi Media product is Education. The Canada HAP illustrated here, is an example of how Text, Data, Graphics, and Sound can be combined for an interactive educational tool. eg. Click on a Province get a text file on that Province etc.

Watch for more example HAPs (HyperLINK Applications) to further show the unlimited power and flexibility of HyperLINK !!!

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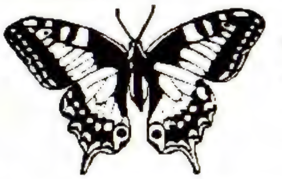
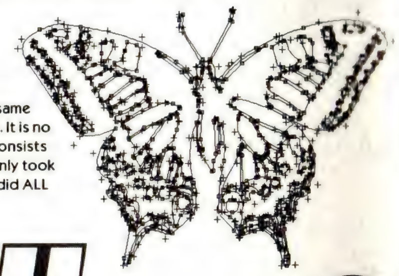
This small butterfly is unremarkable. The others are a new species you can breed on your Atari computer.

Automatic vectoring has arrived.

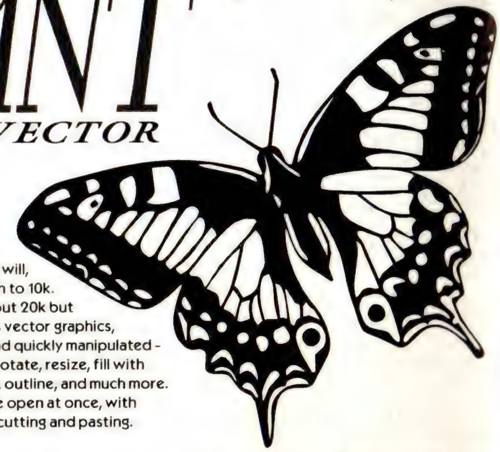


To the left is a pixel-based .IMG picture. In other words, the picture is made up of dots. It's a 58k file. The image can't be enlarged much more than this without the ragged edges showing. (In fact, they're showing already.)



To the right is a snapshot of the same image after it has been vectored. It is no longer made up of dots. It now consists of lines and bézier curves. This only took a few minutes and Avant Vector did ALL the work for you.

AVANT VECTOR



This is the .CVG vector version: it can now be enlarged or reduced at will, and the file size is down to 10k. The .GEM version is about 20k but otherwise identical. As vector graphics, the images are easily and quickly manipulated - you can stretch, skew, rotate, resize, fill with gray scale percentages, outline, and much more. Up to 7 windows can be open at once, with clipboard features for cutting and pasting.

Avant Vector is a cutting-edge graphics tool that's fast, easy to use and surprisingly versatile.

The large butterfly wing on the right is a vector image created by Avant Vector. Using "automatic tracing," a bit image graphic (the smaller butterfly) was converted to a vector graphic, resulting in the smooth output you see here.

Vector graphics have big advantages over bit image graphics - they make much smaller files, and they can be scaled to any size without losing resolution or looking blocky. And Avant Vector's tracing routines are highly sophisticated; in a recent review of 7 Mac, PC, and ST auto-tracing programs, Avant Vector was rated best of the bunch! This means there's less editing after tracing an image, and you get more work done in a shorter time.

Avant Vector supports .PI3, .PC3, .IMG, .BLD, .PIC or .PAC formats. You can trace Mac, PC or Amiga graphics, in .TIF, .IMG or .IFF formats. The plotter version (Avant Plot) can also load and save HP plotter files, and sports a full range of plotting, drawing and cutting options.

Avant Vector can create .CVG files for Outline or Calamus, and .GEM files for use in programs that support the GEM3 format. And Avant Vector's ability to load and save Encapsulated PostScript brings the entire world of EPS graphics to the Atari ST and TT at last!

Since Avant Vector is a full featured vector graphics package, you can touch up a picture you've traced, or draw pictures from scratch - with an intuitive, speedy interface you'll learn in a matter of minutes!

Call or write CodeHead Software for more information about Avant Vector (and its amazing cousin, Repro Studio). Special introductory pricing is available until December 31, 1991. Act now and save!

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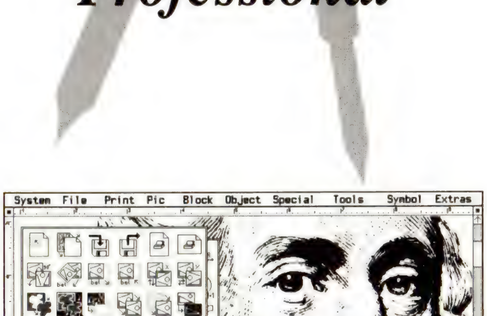
If Van Gogh were alive today...

MEGA PAINT *Professional*



...he'd probably be creating his latest masterpieces with MegaPaint Professional, the brand new graphics powerhouse from CodeHead Software!

MegaPaint Professional is an amazingly full-featured combination bit-map and vector graphics tool for Atari ST and TT computers. That's right, both types of graphics in one program! Here's a partial list of its features (and this list barely scratches the surface):

★ Virtually any drawing function imaginable is available, making a complete listing impractical here. Besides the normal tools, there are such obscure features as rhomboid, equilateral polygons with 3 to 32 sides, circular or elliptical ringsectors, dropping perpendicular lines, or parallel lines...all available in either bit-map or vector graphics.

★ Extensive text support, including bit-mapped and vector fonts, as well as support for the vast Signum font library. You can easily create your own fonts or symbol tables from any graphics block.

★ Vector graphics can be projected into a bit-map picture and bit-map graphics can be faded into a vector picture, giving you unique flexibility when working with any type of graphics.

★ Whether working with bit-map graphics, vector graphics, or text, the user interface and features are tuned to give you the power and ease of use you expect from a CodeHead product.

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★ Up to four planes of color separation may be manipulated, overlayed, viewed with varied intensities, and printed to a color printer.

★ There are 197 dropdown menu selections and 377 submenu dropdown selections! Unique overlapping pop-up menus give you 120 selectable icons.

★ MegaPaint can be used with virtually all printers. Supplied printer drivers can be easily edited to adapt to any printer.

★ Pictures can be loaded in MegaPaint's .BLD format, standard .IMG format, MS-DOS .PCX format, Degas, straight 32K format, or STAD format (.PAC). Vector graphics can be exported in CVG format.

★ MegaPaint can call external modules, allowing infinite expandability for new functions. Import modules are already in the works for several other picture formats.

★ Runs on any ST/TT with a monochrome monitor from 640x400 up to 8192x8192.

★ Virtual page size may be as large as 7680x7680. Pictures may be loaded into any area of the virtual page.

★ MegaPaint has network support.

★ Scanner support currently includes interfaces for 3 different scanners. External module support allows the future interfacing of any other scanner.

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ATARI INTERFACE

VOLUME 4
Feb. 1992

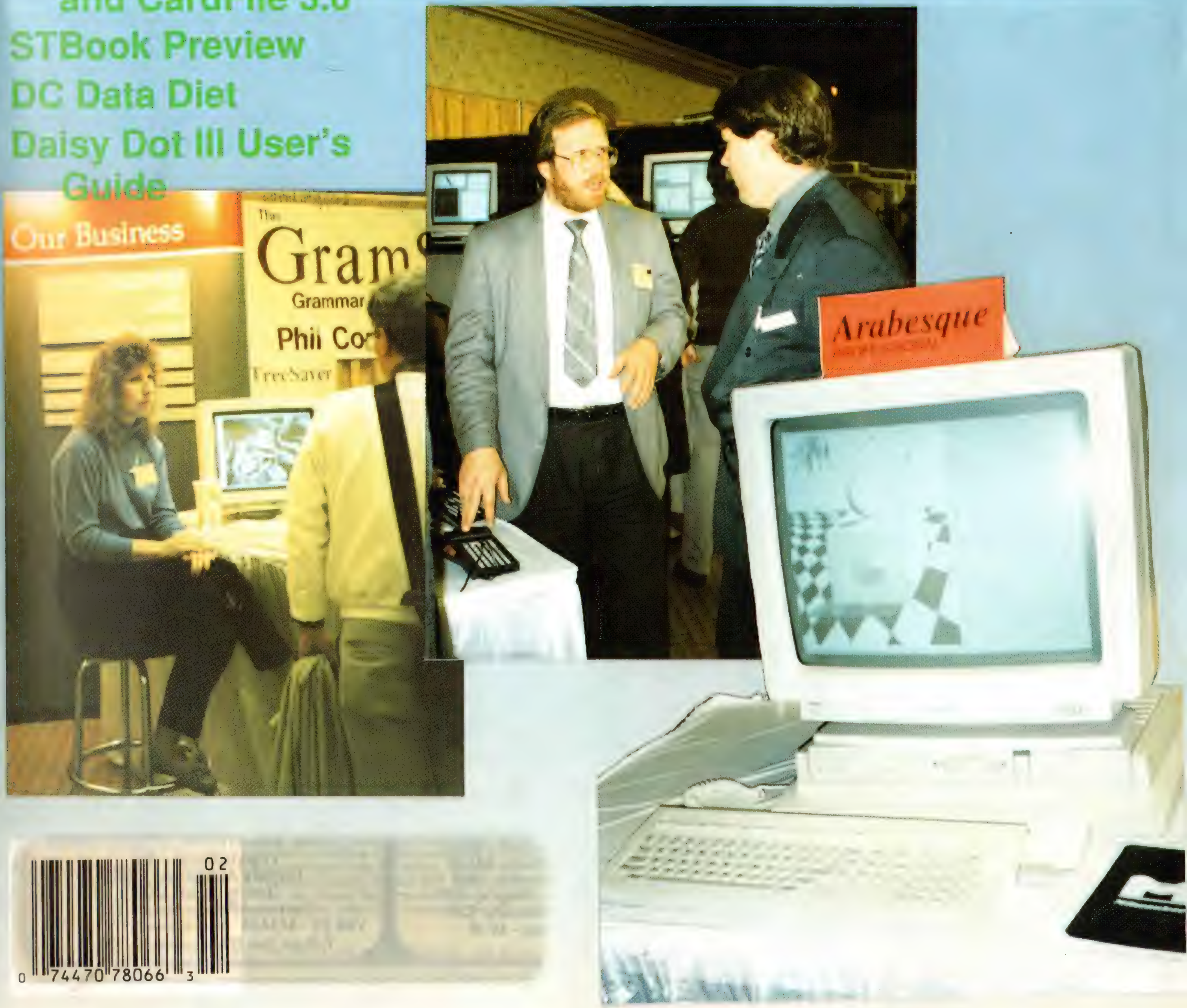
Gribnif's Stalker & Steno, NeoDesk CLI & Accessories and CardFile 3.0

STBook Preview

DC Data Diet

Daisy Dot III User's Guide

Chicago Show Reports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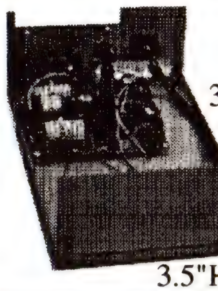

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Complete with the following features
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- * removable power cord
- * fan
- * mounting hardware
- * SCSI cable for 2 drives
- * Expandable holds 2 drives *
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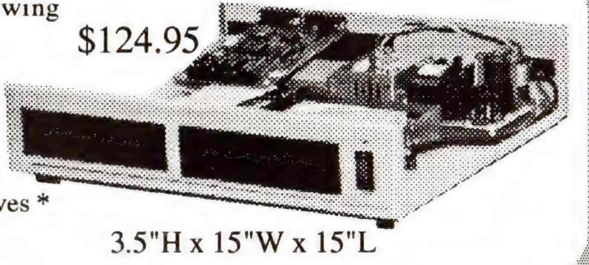

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Complete assembled unit, using *ICD ADSCSI Plus / ICD ADSCSI or Supra* host(w/clock) and software, hard drive, SCSI cable, and fan! *Ready to plug in and use.* . All units have a one year warranty. (Syquest & Quantum drives 2 years). Available without clock for $10 less.

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QUANTUM 3.5" 105MEG 19MS - $369
QUANTUM 3.5" 168MEG 15MS - $625
QUANTUM 3.5" 210MEG 15MS - $700
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EXTRA 88 meg CARTS- Call!

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Supra 2400 Plus- **$149** Modem cable - **$7**
Zoom 2400 baud modem - **$74**
Zoom 2400 V.42bis- **$155**
Zoom 9600 w/V.42bis- **$429**

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Master 3S - $129
Master 3S-D(has track indicator)**- $140**
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Drive extension cable 6 ft - $13.95

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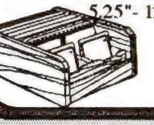

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Z-Ram/Mega II- 4Megs - **$75**
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Lantech Local Area Network- $299
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Panasonic KPX-1124 24pin - $299
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AT Speed(16MHZ version)**- $369**
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Star NX-2420 24pin printer **- $279**
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Supercharger Power Supply - $26.95
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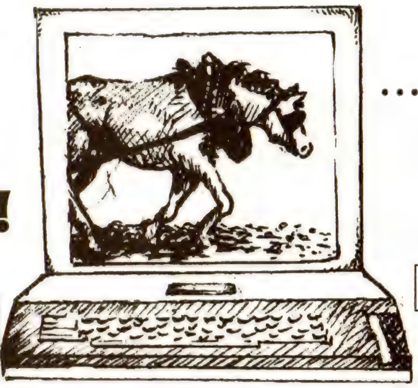

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Double the storage capacity of your XF551 with our 3.5" 720k **single drive upgrade!** Included with the upgrade is a Sony 3.5" disk drive in a 5.25" faceplate that perfectly replaces the existing 5.25" drive. The 3.5" drives are newer technology, more reliable, and easier to handle. Do NOT confuse this with public domain upgrades! The completely re-written drive OS adds these features:

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- Capable of reading **IBM** and/or **ST** disks
- Compatible with 40 OR 80 track drives

Included with the upgrade is a utility program capable of reading IBM and/or ST disks, so you can import text or binary files to your 8-bit (text conversion routines are included). Minimal soldering is required; but we provide free installation for any of our products! Only $99.95 plus $8 S/H/I. If you already have a 3.5" drive, you may obtain the single drive upgrade without the Sony drive for $59.95 plus $5 S/H/I.

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THE FLOPPY BOARD $109/149

The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only $109.95, and the deluxe unit is only $149.95. Add $5 for shipping/handling.

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The Operating System that should be in every XL/XE computer! The **ULTRA SPEED PLUS** puts unbelievable speed and convenience at your fingertips. After using it a while, you'll wonder how you ever got along without it! Use **ANY DOS** to place **ULTRA HIGH SPEED** formats on your disks (with XF551 or modified 1050 drives), reconfigure and boot any drive (1-9 or even your **RAMDISK!**), sector copy single and double density disks to your RAMDISK, activate a built-in **400/800 OS** for compatibility, and much more! Below are a list of features. Only $59.95 + $5 S/H/I.

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- **RAMDISK** exactly duplicates floppy drive so sector copying and editing are possible

$199.95 THE BLACK BOX $199.95

The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program – undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the BLACK BOX with 64K of on-board RAM.Another amazing feature of the BLACK BOX is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is $199.95, and $249.95 with 64K RAM (for printer spooler). S/H/I is $8. An optional custom BLACK BOX case is available for $39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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Volume 4

ATARI INTERFACE

Your Connection to the User Community

Feb. 1992

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ATARI INTERFACE

Your Connection to the Atari Users Community

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Jay Craswell, Dave Plotkin

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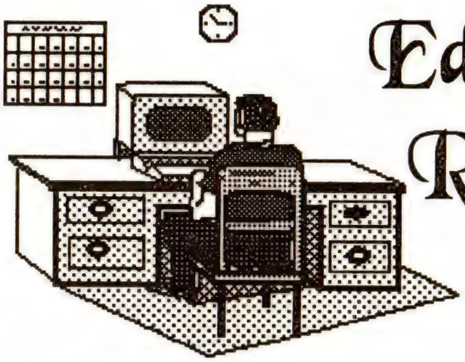

Editorial Ramblings

Lately, we've gotten a bit of feedback about the size of the club section. Most of the comments have been that it's too big. If you compare January's club listing, at an all time high of 11 pages, to this issue's list, at just over two pages, you can see that the layout is flexible! The only different between the two lists is the amount of information and that this time we didn't use the club logos.

We sent out a letter to all of our 80+ clubs in December asking for comments. So far, the response has been to make the list more of a directory—and that's what we tried this month. We'd like to hear from you!

Speaking of opinions, we should have a final tally of the survey we printed several months ago. We think you'll find the results as interesting as we do!

Finally, we're compiling a list of what back issues of the magazine we have lying around. If you'd like a copy of the list, just send us a self-addressed, stamped envelope (SASE). Back issues are $2 each, which included shipping. Also, back issues of the Disks of the Month are available all the time! If you'd like a catalog, just send us a SASE and indicate if you want the ST, 8-bit or Mac disk list.

Bill & Pattie Rayl

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ATARI BULLETIN BOARD

Atari Developers

CodeHead Software, US distributor of TommySoftware's MegaPaint Professional, has recently announced they've added support for several popular scanners.

This is done through a MegaPaint external module and a desk accessory called ScanLite from Wiz Works and Dr. Bobware. ScanLite/MegaPaint Professional supports Migraph, Geniscan, Golden Image and Daatascan scanners!

Charles F. Johnson claims that MegaPaint Professional has been benchmarked at speeds almost 200 times faster than Migraph's Touch-Up for such things as rotating blocks or importing graphic files.

MegaPaint Professional retails for $175, and is available from CodeHead Software PO Box 74090, Los Angeles, CA 90004, phone (213) 386-5735.

ScanLite is available from Dr. Bobware, 180 N. Hazeltine Ave, Campbell, OH 44405-1024, (216) 743-4712, and retails for $20.

Quick Changes

Also, as of January 1, 1992, CodeHead Software will be taking over worldwide development and distribution of Quick ST! Darek Mihocka, the creator of Quick ST, is selling the popular software accelerator in order to spend more time developing a PC-based Atari ST emulator.

According to Darek, "The response to my emulator demo at the Chicago Atarifest was very positive. In order to bring the emulator to market in a timely fashion, it became clear that I couldn't do that while at the same time trying to develop new versions of Quick ST. Both products would ultimately suffer. In the capable hands of CodeHead Software, Quick ST will continue to exist and be improved upon, and ST and TT users can look forward to a long life for the product that speeds up their machines. It's a win-win situation for everyone."

Charles F. Johnson added, "We're quite excited about Quick ST and are looking forward to supporting this excellent product; and since we've purchased the source code, you can also look forward to further development of the program."

Quick ST is the only US-made screen accelerator still being actively supported. CodeHead will also be handling updates from older versions of Quick ST. You can upgrade to the latest version by returning your original Quick ST 2.x master disk to CodeHead Software along with a check or money order for $20.

Owners of SofTrek's Turbo ST (any version) may also upgrade to Quick ST 3 by sending in your Turbo ST master disk and $20. The retail price of Quick ST 3 is $34.95.

NewDesk for Everyone!

CodeHead Software also announced the TEC—the TOS Extension Card. Developed by Germany's Artifex, this circuit board allows you to use the very latest version of TOS (2.06) in your existing 520ST, 1040ST or Mega ST!

Now, you can have the same new system software that owners of Mega/STEs and TT030s have been enjoying! The price for this upgrade, including the board, is only a little more than the cost of upgrading to TOS 1.4! The TEC is a tiny card that will fit in *any* model of ST computer, regardless of design.

The CodeHeads say it is compatible with existing upgrades, such as monitor interface boards or processor cache cards. The price includes the ROMs containing TOS 2.06.

TEC Specifics

Unfortunately, because TOS 2.06 has a different address and requires more space in the ROMs, you can't simply pull out your old ROMs and plug in the new ones in pre-STE machines. Therefore, you need the TEC board. Its size is a mere 2.5" x 2.5", and its unique design allows it to be placed almost anywhere inside the case of the computer. Some soldering is required to install the base model of the TEC.

There are, however, two configurations of the TEC that are plug-in solutions, requiring no soldering. These are the TECbridge BUS card, which plugs into the processor bus of the Mega ST and the TECbridge CPU, for computers that have socketed 68000 chips. This last option plugs into the CPU socket and requires room above the CPU inside the case.

The retail price of the TOS Extension Card is $139, and that includes everything you need, including a manual describing the installation of the TEC and the new features of TOS 2.06.

The TECbridge BUS and TECbridge CPU options are priced at $155. The TEC is scheduled to begin shipping on January 10, 1992.

Goldleaf News

Goldleaf Publishing has signed an exclusive agreement with COMPO Software to distribute products in North America. COMPO Software is based in Germany and sells the word processors That's Write and Write On.

That's Write features "what you see is what you get" display and special format proportionally-spaced fonts. Goldleaf states that both internal printer fonts and downloadable fonts can be used in the same document, several files can be edited at the same time, and IMG pictures can be added to spice up your correspondence. That's Write also allows mail merge for easy form letters and has an automatic Index and Table of Contents feature plus a spell checker.

Write On isn't as full-featured as That's Write, but Goldleaf provides an upgrade path to That's Write for those who later find they need its more specialized features. Write On files are compatible with That's Write.

That's Write is available for $199.95; Write On is available for $99.95. Goldleaf Publishing, Inc., 700 Larkspur Landing Circle, Suite 199, Larkspur, CA 94939, (415) 257-3515.

Coming soon from the Goldleaf/COMPO duo are C-Font and CompoScript. C-Font converts Calamus fonts to That's Write, Write On, GDOS and other formats. CompoScript is a PostScript interpreter that supports Adobe Type 1 fonts.

Here on the Home Front

Lexicor Software announced to waiting customers that Rosetta is now shipping. People who purchased their 3D/Translator program directly from Lexicor will receive the program first. Customers who have back orders through Rio Computers will be next in line.

Rosetta allows for import/export of ST, Amiga, PC and Mac 3D files, such as AutoCad, Renderman and Amiga and Mac Sculpt-3D. You can also import pictures and animations. For more information, contact Lee Seilor at Lexicor Software, (415) 453-0271.

Need a Parachute?

Double Click's Michael Vederman and Rimik Enterprises' Rich Betson, two long-time Atari developers, have formed a new company called Eye See, Inc. Eye See is intended to be a channel into the IBM PC marketplace for developers of Atari products. The two Atarians have located venture capital for full-scale marketing and world-wide representation of PC-converted ST software. The hope is to allow ST developers to remain in the market they enjoy by getting the PC market to fund them. Contact Eye See, Inc. at (619) 630-1217.

Fun with Word Skills

Fair Dinkum is shipping Crossword Creator II, a utility allowing users to quickly and easily create crossword puzzles on any ST, STE or TT (in ST medium or high res mode). You can create large puzzles up to 30x20 in size with up to 100 words. Puzzles and solutions may be saved in Degas PI2 or PI3 format and the clues can be saved as ASCII text files for easy incorporation into desktop publishing software.

Puzzles and solutions may be output to any printer that supports screen dumps, but a final-quality print mode for Epson compatible printers is included. There are a wide range of features and options including manual or automatic word placement as well as a 12-page, illustrated manual.

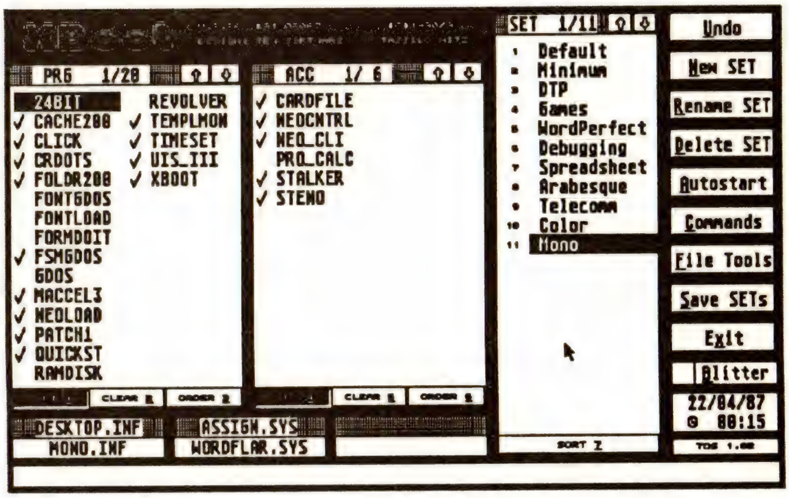
Also from Fair Dinkum is Word Search Creator, a word search puzzle creating package. WSC allows the user to easily create puzzles interactively from the keyboard or via a *fast* word list method. Puzzles may be up to 24x13 in size with up to 100 words.

Puzzle Pack is a specially-priced ($34.95) bundle of both Crossword Creator II and Word Search Creator. Crossword Creator II retails for $24.95 and Word Search Creator sells for $19.95. For more information, contact Fair Dinkum's John Hutchinson, PO Box 2, Los Alamos, NM 87544, (505) 662-7236.

Boot with Gribnif

Gribnif Software has announced their new GEM "boot manager," XBoot. This program runs as the first thing in your ST's AUTO older, so you have independent control over the tons of desk accessories, configuration and AUTO folder files. XBoot also lets you configure special setups that allow you to customize the system for different applications—all at the click of a button.

XBoot has a list price of $39.95, but a special introductory price of $29.95 is available through orders placed directly with Gribnif Software. Shipments are schedule to begin the first of January. To place an order, or for more information, please contact Gribnif Software at P.O. Box 350, Hadley, MA 01035, (413) 584-7887.


PRG 1/28
24BIT
✓ CACHE208
✓ CLICK
✓ CRDOTS
✓ FOLDR208
FONTGDOS
FONTLOAD
FORMDOIT
✓ FSMGDOS
GDOS
✓ MACCEL3
✓ NEOLOAD
✓ PATCH1
✓ QUICKST
RAMDISK
REVOLVER
✓ TEMPLMON
✓ TIMESET
✓ VIS_III
✓ XBOOT
ACC 1/ 6
✓ CARDFILE
✓ NEOCNTRL
✓ NEO_CLI
PRO_CALC
✓ STALKER
✓ STENO
SET 1/11
1 Default
2 Minimum
3 DTP
4 Games
5 WordPerfect
6 Debugging
7 Spreadsheet
8 Arabesque
9 Telecomm
10 Color
11 Mono
Undo
New SET
Rename SET
Delete SET
Autostart
Commands
File Tools
Save SETs
Exit
Blitter
22/04/87
88:15
CLEAR
ORDER
DESKTOP.INF
MONO.INF
ASSIGN.SYS
WORDFLAR.SYS
SORT

Right on Target

David Plotkin
Contributing Editor

By the time you read this, 1992 will be well underway. Let's hope it will be a prosperous year for Atari owners and Atari Corporation.

I am heartened by the arrival of a type of software that has existed on other computers for a number of years, but is new to the Atari. On the Macintosh, this type of software is credited with causing a large jump in the number of people who went out and bought Macs. Kinda makes you think, doesn't it?

What's All This Hype?

The new type of software I'm referring to is based on an old concept: hypertext. In its original form, hypertext was a special kind of text. It looked just like regular text, but when you selected the text, you could get more information about the selected word or phrase. The explanation might also have some hypertext in it—with the result being that you could jump around, exploring information to whatever depth you needed, in whatever order you chose.

Of course, hypertext really can only exist on a computer. A logical extension to the concept of hypertext (for a computer with a mouse and menuing system) is "Hypermedia."

Essentially, Hypermedia combines the use of multiple mediums (text, graphics, sound, etc.) into a single application. The user of such an application can select anything that looks interesting on one screen, and that item will link to further information or related items on another screen. In other words, jumps can be made not only by clicking on text, but also on buttons or other graphic elements.

Pick a Card, Any Card

Bill Atkinson, one of the original designers of the Macintosh, provided a product based on hypertext and its extensions. He called it Hypercard. It was structured much like a database, with each record being a "card." To jump to another card, you could click on text, buttons or just pictures on the card, and information could be entered in fields on each card if you wanted to.

Bill gave Hypercard away free with every Mac that was sold. This was an absolutely brilliant marketing scheme on Apple's part, because it provided the new Mac owner with a fun and useful application.

It also provided a way for any Mac owner to write a program for the Mac. The Mac, much like the ST, is not an easy machine to program, due to the menus and windows, etc. With Hypercard, however, you *could* write your own programs for the Mac, complete with all the things that made Mac programs so "sexy." You could do quite a lot with Hypercard even if you didn't know any programming.

If you could master the simple Hypertalk programming language, then the possibilities seemed endless—literally thousands of "stacks" (as Hypercard programs were called) were written to do all sorts of interesting things. Maps, golf games, address books, spreadsheets—you name it, there is a Hypercard stack for it.

It wasn't long before a variety of "Hypercard wannabes" starting showing up on the PC, but the PC is not a machine that is well suited to the graphic elements of the "Hyper" environment, at least not until the advent of fast 80386 chips and Windows 3.0.

Hype for the ST

As of this writing, there are at least two Hypercard-type applications available for the ST, and this bodes well for our favorite computer. They are both somewhat rough in their current (late 1991) version, but the fact that they exist at all is good—and their programmers are hard at work making them better and better.

HyperLINK

Probably the most full-featured product is JMG Software's HyperLINK. It is fairly complex to set up a new application and there are some places where it needs to be improved. A good example is the fact that you can add a field to a HyperLINK card, but the application won't create that field in the underlying database.

It desperately needs a manual update. It also needs its own version of a programming language to round it out. But these are all things that are being addressed, so I have high hopes for it. A number of applications have been written in HyperLINK, and the floodgates will likely open as the product matures.

1st Card

Another product is 1st Card (notice how "hyper" or "card" gets into every title?), a German import that purports to be Hypertext and artificial intelligence (it isn't really). What it *does* do is permit you to build an application that traverses a decision tree, creating a simple "expert system." An expert system is a computer program that has a body of facts built into its structure, so that it can make decisions based on the answers to questions—much as a human expert would. The hard part, of course, is defining all the rules (the questions and what the answers mean).

Unfortunately, the advance copy I had of 1st Card wouldn't run on my Mega. Oh well. Maybe the next one.

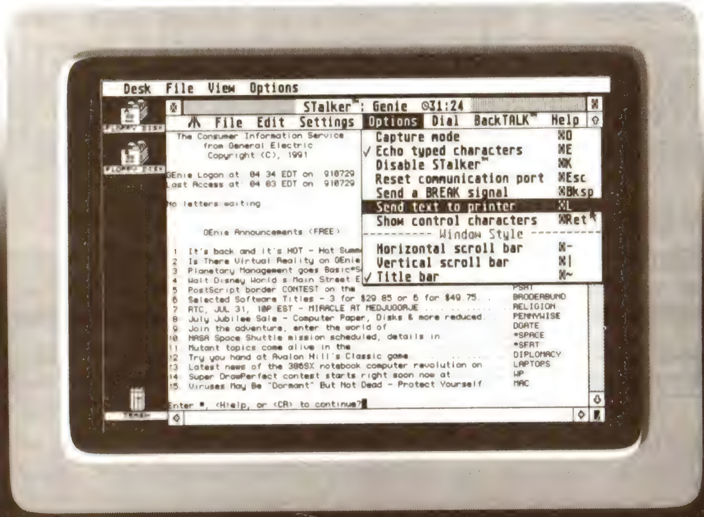
If Hypercard-like products reach maturity and truly enable ST owners to produce high-powered applications as easily as Mac owners do with Hypercard, then Atari would do well to consider bundling such a product with the ST. Instant usefulness and the ability to create your own program is an almost irresistible calling (hyper)card.

And wouldn't we just hate to have Atari sell a whole lot more STs in 1992.

See you next month.

STalker™ 3

GEM Based Telecommunications Software
for the Atari ST/TT and Compatibles



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No letters waiting


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 2  Is There Virtual Reality on GEnie
 3  Planetary Management goes Basic*S
 4  Walt Disney World s Main Street E
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 6  Selected Software Titles - 3 for $29 85 or 6 for $49 75 .  BRODERBUND
 7  RTC, JUL 31, 10P EST - MIRACLE AT MEDJUGORJE ......  ...... RELIGION
 8  July Jubilee Sale - Computer Paper, Disks & more reduced.  PENNYWISE
 9  Join the adventure, enter the world of                     DOATE
10  NASA Space Shuttle mission scheduled, details in           *SPACE
11  Mutant topics come alive in the                            *SFAT
12  Try you hand at Avalon Hill's Classic game      .. ...     DIPLOMACY
13  Latest news of the 386SX notebook computer revolution on   LAPTOPS
14  Super DrawPerfect contest starts right soon now at         WP
15  Viruses May Be "Dormant" But Not Dead - Protect Yourself   MAC

Enter #, <H>elp, or <CR> to continue?
```

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- Advanced *BackTALK*™ scripting language
- 200+ page manual, including full tutorials
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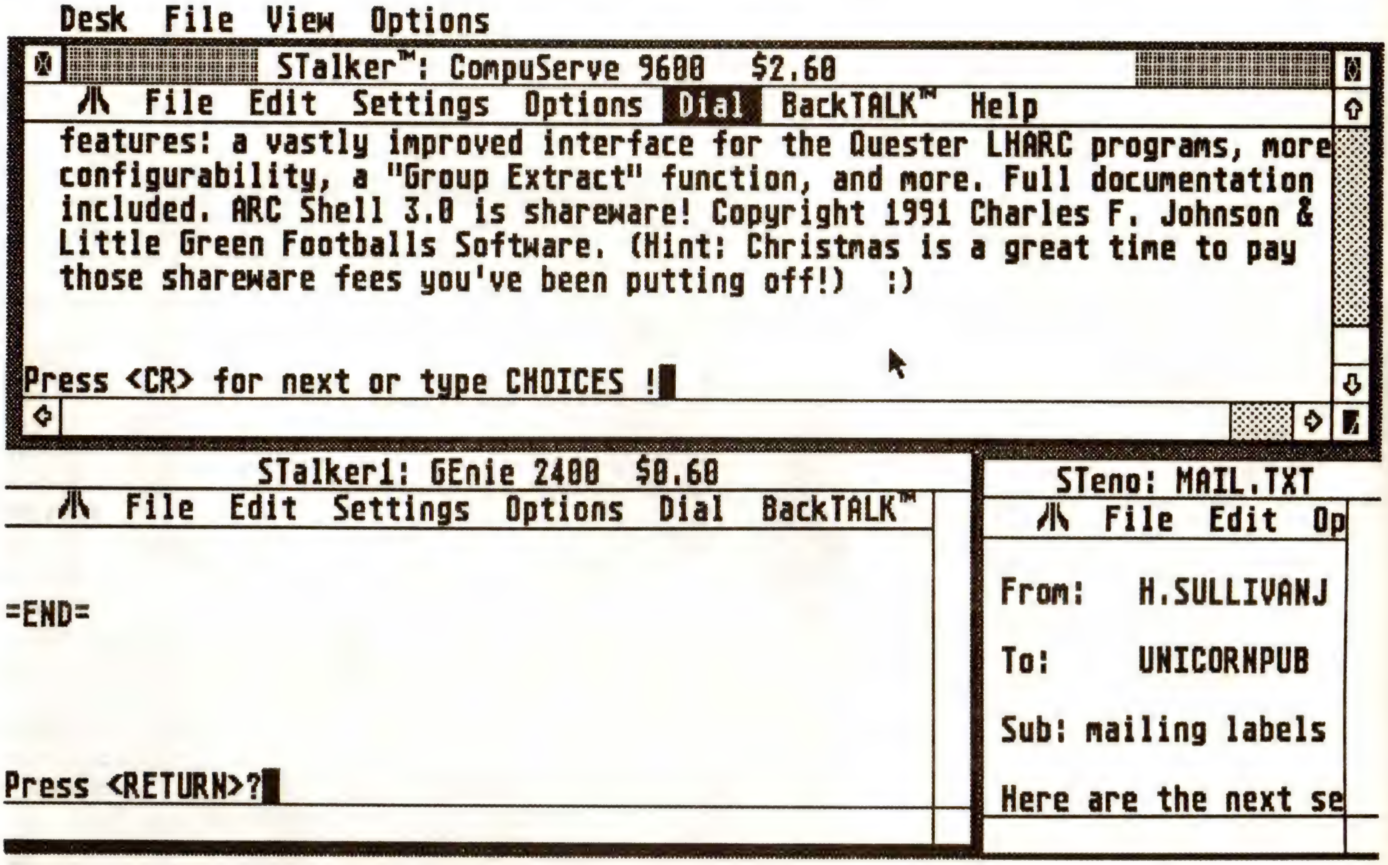
[illegible]

STalker 3


Desk File View Options
STalker™: CompuServe 9600 $2.60
File Edit Settings Options Dial BackTALK™ Help
STalker1: GEnie 2400 $0.60
File Edit Settings Options Dial BackTALK™
STeno: MAIL.TXT
File Edit Op

```
features: a vastly improved interface for the Quester LHARC programs, more
configurability, a "Group Extract" function, and more. Full documentation
included. ARC Shell 3.0 is shareware! Copyright 1991 Charles F. Johnson &
Little Green Footballs Software. (Hint: Christmas is a great time to pay
those shareware fees you've been putting off!)  ;)

Press <CR> for next or type CHOICES !
```

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=END=

Press <RETURN>?
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From:    H.SULLIVANJ
To:      UNICORNPUB
Sub: mailing labels
Here are the next se
```

Bill Rayl

Telecommunications is one of the primary uses of a personal computer. A computer and modem can take you to far away places where you can share ideas with a large community of people.

My first real interaction with computers was through telecommunications. In fact, I probably wouldn't have gotten hooked on computers had it not been for a DEC-10 mainframe, an Atari 800XL and a multi-user conferencing program called Party. The first time I "talked" with my wife, Pattie, was via Party.

Being a telecommunications junkie, I'm always looking for "the perfect telecommunications package." Of course, there really is no such thing (unless you write the program yourself!). What's perfect for one person may not be so perfect for another.

For a very long time, the most popular telecommunications program on the Atari ST line of computers has been Flash from Antic Software. Flash was also my personal choice. Its ease of use and adequate DO (script) file capabilities made it very attractive to both new and experienced users.

A number of other programs have come and gone since Flash was released, a few of them good and many of them very bad. None of them, however, could equal Flash's ease of use combined with power and flexibility...until STalker was released by Strata Software.

Now, STalker is at version 3.0 and is sold by Gribnif Software, unquestionably one the brightest stars in the ST developer's community. STalker 3.0 has a totally different approach to telecommunications than any other package I've ever used.

STalker is completely window-based. You can resize the "screen" at any time. There is no switching between online mode and editor mode. In fact, there is no editor built into STalker at all—if you want full editing and capture capabilities, you can use STeno (also from Gribnif Software) or Clear Thinking's EdHak (as of version 2.3). While you can do simple capturing of text to disk via STalker alone, I highly recommend that you purchase one (or both!) of these editors for use with STalker.

One of STalker's most important features is that it can be installed as a program or as a desk accessory, and you can even install multiple STalker DAs. As a desk accessory (or as programs run via MultiGEM), STalker can perform *all* of its functions "in the background." These functions include uploading/downloading of files, capturing text or messages or even running a mini-BBS (using STalker's excellent scripting capabilities).

In other words, STalker can be logged in on your favorite BBS and downloading a huge file *while* you're typing the Great American Novel with your word processor. If you're fortunate enough to have a Mega/STE, TT, DC Port (from Double Click Software), MegaTalk (from Gadgets by Small) or Beckemeyer's MT C-Shell, you can even be two (or more) places at one time! Well, you do need multiple modems, as well.

Magic? No, but it sure feels like it!

Minus the MegaTalk, I happen to own all of the above equipment. The first time I used STalker and my DC Port to log onto CompuServe, GEnie and a local BBS all at the same time, I was impressed. In one window, I was reading messages on CompuServe. My GEnie mail was being captured to STeno in another window. And, I was downloading a huge file from the BBS in the background.

All this without a glitch and with no real slowdown of my 4 meg STE. In fact, the only real drawback was that my poor little monochrome monitor was feeling really cramped. This multi-tasking stuff could sure sell a lot of "big screen" monitors!

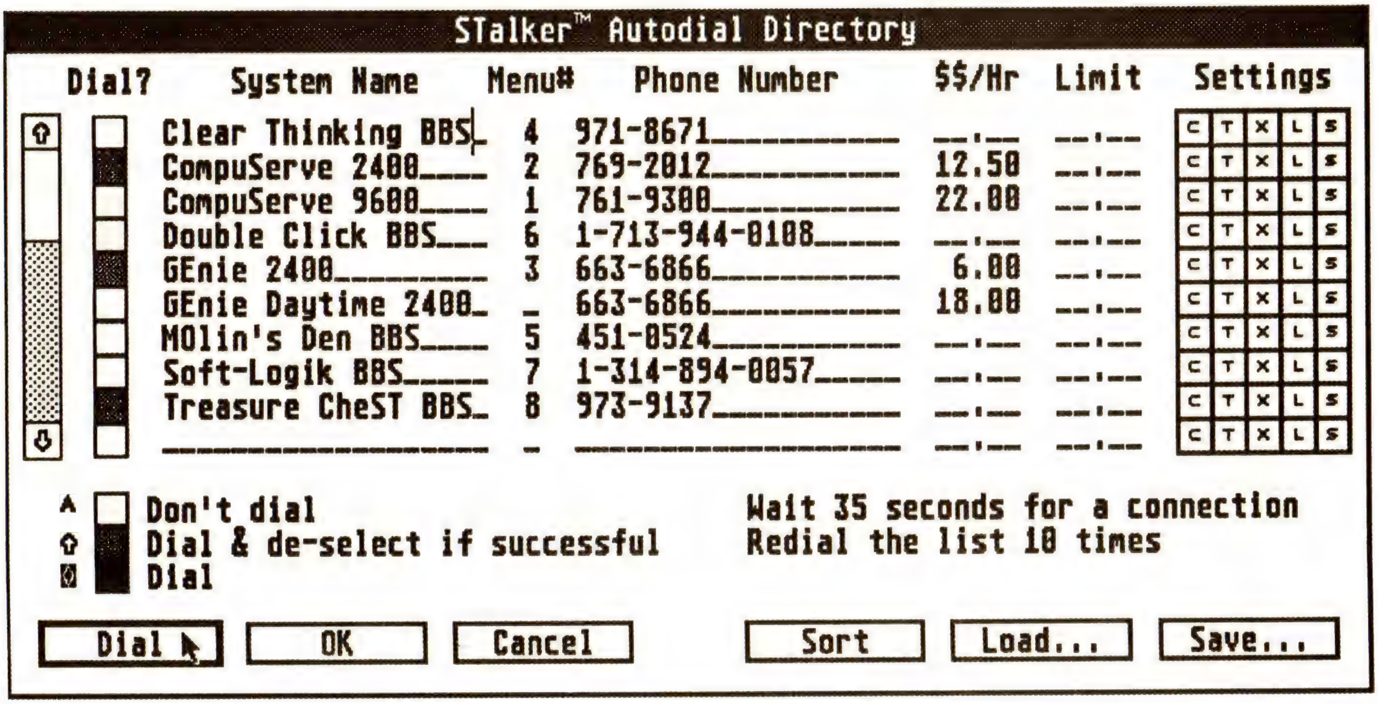
Ease of Use

I have three main criteria by which I judge any telecommunications package. The first is ease of use, the second is power/flexibility and the third is actual performance. Ease of use includes everything from setup of the system to the program interface.

In this first category, STalker rates an A. Installation is as simple as copying the program disk to your hard drive or work disk (and rebooting if using STalker as a desk accessory). Even using multiple copies of STalker is as easy as making multiple copies with different names.

Configuring STalker is also very intuitive. All configuration options are found under one drop down menu, called Settings. Here, you define your communication settings, file transfer preferences, terminal emulation, communication port, function keys and lots more. When using STalker as a desk accessory, you must reboot to use your new configuration.

Each of the dialog boxes used in the configuration are covered in detail in the manual. Overall, the manual does an excellent job of documenting all of STalker's features. The first half of the manual consists of 78 pages of STalker documentation, a four page Table of Contents and a one page Index. The Index could stand for some expansion. For instance, if you want to know how to define Function Keys, you won't find an entry in the Index that will help you.



STalker™ Autodial Directory

Dial?	System Name	Menu#	Phone Number	$$/Hr	Limit	Settings
☐	Clear Thinking BBS	4	971-8671	--.--	--.--	C T X L S
▨	CompuServe 2400	2	769-2012	12.50	--.--	C T X L S
☐	CompuServe 9600	1	761-9300	22.00	--.--	C T X L S
☐	Double Click BBS	6	1-713-944-0108	--.--	--.--	C T X L S
▨	GEnie 2400	3	663-6866	6.00	--.--	C T X L S
☐	GEnie Daytime 2400	-	663-6866	18.00	--.--	C T X L S
☐	MOlin's Den BBS	5	451-0524	--.--	--.--	C T X L S
☐	Soft-Logik BBS	7	1-314-894-0057	--.--	--.--	C T X L S
▨	Treasure CheST BBS	8	973-9137	--.--	--.--	C T X L S
☐		-		--.--	--.--	C T X L S

☐ Don't dial
▨ Dial & de-select if successful
■ Dial

Wait 35 seconds for a connection
Redial the list 10 times

Power/Flexibility

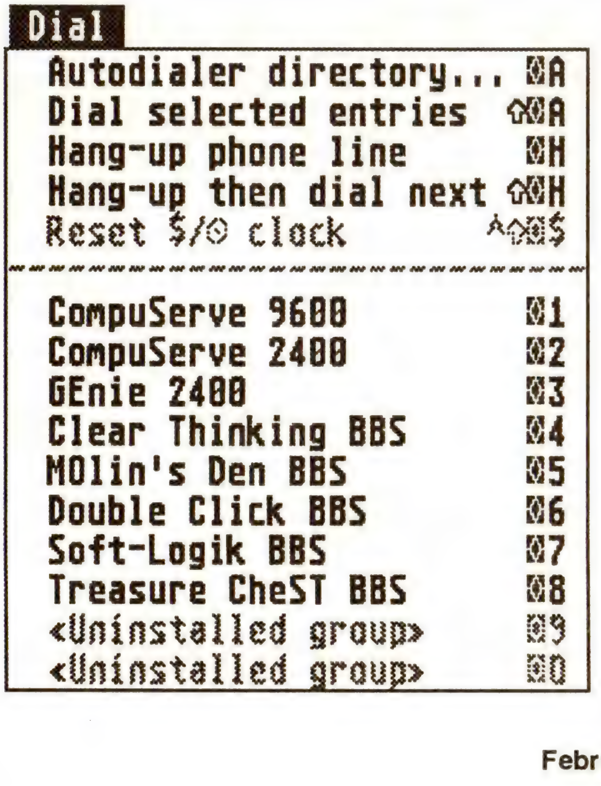
The second half of the manual documents STalker's scripting capabilities using BackTALK. These 130 detailed pages include many useful examples and a tutorial. The Index in this section is also much better, with entries for every function call, operator and reserved word.

It is the BackTALK scripting language that gives STalker an A in the Power/Flexibility category. The language is very C-like and very powerful. BackTALK has enough power that you could even use STalker as a BBS. In fact, a BBS written in BackTALK is included on the STalker disk!

I personally run a Michtron's BBS 3.0 multi-line system—that's why I have a DC Port. Michtron's BBS is completely written in a compiled scripting language called Michtron Command Language. It would be a very simple operation for me to translate my MCL source files to BackTALK. And, since the BackTALK scripts are also compiled before use, they execute much more quickly than scripts in some other telecommunications packages.

BackTALK is actually more powerful than MCL in almost every respect. BackTALK has one-dimensional arrays, it uses long integers, supports parameter passing between functions and allows for local or global variables. The only things stopping me are BackTALK script can't (at this time) execute another BackTALK script and true "libraries" are not supported.

Once you've written a script (using STeno, or whatever editor you favor), you then compile it using the BackTALK compiler. The compiler can be run as a program or desk accessory. It is also very easy to use—simply select the text script file and, if you haven't made any programming errors, your compiled script is generated.


Dial
Autodialer directory... ⌘A
Dial selected entries ⇧⌘A
Hang-up phone line ⌘H
Hang-up then dial next ⇧⌘H
Reset $/⊙ clock ^⇧⌘$
CompuServe 9600 ⌘1
CompuServe 2400 ⌘2
GEnie 2400 ⌘3
Clear Thinking BBS ⌘4
MOlin's Den BBS ⌘5
Double Click BBS ⌘6
Soft-Logik BBS ⌘7
Treasure CheST BBS ⌘8
<Uninstalled group> ⌘9
<Uninstalled group> ⌘0

Using the BackTALK scripts is a painless process. You can actually install up to 10 scripts in the BackTALK drop down menu. These installed scripts can be activated by clicking on the menu entry or via a key combination. Alternately, you can run BackTALK scripts from disk on an individual basis.

Features

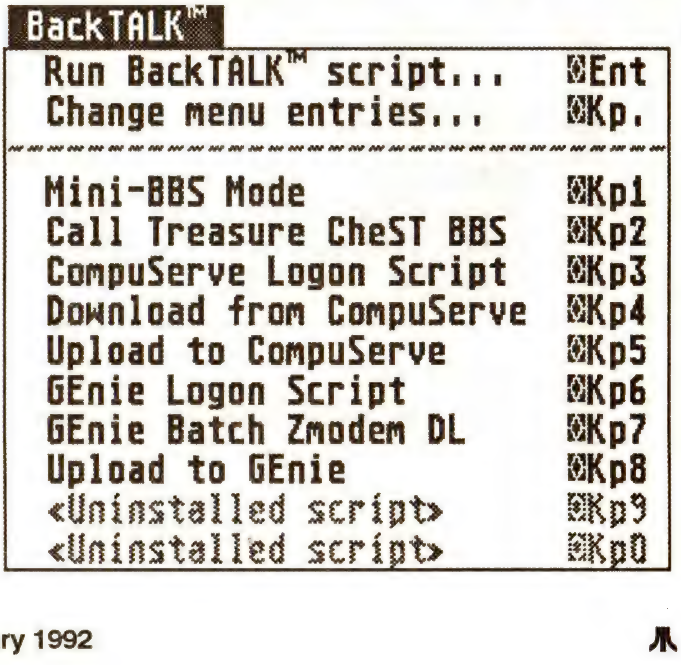
I don't want to give the incorrect impression that STalker itself lacks power. It has plenty! Two very powerful features mentioned previously are the ability to run in the background and to use just about any port for communication. STalker supports the extra Mega/STE and TT serial ports, MIDI and printer ports, as well as the MegaTalk and DC Port hardware and MT C-shell software serial ports.

STalker also has a "Mini-BBS" mode built into the software (it actually uses the previously mentioned BackTALK script). Callers must know the "Sign On Password" to access the system and a "CLI Password" to access files on your system.

Terminal emulation in stalker includes VT52, VT-100 and PC-ANSI modes. You also have an option to use the IBM character set. If you call IBM BBSes that use ANSI graphics screens, you'll appreciate this feature.

File transfer protocols include ASCII, XModem CRC, XModem 1K, YModem Batch, YModem/G (for error correcting modems), and ZModem. STalker can also "auto-initiate" ZModem transfers, a handy feature that saves you that one extra step. The only thing I'd like to see added is direct support for CompuServe's B+ protocol. For now, though, you can use Shadow for CIS B+ transfers. (Shadow is a background downloading program written by Double Click Software and marketed, until recently, by Antic. It is not included in the STalker 3 package.)

The dial directory can contain up to 30 entries, each with their own communication settings, logon sequences and script files. A $$/Hr field helps you keep a


BackTALK™
Run BackTALK™ script... ⌘Ent
Change menu entries... ⌘Kp.
Mini-BBS Mode ⌘Kp1
Call Treasure CheST BBS ⌘Kp2
CompuServe Logon Script ⌘Kp3
Download from CompuServe ⌘Kp4
Upload to CompuServe ⌘Kp5
GEnie Logon Script ⌘Kp6
GEnie Batch Zmodem DL ⌘Kp7
Upload to GEnie ⌘Kp8
<Uninstalled script> ⌘Kp9
<Uninstalled script> ⌘Kp0

rough estimate of how much you're spending when connected to a pay service like GEnie or CompuServe. If you enter a dollar amount into the Limit field, STalker will warn you when you exceed that dollar limit.

The dial directory is also an autodialer. You can set individual entries for autodialing. Then, clicking on the Dial button causes STalker to dial the selected entries one by one.

Another nice touch is the ability to have up to ten of your most used dialer entries appear in the Dial drop down menu. You simply include a number 0-9 in the Menu# field in the dial directory.

STalker also supports GDOS font usage, although this does slow the system down. GDOS is included with the package, along with four font files.

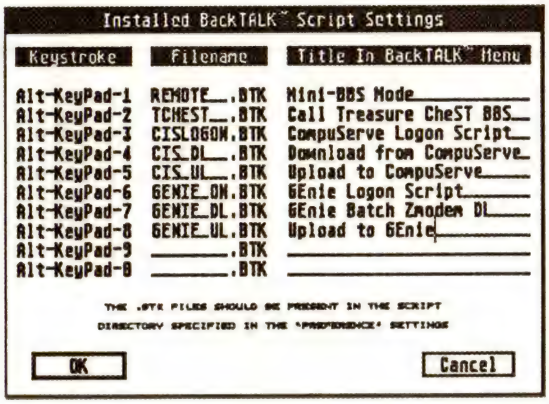
You can also set a "virtual screen size" anywhere from 40 characters by 24 lines to 200x2000! A "scroll back buffer" allows you to review text that has scrolled off your actual screen.

Finally, you can define up to 20 Function Keys. You can use these Function Keys to execute BackTALK scripts or send text strings to the host system. If you wish to output more than 40 characters, you can "chain" one Function Key to another.

Performance

In the final category of Performance, STalker maintains its perfect score. In over two months of heavy usage on CompuServe, GEnie and a local BBS, STalker has performed flawlessly.

Even with multiple STalker desk accessories installed, and logged on to multiple systems simultaneously, I've had no problems and no aborted downloads. When combined with STeno 2.0 or EdHak 2.3, STalker is the best all-around telecommunications package currently available for the ST/STE/TT computer.



Installed BackTALK™ Script Settings

Keystroke	Filename	Title In BackTALK™ Menu
Alt-KeyPad-1	REMOTE__.BTK	Mini-BBS Mode
Alt-KeyPad-2	TCHEST__.BTK	Call Treasure CheST BBS
Alt-KeyPad-3	CISLOGON.BTK	CompuServe Logon Script
Alt-KeyPad-4	CIS_DL__.BTK	Download from CompuServe
Alt-KeyPad-5	CIS_UL__.BTK	Upload to CompuServe
Alt-KeyPad-6	GENIE_ON.BTK	GEnie Logon Script
Alt-KeyPad-7	GENIE_DL.BTK	GEnie Batch Zmodem DL
Alt-KeyPad-8	GENIE_UL.BTK	Upload to GEnie
Alt-KeyPad-9	.BTK	
Alt-KeyPad-0	.BTK	

THE .BTK FILES SHOULD BE PRESENT IN THE SCRIPT DIRECTORY SPECIFIED IN THE "PREFERENCE" SETTINGS

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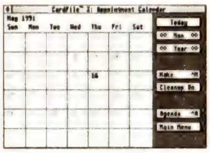
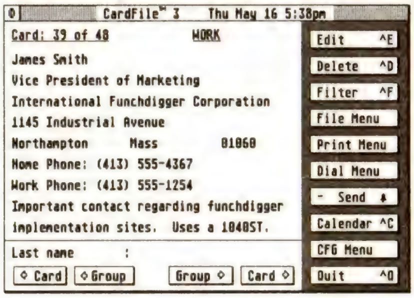


Its powerful built-in calendar can keep track of all your appointments, meetings, and important dates. Call up any day and plan out your agenda.

CardFile's Daily Agenda feature will remind you of any upcoming appointments for the next two days when you turn the computer on in the morning. There's even an option to print a daily or weekly agenda.

CardFile is very convenient. It runs as either a desk accessory or program. Its data is easily imported by most programs and it will even type an address directly into your word processor.

It will print address books, phone lists, and mailing labels. Add a modem and it becomes an autodialer!



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Card: 39 of 48 WORK

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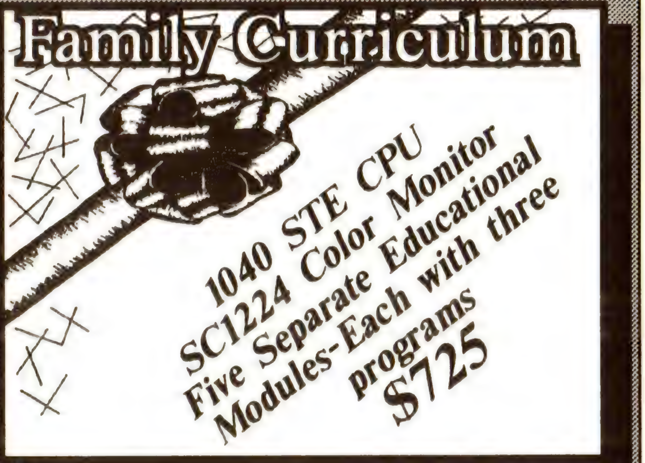

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STeno 2

Bill Rayl

STeno is a window-based text editor specially designed to interface with the STalker terminal package.

As a stand-alone editor, STeno is neither the best or the worst available. Its good points are that it can be used as a program or desk accessory, it's very easy to use and has some printer control support built in. It also has block cut/paste and copy support, as well as search and replace.

On the "negative" side, STeno does not automatically reformat your text. If, for instance, you place the cursor in the middle of a line of text and begin typing, the text at the end of the current line does not automatically wrap down as you type. You must reformat the text after editing, using the Reformat Paragraph or Reformat to End commands.

Also, STeno is a text editor. It can only edit standard ASCII text. If you want to edit anything, including text, EdHak from Clear Thinking is your best choice. EdHak is also a GEM-based editor that can be used as a program or desk accessory.

If you're into speed, Tempus II is far faster. If you're a programmer, Tempus II or Michtron's C-Breeze would be a better choice. Tempus and C-Breeze are specially designed for programmers. They let you open multiple files simultaneously and have all the features of STeno and more.

Why Buy STeno?

So, why should you buy STeno? Well, there are a couple very good reasons if you use NeoDesk or STalker. STeno adds a versatile capture buffer to STalker, which lacks this feature. When used with STalker, STeno can also function as a type-ahead buffer. This gives you full editing capability over all text you send to or receive from the host computer, and is great for conferencing.

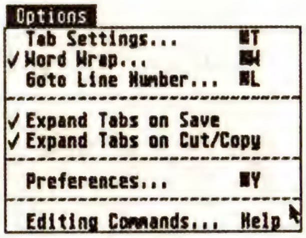
Until recently, STeno was the only choice available for interfacing with STalker. EdHak 2.3 now has STalker support, as well. If you're planning to use STalker, you really *need* to have one of these two editors. Since both editors have a retail price of $29.95, you'll have to choose based on features.

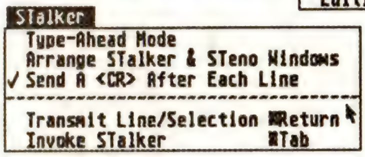
If you're a NeoDesk user, STeno can be installed as a NeoDesk Accessory. You can then place the STENO.ACC icon on the desktop and double click it to access STeno.

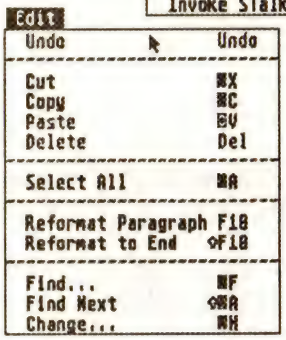
If so installed, you can automatically load a text file by dragging it to the STeno icon, print the file by dragging the printer icon to the STeno icon or delete the file by dragging the trashcan to the STeno icon. You can also assign a desktop icon letter to STeno and open the accessory via a key command.

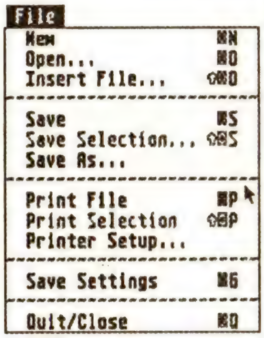
Conclusion

If you're looking for an easy to use text-only editor, STeno compares favorably with other commercial text editors. For use as a STalker capture/type-ahead buffer, both STeno 2 and EdHak 2.3 are excellent choices. If you're a NeoDesk user, STeno is your best choice, especially if you also use STalker!


Options
Tab Settings... ^T
✓ Word Wrap... ^W
Goto Line Number... ^L
✓ Expand Tabs on Save
✓ Expand Tabs on Cut/Copy
Preferences... ^Y
Editing Commands... Help


STalker
Type-Ahead Mode
Arrange STalker & STeno Windows
✓ Send A <CR> After Each Line
Transmit Line/Selection ^Return
Invoke STalker ^Tab


Edit
Undo Undo
Cut ^X
Copy ^C
Paste ^V
Delete Del
Select All ^A
Reformat Paragraph F10
Reformat to End ⇧F10
Find... ^F
Find Next ⇧^A
Change... ^H


File
New ^N
Open... ^O
Insert File... ⇧^O
Save ^S
Save Selection... ⇧^S
Save As...
Print File ^P
Print Selection ⇧^P
Printer Setup...
Save Settings ^G
Quit/Close ^Q

Sex, Lies and Graphics/Video

(but without any sex or many lies)

Jay Does Chicago

Jay Craswell
Contributing Editor

Apparently, many of you think I am insane, while others think I'm funny to read...

As most of you know I don't go to many shows. And when I do go it's usually only because I get "talked" into going by some friends (right, Gribs?). This time, I was sitting on two new products.

Since we were hiding in the Atari booth showing the Leonardo 24-bit card and the Isac/AlberTT card—not to mention the Xyxis r/w optical drive—we really didn't see that much of the rest of the show. But, here, for your approval, is what happened to us.

First of all, I want to thank Bob Brodie and the rest of Atari for letting us mooch some of the Atari space at the last (and I mean the last) minute. Literally the day before he left, Bob got a call from me and took it all in stride. Thanks guys!

Super Mondo Opto Drives

The Xyxis r/w optical disk drive had its first show appearance. (I am using it on the TT030 now.) The drive stores 600 megabytes on a read/write cartridge. You can think of it as a really, *really* massive SyQuest. Cost in quantity of one is $2950. Extra cartridges are, at most, $175.

The drive can be plugged directly into the TT's SCSI port or (on request) we can supply a nifty host adapter so you can use the drive through the DMA port on any ST. (P.S.: We also have units for Amiga, IBM, Macintosh, Sun and, I think, everything else.)

Zigga Colors

Also ready to go for the show were the first couple Leonardo 24-bit cards. This was our "Killer" show stopper. Lexicor will be doing the marketing/sales for us, but here are the gory details.

The Leonardo board gives you 16,7000,000 (16.7 million) colors all at once. There is no need to worry about the palette size, since there is none. Horizontal scan rate is 31.5 KHz (for your VGA) or 15 KHz for the composite "TV" type output. This is switch selectable, by the way. Horizontal resolution is fixed at 512 pixels (like your TV) and is vertical resolution is programmable up to 512 pixels.

This design is a bit different from the AlberTT/Isac and Viking Atari (Moniterm) cards in that I use a big, fat *chip*—with the *chip* being a big, giant part with a gillion pins sold by a *big* company like Texas Instruments.

The idea was that this *chip* would save lots of parts on the card and be reprogrammable. Reprogrammable, in this case, refers to the SYNCs, etc. Well, I think the case for saving me a lot of parts is not so good. I had to add all kinds of junk for the signals that didn't happen to work right with 1MB VRAMs, etc. The programmable features are kind of nice, like the display address start register that lets you do hardware scrolling and the ability to put the Sync signals right where you want to by simply doing an hour and a half of math. It was a big manual!

Graphics Goombas

A few people—TI included—wanted me to use a fancy graphics controller chip. Well to TI I said, "Yeah, OK, tell me that it has fewer bugs than this other part of yours and I'll change."

Well, this brought on a lot of what radio people call "Dead Air." Seems that all of these fancy goombas need a bunch of extra junk to work right. Grrrr.

Besides which, I had already made up my mind to *not* use a graphics co-processor. Here's my rationale for what it's worth. 340xx chips cost big bucks and that's no lie. If you use one of these on a board, you have to expect a big hit at the end user price. And that's just to put it in the board. Secondly, it's my opinion that graphics chips are designed to run great demos—like generating 287.5 thousand pie charts per seconds—nothing more.

Actual programs that make the part look good have to be rewritten to use the functions that that part does well. Because of the work involved and/or the license fee for the special graphics assembler/linker needed to do this, a maximum of one program will ever be written that takes advantage of more than 10% of the part's functions.

And, most important, no part that I know of "fits" into the operating system of a computer (be it DOS, Mac, Amiga or Atari) without man years of work. And no one ever does that, because it's just one part/one board and you could spend your time more $effectively$ doing anything else.

What the Leonardo board does is gives you a simple bitmapped display, accessible to the microprocessor and/or the Blitter (on Megas, STes, etc.). Work is underway to get an honest-to-goodness VDI. And that will make it far easier to get real applications ready for it. Of course, look for Lexicor to move its wonderful goodies to it.

The Men from Lexicor

Speaking of which, I had the chance to work with Lexicor's Paul Dana for the first time. He seems to be a very sharp fellow and was able to whip up a working Targa file viewer before he even got his board! And all on two hours sleep. Thanks, Paul (and to your wife, Alicia, for putting up with the late phone calls).

At the show, I got time to talk with Robert Birmingham, who has been a welcome ear to some of my grumbling and moaning about chips and the Joe Gro Atomic Trash Can Band (both of which I'm sure he couldn't care less about). He showed us his new beta version of Prism Paint, which has some *very* hot features. Also there was Prism Render author David Ramsden (also Mr. Rosetta) who gave some demos of the different programs in the Atari booth on Day 1.

Hotel HELL!

Yup, we stayed at the Ramada (where the show was located) but, unfortunately, we were on the same floor as the "party till you die" crowd. It may have been the Grateful Dead fans? We had two (or was it three?) "fake" fire alarms, plus the added fun of listening to mopeds drive up and down the hallway, running over the room service refuse.

Harry slept through one of the alarms and I half slept through the last one. According to Harry, I woke up during the last alarm and called the switchboard and offered to beat the living crap out of the offenders with a broom handle we had found propping the back door shut when we still thought the "fire" was real.

All in all, it was too much for 3:00 in the morning. Or, let me put it this way—if they had invited us to "Trash this place!!" it might have been a little different. Next time, invite us or else go trash your*self!*

That night did make being pleasant the next day a little tougher for some of us. Fortunately, Harry sleeps like a rock and was quite the salesmen the following day. Me? I was pretty grumpy. Sorry everyone! On that same subject, Atari President Greg Pratt heard all of this and offered to let us bunk in his room if it happened the next night. This is a class act! Thanks.

Amiga Converts?

Well here's where we really get someone in trouble. My dear friend Harry M. got talked into going to the show with me. He's from Chicago and his folks live there. Besides, he knows Greektown and said he

would introduce me to flaming cheese! Let me also say he is a loyal Amiga user. He has an Amiga 1000 and a 3000, and if they come out with a 20,000 he will, no doubt, buy that as well.

He actually liked the Atari equipment and said he wants to get his hands on a TT! Wow!! I am amazed. Next we will hear that the Pope's not Catholic? Just kidding, father!

Bill and Pattie in the Flesh!

No, they weren't in the nude or anything, but I got a chance to meet the fine folks who put out this rag. I proclaimed them *"Bravest People In The World"* for printing my stuff! Or, maybe I am the bravest for mentioning Tom Hoyne by name in my first article. You see, Tom and I have become a legend that will last a lunch time in our close circle of friends.

Because of the outstanding bravery of Bill and Pattie who published that literary masterpiece, it seems we have become *"a reason to write the editor."* Wow, thanks! Apparently, many of you think I am insane, while others think I'm funny to read...good to line the birdcage with and/or read while sitting on the pot. What praise.

Bill commented that the later articles are also getting good response, but not in the same way. We can always venture back and forth in style (as you see).

He did mention some people are looking at my comments about gray scale fonts and someone is actually writing some programs on the Atari 8-bit?! Whew! Way to go, you guys. What I know about the older machines is limited to Star Raiders on the 400. But, it's nice to know that 8-bit owners still have the inventive spirit. I guess you should know that my second Atari, after that 400, was a MegaST4—which Moniterm still has (I guess). More about that in a later article.

Other Showgoers

I got a chance to meet the fine folk at WuzTech for the first time. OK, first I have to say they have a new graphics card (The Norm board, designed by Norm Weinress, who also did the DEKA interface.) It has been a bit of a worry for me, since I've gotten used to being the only graphics guy in town.

Well, a little competition is not *so* bad for a guy. And I have to admit that I really enjoyed my talk with Paul and his assistant. It was nice to meet people in the computer hardware biz and exchange war stories.

I know companies with competing products normally square off and try to bash each other. The solution, of course, is to say "This is mine and that's yours," etc. I've an unwritten agreement with Jim Allen, for instance, that says "You do CPU speed-ups and I will do graphic cards. And let's see if we can make sure they work together." Jim, by the way, is one of the greatest guys. He always seems to have the inside scoop on this or that.

I guess the thing that really *pos* many of us is the flock of *me too* products that are remakes of a similar product but sold at a cut rate price. Honestly, I don't see the point in having so many guys making the same thing (more or less). I really wish there was more original thought and less "same as, only $5 cheaper" products. But, that's just me.

Fortunately, on the graphics front, the cards are quite a bit varied as far as features and price. At COMDEX, the folks at Gribnif told me about a card they were thinking of importing. Crazy Dots? What a name! Well, anyway, they told me this like they expected me to get really angry or something.

To be honest, I was just a little hurt. Hey if you want to sell some graphics cards, you *could* call me. Ok? I've got some pretty good stuff that's been selling well for a quite a while. And, I can't think of people better suited to market a product than the Gribnif gang. They are good! But, to be honest, the specs that I saw for the Crazy Dots board didn't impress me. This was a card I would never want to make. But hey, that's just me, too.

Anyhow, back to WuzTech. I guess I was just surprised they were such good guys and I want to wish them success. (You too Gribbies!) These graphics cards are not really head-to-head with any of my products anyway. So, again, good luck! Unless it's at my expense, *then watch out*! <grin>

Besides, if we start converting Amiga-oids and have sales like we've heard about at the last couple shows, we'd need more places to handle the volume!

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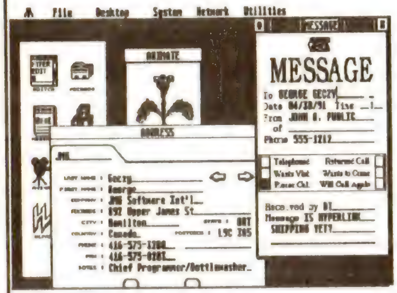
File
Desktop
System
Network
Utilities
MESSAGE
ADDRESS
Telephoned
Returned Call
Wants Visit
Wants to Come
Please Call
Will Call Again

MESSAGE

To GEORGE GECZY

Date 04/30/91

From JOHN Q. PUBLIC

Phone 555-1212

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Geczy

George

JMG Software Int'l

892 Upper James St

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ONT

Canada

Chief Programmer/Bottlewasher

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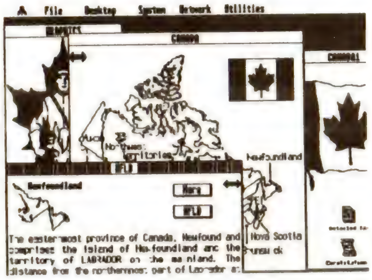
Example # 1 : The Canada HAP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Desktop
System
Network
Utilities
CANADA
Northwest Territories
Newfoundland
Nova Scotia
More

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A Dealer's View of the Chicago Show

Michael Drysdale

I arrived in Chicago on Sunday just in time to attend Bill Rehbock's seminar. Under Greg Pratt's watchful eyes and ears, Bill was as revealing as possible about a number of things. It is, of course, possible that some of what he discussed will change....

Bill started by pulling the STBook out of its case. He suggested that final production models, available first quarter '92, will use a 16Mhz 68000, with 4 MB RAM and a 40 MB hard drive at a retail price of about $2100. Bill emphasized that the STBook was designed with many power-saving features—many more than other notebooks.

Greg Pratt, head of Atari US

Most importantly, Atari designed the save and resume feature to save an image of RAM to the Hard Drive *before* the batteries wear down. There will be third party opportunities to sell a cartridge port adapter and a multi I/O MIDI port for the STBook.

PLI, a company specializing in mass storage devices (CD-ROM, writeable optical, SyQuest) will be providing a wide range of SCSI devices for the TT. For example, their SyQuest 44 box retails for $699—quite a bit less than the MegaFile 44.

Discussion turned to FSM-GDOS and why it does not use the popular Adobe Type 1 fonts, of which there seem to be zillions. The answer is that FSM-GDOS (at only $59.95) is 18 times faster than Adobe's Type Manager. Using actual Type 1 fonts would slow FSM down.

Fortunately, there are 155 fonts available now and five developers are working on programs to convert Type 1 fonts to FSM. We could see such a utility by February, 1992.

In an effort to make FSM widely available, the software to construct printer drivers will be easily and cheaply obtained and any drivers must be released into the public domain.

A new and eagerly awaited version of UltraScript is being developed by Imagen. This new version will be a TSR or DA and will accept input from the serial port. This means you could use an ST/TT and SLM laser combination as a postscript printer for another computer. Hopefully, beta testing will begin in February.

By the way, the present version of UltraScript does not print Type 1 fonts and has some problems with a TT or Mega/STe. Solutions: turn the cache *off* on the Mega/STe and use the US6803.PRG patch for TT.

For those of you looking for a CD-ROM drive, Chinon's product will plug into the TT SCSI port with no modification. MetaDos 2, now freeware, must be used to address it. ICD is developing software and an adapter to use the Chinon drive with the ST computers, as well.

Pen-based computing devices (Atari's STylus, Microsoft Pen Windows, GRiD PAD, etc.) are not very accurate—only 75-98% of all characters entered are decoded. This results in customer dissatisfaction. The technology just is not there yet to make this a saleable product. Don't look for such a device to be sold by Atari in the near future.

Upgrades R Us

Ajax is the official name of the Atari chip that handles High Density 1.44M floppy drives. Atari planned ahead because it also does 2.88M formatting. So, we are ready when the cost comes down from $10 per disk.

It is anticipated that an easy-to-install upgrade kit for the Mega/STe and TT (HD drive, Ajax and TOS 2.06 or 3.06) will cost about $100. Apparently, the chips are in production now. Installing a HD drive to an STe might be possible by adding some jumper wires. It will be difficult to impossible to do this on an ST, because a new memory controller handles the clock signal during HD formatting.

For those of you who wish to add TOS 2.06 to your older STs (not an STe), Artifex in Germany (where else) has engineered a hack. *[Ed: This product is now being sold in the US by Codehead Software for $130. See the Bulletin Board column in this issue for details.]*

A new multitasking TOS will probably be beta tested in March. It is designed for an 030. Using it on a 68000 would cut system speed by the number of applications you run at one time. For instance, run four programs and each runs 75% slower.

Tidbits

Some users are bumping into a screen wrap problem when using a Mega/STe with a monochrome monitor and some software. This may be caused by a bad video shifter. Bill said Atari would try to provide a fix, but it may not be available until March.

Huh, say that again—a possible lawsuit over Retouche????

Atari sells 1,000 TTs a month in Germany. The Sunnyvale warehouse has no shortage of the Mega/STe. Under consideration is a 600dpi laser printer which will be available from Lexmart and will be perfectly compatible with existing hardware and software.

I must admit that it was an effort to attend the Chicago show, what with it being the Sunday before the holiday selling season starts and the snow. Nonetheless, it was an effort well rewarded. It was great to see many developers and Atari employees that I had not seen since the AEGIS seminar.

A real measure of success for both dealer and developer is what gets ordered and put on the shelf. Some of the things we ordered Monday include MegaType's Font Pak #4 and #6, Safari Fonts #25, and Migraph's Scanning Tray with Merge-It software.

Unsolicited Bits

Migraph's OCR (Optical Character Recognition) software looks to be a winner. It should be the leader in OCR on the ST/TT.

Bob Brodie & Bill Rehbock (right)

Recently I have become a new, frequent user of Aladdin and GEnie. The combination is great! If you are not a subscriber to an online service, become one.

Atari is offering some really great prices on hardware. If you know anyone who plans to buy a computer, drag them to an Atari dealer and show them the ST.

[About the Author: Mike Drysdale, the owner of Team Computers in East Detroit, Michigan, has been selling Atari products at retail since 1985.]

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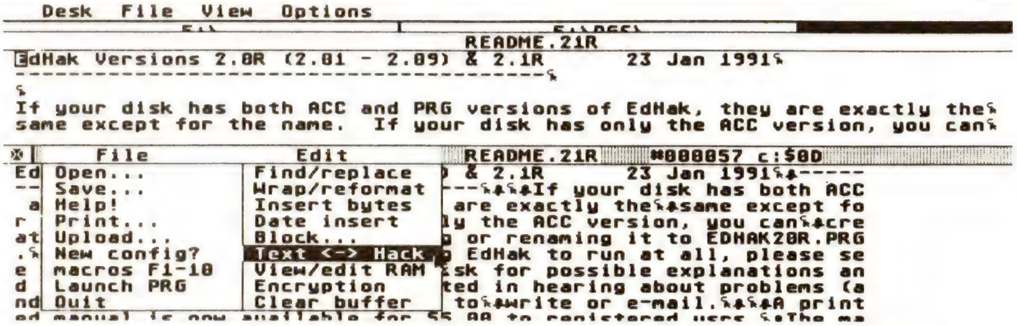

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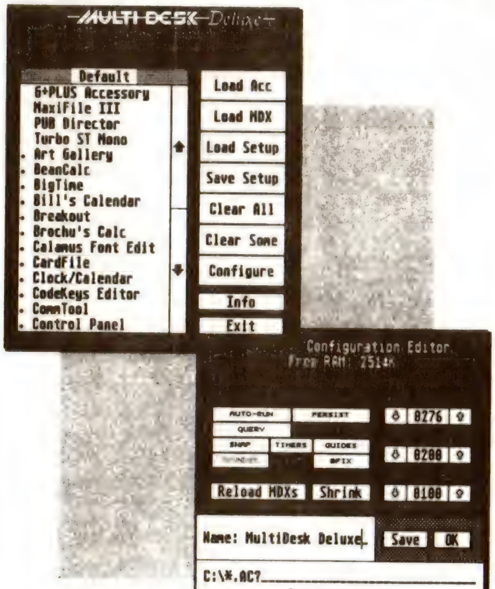

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Atari's STBook—A Preview

Bill Rayl

The Chicago Computerfest by Atari was my very first opportunity to get some "hands-on" experience with the new notebook ST. While reading this article, please keep in mind that the STBook is not yet shipping. I'm writing about a yet-to-be-released product.

From what I've been told by Bill Rehbock and others at Atari, the STBook shown at the Chicago show is basically production-ready. It certainly looked like it to me. But, you never can tell—Atari could change *anything* on the STBook between the time I write this and when the product actually ships.

First Glance

The STBook is a very sharp-looking, notebook-size ST computer. Actual dimensions are 8.5x11.4 inches—approximately the size of a standard piece of paper—and only 1.4 inches in height when closed. The entire computer, including hard drive and optional NiCad battery pack, weighs in at slightly over four pounds.

The overall look of the STBook is quite impressive. It's sleek, black case looks great and doesn't smudge easily. An overhanging clasp on the top half of the unit (the monitor) snaps snugly over the bottom half for a tight fit.

The 84-key keyboard had a very responsive feel, not unlike that of the new Mega/STE and TT keyboards. You can, if you prefer, connect a "normal" Atari keyboard to the STBook.

VectorPad

Probably the most talked about new feature of the STBook is the VectorPad, which replaces the standard mouse as a pointing device. The VectorPad appears in the top right corner of the STBook's base, just above the keyboard. This touch sensitive pad is quite remarkable. The harder you press, the faster the mouse pointer moves. Just below the VectorPad are the two "mouse buttons."

At first, I found using the VectorPad a little hard to get used to, but I soon got the hang of it. I noticed that, by pressing firmly on the VectorPad, I could easily make the mouse pointer move so fast that I lost track of it on the LCD screen. In this respect, the display is very similar to the STacy laptop. A little practice with the VectorPad is all you need to get used to it, though.

As with the keyboard, a "normal" mouse can also be connected to the system. So, don't let the VectorPad scare you off if you're a mouse purist.

Suspend and Resume

The other major "neat-o" feature of the STBook is its "suspend and resume" capability. When you close the STBook, the computer automatically powers down, saving a RAM image of what you were currently working on. When you next open the STBook and power it up, you're automatically placed right back where you left off.

Say, for instance, you're typing away in your word processor when something important comes up. You can just close the STBook and go take care of that emergency. When you power the STBook back up later, you're right back in your word processor...right at the exact point you left!

This suspend and resume feature is great when it's time to change or recharge the batteries. You can be in your database one minute, changing the batteries the next and be back in your database in no time.

Batteries

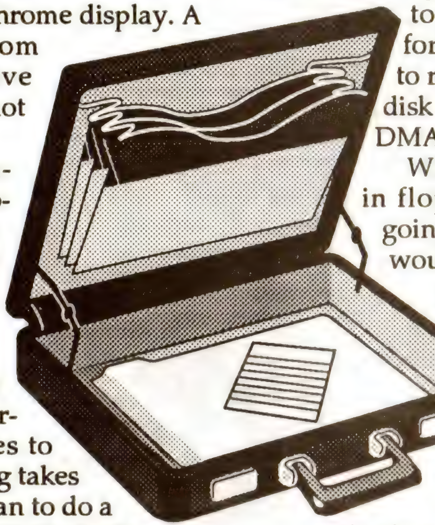
Speaking of batteries, the STBook comes with a battery pack for seven 'AA' alkaline batteries. A rechargeable NiCad battery pack, with AC adaptor, is available as an option. The NiCad pack recharges in under two hours and gives up to 10 hours of continuous use. That's pretty impressive, considering the average battery life of a PC-compatible notebook is around three hours and the new Macintosh Powerbook has a battery life of around 2.5 hours.

LCD Screen

The STBook sports a slim "Super-Twist Nematic" LCD screen with a 640x400 monochrome display. A number of people, most of whom have never seen the STBook, have been knocking Atari's decision of not "backlighting" the LCD screen.

While I can understand the importance of this for some MIDI people, overall I think Atari made a wise choice. The STBook's display is very good. Personally, I think it a little superior to the STacy's display, which is backlit.

One of Atari's main goals in the STBook's design was power conservation—they wanted the batteries to last as long as possible. Backlighting takes quite a bit of power. Unless you plan to do a lot of computing in the dark, don't let the backlighting debate influence you at all.



Specs

Here's where I could really get into trouble, because any of these specifications could change for all I know. What the heck, let's just jump in!

While all the literature distributed by Atari states the STBook uses an 8MHz 68000, Bill Rehbock and others from Atari have stated it will ship with a 16-MHz 68000 CPU, like the Mega/STE. The STBook also comes with a BLiTTER chip.

Atari's spec sheets for the STBook also say the system will come in either 1MB or 4MB of RAM configurations. Unlike Atari's other recent computer releases, the STBook's memory will not be "user upgradeable." Current "rumor" is that only the 4MB version will be released in the US. Of course, that was also said of the STacy and the STe. Time will tell.

Internal hard drive options include 40, 80 or 120MB 2.5" drives with a 19ms average access time. Hard disk utilities are supposedly built into the 512K ROMs in the STBook.

Other software built into the STBook includes a diary/alarm clock/scheduler/calculator package that acts very much like a compilation of GEM desk accessories. Built in file transfer software and a cable (supplied with the STBook) allows the transfer of software from your desktop ST/STe/TT to the STBook.

Ports

That leads us to a discussion of the I/O ports on the STBook. One of the things absent from the notebook is a floppy disk drive. Again, this was a power consideration—adding a floppy drive controller to the STBook meant a big drain on the batteries. So, there is no floppy drive built into the STBook and no floppy port on the computer.

Instead, Atari has done two things. First, they added the file transfer capabilities mentioned above. This allows you to hook the STBook up to your desktop computer and dump files back and forth rather painlessly. Second, Atari plans to release a battery-powered external floppy disk drive, which will connect to the STBook's DMA expansion port.

When I first heard about the lack of a built-in floppy drive, I thought the STBook was going to be in serious trouble. After all, who would buy a notebook if they couldn't easily port software to it? Well, after seeing how Atari has solved this "dilemma," I think they made an excellent decision. I'll take long battery life with an external floppy option any day over built-in floppy and a dramatically lower battery life.

Other than the DMA port, the STBook also has mini-DIN MIDI In and MIDI Out ports, an RS232 serial port and Centronics parallel (printer) port. The 120-pin expansion connector allows full access to the main CPU bus, making it fairly easy to add an ST-compatible cartridge port adaptor, etc. (Can you say "I want my Mac STBook?" Sure, you can.)

Other Options

Aside from the external floppy drive, other optional peripherals planned for release are an internal FAX modem (2400 baud data/9600 baud FAX) and a SMPTE adaptor for the MIDI mavens.

Price and Availability

Here's another area where I could get into trouble! Information from Atari had the 1MB version of the STBook with a suggested retail price of $1,995. No figures have been released for the 4MB version.

At the suggested retail, the STBook comes in only a few hundred dollars less than the low-end Macintosh Powerbook, which also has a 16MHz 68000 CPU.

Depending on who you ask at Atari, you get slightly different projections as to when the STBook will be available. Production is supposedly underway, with a probable shipping date sometime in the first quarter of 1992.

Overall, I think Atari has a winner in the STBook. It's light, has lots of power, has a long battery life and just about everything you could want in a notebook ST. While the price may be a bit high for someone who spent only $700 on a complete 520STe system, the STBook is really targeted more to the Mega/STE and TT crowd.

Professional and semi-professional ST/TT users will find the STBook a welcome addition to the Atari line. Even without the backlighting, MIDI musicians will, I think, be pleased with the STBook once they get some hands-on experience.

For desktop publishers, writers and other professionals who find themselves on the go, the STBook is an excellent choice. It is highly preferable to the 16-pound STacy. With the optional FAX modem and disk drive, the STBook is darn near perfect for anyone needing a portable system.

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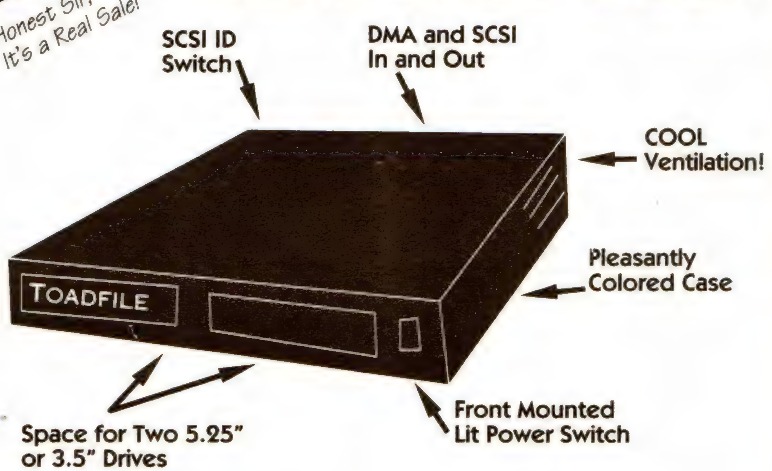
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MONITORS!

☛ The Atari ST's have always been finicky about monitors. With a seemingly endless array of color monitors on the market (at reasonable prices, too), why should we be bound to Atari brand color monitors? That's a good question. The answer is that the Atari uses *analog* RGB and until very recently, *TTL (digital)* RGB was the norm. Now that the analog systems of VGA and Super VGA are more popular, analog RGB monitors are more popular too. So you'd think the problem would be solved. Lo, a quandary still exists. Now, the mainstream monitors are too fast for the Atari's to use! Most VGA and Super VGA monitors have a fixed horizontal scan rate of 31.5KHz, and the Atari runs at 15.75KHz. So, while the RGB standard has changed in our favor, the speed issue is still boxing us in. When you boil all this down, you get a relatively small set of monitors which will actually work on an ST. This set includes the Atari SC1224 (12") and SC1435 (14") monitors, a few "multisync" monitors (which have the ability to lower their horizontal sync rate to 15.75KHz), and the handful of monitors that, for whatever reason, were made with compatible specifications. We sell them all. If you like being stuck with the Atari name brand monitors, that's cool — we have them. We also have great deals on multisync and other compatible monitors, like the Magnavox 1CM135 and our own refurbished *Toad-RGB* color monitors. With your new-found monitor knowledge, examine our offerings and buy what you need – now, while they're on sale!! And if

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Dave's Christmas Monitor Poem (By Dave)

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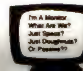
The Diamondscan has a screen so sharp and clean
And hail the Toadswitch — ah it's so rich!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THE CHICAGO COMPUTERFEST—AN 8-BIT PERSPECTIVE

JEFF POTTER

Not having gone to one of these shows before, I was amazed when more than 200 people were lined up at the gate at the opening (10 AM Saturday morning). We 8-bit Classic owners had our own room with about 10 exhibitors. Activity there was pretty good, exceeding what I had expected (I heard over 2400 eventually showed up for all areas, both days). Here's what I remembered:

Atari was reportedly going to "clean out the warehouse" of 8-bit equipment at this show. The really juicy stuff (old 1450's or other rarities) was missing, but some good bargains were to be had. About 10 XEP-80's were scarfed up in the first hour or less for $10 each. Several dozen XEGS (without power supplies) were sold at $25. Some other packages (AtariLab Starter Kits and Light Kits, Visicalc) were sold for $10 each. A bunch of light pens were for sale, until someone noticed some of them didn't work. The LCACE booth then started testing each of them. Near the end of the show on Sunday, the remaining working ones went on sale for $2.50 each (I got mine!).

Bob Puff and Chris Freemesser were there, representing Computer Software Services (CSS). They had a bare-board Black Box connected to a 130XE and were demonstrating its capabilities. I hear they sold a fair number of XF551 dual disk upgrades, which provides a 3.5" disk drive in addition to the original 5.25" drive. They also had a lot of older stuff on hand (I remember "The Pill" and the Richman's 80-column word processor.).

I loaded my newest COLRVIEW program onto Bob's hard disk, and I watched in awe as it took three seconds to load a 24K COLRVIEW image that my XF551 (in single density) took over 30 seconds. Bob said he made enough sales to cover his expenses, and he enjoyed the show.

Chuck Steinman was there representing DataQue. He was selling TransKeys (adapter for IBM keyboards to the 8-bit Atari), and various upgrades in his Turbo-816 line. He also did a brisk business in Lynx cartridge wallets throughout the show, and handed out many dozen copies of AtariUser magazine. Chuck also held a seminar Saturday on the future of the 8-bit computers, where he introduced his plans for the 1600XLE and 130XEC models. *[Ed: See the November 1991 issue of Atari Interface for Chuck's article concerning these plans.]*

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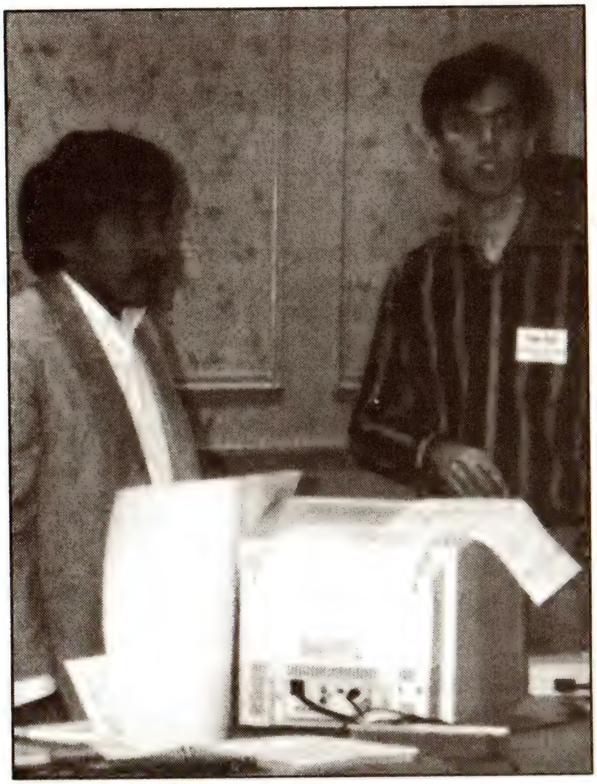
GENIUS

JD POTTER

The ICD people showed up in the 8-bit room Saturday morning and disappeared to the 16-bit room after only three or four hours. Late Sunday, they reappeared and announced a "blow-out" of the remaining stuff. They had a few MIOs offered at $199 or $249 depending on RAM (which I heard did not sell), and a few copies of SpartaDOS 3.2 and the SpartaDOS Construction Set. No more MAC/65 carts (sigh).

A distributor I hadn't heard of by the name of K.O. Distributors was showing two new games and a paint program. FRED was one of them, which seemed to play a little like a Mario Bros. game. In the game, you guide the cave-



Bob Puff, CSS owner

man around as he jumps from place to place, throwing rocks at animals, etc. MISSION SHARK was a jumping, climbing, shooting game, where you seemed to be infiltrating some high-tech installation.

Both games seemed to keep the kids who visited our room interested. I checked the games on my unmodified 48K 800, and both loaded and worked.

K.O. Distributors was also demonstrating (by videotape) a paint program called EscalPaint. This was showing some striking pictures which the K.O. representative claimed were converted from Amiga picture files (by a program not available through him) and touched up by EscalPaint.

We later checked, and it appears his file format is compatible with the .ILC format that my APACVIEW creates. Note that EscalPaint runs only on a 64K XL or XE system. All programs were written by a couple programmers in Germany for which K.O. is the U.S. distributor. Sales seemed to be pretty good there.

LJK (of Data Perfect/Letter Perfect fame) was there, showing a Video Titler program. It was good to see an old stalwart like LJK still showing up, but I'm afraid his sales were slow.

LCACE and one or two other clubs showed up, selling old stock of commercial programs and libraries of PD disks. Mars Merchandising was also selling old stock of commercial 8-bit programs.

I was there, showing the demo of the "Maze of Agdagon" game (which is not finished). I had brisk sales of all my APAC and COLRVIEW graphics viewers/etc. Happily, a good many people recognized my name and my product. I, of course, tried to show off the best images from my collection of GIF, Amiga and ST Degas pictures to try to draw the "oohs" and "ahhs" from people who'd never seen such a picture from a "lowly" 8-bit machine.

A high point of the show was when a gentleman who runs a computer and electronics store in Akron, Ohio, showed up with his digital camera (a Canon Xapshot). He walked around and snapped photos of us with this, then popped it open to show this little postage stamp-sized disk that holds 50 pictures. Then, he connected a cable from it to one of our monitors and showed us the pictures with remarkable speed.

The images had great fidelity, with no evidence of limited color resolution. He said he sold these for $475, and software for other computers could convert these to GIF and let you touch up the pictures. I'm still wondering if he's going to be able to find us, so we can receive our pictures somehow!

The 16-bit area was much larger, and quite a bit busier. I'll leave the reporting on that area to another source. The Lynx and ST game areas were impressive, with something like 50 STs set up for playing MIDI Maze and other games.

I apologize to anyone I forgot to mention, as the show seemed to go like a whirlwind for me. I was glad to finally meet several of the users and developers who have been in contact with me over the last few years. I'm looking forward to the next show I can attend.

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The Chicago ComputerFest First Impressions

Kest Carter-Morgan
ASTMUM

After clobbering ourselves, by driving from Montreal to both Windsor and WAACE shows, and calculating that the Chicago trip would entail at least eight more hours of driving than either of the preceding trips, we decided to fly to Chicago.

If we had known what misadventures, discomforts and costs would ensue from that decision, we would have bundled into a minivan and driven again! But, we can't all be soothsayers. Once we were flying, the trip was fairly quick and almost painless. (Ha!)

Four of us—Paul Etch, Marc Sauvé, Garry Stocker and myself—arrived in Chicago the Thursday morning before the show. Another entity (in bulky and awkward chunks) came with us—the equipment/luggage.

Our pre-show objectives were to contact organizers and companies supplying additional equipment for our participation in the Fest; visit local specialty record stores to stimulate interest in ASTMUM members' finished works; rent a video camera and a big enough car; and get in some sightseeing before the show.

As we swept south on Lakeshore Drive, towards looming skyscrapers, Paul, an ex-Chicagoan, related important facts about how a fellow named Fullerton bequeathed the lake-front land to the City of Chicago on condition that the real estate not be developed. The City made good on its promise; it didn't erect buildings along the lakefront—it built the very impressive highway on which we were driving.

Almost by a fluke, we ended up at the Science and Industry Museum. Whaddaya know? *Free admission on Thursdays!*

The museum was enormous and could easily consume an entire weekend. However, we had to be selective, and Paul recommended we tour through the authentic German WWII submarine the U.S. Navy had successfully "unscuttled" and, after the war, towed up the St. Lawrence to the Great Lakes and hauled ashore to the museum.

As we went through, we were subjected to just enough special effects to get the imagination working. Fantastic! We also saw a bit of the Chicago-commissioned IMAX film, "ANTARCTICA" (shades of the many large and special format films of EXPO '67), the historic space capsules and much more.

After staying overnight in Chicago, we checked into the Ramada Hotel O'Hare on Friday. Garry and I were quickly plunged into helping a team, led by Bob Brodie and Larry Grauzas, Jr., to move, unpack and set up many Mega/STE4 systems in the DeskTop Publishing seminar room. As more people made increasing demands on Bob Brodie's attention, I was impressed by his ability to maintain his focus and direct important jobs through in proper sequence.

Unlike the mirrored room at WAACE, the main exhibitor area was large, with a high ceiling. Some areas—in particular, our corner booth (#6) and the exhibitor extension (booths 46 through 58)—were poorly lit. Also, the organizers had ordered blue/white draping, but were confronted with yellow. How do you cope with this?

Our rented camera was delayed. While waiting for it near the registration desk, we were treated to a panorama of Atari notables arriving for the Fest. Among them, our own

Geoffrey Earle, President of Atari Canada, was down from Toronto. At the peak of our traumatic cycle, the video camera finally arrived. Now, we were equipped to document the show, wherever possible, for our members in Montreal.

I don't remember exactly how we got roped into it, but we set up our equipment in the Penthouse Ballroom and provided music for the pre-show reception that evening. There were some unlikable aspects to that reception, but there was good conversation and banter (even a tinge of healthy apprehension) about the next day's show.

[About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is one of the founding members of the Atari ST/Mega Users of Montreal user group.]

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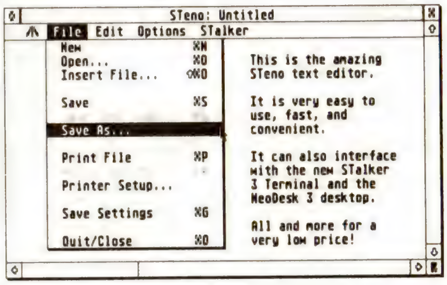

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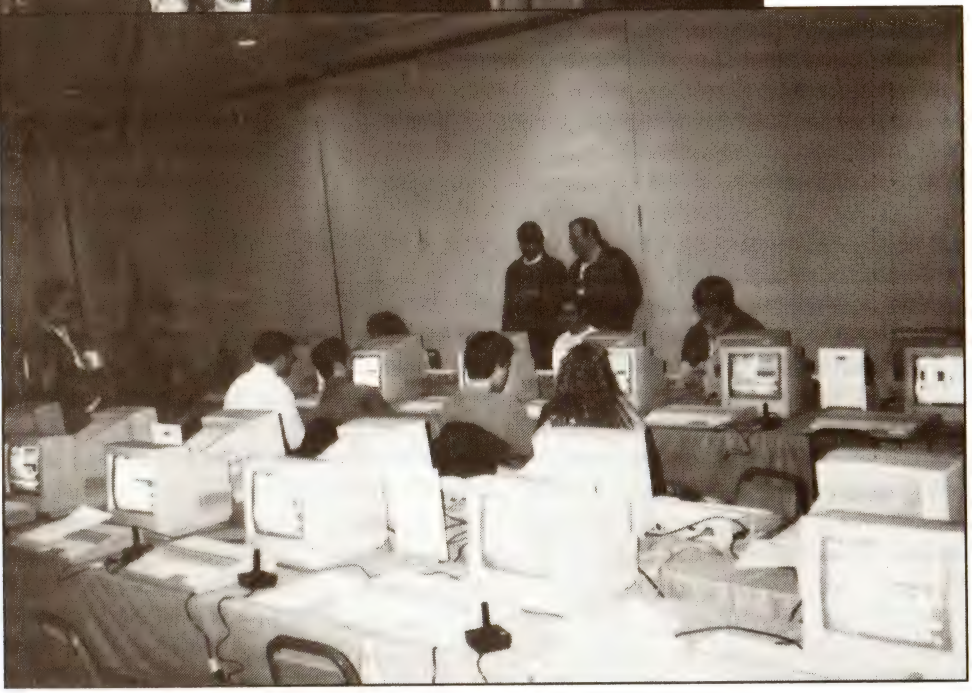

AAAUA ATARI 8-BIT USER GROUP

PRESIDENTIAL PONDERINGS by Alvan Sherrill

On the 6th of December, 1991, we held our fourth annual AAAUA Christmas party. Members and families once again joined together to enjoy good fellowship and the spirit of Christmas while listening to Christmas music and viewing Christmas scenes on our computers.

Larry Allen did a great job in coordinating the overall effort assisted by his wife Hope, Joe & Marion Barth, Jannet & Al Blocker, Gino Giammalvo, Paul Hitzfelder, Mike Lively & crew, Alice Livingston, Oskar Orta, Rose Marie Pettit, Charles Ramos, Thelma & Burl Sunvison, and my bride, Ginny. And not to be forgotten are those who helped clean up after the festivities. Our thanks also to Peggy Blank who made the arrangements for the superb party room. Our very successful party was the result of the collective efforts of many people. Thank you all, including anyone I may have overlooked.

The food committee did an excellent job in preparing a most attractive spread which apparently met the approval of those attending, judging from the rapidity of its disappearance. Shortly after 8 PM the Atari game contest featuring Miner 2049 took place. Tiki Stewart won a Drop Zone disk by Microdaft for third place, Paul Hitzfelder won a joystick in second place, and Bobby Stewart came in first winning, guess what, a Miner 2049er game cartridge! Each participant received an Atari Game patch, which, if worn in plain view on an item of clothing to the January meeting, will entitle the wearer to one free raffle ticket!

Next, we had the raffle where everyone won! Oskar Orta got the Atari 1010 Cassette Recorder, Paul Hitzelder won the Atari 1020 Color Plotter, Mike Lively won the AtariWriter Plus Word Processor, Joe Barth got the Atari Light Pen and AtariGraphics cartridge, and the Atari 400 computer with 48 KBytes RAM and keyboard upgrade went to Thelma Sunvison. All other members who attended won a Solar Star game disk by Microdaft. Our thanks to Honorary member Floyd Blunk, owner of Atari-Ville and Honorary member and past Vice President, John Hardie who either donated or provided most of the prizes at or below cost. Floyd also gave a Lucasfilm BallBlazer disk by Epyx to each member of AAAUA including those who were unable to attend the Christmas Party. The AAAUA gift to members was a Christmas music and graphics disk.

A big surprise to me was being conferred AAAUA Honorary membership by Thelma Sunvision. I was pleased to accept the honor, recognizing that I could have done nothing without the loyal support of the membership and the dedicated assistance from the Board of Officers and several others members. Later, it was my pleasure to present Honorary memberships to Gino Giammalvo and Thelma Sunvison in recognition of their long and dedicated service. They are two of the key supporters of AAAUA who make things happen! I also had the privilege of presenting an AAAUA Certificate of Appreciation to Peggy Blank for her loyal support over the past four years.

I wanted to share this bit of good news with the rest of the Atari user group community because it illustrates what a user group should be. That is, it is not just a cold impersonal gathering of computer users, rather it's warm human beings who enjoy being in the company of others who share their fascination with computers. But this association goes far beyond the technicalities of the digital computer; many close and lasting friendships are formed among the members. At this time of year it is especially appropriate to take a moment to reflect upon our good fortune and friendship. As we begin our 1992 adventure, I want to wish each of you out there in Atariland, the very best of health and happiness in the coming New Year and always.

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Before nomination of officers for the new year, two proposals were presented, discussed, and put to a vote. The first was to have a single vice-president instead of separate 8- and 16-bit vice-presidents. It was discussed and passed with no opposing votes. The second proposal was to replace the one librarian office with separate 8- and 16-bit librarians. This proposal also passed with no opposing votes.

The following individuals were nominated for office:

President:	Vice-President:
Eric Converse	Scott Schaffer
Bob Kelley	Barry Tracy
Treasurer:	Secretary/Newsletter Editor:
Kim Stahn	Eric Converse
8-Bit Librarian:	16-bit Librarian:
Phil Volkert	Jim Keller
Scott Schaffer	Rob Magdich

Demonstrations after the nomination of officers included Visicalc and Bobterm on the 8-bit by Scott Schaffer and Hero's Quest on the ST by Mike Surface. Ken Helms brought his Mega STe to the meeting and it was used for the ST demo.

All meetings for the foreseeable future will be conducted on the first Saturday of each month at the Shawnee Branch Library beginning at 10 AM.

Annual membership dues are due now. If you haven't paid then please send $18 to Kim Stahn.

ASTMUM

ATARI ST/MEGA USERS (Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago ComputerFest, Rosemont, IL USA, November '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Book and STylus) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUMusic Sampler, '91-'92) for $12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D (this list will get longer because at least one, new, noise reduction system will be introduced this year). Send your Money Order (in U.S. dollars if you live in the U.S.A.) to our address, below. Make sure your return address is complete and clearly printed.

If you use your Atari to create music or assist in performing it, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to:

ASTMUM, Attn: K. Carter-Morgan
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Montreal, PQ, Canada H3B 3K5

or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan

Many readers are probably aware that we strutted our musical stuff at the Chicago ComputerFest, jointly held by LCACE and Atari, November 23 and 24, 1991 (my serialized account appears elsewhere in this issue).

We also dedicated a considerable portion of our booth to displaying and distributing tourist material and a schedule of events for Montreal's 350th birthday celebration in 1992. Throughout the show, we hinted heavily that Montreal would be a natural for an AtariFest (as early as May or June and as late as September).

We are looking at two possible themes: one that would link local, Atari users' groups and dealers to the annual, Qui Fait Quoi (Who Makes What) Production '92 exhibition which caters to the video, film, music and stage production industries; the other choice would be an all-out AtariFest organized by Atari Canada, some positive-minded dealers and at least 3 local, users' groups.

The first is very attractive because of its music production angle, but has Atari up against other, competing platforms at the show. Knowing that some Atari MIDI and production systems are superior is not enough; we must demonstrate and prove our assertions. If we all do our jobs well, people who have previously dismissed Atari may take a second look - and then some! Even if the activities have to be split between two downtown locations, they could be a short walk apart and still interact well.

The second theme offers a safe scenario of already convinced users patting each other on the back (in the middle of an uncaring world) or, a chance, through proper planning and publicity, to draw in, and welcome, people new to the Atari experience. The encouraging upswing in Atari software quality and exciting hardware developments will have more meaning with new users coming onstream. There will be a lot to show! I know this will require a larger hall than that needed for the annex portion of the first proposal. I'm keeping mum as to my preferred site, for now, but we'll have more time and flexibility to plan for this - if it's in the fall.

Montreal has a strong, if fragmented, Atari community. I can leave my house and walk in almost any direction... and arrive at an Atari dealer within 5 or 15 minutes. I'll be happy to demonstrate this to any visitors (I often do!). To ensure the longevity of our platform, I'm confident that our community will muster the resources and spirit to host such an event.

Some Canadian and American users' groups have made approving noises, but we need to receive more committed responses - soon! If not, the opportunities for 1992 will evaporate. I urge those readers, interested in having a really unique, international AtariFest, to write or call. Let us know what you want!

Adieu for now!
KCM (ASTMUM)

The Garage BBS
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FoReM Node 621
618-344-8466
EAUG/ STar / MARC

BRAG ST

Buffalo Region Atari Group for ST's

Minutes of the November 21, 1991 General Meeting

The beginner's corner started with a demonstration by Chairman Mark Pierro of MaxiFile III, the super file manipulation tool from CodeHead Software. The regular meeting then began at 7:30 pm with 15 members present.

The first order of business was the election for 4 Board of Director members. Seeing there were only 4 nominations, the vote was unanimous to re-elect Carl Barron, Harv Hontz, Mike Leskow and Lou Krueger.

The meeting went on with general announcements and a discussion of the format of the December meeting. It was felt we should have an informal meeting and instead of demos, people would bring in their favorite game to play. There also would be refreshments and cookies, etc.

The meeting continued with demos of CardFile 3 by Mark Pierro and Outline Art by Mike Burkley. Just before the break, Mark demonstrated some of the PD and Shareware programs put together on a disk for sale at the break consiting of Astro Tunnel, LlamaTron, Color Drachen, EllieMouse Coloring Book, Kid Mixup Plus, Rolling Ronnie and Traffic.

There was a break in the middle of the demo's at which time we had our regular raffle and door prize. Mark Pierro won the software raffle (CardFile 3) and the door prizes were won by Harv Hontz (Disk Head Cleaner) and Al Adams (Disk Box Holder).

The meeting continued with an Open Forum and closed at 9:45 pm.

G.A.U.G. GALESBURG ATARI USER GROUP

Galesburg AUG, 55 Herring St., Galesburg, IL 61401

President Russ Watson (309) 343-6609

The club meets the 2nd Monday of each month at 7 PM at the Community Center on Simmons St., Galesburg, IL, one block south of downtown. New family membership is $10 yr., student membership is $5 yr. Both Atari 8-bit & ST are supported.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 South 2275 West, Roy, UT 84067 or call (801) 731-1516.

Your elected L.A.C.E. Club Officers are:

Mike Russel, President	(801) 546-0707
Doug Hansen, Vice President	(801) 393-6849
Ken Karchner, Secretary/Treasurer	(801) 776-8015
Richard Clark, 8-Bit Librarian	(801) 825-5823
Kelly Knecht, ST Librarian	(801) 773-5652
Irwin Brooks, Publications Coord.	(801) 731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7 PM.

Mark your calendars for the next three meetings:

February 12, 1992
March 11, 1992
April 8, 1992

See You There!!!

MID-OHIO ATARI USER GROUP

The Mid-Ohio Atari User Group (MAUG) will begin meeting at Lex-Tronics starting January 1992. Lex-Tronics is located at 1623 West Fourth Street in Ontario (between Parties Plus and Family Classic Video). Meetings are from 7:00pm until 9:00pm on the third saturday of each month. For more information about MAUG or its meetings, feel free to contact Chuck Steinman at (419) 529-9797 from 1:00pm-5:30pm eastern time.

MAUG supports all the various Atari computer models and their users. AIM is the official user group magazine, and is included as part of the $12.00 annual dues (effective 12/91). Each member in good standing receives AIM each month (or as published) mailed to their home. AtariUser magazine is also available free to local members at the meetings and various other locations.

The club maintains both an ST and 8-bit disk library. We have all of the available AIM disks-of-the-month. These disks are available anyone whether a member of MAUG or not. The AIM ST disks are $4.00 each, and if you purchase three or more at the same time, they would only be $3.50 each. The 8-bit disks are $3.00 each, with orders of three or more being at $2.50 per diskette. These prices include shipping and handling.

The 1992 dues for MAUG membership are $10.00 for all members. Dues which are payed by check or money order should be sent to: MAUG c/o Chuck Steinman, Post Office Box 134, Ontario, OH 44862, USA. Please make the check out to "MAUG c/o Chuck Steinman". Once payment is received, you should expect to see your first magazine in approximately 6-9 weeks. Since orders are placed to Unicorn Publications the second week of each month, you should send your payment to arrive at least a week before that time to minimize the period before your first issue arrives.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle Georgia Atari Users Group is the sole Atari Club in the middle Georgia are. We are composed of forty-three members of which approximately half are ST users. The new Club President, Jeff Vincent can be reached by phone at (912) 836-3852. The MGAUG address is RT.1, Box 362 M4, Carl Sutton Rd. Lizella, Ga. 31052. MGAUG meets on the second Sunday of each month at 1:00pm at the Warner Robins Library.

As most of you know, Pete Miller resigned as Club President at our November meeting. Pete remains a member of MGAUG. Our hats are off to Pete for his efforts in keeping the club alive for all of these years.

No one seemed too eager to take the bull by the horns -- so, loaded with a head full of ideas and the abililty to run my mouth in front of a group of people without shame, I volunteered to give it a try.

The December meeting kicked off at the normal time. The biggest area of discussion focused on the proposed changes in annual dues and meeting format.

Member attendance has been on the lean side lately. If you have not been to a meeting in a while, please make every effort to attend the January and February meetings. We are in the process of putting together an agenda that appeals to every member. At the December meeting we discussed the possibilty of raising annual dues. This would help aid in the purchasing of hardware and software for the club. I also plan on having a software drawing at the meetings to help boost interest and attendance. We will try to demo something at each meeting, so please bring your machines!

We also discussed moving the meeting place to a location in Macon where there are twenty-two STs at our disposal, ready to run. We've made no decision yet -- come in and give us your ideas!! This is your club too!

Look for an upcoming 'head to head' TOP GUN tournament (FALCON option via null-modem cable) with a prize for the winner, of course.

The Musician (Riverside Drive, Macon) continues to support ST software, although the selection kept on hand is somewhat small due to the lack of sales. Those of us present at this month's meeting feel that the club should support our only dealer within a hundred miles. So, all software that MGAUG purchases for the club will be bought at the Musician. If you want a piece of software, give the Musician a call. Their prices are competitive with mail-order, and in most cases they can have the software faster than normal UPS or US Mail. If he doesn't stock it, he can get it.

That about covers it this month. Hope to see you at January's meeting. We will be making some crucial decisions and giving away a piece of software, so make every effort to attend!

P3ACE

Serving the Colorado Springs ATARI community since 1982. P.O. Box 17779, Colorado Springs, CO 80935-7779. Annual dues are $20/year. All meetings are held at 7-9PM at the T.J. Maxx Center Community Room, SE corner Palmer Park and Academy. 8-bit SIG meets the first Tuesday each month. ST SIG meets the fourth Thursday each month.

President	Steve Leser	576-3357
VP ST	Terry Quinn	548-1954
VP 8-bit	Rick Reaser	380-8082
Sec/Treasurer	Rick Mount	596-8631
Editor	Sam Cherry	528-5071
ST Librarian	Fred Koch	282-0814
8-bit Librarian	Roger Meston	596-1292

The Prez Sez by Steve Leser

Well, the P3ACE Holiday meeting is over, which means it's time to announce election results. Obviously, we have a new President! Rick has done a great job in the past, but he will be leaving the area soon, so he decided not to run. The difficult task of following in the footsteps of someone who has done such a super job has been given to me.

Terry Quinn was elected to a second term as ST Vice President. Rick Mount is our new Secretary/Treasurer. (Some of our members who have been with the club awhile will recall that he held that post before about two years ago). Fred Koch is our new ST Librarian. (Everyone was thoroughly impressed with his home cataloging system so...) And Sam Cherry is the new editor. On the 8-bit side, Roger Meston was elected to a second term as 8-bit Librarian and Rick Reaser will temporarily take over 8-bit Vice President until a permanent replacement can be found.

Besides elections, this meeting also served as our holiday party and swapmeet. Many people brought goodies to eat, and there was a huge amount of software and hardware for sale, both 8-bit and ST.

This is an exciting time to be leading the club. This year will mark our first full year as a recognized Atari users group. Looking back at the last year, our vice presidents had many interesting topics and guests appear at the meetings. For this next year, I'd like to see if we could get someone from Atari to come out and talk to the club. (Bob Brodie perhaps?) Things seem to really be picking up for Atari, if the Glendale and WAACE shows are any indication. (Good job WAACE!!!)

The Club is in the process of acquiring its large Hard Drive for our BBS. By the time you read this, Laser BBS will be up and running 300-2400 Baud at (719) 527-1374. The entire club Library will be up on the board, along with FidoNet echos! So give us a call!!!

We are also looking to augment our large library of 8-bit and ST shareware and PD software by trading with other clubs. A full list of our available software will be on Laser BBS, but if you cannot call the board, call me at (719) 576-3357 and I will mail you a list.

ST SIG Notes by Terry Quinn

At the October ST SIG, Tim Reyes of Maxwell CPU demoed a new graphics software package, Silhouette. Silhouette is a bit image and vector graphics package with auto-tracing. *It blew my socks off!!!*! It is far superior to similar products for our Macs at work. This program has an amazing array of features. We have some brochures that describe the program fully. Tim also explained how bezier and b-splines work and the limitations presented by GEM. The packaging for the program is also very good. The program costs $69.95 and Tim indicated that he would provide P3ACE members (only) the upgrade to version 1.25 as a part of the original purchase price. Tim also showed us Fractal Fantasy which is also an outstanding program.

It turned out that Tim was pretty late getting to the meeting and fortunately John Peters stepped in and talked about the latest doings with GEnie. He said that GEnie has more business than they can stand and that it is highly possible that more "pay" features may be included in the basic $4.95 service. Shortly after John's announcement, some of this actually happened. Some of the multiplayer games have opened up for instance. John also briefed us on some of the latest Atari scuttlebutt and demoed a few fantastic PD items from GEnie. Thanks John. We had over 30 people at that meeting and although P3ACE members are not prone to rioting, I was getting worried when the speaker was late.

At the November ST-SIG. Terry Quinn showed off his homemade outboard 5-1/4" drive for the ST and we had a talk by the people who are running the Community News Service (CNS) BBS here in town. CNS is a new, commercial fairly small (for commercial) scale BBS which is either 75 cents an hour (in 10 hour increments) or a flat 9.00 a month. They try to offer pretty much the same sort of thing their bigger competitors do only local in orientation. They are particularly interested in acquiring some Atari users since that is currently a weak point in their offerings. To give us an incentive, they handed out brochures with coded numbers worth two free hours.

8-bit Tid Bits by Rick Reaser

The October 8-bit SIG was held at Rick Reaser's house. Eight 8-bit die hards made the event. First, the audience was dazzled by Zebu-Land. Zebu-Land is one of the finest games around and a review will appear shortly. Roger Meston then showed his Christmas videos enhanced through the use of Video Titler (VT). You may remember that Roger won VT at a 8-bit SIG last spring. (Another incentive to make the SIG meetings.) Anyway, Roger is ready for Hollywood now. His efforts were quite impressive.

The meat of the meeting were demos and instruction regarding the various modem terminal programs for the 8-bit. We worked our way backwards through the Express Cartridge, BobTerm, Express 850, AModem 7.5, Chameleon, and Kermit 850. We looked at GEnie and some of the local BBSs and discussed and demonstrated some of the various file transfer protocols. As is traditional for the 8-bitters, the meeting went long. We had a new member visit us, Lee Barnes, from Wild Horse (almost Kansas). We trouble shot his computer to no avail. The Fahrvernungen in his VW van also started to act up when it was time to hit the dusty trail as well. It probably had something to do with the bad chips in his 800XL.

Editor E-Mail by Sam Cherry

The plan for this coming year is to have a little more club representation in the AIM club news section. The president will present his ponderings, each of the SIG leaders will give the minutes of the past SIG as well as SIG stuff and the editor will pull it all together and will keep you up to date on the mundane andministrative stuff. (Since Sam Cherry is moving this weekend, Rick Reaser is filling in this month.) Anyway, all the pieces for the club news will be put together on the Laser BBS and if anyone else has newsworthy items for AIM they should be posted on the Laser BBS.

Probably the most important thing you need to know is that at the last officers meeting, we decided to raise the club dues to $20/year. This will apply to all renewals and brand new members starting in January. The reason for this is to raise money to buy a big Hard Drive for the club's BBS. With a hot BBS, we think the club has a better chance of taking off big time. If the club owns the equipment, we think the BBS will be a lot more stable. We are also going to try to raise money through blank disk sales as well as new fund raising concept of Terry Quinn's -- Team Green.

Team Green is the name of the trash recycling outfit. Their phone number is 540-0128. The cost is $9.90 per month for unlimited trash pickup. If a non-profit organization will sign up at least 20 members, the trash company will write out a check for $1.00 per signed up member each and every month to the organization. You don't have to presort. Apparently they have an automated sorting system which takes ordinary mixed household trash and sorts it at a central location. We'll be discussing this more at future SIGs.

We've got more 3-1/2 inch disks. New 5-1/4 inch disks are still available for 30 cents each. The 3-1/2 inch disks are available for 40 cents each.

The AIM ST and 8-bit Disks of the Month (DOMs) are always available at the SIG meetings for $1. We also have back issues of the DOM. AND we always have a drawing for free DOMs as an incentive to get you to go the SIG meetings.

Also available at the SIG meetings are free AtariUser Magazines. Back issues are also available if you missed one. The club picks up the shipping for our copies and that is all. AtariUser is a pretty neat, newsy little rag.

The club still gets several other club newsletters/magazines which are available for check out at the SIG meetings. These include Current Notes. We have back issues of AIM in the library and have now started to get extra copies in case of emergency (like the mailman missed your house) and for new members.

For our modemless members, the club has a loaner Hayes 300 baud modem and an Atari SX-212 1200 baud modem with cables that you can check out. The SX-212 can connect directly to both 8-bit and ST computers. We also have public domain terminal programs to make these modems work with your ST or 8-bit computer as well.

Pinnacle BBS (599-9059) has apparently gone out of business. For those of you who are interested, John Peters' new GEnie handle is GENIELAMP. Hugh DeLong can be found on CompuServe at 72337,1342. If anyone in the club belongs to a national service and wants to be listed in this column, please let me know. We have only one CompuServe person out there.

Be sure to let us know if you change your address so you can continue to receive AIM and please check your mailing label to see if your dues are due. See you at the next SIG meeting.

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R.A.C.E.

President	Lewis Midyette	828-4319
Vice President	Eric Schofield	851-5134
Secretary	Don Nelson	942-2764
ST Librarian	Tony Manino	851-8092
8-bit Librarian	Arthur Katz	880-2047
Treasurer	Robert Yates	851-5134
BBS SYSOP	Robert Yates	552-7053
	Galaxy BBS	552-0974

Hey gang. I hope the new year has started off with a bang for you. Things are going well with the club and membership is at an all time high. The Atari market looks good with many new and exciting products. The desktop publishing market is thriving and the MIDI market is still going strong for Atari. Lynx sales were incredible around the Triangle area this last Christmas. Most of the stores had trouble keeping the units in stock and many reported waiting lists for the new redesigned Lynx Combo Kit.

The Combo Kit includes the new Lynx II, comlynx cable, power supply, a travel case, and the California Games cartridge. This Kit sold for $129.95. Quite a few club members have Lynx game systems and the numbers around the area are definitely growing.

February's meeting will be held on the 12th. Tentatively, we will be be featuring NeoDesk 3.0 and the Mega STe. Please call the BBS and get involved with the club. If you don't have a modem, give me a call (Eric) because the club has 2 modems that we can loan out to members. We'll see you at the meeting.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

Meeting on February 1, 1992, the demo will be an Atari TT with IBM and Mac emulators. We as a club have not had a production TT at one of our meeting or looked at a TT in great detail. Greg LaBrec, who works for Atari in Lombard, did bring in a pre-production model in the spring of 1991. The computer being brought to the February meeting is owned by a club member.

The March 7, 1992 meeting will include a demo of an IBM program from Parsons titled Tax Edge. Al Conley will demo this program. He will run the program using PC Ditto II installed on an Atari 1040ST. I have seem this program run and it is impressive. This program also has the capability of sending by modem the tax forms to the IRS.

On tap for the April 4, 1992 meeting will be GAMES. We will have 8bit, 16bit and LYNX games. The titles have not been put in stone, but I am sure there will be something for everyone who attends. The May 2, 1992 meeting will feature the Portfolio hand held computer.

All meeting will be in the K building College of DuPage. I will try and get room K157.

A reminder from the Officers, Members dues of 20 dollars for 1992 are now payable since most membership runs out in March. If you can not come to the meeting please send the dues to our mail Box in Roselle. Hope to see you at the meetings.

Alvin Riesbeck, President

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Dan Phillips (619) 462-1289
Vice President Dean Smith (619) 582-6749
BBS - 24hrs, 300-2400 baud, 80 MB (619)689-8157

Greetings from rainy San Diego (just another great excuse to stay inside and play with our Ataris!). Our December meeting featured a MIDI Maze tournament, which also allowed us to try out each other's different joysticks. The Wico Ergostick seemed to be a crowd favorite, as were the Advanced Gravis joystick, Wico Batstick and the (now obsolete) Epyx XJ-500. Oddly, it was an old Atari 2600 joystick—the original—which won the most games. So much for progress.

Interest in Atari 8-bits seems to be picking up as the economy slacks off. We hope to increase the number of 8-bit programs on our BBS in '92, as well as help stock other local BBS systems which support Atari.

Other plans for '92 include bringing Atari factory representatives to our meetings, as well as other high profile Atari developers/supporters.

STAG
Saginaw / Tri-City
Atari User Group
"where the deer and Atarians play"
ST

The Saginaw/Tri-City Atari User Group meets the 2nd Saturday of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are January 11th, 1992, February 8th, 1992, March 14th, 1992, and April 11th, 1992. NOTE: We communicate by postcard with our members before each meeting to confirm the location and time of the meetings.

Officers

President	Bryant LaFreniere	(517) 835-2234
ST Librarian	Jim Fleming	793-9792
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

At the December Meeting:

With the use of postcards to send the meeting activities to our members before the meeting, we do not need to inform our members of these activities in the AIM magazine. This good communication allows us to be flexible with our agenda.

We tried to have a meeting at Marty's house for the ST group due to the low volume of people that have turned up in October and November. The idea was to prevent the equipment volunteers from taking the time and effort to bring equipment to the library and then have *only 2-3 people show up.* Well, the December meeting at Marty's resulted in 7 ST people that were packed in his computer room. We all decided that if this turnout was representative of future meetings then we will meet at the library. We will try to meet at the library on January 11th.

The 8-bit group is also looking at ways to conduct a meeting. The 8-bit people should contact Ted for more information on the next meeting. Hopefully in the near future, Ted will contribute a separate 8-bit article of the happenings of the 8-bit portion of the club.

The main event for the STers in December was to listen to Darryl talk about the fantastic Atari Show in Chicago. We also look at the ultimate auto-tracing program, Avant Vector (Darryl got a demo disk from the show). If you are serious about auto-tracing a bit- image and converting it to a vector drawing for unlimited sizing without loss of resolution, *This program is a must.* Words do not adequately explain this program. One word of caution: the cost for the program is ~$500 but you can not find a program that would beat it on the IBM or MAC.

In JANUARY:

We will have a swap meet and look at any goodies that anyone received at Christmas. We will communicate equipment volunteers by a note in the postcard sent to the members before the meeting. *Happy Holidays.*

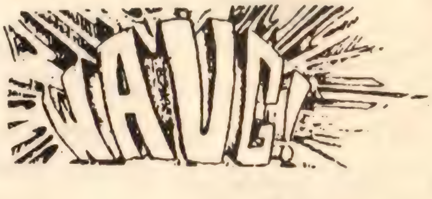
C:\FL\Jacksonville\STargroup
Friends, Fun & Atari STs
DTP MIDI GRAPHX GAMES WP +

The STargroup is a computer club specifically for helping members use their Atari STs. Our yearly dues are only $15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of Lharced public domain and shareware programs for your Atari. The club BBS, the Bandersnatch, has had a fatal hard drive crash and thus no longer exists. We do have a message section on Lief's World (904) 573-0734 thanks to the generous sysop Lief!

The STargroup meets on the first and third Tuesday of each month at the La Mirada apts. off of Powers Ave. in Jacksonville, FL. Everybody is welcome.

President	S. Michael Hallack	(904)646-0567
Vice President	Pat Augustine	(904)737-8452
Disk Librarian	Jeff Holland	(904)737-8452
Secretary/recruiter	Bob Waddell	(904)737-1905

As I write this we are nearing the holidays. December 17th will have been our joint meeting with FACE, which happens to also be a swap meet and Christmas party. We will also be discussing the possible merger between the STargroup and FACE. We have been interested in this for a while, but the minor details are difficult to work out. Watch this space to see what we will be named in 1992. <GRIN>



WAUG GENERAL MEETING MINUTES 12-10-91

The December meeting opened at 7:30 with a table groaning under the weight of cookies, caramel corn, soda pop and door prizes for everyone. Also on the table was the club's STe playing a demo of the GFA Basic game Arena Earth. This game, which can be played over a modem in addition to being playable on one machine, really showed off some of the ST's graphic capabilities right from its opening scene of an exploding alien's head.

Before we could get down to the real business of the meeting, there were some other distractions. President Dave B. explained to the assembled membership what was causing the delay in our group purchase of 8-bit hardware, namely the dearth of participation. Dave then explained that tonite's meeting would be the last chance to get in on the action.

For the benefit of members who were unable to attend, Dave and ST Librarian Mike O. related their impressions of the recent Atari show in Chicago. The descriptions of a room full of 8-bit hardware at fire sale prices, the game room, and the everywhere evident tons of Atari hardware being used by developers showing new and exciting ST/TT programs excited questions from the audience on variety of topics.

Bill Rayl, who was exhibiting at the show, talked about his opportunity to examine the new portable ST Book which he seemed to be very pleased with. Bill also talked about seeing Unix up and running on several TTs and an actual Atari ABC 386 put into duty at the GEnie booth. Some other things that impressed him at the show were new color boards for the ST/TT, optical disk drives that were running on a network of TTs and the Atari supplied Lynx kiosks which featured working machines with not-yet-released games for anyone to play.

While all of this discussion was going on, a new version of the old Christmas classic, Catnap, was being set up on our club STE. This version is complete with music and takes up a full 4 meg of memory to run. The start of the Catnap demo seemed to be the signal that we could finally get down to the real purpose of this meeting -- that of eating, drinking, and handing out door prizes like they would never end.

After all of the door prizes had been drawn and most of the food had been eaten, the meeting adjourned on a cheery note of holiday friendship and good spirit.

Respectfully submitted,
Dan Cable, Secretary

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Atari System V
Atari System V

Atari Staff showing off the TT's new Unix System V

It was definitely a first. The Chicago Computerfest by Atari, held on November 23-24 at the Ramada Hotel O'Hare marked the first time Atari has co-sponsored a show. The Chicago Computerfest is a perfect example of what can happen when Atari is as committed to a show as the user group volunteering to pull it off.

With over 50 different exhibitors and eight club booths, plus the Atari area (with three more third-party developers), this show sported more developers than any North American Atari show to date.

Atari's Presence

Atari was also there in force, with over 25 Atari employees on hand, including Greg Pratt, Bill Rehbock, Bob Brodie, Don Thomas, Mike Fulton, Art Morgan, James Grunke, Don Mandell, Mike Groh, Bob Schuricht and Sue Ruck. Louie Moskalski of Atari Entertainment, Art Pruzynski and Diane Gurrero of Atari's UNIX team and Geoff Earle and Mark Campbell from Atari Canada were also at the show.

Every one of these Atari employees was accessible to all who attended the show. From Greg Pratt on down, they were all helpful, friendly and very personable. We personally got a chance to speak briefly with many of these people, some for the very first time, and they were all charming.

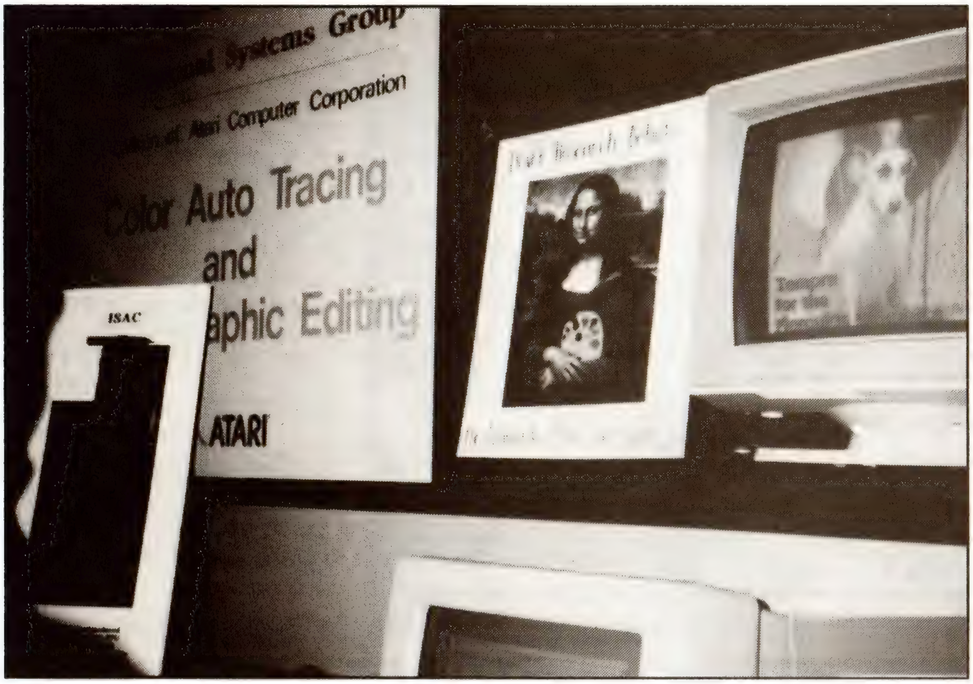
Atari's booth area, taking up 60 feet of floor space, was split up into three main sections—Atari Entertainment, Professional Solutions and a Portfolio area, going from right to left.

The Atari Entertainment Area had the latest Lynx releases (and some soon-to-be-released games), as well as the new Lynx II Deluxe Package. The new packaging includes Lynx, California Games, ComLynx cable, AC power adapter and carrying pouch. New games shown include ISHIDO and Hard Drivin'. A row of three kiosks, each with four Lynx machines, was constantly jammed with people playing their favorites.

The center of Atari's booth was devoted to Professional Solutions. This area was subdivided into sub-sections, with a number of things to see. The area was also heavily packed with people for much of the show, making it easy to miss something of importance.

The STBook was there and we'll devote a full article to our impressions of this notebook computer.

Next up was the Graphics Presentation area. Here, Jay Craswell of Dover Research was impressing everyone with his new Leonardo 24-bit color board with resolution capability up to 512x512. A Targa file viewer, written by Lexicor's Paul Dana,



was displaying photo-quality graphics with 16.7 million colors onscreen all at one time. The Leonardo board is available now from Lexicor Software, with an initial price of $400. Jay says the price will be going up soon, so buy now!

Jay also had his popular ISAC and AlberTT boards, which give you 1024x768 resolution with 16 colors (great for DTP or CAD work) and his new Xyxis 600 meg read/write optical drive.

While I was in this area, Dave Ramsden and Robert Birmingham from Lexicor Software were also there. Robert was showing off some of the new features he's added to Prism Paint, now at version 1.5, while Dave was talking to show-goers about Prism Render and Rosetta-3D.

The TT Jay was using to demo his Xyxis drive was connected to another TT via Ethernet LAN VME card, allowing access to the drive from either system. All this was going on pretty much simultaneously, making for a rather confusing but very impressive sight.

The demonstrations you got to see in this area depended somewhat on when you stopped in. For instance, I'm told Mario from ISD was demonstrating Calamus SL in this area. Instead, I got treated to Lexicor demos. There was a lot going on in this area!

Around the corner from the Graphics Presentation area, Atari had a number of TTs running Atari UNIX System V version 4.0. The systems were all running quite smoothly. The interface, based on XWindows 11.4 and OSF/Motif 1.1.2 was very sharp. Software includes XFaceMaker 2, WISh2 Desktop Manager, GNU C and C++ compilers, GNU gdb debugger and AT&T System V sdb debugger. Atari has a pretty good looking UNIX workstation on their hands here!

Atari's Diane Gurrero and Art Pruzynski did an outstanding job answering even the most technical questions and passing out tons of information sheets.

UNIX Developer Kits are available now. The entire kit includes TT030 with 2MB ST RAM, 16MB TT Fast RAM, TTM195 full-page mono monitor, three-button mouse and choice of 200 or 340MB hard drive.

Finally, the Atari area had a table stacked with Portfolios. Don Thomas and others were showing the new Terminator II startup file for the palmtop, as well as Power Basic and Finance, a small serial printer and 32K/64K memory cards. A number of Portfolios displaying graphic screens (some from Terminator II) were being passed around to attendees.

Let's move on to the developers attending the show. It's going to be tough, but we're going to try to cover each and every company exhibiting at the show.

ST Area

Atari Explorer—John Jainschigg and Peter Donoso were signing up new subscribers and giving out recent issues of Explorer, the official Atari journal. Their new MIDI issue was outstanding.

A&D Software—Application and Design Software demonstrated their Universal NETwork, which now supports the TT and Mega/STE LAN ports. They were also selling the latest version of Universal Item Selector and other software.

Best Electronics—Brad Koda was selling parts and supplies for ST and 8-bit computers. From the Best Mouse and Trackball to hard-to-find replacement parts, Best Electronics is a great source for Atari users.

Branch Always—Darek Mihocka was selling the latest Quick ST 3.0 (now being supported by CodeHead Software). In his seminar, Darek gave show attendees a peek at his new GEMulator, an Atari ST emulator for IBMs.

C-Lab Software—C-Lab was on-hand with their great professional MIDI software, including the extremely popular C-Lab Notator.

Clear Thinking—Craig Harvey, along with helpers Mike Olin and Anna Heinrich, demoed EdHak, text/RAM/disk/anything editor, and Metapsychology Primer, a personality analysis tool.

CodeHead Software—Charles Johnson and John Eidsvoog were doing a brisk sale of their latest import, MegaPaint II. The MegaPaint II demo given by Charles was impressive, and John was demoing MIDI Spy, a background MIDI recording and playback tool. The CodeHeads also had all their other great products, including the new MultiDesk Deluxe. Along with MegaPaint II and Avant Vector from overseas, CodeHeads are now handling the Genus font editor for Calamus fonts as well as Cherry Fonts for Calamus.

D.A. Brumleve—Dorothy, along with the assistance of her sister, debuted the Learning Games Packet, which consisted of 10 educational programs. You could also buy an "Instant Tattoo" Fuji rubber stamp at her booth. You could stop at the booth and get a one-time "tattooing" free, and lots of people wandering the show had Fujis stamped on their hands.

Double Click—Paul Lee and Mike Vederman, two of the craziest guys in the Atari market, manned the Double Click Software booth. DC's new Data Diet was getting a lot of attention, though sales were slow until the second day. Data Diet is one great program that can save you piles of hard drive space. [Ed: See the DC Data Diet review elsewhere in this issue.]

Of course, the guys from Double Click also had DC Desktop, DC Utilities, DC Shower and all their other great products.

Electronic Spinster Graphics—If you're looking for clip art, Electronic Spinster is a great source. Their free 20-page catalog has IMG and vector graphics (GEM-3, EPS or Calamus CVG) for most any occasion or situation.

eSTeem, inc.—eSTeem was demonstrating the multimedia capabilities of their eSTeem PILOT and COPILOT package by controlling a Pioneer laser videodisc player with an ST. Very impressive stuff.

GEnie—While the GEnie booth was unmanned much of the time, users who did stop in got to see an Atari IBM 386-compatible machine, as well as pick up GEnie info kits.

Goldleaf Publishing—Goldleaf had a very impressive display for high-end publishing, including an Epson 24-bit color scanner, TT030 and SLM605 laser printer, along with Didot Professional and Retouche Professional CD (Color and Design). A number of attendees were impressed as a full color photo of a child was scanned in in seconds and imported into Retouche, where the photo's background was removed, the child's clothing colors were changed, etc.

Gribnif Software—The Gribnif gang—Tricia Metcalf, Dan Wilga and Rick Flashman—had a very professional display area that invited attendees into their booth.

Arabesque Professional was the star of the Gribnif booth. This bitmap and vector monochrome graphics drawing program has piles of features and lots of power. Gribnif also announced XBoot, a completely GEM driven boot-up manager from Germany. While the package wasn't available for sale, pre-release show special orders were being taken, and the product was being demoed.

Gribnif's entry in the auto-tracing arena, Convector Professional, was also not available, but has an announced suggested retail of only $99.95 puts it squarely up against Silhouette from Maxwell CPU and well below the price of CodeHead's full-featured Avant Vector. Convector is designed as a low-cost auto-tracer for people who don't need all the features Avant Vector sports.

All the other great products from Gribnif were also being demoed and sold, including Stalker 3/Steno 2, CardFile 3, NeoDesk 3, NeoDesk CLI and NeoDesk Accessories.

Hybrid Arts—After a *long* absence from directly supporting the ST market, Hybrid Arts was onhand, demonstrating their new ADAP II hardware, as well as their great line of professional MIDI software.

ICD, Inc.—ICD was selling their hard drives, host adaptors and software. Their newest hard drive utilities support the TT and allow you to use their boot software without having an ICD host adaptor continually plugged into the TT.

ISD Marketing—Mario Georgiou was demoing Calamus SL in the Atari booth area, as well as playing teacher for the Introductory and Advanced Calamus DTP classes. Mario really knows his stuff, and if you want to see what Calamus SL is capable of, Mario is the best guy to show you!

JMG Software International—George and David from JMG demonstrated HyperLINK, their "hypertext on the ST/TT" application. For the very first time, HyperLINK was shown networking (using A&D's

STeno
Powerful Text Editor
STalker 3
lker 3
NeoDesk 3
NeoDesk CLI
The Ultimate Desktop

Rick Flashman (right) showing off NeoDesk CLI

Kaleita Art

Universal NETwork) between a Mega/STE and TT, with full file sharing. Another first, HyperLINK was shown using the 19" TTM194 monochrome monitor. With multiple HyperLINK windows open at once, the large screen monitor was really handy.

JMG was also showing the new "point and click and drag" report generator for HyperLINK version 1.6. The new report generator makes designing reports a breeze.

Kaleita Art & Associates—Kaleita Art had some very impressive T-shirts for sale at the show. The shirts, designed exclusively on ST/TT computers, were fantastic. Kaleita Art has quantity discounts available and they will even print a User Group logo on the back of shirts for 50 cents each (minimum order of 24 shirts).

Mainstream America—Selling ST software for $5 a package and a couple of popular 8-bit games (Drop Zone and Solar Star), this was a fairly popular booth.

Maxwell CPU—The main attraction at the Maxwell CPU booth was Silhouette, an auto-tracing program that was selling for a show special of $75! Expose, a desk accessory graphics editor, was also available.

MegaType—With their full line of excellent fonts and software, MegaType was a "must stop" for all DTP users.

MichTron, Inc.—MichTron was showing their latest release of 3D Calc, a three-dimensional spreadsheet, as well HiSoft BASIC Professional and Stereo REPLAY VIII. A lot of older Michtron titles, including MichTron's BBS 3.0, were also being sold.

Micro Creations—The latest version of GIME Terminal, the only graphic-oriented terminal package available on the ST, was for sale from Micro Creations. Also, it looks like GIME BBS is nearing release.

GIME BBS will support full online graphic menus that GIME Terminal can display.

Migraph, Inc.—This was one of the most popular booths at the show. After a long absence from the Atari market, Migraph is back with a handful of new products and updates.

Liz and Kevin Mitchell showed a beta version of their new Migraph OCR package. The software works with most scanners and uses the popular OmniFont technology, which is widely recognized as the best OCR technology currently available. This package looks to be a real winner, and it gives Atarians one of the best OCR packages available on any platform. Suggested retail is $295, but orders were being taken at the show for $245.

Migraph was also showing their Scan-It tray and Merge-It software combination, as well as the latest Touch-Up release.

Missionware Software—Probably *the* most talked about debut at the show was Flash II, which is being marketed by Missionware. Although not yet shipping, Flash II has an awful lot going for it, including compatibility with previous Flash version .DO files and an interface very similar to Flash 1.6.

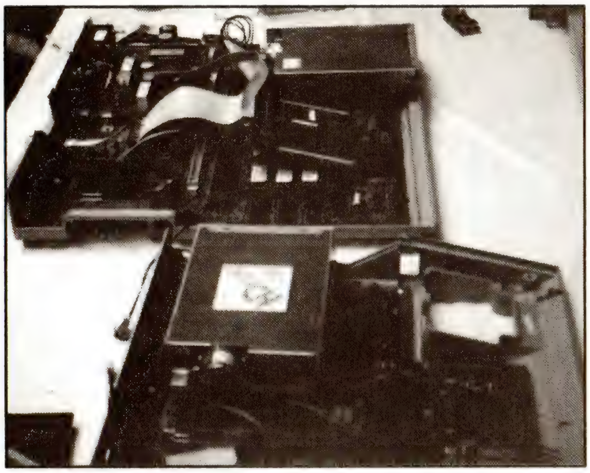
Lots has been added, though, including full ZModem, Kermit, CompuServe B+, WXmodem and SEAlink protocol support; independent configuration settings for each "board"; ability to autodial multiple boards; and the ability to automatically keep track of online costs for pay services, with options for "prime time" and "non-prime time" entries.

Also available from Missionware was lottODDS, a program to help you play your favorite lottery, and Printer Initializer, a utility that creates printer drivers for any printer.

M-S Designs—Another popular stop for owners of Calamus or PageStream, the M-S Designs team was selling their font packages. If you're looking for some excellent fonts, especially fonts for specialty titles, these guys probably have just what you need.

The M-S Designs team was also displaying their newly licensed clipart collection, Wheeler Quick Art. With around 9,000 images in the entire collection, there's a lot to choose from!

These images will be sold in individual packages containing between 48 to 108 images per package, with a retail price varying accordingly. Each package is available in either bitmapped (IMG) or vector graphics (CVG, EPS) formats. Possible CD-ROM releases in the future would have approximately 2,000 images per disk.



The "Norm" board and the High Density kit

Musicode—The Turcsanyi family of Musicode demonstrated their great professional Blackjack simulator Blackjack Plus 3. This program teaches you strategies to win at Blackjack, and it's lots of fun as well. Whether you're a serious Blackjack player trying to make a living playing cards or someone who plays for entertainment, Blackjack Plus 3 is a great buy.

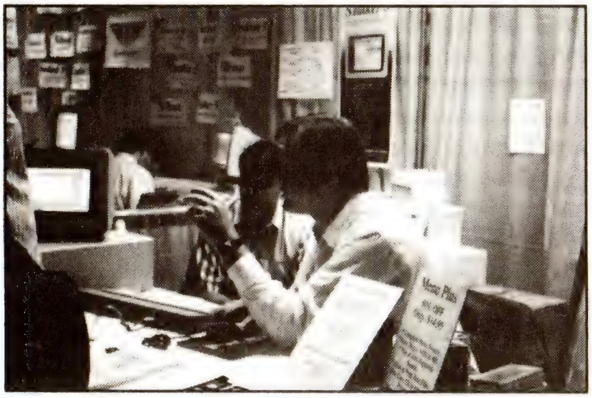
OPI (Wuztek)—Omnimon Peripherals, Inc. had their DEKA IBM keyboard interface and Omnimon Rainbow monitors at the show, as well as a prototype of their graphics card (the Norm board) and HD Drive high density floppy drive kit.

Oregon Research Associates—Diamond Back II is probably the best hard drive backup utility available on the ST/TT, and show attendees got a chance to see the software in action at the Oregon Research booth. With the ability to back up even Spectre hard drive partitions, this software can't be beat if you're an emulation buff.

Phil Comeau Software—Phil Comeau was showing his popular GramSlam grammar checker and his latest version of the new Grammar Expert, an online reference for the rules of English grammar. Phil also had his TreeSaver printing utility and his MIDI tools.

Rimik Enterprises—Rich Betson of Rimik demonstrated the multitasking capabilities of MultiGEM, along with the new MultiGEM Utilities for multitasking printing, disk formatting, etc. The desk accessory paint program DTPaint and Menu Plus, a program launching menuing environment, were also displayed.

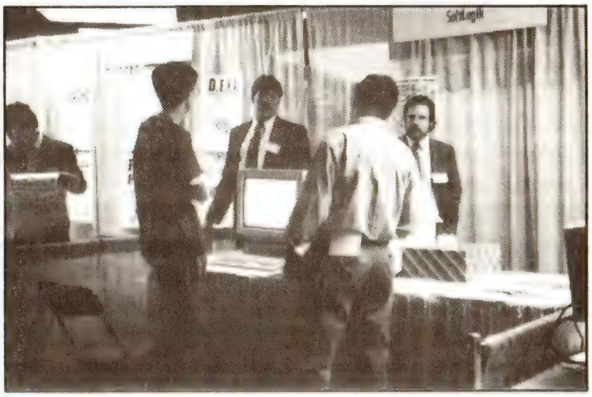
Rimik's Rich Betson



Roland Corporation—Near the Hybrid Arts and C-Lab booth, Roland Corp. was displaying their MIDI equipment, including keyboards and rhythm controllers. MIDI enthusiasts definitely had a lot to see at this show.

SKWare One—Seurat version 2.2, a full-featured paint program, and ColorScan, a program that colorizes monochrome IMGs were both ably demonstrated by the author, Kelly Webb. Also available at the booth was a package called Auto-Art, which consisted of five programs for "creating artforms and spectacular screen displays."

Soft-Logik Publishing—Soft-Logik's Mark Wetzel and Dan Weiss were showing off PageStream's color output capabilities, directly printing to a SpectraStar color printer. Lots of Soft-Logik's new font packs from Image Club were also available at the booth. Dan Weiss also handled the PageStream Introductory and Advance classes.

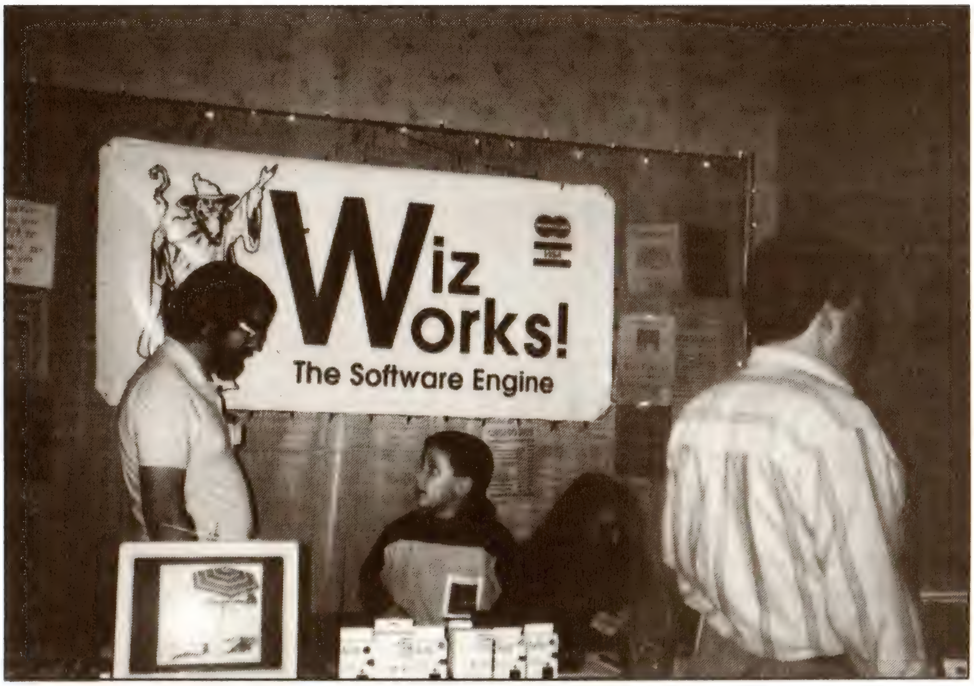


ST Informer—Mike Lindsay, Chris Latham and Deron Meer from the ST Informer staff were all on-hand (they were also manning the A&D Software booth). Free copies of the latest ST Informer were available, and attendees could subscribe at the booth.

Step Ahead Software—Nevin Shalit was demoing his latest and greatest Tracker/ST 3.0, the premier mailing manager software for the ST/TT. Tracker 3.0 is the perfect software for anyone who has to keep track of any names and addresses, perform mail merges with form letters or handle subscription/membership information.

Sudden, Inc.—Until you've seen Ronald Coleman demonstrate his SuddenView text editor, you probably haven't seen just how powerful this software is. If you need an editor that can cut and paste columns, among other unique features, check out SuddenView. It's a whole new way to edit text.

Unicorn Publications—Yep, we were there, too! We were selling copies of Atari Interface for $2, as well as our ST/Mega, Atari 8-bit and Mac/Spectre Disks of the Month and AIM T-shirts. We also handed out around a hundred disk catalogs and CompuServe sign-up kits with $15 usage credits.



WizWorks—WizWorks made a *big* splash with their release of ScanLite, software that allows scanning and saving of graphics from within almost any program. As a desk accessory, ScanLite can be interfaced with nearly any program.

The CodeHeads were so impressed with ScanLite, they decided to create a MegaPaint module to support it. At only $20, this software is a *real* bargain. ScanLite works with Migraph, GeniScan/ST, Golden Image and DAATAscan scanners.

WizWorks also debuted their scanning tray—called simply The Tray—and their Coalesce merging software. The Tray is actually produced by The LYRA group and has been seen in a number of PC magazines. The Tray is used to scan a full page with a hand scanner, using two passes, half the page at a time. The Coalesce software merges the two scans into one complete 8.5x11 scanned image. The package is very similar to Migraph's Scan-It and Merge-It package, but at a significantly lower price.

Of course, all the other great software from WizWorks was also available, including Image Cat, Mug Shot and MVG. Four Mug Shot data disks and three MVG modules disks were also for sale.

If you hadn't already grabbed enough clip art at the show, WizWorks had over 50 disks of excellent quality IMG graphics from CHQ, Inc. Other items from CHQ included NeoDesk and DC Desktop icon disks (over 1200 icons per disk!) and DeskJet refill kits in multiple colors.

Zubair Interfaces—Abu Zubair was at the show with his impressive line of hardware add-ons, including the Z-Keys IBM keyboard interface, Z-Scan scanner interface, ST/Time clock/calendar and memory upgrades.

Classic 8-bit Area

Unlike most shows, the Chicago Computerfest had a special "8-bit Appreciation Area" where 8-bit developers and users could gather apart from the ST/TT portion of the show.

A number of developers had tables in this area, and it was very popular to the 8-bit attendees. Since we have a special 8-bit report from J.D. Potter in this issue, look for his article for details on who exhibited in the 8-bit area.

Dealers

There were a number of dealers' booths scattered around the show floor, mostly from the Chicago area—Apple Annie from Park Ridge, IL; Compu-Seller West of St. Charles, IL; CSA Ltd. from AMF O'Hare, IL; Guitar Plus, a MIDI dealer from Arlington Heights, IL; Mars Merchandising of Lombard, IL; and One Stop of Chicago, IL. Dealers from outside Illinois included Toad Computers of Severna Park, MD and Rising STar of Dayton, OH.

To give you an idea of the kinds of bargains to be had, Compu-Seller West was selling the Lynx Deluxe Pack ($149 retail) for $125. A TT030 with 2MB of ST RAM was going for $1579, while a Mega/STE2 with 50MB hard drive was selling at $1329, a Mega/STE1 was only $929 and a 1040STE was going for just $399.

User Groups

User groups having booths at the show included ASTMUM of Montreal, Quebec, Canada; EAUG of Alton, IL; GCACE of Chicago, IL; LCACE (co-sponsor of the show) of Waukegan, IL; MAST from Milwaukee, WI; MilAtari of West Allis, WI; RACC of Rockford, IL; and SCAT from Roselle, IL.

At each club booth, attendees could become members, buy disks from the club's PD libraries, ask for unbiased info about products being sold at the show, or just chat about what user groups are all about.

Also at the show was a special MARC booth. MARC stands for Midwest Atari Regional Council. The organization is made up of individual user groups in the Midwest and its purpose is to act as a channel of communication between the member clubs and Atari product manufacturers, including Atari. MARC charges no dues to clubs for membership in the organization.

At the banquet on Saturday night, MARC presented their first annual awards for excellence. (Hey, maybe they should call them the "MARC of Excellence Awards?") The awards are presented to select developers "for their outstanding contributions to the better-ment of the Atari community." This year's awards went to Double Click Software, Soft-Logik Publishing and CodeHead Software.

All's Well That Ends Well

The show closed on Sunday with a total attendance of around 2,300. Saturday was, by far, the busiest day attendance-wise, which is typical for these shows. About an hour before the show opened on Saturday, well over 200 people were lined up at the doors, waiting to get in. From the moment the doors opened to close of show on Saturday, people were everywhere.

Surprising to many, a respectable number of people coming to the show were not Atari owners, and some attendees didn't own a computer at all. Atari's placement of ads on radio, newspaper, etc. for weeks before the show helped bring in some of the general public. While these people didn't buy much, their presence was a welcome sight.

On Sunday, there were far fewer people, but the ones that were there had money to spend. In fact, many of the exhibitors had far better sales on Sunday. This is also fairly typical of these shows.

From a profit standpoint, the Chicago show was our very best show ever, beating our previous all-time best—the WAACE show just a month earlier—by about $150! Other vendors reported anywhere from phenomenal to "so-so" sales, but everyone we spoke to said coming to the show was well worth it, and no one we spoke with lost money on the show. Considering there were so many exhibitors to buy from, and the current state of the economy, that's pretty darn good.

Will there be another Chicago show sponsored by Atari next year? Well, we'll have to wait and see. Atari has indicated they want to have an annual Midwest show, along with the East and West Coast shows. Mike Brown of LCACE urges everyone who wants to see another show in 1992 to write to Greg Pratt or Jack Tramiel at Atari, thanking them for their sponsorship of the Chicago show.

Atari really did go all out to make this show a big success. Special thanks go to Bill Rehbock and Bob Brodie. They bent over backwards to take care of everyone's needs, and they succeeded. Together with Mike Brown, Larry Grauzas and others from the LCACE club, these guys put on one heck of a show.

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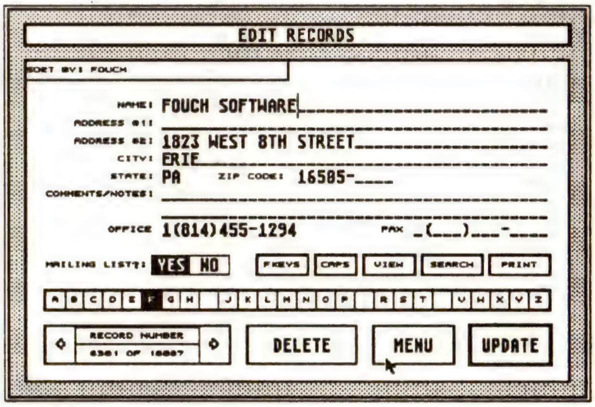

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USER'S GUIDE FOR DAISY DOT III

Ellen Lentz (ACCT)

Seldom does the mail bring anything interesting—usually bills, ads and other junk mail.

Imagine my surprise when I received a manual from David Richardson, with a request to write it up for AIM. This manual is entirely public domain, and has been endorsed by Roy Goldman (author of Daisy Dot III, 2440 S. Jasmine, Denver, CO 80222).

Low Cost Packaging

The manual is entirely on disk and, when unARCed, fills up both sides of nine single-density disks. If ARCed and in double-density and double-sided, it fits on three disks.

This manual almost has to be seen to be believed. It consists of a three-page Author's Notes, an index to the fonts used, 47 pages of text, and three articles which David had printed in his Newsletter, including an excellent article on creating fonts and one on double-column printing.

The original 50 fonts included in the copyrighted version of Daisy Dot III are printed in their entirety. Instructions on setting character and line spacing for best results are included, as well as indications of which characters have not been or are being used for special characters.

In addition, 59 extra fonts are included, of which 18 are fonts composed of 430 icons, translated from PrintShop, which can be printed in Daisy Dot III documents. There are also 10 graphics fonts. These fonts consist of pictures converted from digitized images or computer drawing programs such as Micro-Painter or Micro-Illustrator. Instructions on how to convert them are included.

There are several very special fonts. One creates a Crazy Dots game, the "Dotty" game of geometric designs. Another is a chess set which can be used to print out a layout of a chess game. There is a crossword puzzle, with fonts for both the puzzle and the answers. There is a font with grids to make your own graph paper, and one to make your own Yahtzee score sheets.

In addition, there are fonts to print Morse code, Braille and Handsigns for the deaf. It is a truly remarkable presentation and represents many, many hours of work and ingenuity by David.

To print the manual, you must have the registered version of Daisy-Dot III, which allows you to change fonts within the body of a document. This is available for $25.

There is a customizer with this program which allows you to set margins, line-spacing, etc. but the only thing you should change is the selection for your printer. Leave everything else the same.

Each page is on a disk side with the appropriate font files, so you merely print each file that does not contain the extender for the fonts (.NLQ). If you have a RAMdisk you can load the files into that, and the text files will print much faster, as there is a lot of switching between the font and text files.

To print the crossword puzzle, Page 14, you must print the first file, then roll the paper back to the beginning and print the second file. For the third Fontier file, you must print the odd pages first from the first file, then roll the paper back and print the even pages from the second file. Other than that, you just print each page one at a time.

A Few Extras!

If you request them, David will also send you four other programs—PS2DD3.ARC converts Print Shop icons to Daisy Dot III format; GR8TODD3.ARC converts microscreens to Daisy Dot III format; and FNTSPLIT.MAC and DD3.MAC are macros designed by John McGowan to be used in TextPro to split screens horizontally so they can be used for letterheads, etc. and to easily enter Daisy Dot III commands into TextPro.

Since this manual is public domain, there is no charge for the disks, merely enough to cover the cost of the postage and mailer. For the manual, send five disks formatted in single-density (or 3 disks formatted in double-density) plus $3.50 to cover the shipping/handling to

David Richardson, PO Box 746, Lawrence, KS 66044, ph: (913) 843-5213.

Once you have received the disks, you are free to copy and distribute them as public domain. If you have received the manual from some other source, David would appreciate it if you would let him know that you have it, and where you got it, so he can send you updates and perhaps a newsletter.

This is a truly remarkable manual, and congratulations to David Richardson for making it public domain. It is users like this who help keep Atari "ALIVE!"

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A-T-A-R-I

Answers, Tips And Relevant Information

Paul Alhart (AFED)

Paul's Most Excellent Journey

On a recent drive from the East Coast to the West Coast I did something different. I took a couple issues of AIM along with me.

Sure, I wanted to show Mom that I finally got my name in print, but that wasn't the only reason for taking them. By using the information from the User Group section of AIM, I was able to contact lots of other fellow Atarians on my trip across the States. Besides being able to share valuable information regarding user groups, software, hardware, etc., it was like having an old friend or two in every state.

Bob Puff and CSS

While spending some time with my Mom in Rochester, NY, I was fortunate enough to get to meet Bob Puff. Bob is probably best known as the author of BobTerm and the Arc utility programs used on the AIM 8bit Disk of the Month.

Bob also, as of June 91, has taken over the reins as president of Computer Software Systems. CSS has a full line of hardware/software enhancements for the 8-bit Atari computer and disk drives.

I had seen CSS ads in magazines, but I never saw any of their hardware out here on the West Coast. After Bob demonstrated a few of the company's products I was impressed. There really are companies still supporting the Classic Atari.

One of their products is "The Black Box." This little beauty not only gives you a parallel and serial port, a machine language monitor and a whole lot more, but it also allows connecting a hard drive to your 8-bit. After seeing the Black Box in action, I can only say I was truly amazed.

CSS has just printed up their new catalog that includes detailed descriptions of their entire product line. Give them a call at (716) 429-5639 and ask for it. It's *free.* Be sure to tell them you heard about it in AIM.

Off to Nevada

On another stop, in Nevada this time, I hooked up with an old friend from my past. He confided to me that he had an Atari 800XL and 1050 disk drive. It was all in a box in the closet. He thought it was only good for games and his mentally/physically handicapped son found the Nintendo much easier to use.

Did I hear someone groan?

Well, after telling them how the Atari could be used for education, productivity, music, art and communications as well as entertainment, I had their interest. As soon as I got home, I put together some PD educational software I had and mailed it off to them.

I am happy to report that their Atari is now back on the desk where it belongs and is opening up a whole new world for their son, Jeff.

Jeff is 18 and just learning to read, so easy-to-use educational software and the Atari could make a real difference in his life. If you know of any appropriate software you think could be of assistance *please* let me know.

I had hoped to drop in on a few user group meetings during my travels. The meeting dates never seemed to match up with my nightly stops, however.

To make my next trip an even *more* Excellent Journey, I *will* consider meeting schedules *before* I plan my route. I'll also be sure to have the latest issue of AIM sitting on the seat beside me. If there is room, I'll take my trusty Atari and modem along too. I guess a few blank disks wouldn't take up too much room. And a printer would be nice and....

Help Jeff

Use your Atari to do a good deed today. Fire up that disk library program you have and see what good software you can find that may be of help to Jeff. If it is PD or Shareware, put it on a disk and send it along to AIM for use on their 8-bit Disk of the Month.

Any information or software donations can also be sent to me. I'll be happy to forward them to Jeff and his family.

Thank you!

Paul V. Alhart
524 North Zee St.
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DC Data Diet

[This article appears courtesy of Roy Barr and the Midlands Atari Computer Enthusiasts of Orangeburg, SC.]

"Save megabytes of storage space," the ad touts. "Don't buy another hard disk....Save 65%-80% on word processing documents alone!" I am speaking of no other than DC Data Diet, the new real-time compression utility by Keith Gerdes from Double Click Software. Does it deliver? Read on.

Double Click Software has been known to pack a lot of punch into a small package, and Data Diet is no exception. The packaging is like most DC software—a black and white manual, shrink wrapped, with a disk stuck between the pages.

No flash. No big, fat bulky box—just the bare essentials, and there is nothing wrong with that. Some software today is nothing but flashy packaging. Probably a large percentage of the price goes toward that big, fat color manual, great colorful artwork on the box, poster and that button or bumper sticker.

The Manual

Upon tearing through the plastic, you find a 48-page Owner's Manual, a registration card and, of course, the disk. Mike Vederman has done a good job with the manual. It starts off with a note about piracy and goes into explaining some of the notations and icons used throughout the manual.

He also explains a little about the basics, such as using the file selector. Experienced users can skip this section. But, it is here for the beginners, and they would most certainly be able to get Data Diet up and running quite easily.

Next comes the quick installation section. Those who would like to jump right in would start here and just follow the eight step plan to install Data Diet. Then, reboot and you are dietizing.

It would seem from the ads that Data Diet would just be for hard drives. But, I think most floppy users could benefit from it also, especially if they have enough spare memory for a large RAMdisk. Data Diet would be great for saving those download directories from your favorite BBSes.

Roy Barr

Midlands ACE

Dietizing

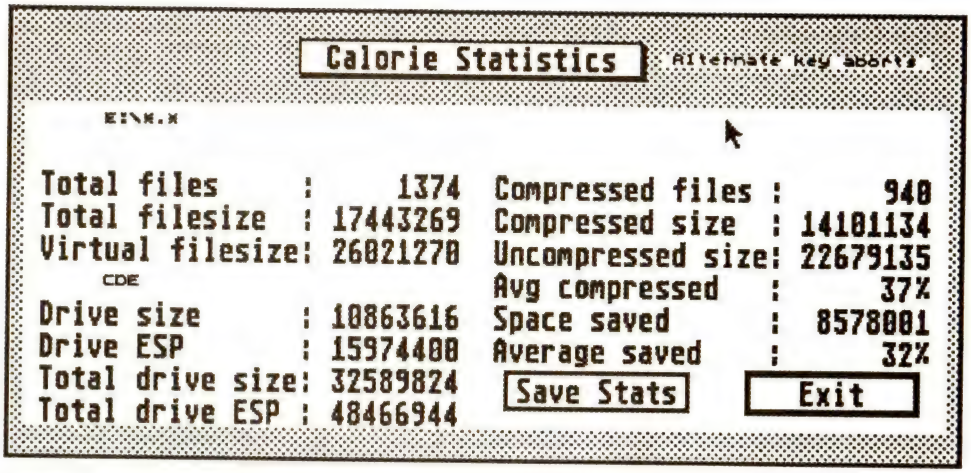
The dietizing process alone works by compressing—or "dietizing"—all the files on your disk except for PRG, TTP, ACC or TOS files, and any others you wish to exclude. DC Squish is included for compressing programs—more about this later. Data Diet takes all other files, compresses them and replaces the original files with the dietized ones.

Doing this may seem a bit bold with a hard drive, but I dietized one partition and tested it thoroughly and had no problems. So, what the heck, I dietized my whole hard drive.

Data Diet does indeed compress most files 40 to 50 percent. On my whole hard drive, the average compression was 37 percent, with my total files being 1374. Pretty darn good.

To dietize a file, you can either have Data Diet installed as an accessory or use it as a program. I have mine as an accessory. I just call up Data Diet and the main menu pops up with a list of files being uncompressed in the current session.

Right now, while I write this in Word Writer ST, Data Diet shows I have five files currently being used. It also shows which method of compression is used for each file. Method "A" is said to be fast. Method "B" is supposed to give better compression. I have never even used "A", because "B" seems plenty dang fast for me.



```
E:\*.*

Total files       :     1374   Compressed files :      940
Total filesize    : 17443269   Compressed size  : 14101134
Virtual filesize: 26021270   Uncompressed size: 22679135
   CDE                           Avg compressed   :      37%
Drive size        : 10863616   Space saved      :  8578001
Drive ESP         : 15974400   Average saved    :      32%
Total drive size: 32589824
Total drive ESP : 48466944
```

Clicking on the name of any of these files being used gives you the stats for that file. For example, if I click on the WW2.RSC file, I'm told the uncompressed size is 28,200 bytes, the compressed size is 15,011 bytes, the compression percentage is 46 percent and the status is "decompressed."

The process of dietizing your files only needs to be done once. Dietization is automatic once you have batch dietized all your files. Files can also be un-dietized and returned to normal—"normalized" in the Data Diet terminology.

Exclusions

Some files do not take well to being compressed—ARC and LZH files, for instance. Don't fret yet! Data Diet includes a DATADIET.INF file which allows you to exclude certain file types, paths or even individual files.

You can also exclude drives/partitions. I have my A:\ and B:\ drives excluded. Anything that is written to those drives will *not* be dietized.

How It Works

Let's get into how Data Diet works. If you do not want to bother with all the technical how-it-works stuff, you can just sit back and let Data Diet do its job. You don't have to do anything special in order for it to work. It just sits there in the background, waiting for a file to be accessed. But, if you're like me, you want to know what makes this thing tick and how to make your system run more efficiently.

Any time a dietized file is accessed, that file is uncompressed and written to a work directory. When a program needs to use that file, the program is redirected to the copy in the work directory. If you change the file, or write to it, your changes are again redirected to the work file and your changes only affect this file.

When you exit the program, the file(s) in the work directory are dietized and written back to their original location(s). Then, the copies in the work directory are deleted. Simple, huh!

The only drawback is in the unloading time. For example, I was in Flash on a long distance BBS. I was getting ready to download using YModem/G. I hit my F8 key, which is set up to run the YMG program, and I expected it to pop up immediately like it always does. However, my work directory needed flushing, and that took about five seconds. No big deal, but anybody who knows me knows I like to squeeze every penny out of a long distance call.

The way around this, though, is to call the Data Diet accessory and click on Flush&Del Work before making the call. This compresses all current files, writes them to their proper places and deletes them from the work directory. Then, if I call the BBS and run YMG, it pops right up.

There is another option where you can have Data Diet dietize constantly. But, as the manual warns, this is much slower than dietizing when "terminating" a program.

If, for some strange reason, your computer bombs (I know this has *never* happened to you, but someday it might), your files are safe and sound in the work directory. Just reboot and they are written right back home.

You can specify a RAMdisk as the work directory, but be sure to use a reset-proof one. I really can't bring myself to use one, though, because a RAMdisk is not tangible, like a hard disk. But, using one would certainly speed things up.

DC Squish

DC Squish is included in the Data Diet package. DC Squish compresses executable files—PRG, TTP, TOS and ACC files—while keeping them completely runnable right from the desktop.

Whenever you run a Squished file, the words DC Squish show up in the left corner of the screen while the file decompresses itself. It is *extremely* fast. PageStream 2.1 decompresses in about two seconds.

Calorie Counting

You can monitor the amount of your compression by clicking on the Calories button in the Data Diet Tools program. This gives you everything you could ever want to know about Data Diet's performance. You can get statistics on the entire drive, certain partitions or even specific paths.

Once you've made your choice, you are presented with a plethora of information including total files counted, total file size (actual space used for storage), virtual file size (the amount of space the files would take up in an uncompressed state), number of compressed (dietized) files, space saved, average compression and much more. A Drive ESP statistic calculates the theoretical new size of your hard drive [(Drive Size * Average Saved) + Drive Size].

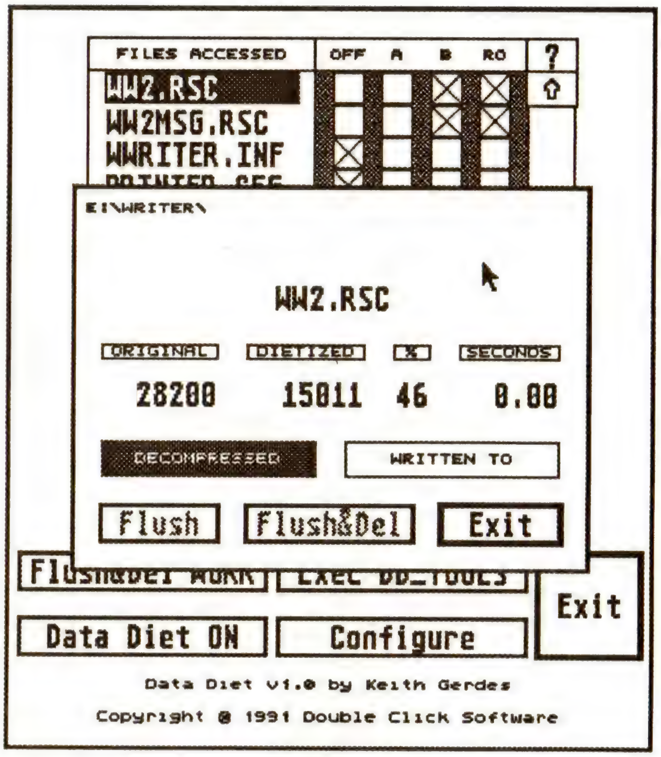
The statistics I got for my Megafile 30 are shown in the Calories Statistics picture. What the statistics boil down to is that I saved 8,578,001 bytes—eight and a half megs! And, I now have the equivalent of a 48-and-a-half meg hard drive! I saved 32% of my total hard drive space. Pretty neato!

Conclusion

It is really hard to find fault with this program, but I guess if I had to find one, it would be the time delay when you exit a program. This is a very minor delay, and if you use a RAMdisk it would hardly even exist.

There are many more options to this program than I was able to cover here. I would highly recommend Data Diet to anyone that has to delete files from their hard drive in order to add more files. Data Diet really does save you megabytes of disk space!

Use Data Diet until you get a bigger hard drive.



E:\WRITER\

WW2.RSC

ORIGINAL	DIETIZED	%	SECONDS
28200	15011	46	0.00

Data Diet v1.0 by Keith Gerdes

Copyright @ 1991 Double Click Software

Then, store it away until you will need it again...until you get a larger hard drive, and so on, and so on...

Don't buy another hard disk!

1K 10K 100K 1M 10M
Empty
Full

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NeoDesk CLI

Bill Rayl

If you're a user of NeoDesk version 2.05 or higher, you really should get NeoDesk CLI.

A Graphic User Interface (GUI), such as the ST desktop or NeoDesk, is great for most purposes. I wouldn't go back to a standard DOS with command line interface (CLI) if you paid me to do it.

On the other hand, it sure is nice to have a CLI as an option for those times when using a command line is much faster than point and click operations. Another benefit of a good CLI is the ability to use "batch files" to process multiple commands easily.

There are a number of CLI programs available for the ST and a few of them are quite good. If you're a NeoDesk user, though, you have one very excellent CLI that stands out from all the rest—NeoDesk CLI from Gribnif.

Because of its ability to directly use many of NeoDesk's built-in functions, NeoDesk CLI offers more power than any of its competitors. The list of features is quite impressive.

NeoDesk CLI can be run as a NeoDesk Program or NeoDesk Accessory. As a NeoDesk Accessory, you can access the CLI from within any GEM program. You can execute any TOS or TTP programs, and even run GEM-based software. Output from TOS or TTP programs is automatically kept within the CLI window. And, NeoDesk CLI has very extensive Batch file capabilities.

Batch Files

One of the biggest advantages a CLI can offer is Batch file processing. A Batch file is simply a list of commands and/or expressions that are evaluated and executed in a step-by-step process.

Anyone who has ever written a "script" or "DO" file for a terminal program has, in fact, written a Batch file. Batch files are (usually) simple kinds of programs to accomplish a given task.

Using the Variables, Functions, Operators and Commands available in NeoDesk CLI, you can create very complex batch files for almost any need. Loops include IF, FOR, WHILE and REPEAT. You can define up to 2000 different variables and access nearly 40 system variables. These system variables include such things as window size, row/column position of the cursor or mouse, and current input/output device.

A special DEBUG command helps when testing and modifying your Batch files. While DEBUG is ON, NeoDesk CLI echoes each line of the Batch file, followed by its interpretation of the line, complete with line number. If there's an error, you know right away where it occurs.

The 10 sample Batch files included on the NeoDesk CLI disk are very instructive and quite useful, too! The MAKEMENU Batch file, in particular, is very interesting. With it, you can create window-based program-launching custom menus.

History

Another useful feature of a good CLI is its History capability—the ability to recall, edit and re-execute past commands. The History buffer in NeoDesk CLI is configurable up to 64K, and that can hold a huge number of commands!

NeoDesk CLI has the very best History functions I have ever seen in any CLI. It even beats many mainframe computer systems. To scroll through the History buffer one command at a time, simply press the Shift-uparrow or Shift-downarrow combination. Once you find the command you wish to reuse, you can edit it if you wish then re-execute the command by hitting return.

In addition to the Command History, NeoDesk CLI also has a Window History, which is also configurable. This Window History is actually a scroll-back buffer, similar to those found in some terminal packages. You can use the arrow keys or Home key, with or without the Shift key, to move around the Window History buffer. By selecting text with the mouse, you add that text to the current command line. You actually build new commands piece-by-piece using text in the Window History buffer.

Aliases

Aliases are great for creating your own specialized commands, and NeoDesk CLI supports Aliases in a big way. In fact, you have two types of aliases available to you. The first type is the way one would normally think of an alias—as an abbreviation for one or more commands.

For instance, to get a wide directory listing with only filenames from NeoDesk CLI, you must enter LS W+ V- as the command. Or, you could create an alias—something like ALIAS LW "LS W+ V-" creates a new command LW. Now, just enter LW, and NeoDesk CLI does the rest!

If you find yourself using a set of commands often, creating an alias can save you a lot of typing.

The other type of alias is a bit more complicated, but also very useful. You can use the ALIAS command to redefine any key on the keyboard to any string of characters, including carriage returns. This gives you the ability to define macros for different key combinations.

Wildcards

A CLI is probably most used for file manipulations that aren't easily handled by a GUI. A CLI generally does much better at complex file operations because of more flexible wildcarding. A GUI, on the other hand, usually has no wildcarding support for file manipulation or, at best, support only the '*' and '?' wildcards.

NeoDesk CLI, like many good Command Line Interpreters, supports "regular expressions" in wildcarding. These expressions are enclosed in brackets ([/]) for matching individual characters or braces ({/}) for matching elements in a list separated by commas, tabs or spaces.

As an example, entering the command LS CA [BDM].TXT would match files named CAB.TXT, CAC

NeoDesk 3.02

By now, everyone in the ST marketplace should be well aware of NeoDesk from Gribnif Software. NeoDesk is *the* premier desktop replacement. Version 3.02 of this popular desktop adds a number of important features. This article will deal with those new features. *[Ed: For a complete review of NeoDesk 3, see the February 1991 issue of Atari Interface.]*

The biggest changes are in the icon editor. NeoDesk owners can now read any bit images contained within a resource file, not just icons. With this new capability, you can grab a bit image from your favorite program's RSC file and use that to create a custom icon for that program.

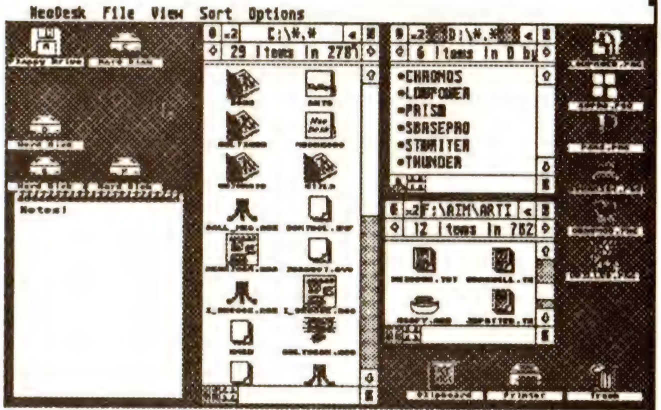
Other enhancements to the icon editor include opening of a new .NIC file window when you select "Create .NIC File..." and addition of a "Save .NIC File" option that makes creating individual .NIC files easier. Also, pressing Control while clicking once on an icon lets you change the icon's template without editing the whole icon.

Some "minor changes" to NeoDesk make it possible to use the Call NeoDesk and Item Chooser NeoDesk Accessories.

Fixes

NeoDesk 3.02 also fixes a number of incompatibilities or minor problems with ZoomRacks, ProText, ProData, CodeKeys, HotSaver, Easy-Draw/OutPrint and Hardcopy (a program that comes with Calamus).

NeoLoad, the program that actually loads (and unloads) NeoDesk, now correctly detects Mega/STE TOS (TOS 2.0x) and TT TOS (TOS 3.0x). NeoDesk functions beautifully in all ST and TT resolutions.



Other "major fixes":

"Show Information" on folders in the Icon Editor no longer causes crashes.

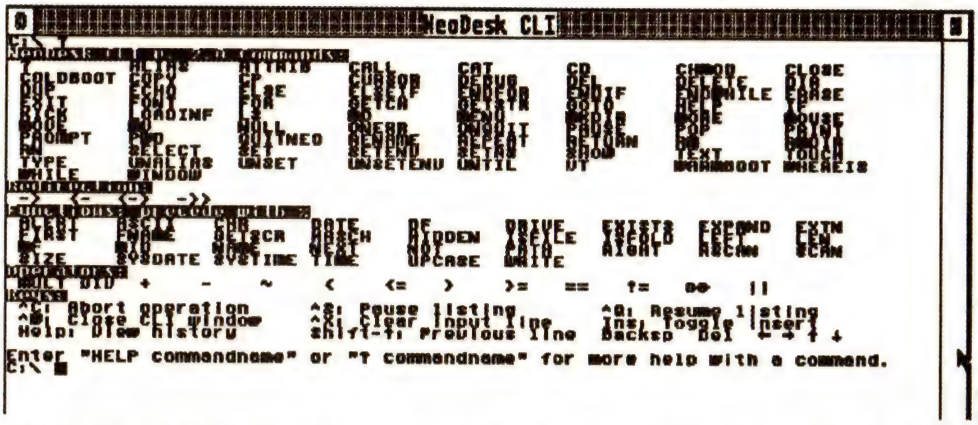
The corner clock works correctly if a Moniterm/Viking monitor is connected without an Atari mono monitor.

A file's "original name" can now be safely renamed during a name conflict.

The printer queue correctly performs form feeds between files, if selected.

The counter of how many files and folders are waiting to be copied is correctly updated when copying into NeoDesk's File Clipboard. NeoDesk now supports hard drive partitions with sector sizes greater than 1024 bytes and partitions larger than 32 megs. MetaDOS devices (CD-ROM drives) and other non-standard GEMDOS driver letters are now handled correctly. Batch files are now correctly treated as Active Icons .

If you have not yet upgraded NeoDesk 3.01 to 3.02, you can get the upgrade disk from Gribnif Software for only $5. Or, send in your NeoDesk 3.01 disk and $5 and the folks at Gribnif will perform the upgrade for you!



```
^C: Abort operation      ^S: Pause listing       ^Q: Resume listing
^W: Close CLI window     ^X: Clear input line    Ins: Toggle insert
Help: View history       Shift-↑: Previous line  Backsp  Del  ← → ↑ ↓
Enter "HELP commandname" or "? commandname" for more help with a command.
C:\
```

.TXT, CAD.TXT or CAM.TXT. Or, if you wanted to search for all executable files or desk accessories starting with the letter 'B', you could issue the command LS B*.{tos ttp pr[gx] app ac[cx]}. This command will match all files starting with 'B' that have extensions of .TOS, .TTP, .PRG, .PRX, .APP, .ACC or .ACX. Pretty powerful stuff.

Conclusions

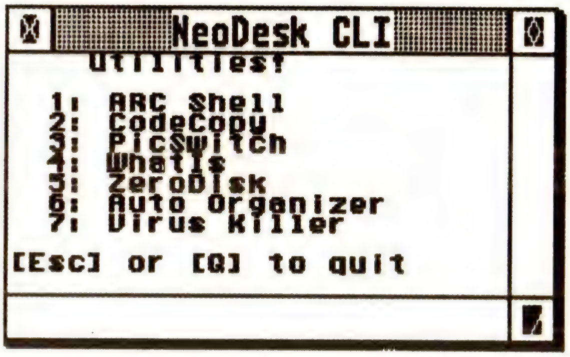
NeoDesk CLI also comes with a configuration program that lets you modify various buffer sizes and other settings. Included in these settings is the number of variables definable by you, the size of the Window and Command History buffer and the number of bytes available for aliases and batch files.

The NeoDesk CLI manual and version 2.0 Addendum do an excellent job of covering all the features and functions of this program. The user is given numerous useful examples of how to use the various commands, variables and functions.

An ASCII table and list of keyboard scan codes in the back of the manual is a welcome addition. Even though I, and probably most others, have these lists in other reference books, it's nice that they are included here for ease of use.

The section in the 2.0 Addendum called "Improving Batch File Execution Speed" is particularly useful. In it, you are given some very good advice on how to get your batch files zipping right along.

If you're a user of NeoDesk version 2.05 or higher, you really should get NeoDesk CLI. For only $29.95, it adds a whole new dimension to your desktop. NeoDesk CLI gives you the extra flexibility only a CLI can offer whenever you need it, without making you give up the ease of use of your point and click desktop. You really can have your NeoDesk and CLI, too.



```
Utilities!

1: ARC Shell
2: CodeCopy
3: PicSwitch
4: WhatIs
5: ZeroDisk
6: Auto Organizer
7: Virus Killer

[Esc] or [Q] to quit
```

NeoDesk Accessory and Icon Disks

Nowadays, $10 doesn't buy much, unless you're an owner of NeoDesk. If you are, the folks at Gribnif Software have some great buys.

The NeoDesk Accessory Disk contains two very powerful NeoDesk Accessories. Call NeoDesk gives you full access to the NeoDesktop from within any GEM program. Item Chooser is a powerful file selector.

Call NeoDesk

While some "disk utility" accessories let you copy or delete a file or format a disk, they usually aren't very flexible. Call NeoDesk makes all the power of NeoDesk available to you from within your favorite word processor, terminal package or other GEM-based software.

You can open directory windows, copy/move multiple files, select items from NeoDesk's drop down menus (which become pull down menus with Call NeoDesk) or anything else you normally do from the desktop, except run another program.

In order to use Call NeoDesk, you must configure NeoDesk to *not* unload before running a program. Because of this, using Call NeoDesk isn't practical on low memory systems. The Call NeoDesk accessory itself only takes up 7K of memory!

Item Chooser

The Item Chooser is really one big dialog box with a lot of options. With it, you can select all files, folders or both files and folders that do or do not meet your search criteria.

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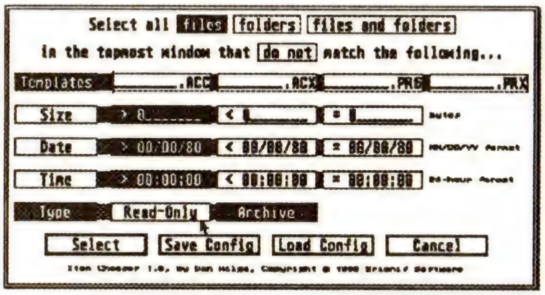
Files can be selected by name, extension, size, creation date or time. You can also select files by their Read-Only or Read/Write status, as well as by whether or not the Archive bit has been set. If you tend to search for a specific set of files often, Item Chooser lets you save and load the current selections.



Select all files folders files and folders
in the topmost window that do not match the following...
Templates .ACC .ACX .PRG .PRX
Size > 0 < 0 = 0 bytes
Date > 00/00/80 < 00/00/00 = 00/00/00 MM/DD/YY format
Time > 00:00:00 < 00:00:00 = 00:00:00 24-hour format
Type Read-Only Archive
Select
Save Config
Load Config
Cancel
Item Chooser 1.0, by Dan Wilga, Copyright © 1990 Gribnif Software

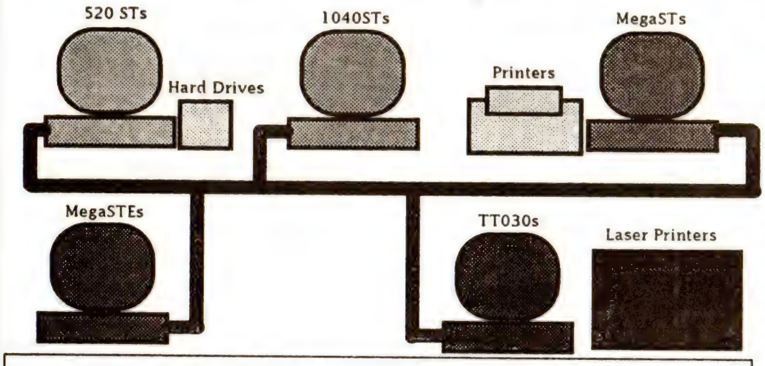
You must have NeoDesk 3 version 3.02 or higher to use these accessories.

NeoDesk Icon Disk

Another great $10 deal is the NeoDesk Icon Disk. This disk contains over 750 different icons for use with NeoDesk. Icons are organized into categories for applications, desk accessories, data files, etc. The icon groups are supplied as .NIC icon files, so finding the icons you want is a breeze.

The NeoDesk Icon Disk is a great way to spruce up your NeoDesktop without spending days in the icon editor creating your own custom icons.

Connectivity..



Universal NETwork

Universal NETwork has been installed in 223 systems since its introduction in April 1991. The software supports CARTridge, MIDI and LAN port use. Device drivers for all models of Atari 16 and 32 bit computers is included in the package. Expand your computer use with networking. Share hard drives, printers, and plotters, works easily between computers. Total TOS compatibility. There is never an interruption of your work while using the network because Universal NETwork equips your system with network multi-tasking. The network operates in the background without disrupting foreground tasks. Easy 9 minute installation gets you "up and running" in no time.Use one or more hard drives or printers in the network. MIDInet and LANnet hardware uses standard 4-wire modular phone technology.

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CardFile 3

Bill Rayl

I've been impressed with CardFile for a very long time now—long before the Gribnif people added it to their fine lineup. The latest, CardFile 3 version 3.02, has added a number of nice features, including full TT compatibility.

What Is CardFile?

For those of you unfamiliar with the product, CardFile is basically a Rolodex and appointment calendar for your ST. Actually, it's a lot more than that. The manual calls it a "personal information manager."

CardFile can be used either as a desk accessory or as a stand-alone program. Simply rename the file with the proper extension (PRG or ACC) and you're off.

The program is *extremely* easy to use. When you first boot/access the software, CardFile loads in its address book and appointment data files. The CardFile main window then displays the address info for the first card in the left two-thirds of the screen.

The right side of this window contains the Options menu. This menu consists of a number of buttons you can select via the mouse, or you can press the indicated control key sequences.

Entering an address is as simple as clicking on the Edit button, clicking the New button and typing in the text. CardFile has individual fields for First Name, Middle Initial, Last Name, Title/Spouse, Company/Children, Address, City, State, ZIP, Home/Fax Phone, Work Phone, two Notes fields and a Group field.

Once you've entered all your addresses, select the File button and Save the CardFile database. The default file, which is loaded at bootup, is called CARDFILE.DAT. You can, however, create multiple address files and load them at any time.

As of version 3.0, the Card and Group buttons at the bottom of the window are very handy for flipping through your address cards. The Card buttons allow you to move back or forward one card at a time. The Group buttons move you to the next or previous address card of the same Group as the current card.

Groups

The ability to define address cards as belonging to a group is a very nice way of keeping your online Rolodex organized. In the top line of each address card, next to the display of the card's number, you can enter a Group name. In my address book, I have the following Groups: Club, Company, Store, Distrib, Friends and Family.

Rather than dealing with different address files for the various types of addresses you have, using CardFile's Group capability makes it easy. Another good use of the Group field would be to have a Group called Xmas for everyone on your Christmas card list. You can even use CardFile to print the addresses on the card's envelopes. More on the printing features later—there's a lot to talk about there!

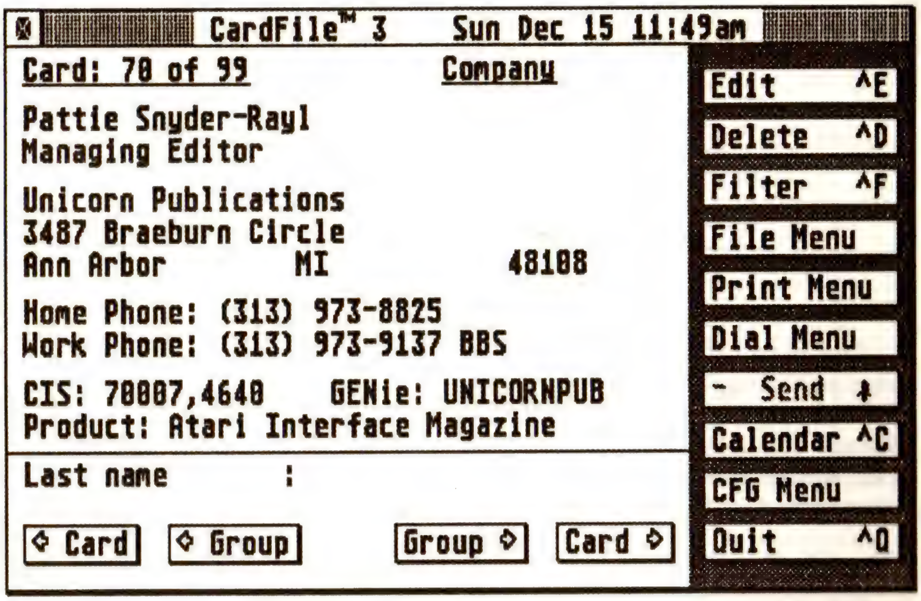
Searching

CardFile's search capabilities are also very easy to use. Just above the Group buttons, CardFile displays the currently selected search field. Whenever this field is displayed, CardFile is ready to search.

To change search fields, you simply press the up or down arrow keys. Once you have the proper field displayed, all you need to do is type in the search string and hit Return. CardFile then presents the next card it finds that matches your search criteria. If you wish to continue searching using the same string, press Return again and your search string reappears. Pressing Return once more searches for the next card.

CardFile 3 is an excellent address book with some very useful appointment calendar functions as an added bonus.

At any time, you can press the Home key to move to the first address card in your CardFile database. You can search on any of the CardFile fields. When searching on the Last Name field, CardFile displays the next card in alphabetical order if it can't find an exact match.



Card: 70 of 99 Company

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Filters

The ability to display cards based on a user-defined filtering process is one of CardFile's nicest features. Like the search capability, filtering can use any field. However, you can use multiple fields for filtering. For instance, you could display only cards in the Company group that are also in the state of California.

In the Options menu for the Card Filter screen, two very important buttons are the Any and Every buttons. You must select one of these buttons to activate the filter. Choosing Every indicates that a card must match every field in the filter to be selected. Selecting Any means that a card need only match any one of the filter fields to be included.

Using our above example, Every would find all companies in the state of California, while Any selects all cards that are either in the Company group *or* in the state of California.

Macros

Another useful feature that can save you some time is CardFile's macro capability. Personally, I use the macros to store my Group names, but you could use them for any text in any field.

CardFile uses F1 to F10 as macro keys. To store text as a macro, you enter the text in a field, then press and hold a Shift key and hit the function key you want to use. That's all there is to it. From then on, just pressing the function key will automatically insert the macro text into whatever field is at your cursor position.

If you wish to keep the same macros from session to session, using the Save CFG option in the Configuration menu defines them, along with many other settings, as your default. You can, of course, change them at any time.

Sending and Dialing

CardFile's biggest strengths lie in its ability to automate some otherwise tedious tasks. The Send option is a prime example. With CardFile installed as a desk accessory, it can automatically transfer address and phone number information directly to your word processor or DTP package.

Here's how it works. You're in your word processor, getting ready to type in a letter. Rather than type that address in by hand, you access the CardFile accessory, find the proper card and click on the Send button. CardFile closes itself and sends the address (and optionally the phone number) from the current card directly into your letter.

Heck, once you've printed out your letter, you can use CardFile to address the envelope. CardFile can't fold and stuff the letter, seal the envelope or lick and apply the stamp, but it does just about everything else!

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OakSprings Software

CardFile also functions as an autodialer, provided you have a modem connected to your computer. You can dial the Home/Fax or Work numbers. You can set the modem to disconnect automatically or just click on the Modem Off button after picking up the receiver.

Three individual dialing prefixes can be set up—one for local calls, one for long distance, and a prefix for special circumstances, like overseas calls. These prefixes, along with a field for your local area code, modem baud rate and more, are all set via the Dialing Configuration menu.

Printing

Whether you wish to print mailing labels, address envelopes, create an address book or generate phone listings, CardFile can handle the job. The Configuration menu allows you to set such things as horizontal and vertical indents and number of lines per page/envelope/label. For labels, you also set the number across as well as the number of labels vertically per sheet.

Once you've customized the configuration for your needs, printing is just a click away. CardFile comes with "printer control files" for Epson compatible and HP Deskjet printers. You can, if needed, create your own printer control file.

One nice touch when printing phone lists or address books is the Chapter option. Selecting Chapter On generates the printout separated alphabetically by starting letter of the Last Name field (or Company field if no last name is present).

Calendar/Agenda

So far, we've only discussed CardFile's ability to keep track of addresses. CardFile also has a rather nice appointment calendar feature. While not as full-featured as some stand-alone calendar program/accessories, CardFile's appointment calendar is quite useful.

The Calendar window displays one month at a time, with the date displayed in the upper left corner of each day's box. If you have any appointments scheduled, the box also shows the total number of appointments for that day, then breaks them into the number of AM and PM appointments.

To select a specific day, you can single click on the box. If you wish to view the appointments scheduled for that day, you can either double click on the day or select the Agenda option.

From the Agenda menu, you have a number of options. You can scroll through the calendar by day, week, month or from appointment to appointment. You can also print your agenda, giving you a daily or weekly "To Do" list.

To enter an appointment, you simply select the Make option, then enter the time (AM, PM or none) and a one-line description.

CardFile can also be set to remind you of upcoming appointments. This feature only works when the program is first run or the accessory is first loaded. It will not, for instance, tell you at 4PM that you have an appointment an hour later unless you booted CardFile up at 4PM. Unfortunately, this is true of nearly all appointment calendar programs.

One thing that is missing from the appointment calendar that I would personally like to see added is the ability to define standing appointments, ones that happen each and every month, settable either by specific date or by day (such as the 2nd Friday of each month). Other than that, I can find little fault with this part of the program.

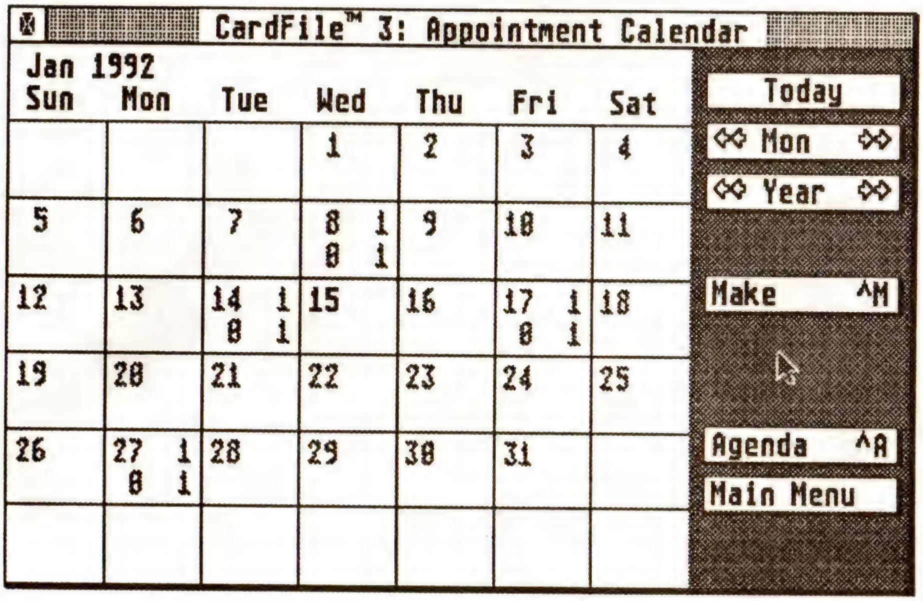
Miscellaneous

In all, CardFile 3 supports up to 2,500 cards per address book and up to 500 appointments, with up to 12 appointments per day. The program uses about 80K of memory, with an additional 20K (or more if you so desire) for its address cards. The calendar can display any month between 1986 and 2999.

Users of NeoDesk 3 get the added benefit of being able to use CardFile as a NeoDesk Accessory. This allows you to place a CardFile icon directly on the desktop and open the accessory by double-clicking the icon. Plus, you can drag any CardFile address data file to the icon to open CardFile and automatically load that data file.

CardFile 3 is an excellent address book with some very useful appointment calendar functions as an added bonus. When used as a desk accessory, CardFile's ability to interface with your favorite word processor or other GEM-based software is a big plus.

This feature alone makes it well worth the $39.95 retail price.



Jan 1992

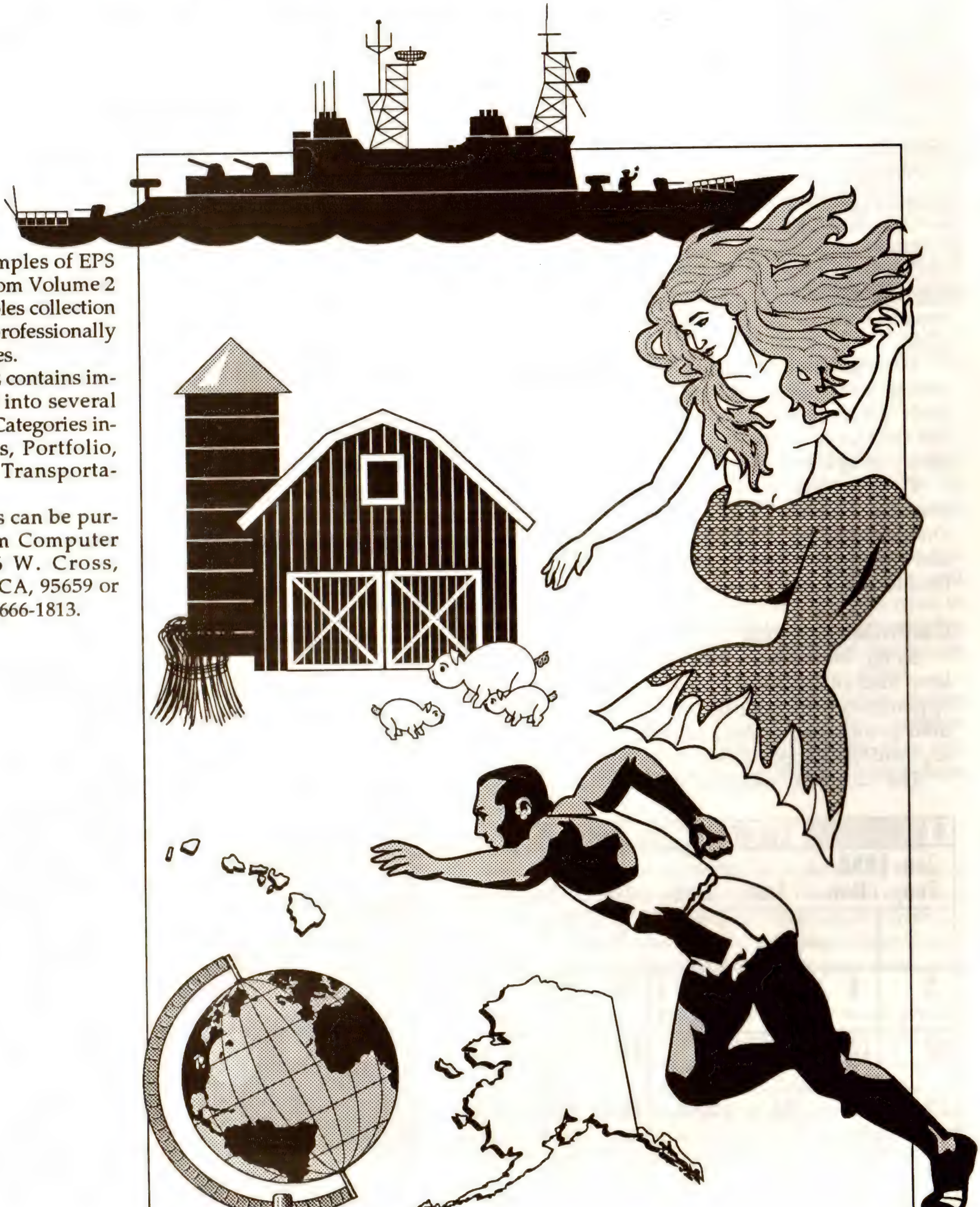
Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8 1 0 1	9	10	11
12	13	14 1 0 1	15	16	17 1 0 1	18
19	20	21	22	23	24	25
26	27 1 0 1	28	29	30	31	

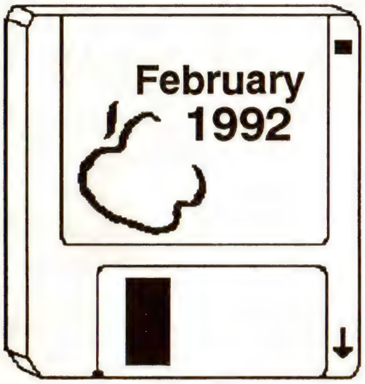
• DTP RESOURCE •

These samples of EPS clipart are from Volume 2 of the Clipables collection of over 600 professionally drawn images.

Volume 2 contains images placed into several categories. Categories include: Maps, Portfolio, Sports and Transportation.

Clipables can be purchased from Computer Safari, 606 W. Cross, Woodland, CA, 95659 or phone (916) 666-1813.





AIM Mac/Spectre Disk of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting archives. Just double click to extract!

Here is a short description of the files contained on the February '92 Mac/Spectre Disk of the Month:

Blender—Blender DA calculates the minimum number of steps necessary to produce a smooth transition between two colors in a PostScript blend, based on screen frequency, output resolution, and CMYK percentages of the end colors. Perfect for users of Freehand or Illustrator.

Cribbage—Want to play cribbage against the computer? Well, you have to be good to beat Precision Cribbage's Advanced mode. Beginners can get hints and view a histogram of the scoring odds of their card choices. Freeware.

FTF—A working demo of "First Things First," an excellent reminder/to do INIT from Visionary Software. It presents a small floating clock/calendar icon that zooms out to show your reminder lists.

FWPTrans—A shareware translation utility by Malcolm Taylor for converting First Word Plus files (including graphics) and .IMG files from the Atari ST/TT computer into Macintosh formats.

Gravitation 4.0—This educational game allows you to build your own solar system. Lets you explore the interaction of planetary bodies and gravity in a dynamic, visual way. Shareware.

GunShy—GunShy is a version of the popular commercial program Shanghai, a solitaire game played with Mah-Jongg tiles instead of cards. In GunShy, the traditional tiles have been replaced by Mac icons. The game supports color or B&W, and the icons are editable. Freeware.

Learning Stack—This HyperCard stack helps you discover your "learning style." Knowing your learning style can help you be a better student or employee. Teachers and work superintendants/managers can use this stack to better understand and help their students or employees.

QuickB—QuickB DA adds the fast CompuServe QuickB file transfer capability to almost every terminal program. Does both downloads and uploads. If you use CompuServe, QuickB DA is almost certain to save you money.

Scruffy—In this delightful arcade-style game, you play Scruffy the dog. You must get through 10 levels to rescue your girlfriend from the Martians. Don't forget to chomp down on those doggie bones, too! Great sound effects and animation.

SuperCon 1.1a—A conversion program written primarily for SuperPaint, SuperConverter 1.1a has lots of general purpose graphic conversion features. Converts LaserBit, TIFF and ThunderScan documents/graphics to TIFF, EPS, LaserBit or ThunderScan documents/graphics.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the February '92 Mac/Spectre Disk and which format when ordering.

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AIM ST/Mega Disk of the Month

All files on this disk are self-extracting archives created with Double Click's Self-Extracting ARC program DC SEA! Simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the February '92 disk. For more complete docs, see the text files contained in most of these archives.

BAKTRACK.APP— An automatic backup utility for user's of Tracker/ST. Quickly backup those important data files without copying unneeded files. FreeWare courtesy of Step Ahead and WizWorks. Written by Chet Walters.

CAPTHOOK.APP— Captain Hook is a shareware program that allows you to "unhook" resident programs to eliminate interference with other programs. It is especially useful for eliminating conflicts with MIDI programs, but will help with almost any kind of program conflict. Written by John Eidsvoog.

CLPBOARD.APP— The Atari Clipboard Configuration CPX from Software Development Systems lets you manipulate files stored to the Atari Clipboard. View IMG, TXT and .XIC files, plus a few other new features. Freeware. Requires XCONTROL.ACC.

FBIT.APP— Set Fastload bit on executable files, ACCs, hidden or system files, programs and even accessories you have renamed to ACX. Searches all folders on an entire disk or hard drive partition. NOTE: Setting the Fastload bit speeds up program loading under TOS 1.04 or higher.

FFU.APP— Checks to see if your TT or SST board has an MC68882 math co-processor present. If it is, FFU tests its effectiveness.

FPU_TEST.APP— Utilities to test if a MC68881 math co-processor is installed (e.g. on the AD-SpeedST board or the Atari SFP004 Math Coprocessor board). Tests co-processor's effectiveness.

KAOSDESK.APP— KAOSDesk 2.01 is a German desktop replacement with many features. An icon editor and lots of icons are included. The program and all docs are in English.

MSPYDEMO.APP— Demo version of CodeHead's MIDI Spy— the unique MIDI sequencer that records and plays in the background! MIDI Spy is always ready to record— just play a note on your MIDI instrument and MIDI Spy goes into action. It can also play a list of pre-recorded MIDI files while you use your computer for other things.

OUTBURST.APP— Demo of OutBurST, a program that reduces the time it takes PageStream to output to HP LaserJet and Deskjet printers. Printing time for a full page with an HP IIIP and AdSpeed is about 19 seconds compared to 47 seconds with FPPRNT or 300 seconds with TOS 1.4 alone. Demo version good for 3/4 of a page of output. Info for fully functional version included.

PGSCAL92.APP— 1992 Calendar for PageStream 2.1. All twelve months for 1992, using all stock fonts. Next month preview on each page.

SAT402.APP— Satellite tracking program version 4.02. Many options are provided for amateur radio satellite use or in visually observing satellites. Information is included where orbital data can be obtained from. Takes advantage of math co-processor if you have it, but one is not required. ST/Mega/TT compatible.

STDCAT50.APP— STDCat 5.0 disk cataloging program. Lots of new features including ability to catalog hard drives and improved catalog handling. Shareware.

SUPRCARD.APP— Super Card 1.3 is an excellent, flexible database from the UK. Lots of options and plenty of power. Records are held in memory, so the program is very fast. Shareware from B.Ware.

VANTERM4.APP— Version 4.0 of popular Flash-like terminal program VanTerm. Supports XModem, YModem, CompuServe B, Shadow background downloading and more. Latest version of DCOPY utility program included.

ZESTFMT.APP— Disk formatter program done in the ZeST style, but for ST medium resolution. Supports standard and extended formats on single or double sided disks, also verifies. GFA listing included, as well as a listing for the ZeST interface routines converted to medium resolution.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the February '92 ST disk when ordering.

We also have a special February '92 ST Games disk! Here is a short description of the files.

AMMOTRAK.APP— High speed graphic arcade racing game. Drive a rocket sled-type vehicle, Shoot at targets and drive through them to gain speed and fuel Not TT compatible. Color only.

DNGNLORD.APP— DungeonLord is a new PD D&D-type adventure with digitized sounds, excellent graphics and 10 levels to conquer. Color monitor and 1MB of RAM required.

KLATRIX.APP— Klatrix is a UK shareware game that combines the best of Klax and Tetris into one game. If you like either of those popular games, you'll love Klatrix. Color only. Not TT or Mega/STE compatible.

MAHJONGD.APP— Playable demo version of Mah-Jong Solitaire from Cali-Co Superior Software. The first five layouts are included. The complete game has 15 layouts. Runs in ST low resolution. Not TT compatible.

MAZE.APP— Find your way out of the 3-D maze generated by this program. Excellent graphics. Options include use of a compass and an "exit finder" dial. If you really get lost, you can take a peek at the entire maze, including where you are in it. Another great import from Germany. Built-in help is in English. Monochrome only.

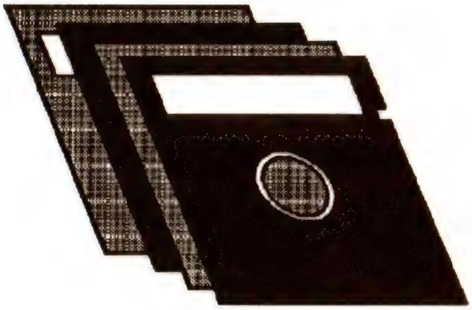
NOIDS100.APP— Latest, possibly final, version of Noids. Includes MKNoids, the game creator. Works best in ST low rez, but also runs in TT medium. MKNoids works in ST low rez only. Shareware.

PUSHBOX.APP— In this mono-only game from Germany you must push boxes to designated areas without boxing yourself in. Multiple play levels. Program is completely in English.

RREPAIRS.APP— This demo of Robot Repairs Inc. from Outland Quest Software lets you play the first level of the game. In this arcade-style game you work in a robot repair shop, fixing problems and squashing bugs against the clock.

This Games disk is *not* part of a normal ST disk subscription. If you are a disk subscriber, the special Games disk must be purchased separately. Please specify the February '92 ST Games disk when ordering.

AIM
Atari Classic (8-bit) Disk
February, 1992



Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the February '92 8-bit disk:

SIDE 1

ANSITERM.ARC—ANSITERM 0.2b by Robert Sinclair. A stand-alone IBM terminal emulation program for the Atari 8-bit. Shareware beta version. NOTE: This program should only be used for connecting to ANSI-compatible BBS systems. Because the program is in beta testing, there are some bugs in this software, but ANSI emulation does work.

CARDTRIX.ARC—Maintains a database of recipes, magazine articles, etc. on 3 x 5 index cards. Requires XL/XE and an Epson-compatible printer. Written in BASIC.

BULLET.ARC—Can't get enough of the Coor's Lite theme song? Here's a nice little graphics/music demo to help you get your fix. Don't forget to sing along!

JR1.ARC—JR Games Collection #1! BASIC programs in this ARChive include California Lottery, JR Quest and JR Dots.

MONTANA.ARC—High quality strategy solitaire card game. Features multiple Undo and Redo, Instant Replay, Statistics and more! 100% assembled machine language.

MYJONG.ARC—My Jong by Bruce Fish is a version of the Mah-Jongg solitaire board game written in compiled ACTION. This game provides a 3-D perspective and allows several options to tailor the game difficulty. An excellent adaptation of a very addictive game.

SIDE 2

BROWSER.ARC—A hard drive menu program and a WHOLE lot more. Browser can display picture files, play digitized ASP sounds and much more. Great for cleaning up your HD directories. Very much like the menu programs that run on bigger—but not necessarily better—personal computers. Written by Tom Hunt.

WEDG21.ARC—Latest upgrade of Ed Bachman's superb WEDGE for SpartaDOS 3.2d. Adds 20 very useful commands to SpartaDOS such as PEEK/POKE, DEC/HEX, READ, WHAT (file type), RENDIR (rename dir), VIEW (arc files), PURGE (prompted ERASE), FIND, ez FORMAT (ala SDX), and much more. Hooks to external files in extended memory, plus Resident MIO commands. Requires XE or XL with at least 128K of RAM (*stock* XE will lose ramdisk).

XYMODEM.ARC—Extremely useful program for sysops of BASIC BBSes. Written by Trent Dudley in 1987 (author of Amodem 7.50), the BASIC code in this ARC allows for transfer of files using either XModem or YModem. It can transmit or receive files; the subroutines are in clean machine code and they are FAST. Turn screen off during block I/O for even faster transfers. Easily modified for YModem Batch.

Readers can purchase this disk from the local AIM participating user group or by sending $6 ($5 +$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the Feb. '92 8-bit Disk when ordering.

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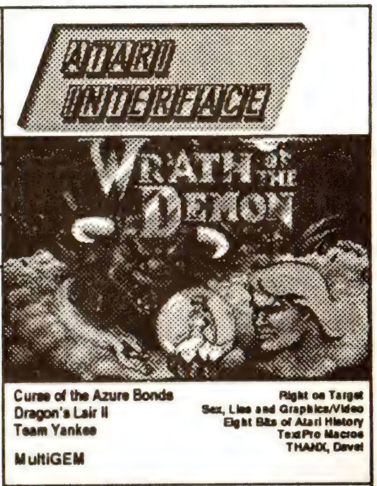

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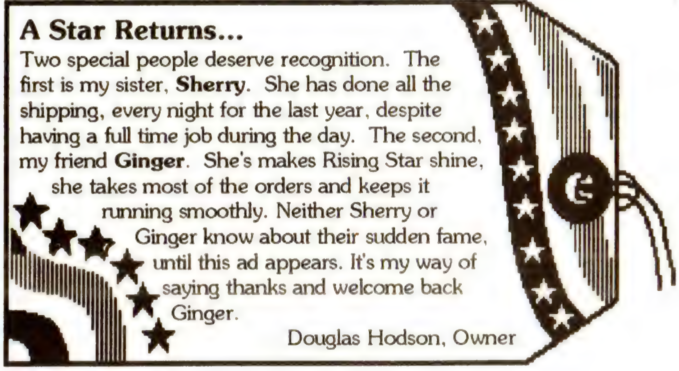

A Star Returns...

Two special people deserve recognition. The first is my sister, **Sherry**. She has done all the shipping, every night for the last year, despite having a full time job during the day. The second, my friend **Ginger**. She's makes Rising Star shine, she takes most of the orders and keeps it running smoothly. Neither Sherry or Ginger know about their sudden fame, until this ad appears. It's my way of saying thanks and welcome back Ginger.

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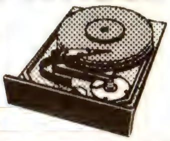

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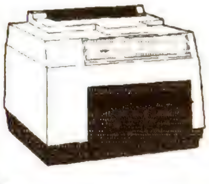

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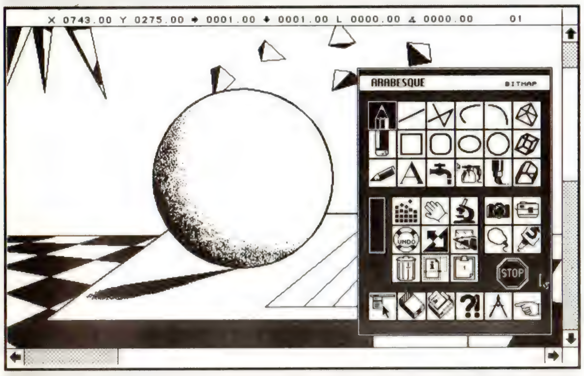
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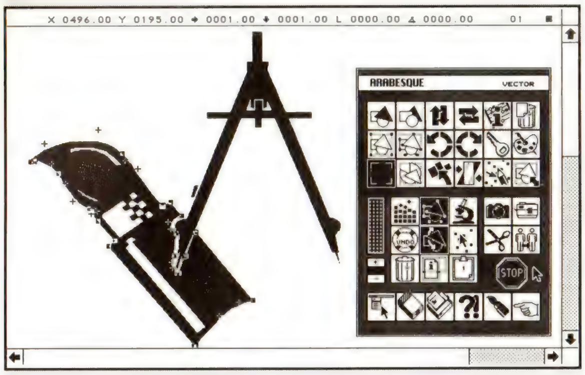
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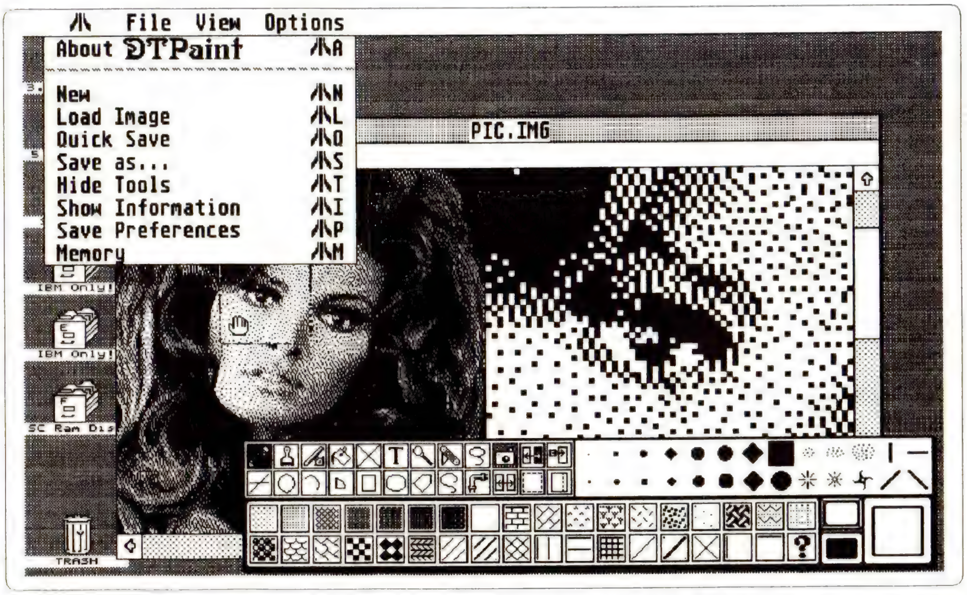

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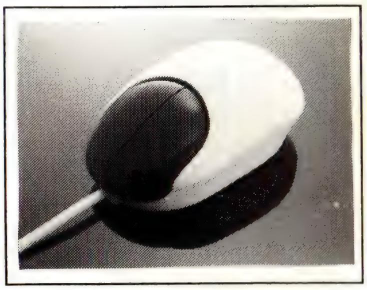

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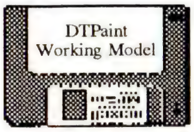

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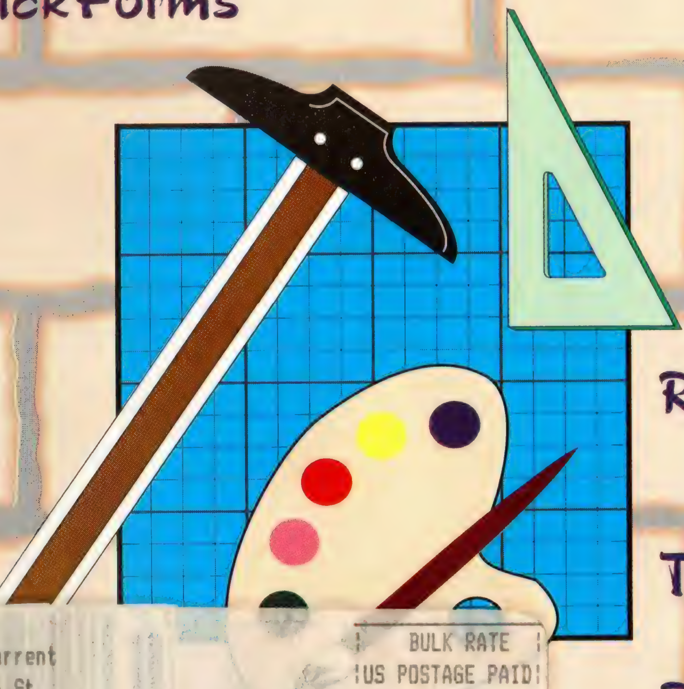

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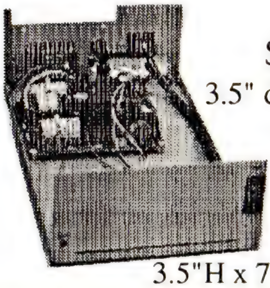

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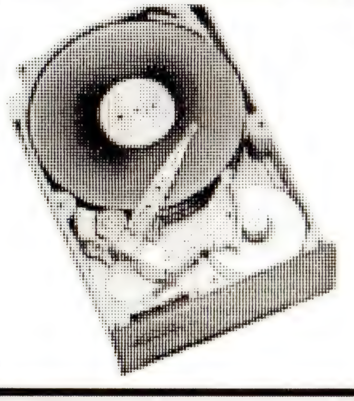

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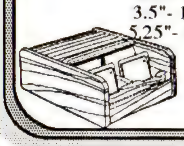

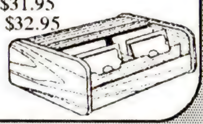

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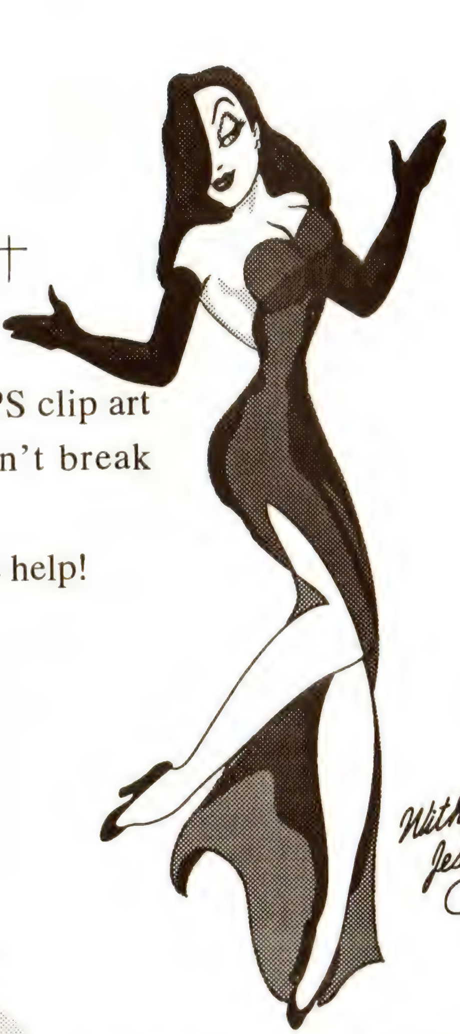

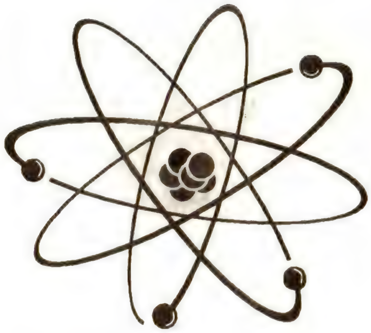

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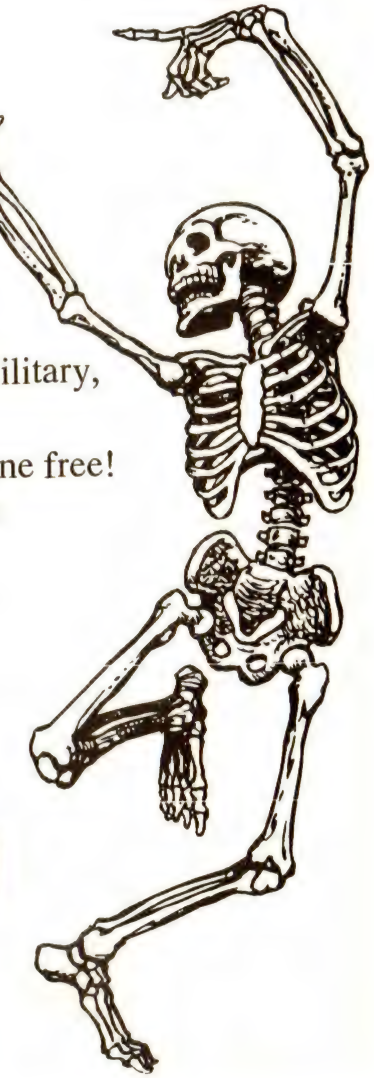

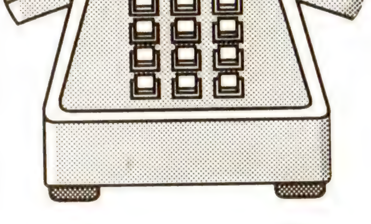

ATARI INTERFACE

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Editorial Ramblings

The focus of this month's issue is Desktop Publishing, one of the areas Atari has recently focused on for increased US support. The other major niche market for Atari is MIDI music. While they had been letting their US inroads in this market deteriorate in the recent past, indications are that Atari is once again moving strongly in the music industry. For details, read the Bulletin Board column in this issue.

Club response to our new format for the club listings has been overwhelmingly positive. This month, we've adopted yet another suggestion from a number of clubs. The clubs are now organized in the back by state, making it easier for readers to find local user groups.

In the next few months, we expect the number of Participating Clubs to break the 100 mark! (We're currently at 94 and many more clubs have recently contacted us.)

We've gotten a few calls from purchasers of recent ST Disks of the Month who have experienced a couple problems with the DCSEA self-extracting archives. First, not all the files contained in some of the archives are being extracted. This seems to occur whenever files of a certain size are encountered. To get past this problem, simply re-extract the files to the same path and answer "n" when asked if you want to overwrite the files already extracted.

The second "problem" is that DCSEA reports that very large files fail CRC check when extracted. The solution to this one is simply to *ignore* this warning. The files are perfectly fine and run without error.

Thanks to the guys at Suzy.B.Software, a PD mail-order firm that also uses DCSEA on their disks, for first bringing the CRC bug to our attention so we were prepared when disk purchasers called us. Suzy.B has already contacted Double Click about the problem, so hopefully a "permanent" solution isn't all that far away.

Bill & Pattie Rayl

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Volume 4

Your Connection to the User Community

March 1992

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On the Cover

DTP Building Blocks:

Graphic background from Soft-Logik's Image Club collection.

Clip Art from Computer Safari's Clipables collections.

Converted Mega ST system, courtesy CodeHead's Avant Vector.

From The Reader's Viewpoint

Dear AIM:

In response to Jerry Bridgman's article "Shaded 80-Column Fonts," I'd like to answer a couple of his questions.

First, "How is it possible for the XEP-80 to produce a higher resolution mode through the joystick port."

It doesn't matter whether it is through the joystick port, the SIO port, the PBI port or as a mode in the computer. The normal video output only has 320 dots across the screen. The XEP80 *hardware* does 640.

Divide by 80 and you get 8 dots per character, same as the standard 40-column mode. The 8-bit hardware can't generate anything higher, as this would require at least 16K of RAM, the total memory in the early models (and it would need a video oscillator twice the current speed, or 7.16 MHz).

The second reply has to do with saving RAM for a character set under BASIC and running into a screen display problem with Turbo BASIC.

The problem is not with the language, but the hardware. Jerry is trying to open a Graphics 15 mode screen. This takes 8K of RAM for the screen and display list. The Antic processes data to be displayed, but it can only count up to 4,095. This means it can't count over any 4K boundary. A "Load Memory Scan" command must be used to restart Antic at the next 4K boundary.

Since the OS is written to set up the screen on 4K boundaries, dropping the safe RAM by 1K won't work. If someone needs safe RAM when using an 8K screen, they lower RAMTOP(106) by 16 pages (with Atari BASIC, this changes to 144 pages). The 4K space is then used for GR.0 screens, character sets, data and assembly routines. You can even locate Player/Missile graphics data there.

Or, you can set up GR.15, then lower location 106 to 124 and put the font under the Graphics screen at Page 36, all in safe RAM. All of these numbers are different for Turbo BASIC as it loads into low RAM as a program rather than high RAM as a cartridge.

The original 8-bits had two plug-in cards—the Bit 3 (excellent) and the Austin-Franklin (excellent, but it overheated). The XEP-80 is the only full view type I know of for the XL/XE.

When I write software, I generally use multiple screens to get around not having 80 columns. This is usually fine, as the 40-column screens are easy to read and the user is not faced with too much data to sort through.

I use Paperclip for word processing, since it lets me work in a 40-column window on a virtual screen up to 132 characters wide. The preview window lets me scroll around the whole page.

Rick Detlefsen,
Austin ACE

Dear AIM:

Hi! I'm a German exchange student living in the USA for a short period of time (till next July) to improve my English. I'm also a great Atari ST fan and member of a famous German Atari ST Demo Crew (named S.B.F.).

Where I'm coming from, the PC (IBM and compatibles) is becoming the number one computer. The Atari ST and Commodore Amiga are sharing 2nd place, followed by the C-64. In Europe, we have a real ST scene, especially in France, the UK and Germany. Europe is still a very good source for high quality software like games, professional tools and great Public Domain software.

About S.B.F., we are one of more than a hundred groups all over Europe well known for their demos. By demos, I don't mean demos of application programs like 1ST Word Plus or Tempus... we're making demos to show what the Atari ST really can do, without additional hardware. You only need an ST and a color monitor.

Some examples include perfect vertical and horizontal hardware scrolling, 4096 colors at the same time on the screen and 4-channel (stereo) sound like the Amiga!

You ever heard about the Overscan hardware modification which makes it possible to use the full screen of the monitor without the ugly borders? Nowadays, good demos are showing this is possible without expensive hardware.

All this and much more is happening with Assembly language and a very good knowledge of the internals of the ST. We, the S.B.F., are swapping a lot of this demo-stuff and other very good PD software (also made by Demo groups). For example, we have an excellent 4-channel stereo soundtracker and more than 100 disks filled with all kinds of digital music for this soundtracker.

We want to spread this PD software without making a profit because one of our goals is to show other ST users what STs can really do so they stay interested and don't change to other systems. It's really fun to collect these demos. Most of them are pretty good entertainment, because it's an embarrassment for a group to produce a boring or badly made demo.

My big request to all ST owners in the Melbourne, Florida, area is to contact me and help spread this software, because I didn't have the chance to bring my ST to the US. If anyone can help me, I promise you the newest demos and other very good PD software for *free!*

My address is Heiko Rödelsperger, c/o Konig family, 655 Ebony St., Melbourne, FL 32935.

Dear AIM:

I'm a devoted Atari 8-bit user who recently discovered your quality publication through my local user group, SDACE. I was a member of SDACE some years before, but I allowed my membership to lapse when the group began to orient itself to the 16-bit machines.

Late last year, I read an article about SDACE in a local computer magazine which mentioned the existence of your publication and its articles of interest to Atari 8-bit users. I have since rejoined SDACE and am now pleased to receive AIM through my membership. It has helped to fill in the void left by the demise of Analog and Antic magazines.

I am very impressed with your efforts and am writing to inquire as to the availability of back issues. I am interested in obtaining back issues because I feel AIM will be a worthwhile addition to my collection. If back issues are available, please give me any information I need to order them, such as price and issues available. Thank you.

Jim Thompson
San Diego, CA

[Eds: Jim—We're pleased that you like the magazine and that we helped reunite you with your local user group. As for back issues, we do have some, but not all of our past issues are available. We're (slowly) putting together an inventory of what is available (including Michigan Atari Magazine issues back to December 1987). Along with this, we are doing an index of all articles appearing in those issues. As soon as these monumental tasks are completed, we will be sending these lists to you (and others who have requested it). Then, you can order back issues from us for what is available or xerox copies of articles in magazines not on the back issue list.]

Dear AIM:

I have just finished reading my first copy of Atari Interface. As one who will probably never go beyond an 8-bit computer, I was pleased to see the large amount of space devoted to the classic Atari. My only objection is that most of the information concerns games and expansion.

Many times I have visited offices and looked at an expensive computer system with the cursor winking at the operator. If I ask what the machine will do, they usually show me one program that they punch up and tell me how they use it. Beyond that, they know nothing about the use of the machine.

I purchased my 800XL because when I visited a user group, I found that several members were using their equipment to run a business.

I have adapted my equipment for use in running several small water systems. There are several thousand of these systems in operation that should be using the same computer system. I have made several presentations to this effect, but no one has ever followed up on the leads I gave them.

I would like to see Atari Interface publish reports by individuals who are using the Classic for business.

My Classic contains two XF551 drives. I have obtained SpartaDOS X and several other DOS programs to use these drives, but to date, none of them have worked to my satisfaction. Can anyone suggest a DOS that is as simple to use as 2.5 that can be used with the double sided capability of the XF551?

Harry Wolferth

[Eds: If you're looking for a menu-based DOS fully compatible with DOS 2.5, MyDOS is an excellent choice. It's available on the online services and many BBS systems or user groups. The author is Bob Puff, president of CSS, and you can contact him directly at (716) 586-5545.

ATTENTION 8-BIT USERS!!!

Do you bemoan the loss of *ANTIC* and *ANALOG?* Do you wish there were still an *8-Bit only* magazine just for the "classic" Atari 800/XL/XE machines? Are you depressed about the decline of 8-bit coverage in *CN, AIM* and *Explorer?* Would you be willing to pay $25/yr for an 8-bit magazine if it were available?

A dedicated band of 8-bit enthusiasts is exploring the possibilities and *invites* you to participate!

For a FREE information packet, send your name/address to:

Jeff McWilliams, Campaign Coordinator
2001 G Woodmar Dr.
Houghton, MI 49931-1017
GEnie:J.MCWILLIAM3
INTERNET: JJMCWILL@MTUS5.MTU.EDU

POSTAL addresses only, please

ATARI BULLETIN BOARD

Greg Pratt, President of Atari's Computer division, resigned in January from his position at Atari to join up with Creative Labs, maker of the Sound Blaster card for PC systems. Don Mandell, VP of Sales, has taken over most of Pratt's responsibilities. According to sources at Atari, Pratt's leaving should in no way adversely affect Atari's current growth efforts.

Atari has officially announced the signing of a deal with the General Electric Service Center network. Through this agreement, Atari owners will be able to have their computers repaired at GE Service Centers across the US and Canada. Product service programs are currently being developed jointly by Atari and GE and are expected to go in effect sometime in March. The program will service MIDI musicians and dealers, as well as provide for mail-in service with 1-day or 10-day turnarounds. There are 250 GE service centers in the US and Canada.

TOS and 1.44MB Drives

Bill Rehbock announced that Atari is making all of the released TOS development information available for purchase by the general public. "We are making the kit available to fulfill the needs of programmers who already have purchased a third-party development package, Atari owners who are curious about the 'nuts and bolts' of the operating system, and anyone else who wants to have a detailed understanding of TOS software development," Rehbock said.

Users can purchase the entire documentation package for $150. This includes one year of technical support from Atari via the private Atari Developer RoundTable on GEnie (online time costs not included), six issues of the bi-monthly developer newsletter ATARI.RSC and one year of ongoing developer kit upgrades. If you wish to renew after one year, the fee is only $40.

For information on only certain aspects of Atari TOS computers, Atari is also selling sections of the documentation separately. Everything from back issues of the developer newsletter (since 1985) to release notes for the new STBook is available. For more information, contact Gail Bacani at Atari Corp., 1196 Borregas Avenue, Sunnyvale, CA 94086, phone: (408) 745-2022.

TOS 2.06 chips are now shipping and dealers should have them by the time you read this. For Mega/STE owners, the upgrade is as simple as taking the old TOS chips out and popping in the new ones. A few STE owners may have a slightly more complicated installation.

Atari's Bill Rehbock said,"These are 32-pin EPROM packages. There are some STEs with 28-pin masked ROMs that are either soldered in or in 28-pin sockets that will have to be removed and 32-pin sockets [must be] installed. I am giving advanced notice to dealers and users so that people aren't surprised when they open up their STE to 'pop the chips in.' A very good percentage of STEs in the field have the 32-pin EPROMs, and it will be just a swap. When going from the 28-pin package to the 32-pin package, there are solder pads that need to be altered. Instructions will ship with the ROMs."

Retail pricing on the two chip set is $60. (Owners of ST and Mega computers who wish to upgrade to TOS 2.06 should contact CodeHead Software to purchase their TEC board. Call them at 213-386-5735 for details.)

High density (1.44 meg) floppy drive kits are also now shipping from Atari for MegaSTE and TT owners! The pricing is $139 for the MegaSTE and $149 for the TT. The kits include 1.44MB floppy drive, Atari's AJAX high density controller and the corresponding TOS, either 2.06 for Mega/STEs or 3.06 for TTs. For more details on the TOS or disk drive upgrades, contact your local Atari dealer.

Atari Music

Atari announced at the NAMM show that it has formed a new business division, called Atari Music. This division is headed by James Grunke and indicates Atari's serious commitment to building a better relationship with MIDI developers and retailers. Public relations for Atari Music is being handled by D.K. Sweet.

James Grunke stated, "This division consists of a cooperative group of dealers, developers and sales representatives. The function of this group will be marketing, sales and development support. The first salvo we're firing is the FOSTEX Co-op ad. This co-op ad combines C-Lab, Dr.T's and Steinberg/Jones along with FOSTEX and Atari in a major advertising, Public Relations and sales effort."

FOSTEX Support

The deal with FOSTEX is an important one which breaks new ground for Atari in the MIDI industry. Using FOSTEX multi-track recorders, Atari computers can now be used—via sequencing programs—to control all the recorders functions from *within* the sequencing environment.

Steinberg has upgraded its CUBASE sequencing software to use the remote control capabilities of FOSTEX's G16 and G24 multi-track recorders. CUBASE now can control not only the basic G16/G24 tape functions like play, start, record, fast-forward and rewind, but you can also auto-locate to any position, program punch-in and punch-out markers, strip SMPTE to tape and put tracks in and out of record.

Not to be outdone, C-LAB Software announced integration between Notator/Creator 3.1 and the new FOSTEX machines. Notator/Creator, with over 60,000 users worldwide, is available exclusively for the Atari series of coputers, and provides integrated realtime sequencing and notation capabilities. With version 3.1, the analog recording of vocals, guitars, bass and more become controllable via the digital world of realtime MIDI sequencing. Once connected, the user need never touch the FOSTEX recorder again, except to change a reel of tape.

C-LAB Software is distributed in the US by Ensoniq Corp. For more information, contact them at 155 Great Valley Parkway, Malvern, PA 19355 (215) 647-3930. Steinburg/Jones is at 17700 Raymer, Suite 1001, Northridge, CA 91325, phone: (818) 993-4091.

Also announced at NAMM was the formation of the Music Developer Council, apparently to combine efforts with marketing and development directions.

James Grunke added, "Another major, significant development is Mike Groh's organization of a National Sales Force. This will be a major benefit to all the Atari Community. Many of the reps have extensive music and pro audio backgrounds. And we're looking to cross pollinate DTP and other markets within the music channels."

Calamus SL

ISD Marketing has announced the release of Calamus SL. SL marks the transformation of Calamus from a desktop publishing program to a DTP environment. With its new modular design, Calamus puts you in the center of an ever-expanding universe of DTP tools.

The modular concept means you can purchase exactly what you need today, with the knowledge that additional modules are available when and if you require them.

The basic Calamus SL package contains a new 600-page manual and eight standard modules. For a limited time, ISD Marketing is bundling the PKS Write wordprocessor module and Raster Generator graphics module with the package. Additionally, ISD will throw in two AGFA Compugraphic font families—CG Times and CG Triumvirate (or equivalent if you already own those).

Available for separate purchase are the Speed Line (auto-tracer), Color Separation and Vector Graphic Editor modules. Speed Line brings monochrome autotracing to Calamus, converting raster images into vector graphics and costs $49.95. The Color Separation module supports CYMK, CMY and IHS color separation, as well as the ability to support new models such as Pantone, HKS and Truecolor, once available. This module costs $49.95. The Vector Graphic Editor module allows creation and editing of monochrome or color vector graphics, editing of polylines for irregular text flow and more and costs $99.95.

Calamus SL has a retail price of $795. Registered Calamus 1.09N owners can upgrade for $200. For more information, contact ISD Marketing, 2800 John Street Unit # 15, Markham, Ontario Canada L3R 0E2, phone: (416) 479-1880.

Crazy Dots

Gribnif Software has announced they will soon be selling the "Crazy Dots" video display adapter, developed by TKR in Germany, for the Atari Mega ST, MegaSTE, and TT. The card supports resolutions up to 1,664x1,200 pixels, and can display up to 256 different colors (from a palette of 16.7 million colors) or gray levels at once. A variety of VGA and Multi-sync monitors can be used with the adapter. A "Video Application Slot" allows for future expansion options such as Genlocking and Truecolor display.

Crazy Dots is available in two models. The Megabus model is designed to fit into the original MegaST computers and costs $949. The VME model for MegaSTE and TT computers is available for $999. Gribnif Software, PO Box 350, Hadley, MA 01035, phone: (413) 584-7887.

New Taylor Ridge Book

Taylor Ridge Books has announced release of The ST Assembly Language Workshop, Volume 1. The book is a novice's guide to assembly language programming on the Atari ST line of computers and is written by Clayton Walnum, author of C-manship Complete.

The 260-page book covers the basics of assembly language programming, programming style and technique, a complete 68000 instruction reference and more. Volume 2, scheduled for release later this year, will cover GEM programming and Volume 3 will tackle various advanced topics.

The ST Assembly Language Workshop, Volume 1 comes with a disk containing all sample programs and assorted additional files. It is priced at $24.95, plus $3 shipping and handling. Taylor Ridge Books, PO Box 48, Manchester, CT 06040, phone: (203) 643-9673.

CorCom Folds

CorCom Software Products, producer of Abbreviator ST, has closed their doors. Rather than let a good product die unsupported, Kyle Cordes has turned marketing of Abbreviator ST over to It's All Relative. IAR is the producer of It's All Relative, a popular geneology program for the ST. IAR, 2233 Keeven Lane, Florissant, MO 63031.

ST Informer Split

Most of the ST Informer staff has left the magazine to create a new publication, called Atari Advantage. Apparently, the dispute was over who actually owned ST Informer. Brian Gockley, of Computers Etc. in Connecticut, has replaced Mike Lindsay as ST Informer's Editor-in-Chief. The first issue of ST Informer with the new staff has already been released. Informer has changed to standard magazine format rather than its old tabloid newspaper format, but is still printed on newsprint (similar to AtariUser).

As for Mike Lindsay and the other former Informers, Atari Advantage is scheduled to go to press on Feb. 15th. Atari Advantage is offering a free sample copy to anyone who writes them at Atari Advantage Magazine, P.O. Box 803, Merlin, OR 97532. Subscription rates to Atari Advantage are $22. Call (503) 476-3578 for details.

Right on Target

David Plotkin
Contributing Editor

As with anything else, you need to learn how to be an effective desktop publisher. This takes training and practice.

When I was a teenager in the 1970's, I was a member of an Explorer Post in Monterey, California. For those of you who aren't aware of it, the Explorers are part of the Boy Scouts of America. They are older scouts interested in directing their efforts at some special skill or specialty. In the case of Explorer Post 70, the specialty was photography.

To raise money, each summer "Photopost" 70 did a yearbook for the local Boy Scout camp where I taught survival skills and archery. We would get pictures of the various activities around camp and group shots of all the Boy Scout troops who came up to stay a week at the camp. We took orders all through the summer from the scouts. Several weeks after the end of the summer camping season, we would mail out the yearbooks to our customers.

Those weeks between the end of camping season and the mailing out of the yearbooks were extremely busy, as we put together the yearbooks and got them printed. Since I was one of the officers of the Post, a lot of that work fell to me. It was my first exposure to publishing, and it wasn't a whole lot of fun.

Not only did we have to develop and print hundreds of pictures, but we had to borrow time at a printshop to use their light-tables. These are large translucent sheets of glass with a light behind them. It was on these tables that we did our paste-up. We would laboriously type out the text in columns, then arrange it on the page and paste it in place.

Of course, sometimes we "missed" when we set up the column widths and would then have to retype the text in narrower or wider columns. Once this was all done, we had to paste everything together, page after laborious page.

The whole process was time-consuming and tedious. I remember wondering at the time whether it was worth it—there must be an easier way to earn money! Selling candy, maybe.

Obviously all this took place before the advent of personal computers. The phrase "desktop publishing" came about to describe the process wherein almost everything that had formerly been done by hand could now be done by computer. Desktop publishing allowed the computer to do the tedious and laborious (there's that word again) parts of the layout, while you concentrate on the creative portions. Changing a layout, narrowing a column, moving a chunk of text from here to there became a matter of point-and-click.

People who have come on the publishing scene since the early 80's take this sort of thing almost for granted—those of us who tried publishing prior to "desktop" publishing know just what an incredible boon computers are.

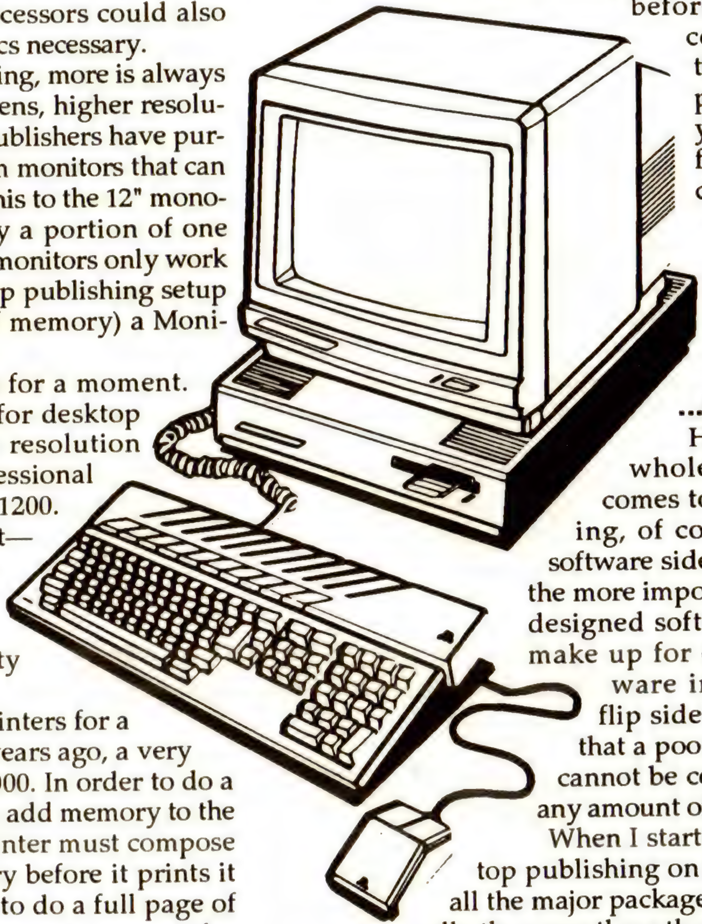
Hardware...

As with many other tasks that have been computerized, desktop publishing has proceeded through a number of phases, and we are by no means done yet. The phases could, in large part, be measured by the power of affordable computers and the capabilities of affordable printers.

With the early 8-bit computers, such as the Atari 400/800/XL/XE series, desktop publishing was pretty limited. You could select some fonts and lay out single pages for posters and cards, but multiple columns and other sophisticated effects were out of reach. Software such as Typesetter, Pagemaker and The PrintShop were available to do page layout.

The next big phase came about when computers took the big jump from 8-bit processors (such as the 800's 6502) to 16-bit processors (such as the ST's 68000). Not only did the processing power of these new machines allow for the massive calculations necessary to handle things such as graphics and multiple columns, but the new processors also could address much more memory.

Desktop publishing requires large amounts of memory to hold the information and display it on the screen looking as closely as possible to the way it will print out. The more powerful processors could also handle the higher resolution graphics necessary.



Of course, with desktop publishing, more is always better—more memory, bigger screens, higher resolution, more fonts. Serious desktop publishers have purchased the bulk of the 19" Moniterm monitors that can show two pages at once. Contrast this to the 12" monochrome monitor, that shows only a portion of one page at any given time. Moniterm monitors only work with Megas, so a typical ST desktop publishing setup consists of a Mega (with 4 meg of memory) a Moniterm monitor, and a laser printer.

Let's talk about laser printers for a moment. Lasers are really the *only* choice for desktop publishing. Their 300 dots/inch resolution looks almost as good as the professional typesetters such as the Linotronic 1200. They are also generally pretty fast—though they slow down considerably when you add graphics to a page. However, they are faster, quieter and of higher quality than dot matrix printers.

The real problem with laser printers for a long time was their cost. Several years ago, a very basic laser printer cost around $2000. In order to do a lot of graphics, though, you had to add memory to the printer. This is because a laser printer must compose the entire page in its own memory before it prints it out. About 2.5 megs is necessary to do a full page of graphics at 300 dots/inch. The laser printer must also have its own microprocessor. This cost put a real laser out of the reach of most Atari desktop publishers.

Then Atari came along and announced a "low cost" laser printer. They got the cost down by using the microprocessor and memory in the ST instead of duplicating these items in the printer.

As with most of the rest of Atari engineering, they got it *almost* right. The problem was that, with this design, the Atari laser printers can work only with Atari computers. Then, there was the nonsense that the laser printer had to be on all the time, even when you weren't using it. And, of course, they could only work with Megas with lots of memory, of which there weren't that many around at the time.

At any rate, there was a lengthy delay between announcement and delivery of the laser printer—just long enough for the cost of other laser printers to come way down. This occurred because of a number of manufacturing advances that lowered the production costs of these printers as well as the fact that both memory and microprocessor costs took a sudden nosedive.

Today, you can buy a fully equipped 8ppm laser printer for under $1000. The HP DeskJet (quiet, 300 dots/inch, but slower than a laser) sells on the street for $399. The advantage of an HP laser over an Atari is the fact that you can hook other computers up to it and it works with 1 and 2 meg Ataris.

It also frees up your computer to continue working before the printing is complete because the printer does the page set up outside your ST. Drivers for HP and HP compatible lasers are available for all ST Desktop publishing packages available today.

...and Software

Hardware is not the whole picture when it comes to desktop publishing, of course. In fact, the software side of things is by far the more important. An elegantly designed software package can make up for quite a few hardware inadequacies. The flip side of this, though, is that a poor software package cannot be compensated for by any amount of hardware!

When I started out doing desktop publishing on the ST, I looked at all the major packages. There were basically the same three then as there are now: Timeworks Publisher ST, Soft-Logik's PageStream and Calamus. My choice was Publisher ST—it combined an ease of use that Calamus lacked with a stability (no crashes) that PageStream couldn't touch.

But, where Publisher ST has been unchanged in the years it has been available, the developers of Calamus and PageStream have continued to improve their packages, adding features, fonts, graphics, etc. Both are now powerhouse packages. PageStream in particular has advanced to the point that there are things that are impossible or difficult to do with other packages (including Mac and PC packages) that PageStream handles with ease. I will not go into the details here (this is covered very well in other places in this issue of AIM), but it is this software excellence that has brought the ST to the forefront of desktop publishing and kept it there.

Other Considerations

As the ST and its more capable brother, the TT, have matured, there has been a general advance in the level of power present in the desktop publishing community. No longer is the "normal" computer a 520 or 1040. Two meg and 4 meg (and bigger, with the TT) machines abound. So, too, do accelerators, with the new 68030 accelerators starting to take a real foothold. What this advancing level of power has done is make it more reasonable to write and market software that requires the extra power.

Examples of this abound. The new scanner software makes it possible to bring in graphics for use in your publications. But the hardware and software necessary to handle 300 dots/inch greyscale graphics (such as photos) is considerable. Another example is Migraph's OCR (optical character recognition) software that requires 2 meg just to work. OCR software takes scanned images of text (which is just graphics to the computer) and attempts to convert those graphics into actual ASCII text. Over the last few years OCR has gotten better and better, and the price has come down to be within reach of the average desktop publisher. OCR is a boon to people who need to bring in blocks of text where the only version is a paper copy.

Some of the new graphics manipulation software that is being imported from Europe lets you convert between graphics format (such as bit images to vector) as well as do sophisticated drawings. CodeHead's Avant Vector is a good example of this. Again, significant amounts of memory are needed, and it doesn't hurt to have a fast processor either. As I said earlier, however, these commodities have become less and less rare in the ST community at large, and in the desktop publishing community in particular.

I have one last thought to leave you with before turning you loose. There is a critical piece that goes with desktop publishing that has nothing to do with either hardware or software. That piece is expertise—"knowhow."

Don't be under the impression that you can become an expert desktop publisher by buying the hardware and software. You can't. In fact, you may have seen the work of people who erroneously believed this to be true. As with anything else, you need to learn how to be an effective desktop publisher. This takes training and practice. The computer—whether an ST or another one—is just a tool to automate the difficult and tedious parts of the job. It is no more a substitute for knowing what you are doing than having a word processor is a substitute for being a good writer.

See you next month!

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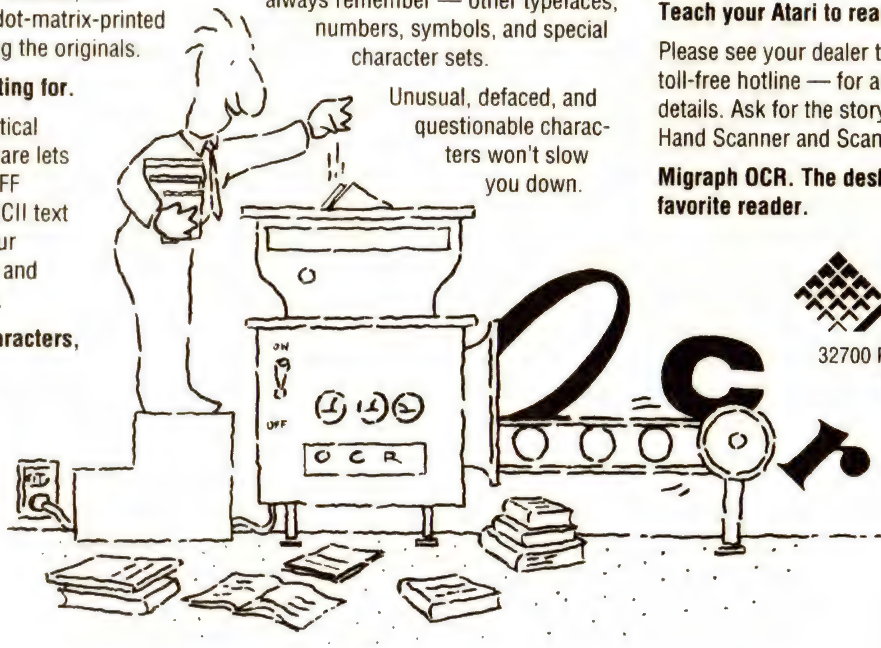

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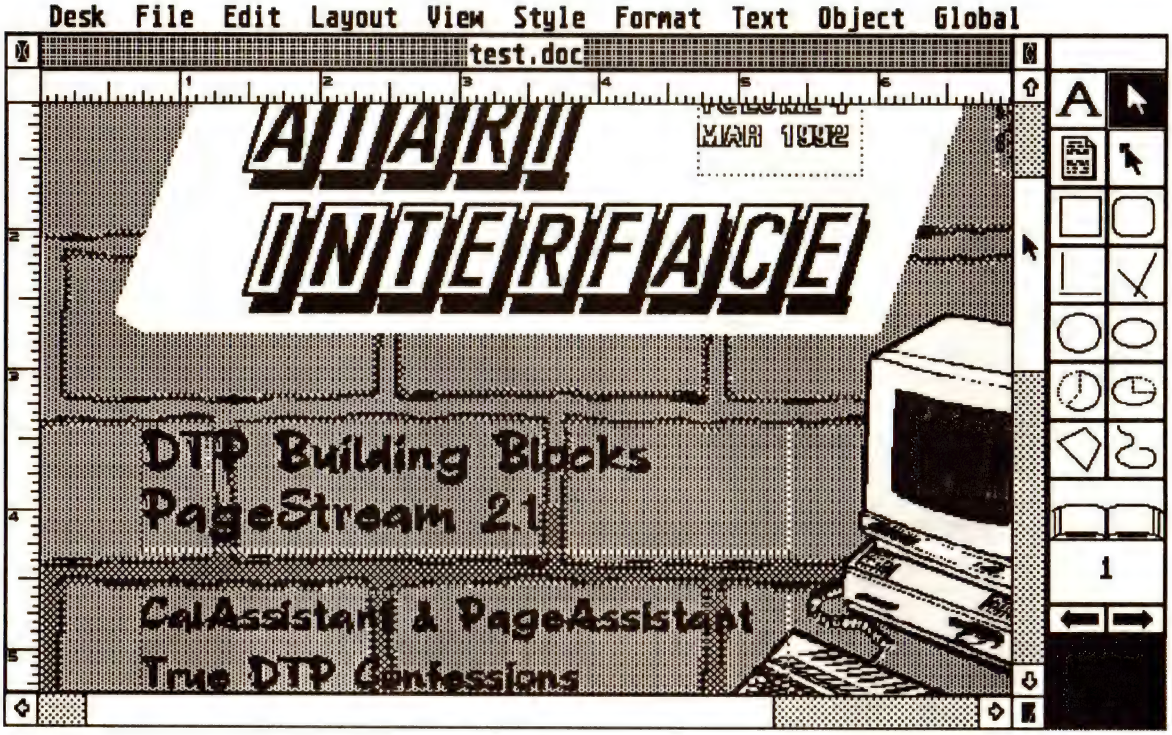
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PageStream 2.1

Patricia Snyder-Rayl

An issue about DeskTop Publishing (DTP) wouldn't be complete without an article about a DTP package. This article deals with Soft-Logik's PageStream. While ISD Marketing's Calamus SL is now shipping, we have not yet received it. Hopefully, there will be a review of Calamus SL in a month or two.

As old Atari ST owners know, Soft-Logik's DTP program was originally called Publishing Partner. As clunkly as Publishing Partner looks today compared to PageStream, it was a revolutionary package. Bill and I cut our "DTP teeth" and first started publishing Michigan Atari Magazine (the precursor to the magazine you're now reading) with it.

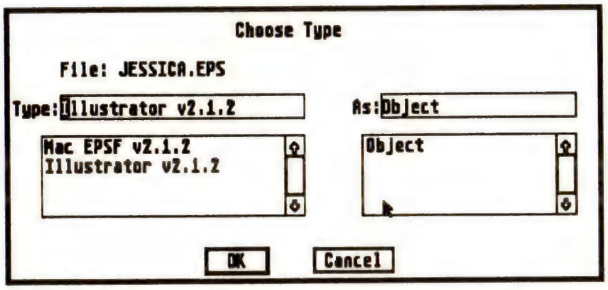
PageStream has come a long way from Publishing Partner! PageStream 2.1 allows users to print PostScript fonts and clip art to non-PostScript printers, use Adobe Type 1 and Compugraphic fonts, bleed objects off the page and a whole lot more!

PostScript Fonts and Clip Art

The biggest improvement over PageStream 1.8 is the addition of Type 1 and Compugraphic fonts. This means Atari owners can now choose from literally thousands of IBM and Macintosh PostScript fonts. There are hundreds of sources for both commercial and public domain/shareware Adobe Type 1 fonts—available on CD ROMs, removable media and floppy disks, not to mention online services. (As an aside, when Atari releases MetaDOS, anyone with a true SCSI port, whether on a TT or ICD host adaptor, can use Mac High Sierra CD ROMs full of EPS clip art and PostScript fonts.)

Additionally, Soft-Logik has given users the ability to print those PostScript fonts and EPS (Encapsulated PostScript) clip art to ANY printer. No more need to run UltraScript with an Atari laser printer to use those great fonts and clip art. Any Hewlett Packard DeskJet or LaserJet, as well as 24-pin or 9-pin printer, can print quality "PostScript" output through the new version of PageStream.

Older versions of PageStream imported EPS clip art, but PageStream 2.1 has gone one better by allowing editing of Adobe Illustrator EPS! This means vector graphics created or compatible with Illustrator can be colorized and taken apart piece by piece.



File: JESSICA.EPS

Type: Illustrator v2.1.2

As: Object

In fact, this was how the EPS clip art on this issue's cover was colorized. The brick pattern was ungrouped, and then the brick rectangles were colored in our specific shade of reddish brown. This process was repeated with the Mega ST system and the DTP tools, using various colors from the PageStream color palette. These were all originally black and white graphics, but PageStream 2.1 and its Illustrator import module allowed us to change that.

Color Definition

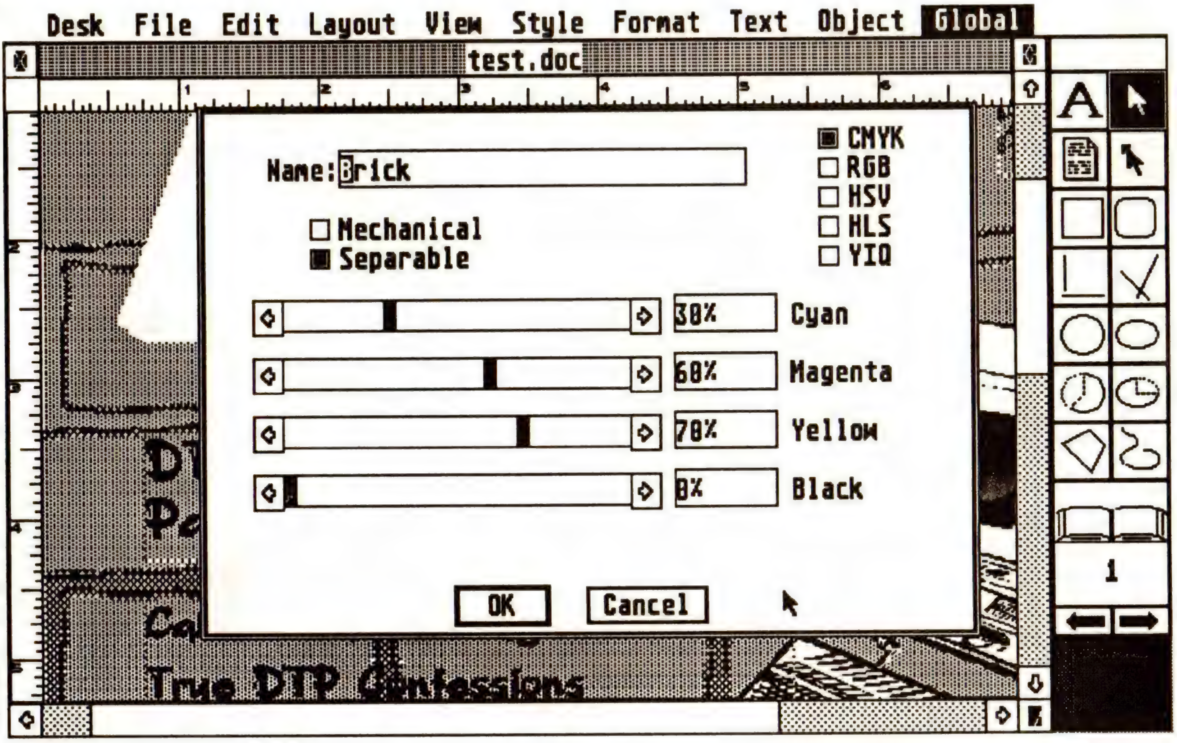
By our specific color shade, I mean our own color! That's another feature of PageStream. PageStream ships with a palette of 14 pre-defined colors and an additional palette of 64 colors based on the Crayola crayons colors is available (We'll include it on this month's ST Disk).

Using the Edit Color Palette feature, you can create your own colors. We use a book called Computer Color: 10,000 Computer-Generated Process Colors (by Michael and Pat Rogondino) to add colors to the PageStream palette. The book then gives the CMYK (Cyan, Magenta, Yellow and Black) values that combine to create the chosen color.

The ability to define colors by CMYK percentages is an important addition to PageStream. This allows you to not only use standard books such as the one mentioned above, but also to create Pantone colors. The Pantone Matching System (PMS) is the standard color matching system used by printers for "spot color" or "adornment color."

There are two ways to get Pantone colors into your PageStream color palette. First, Pantone color charts/books are available through many sources. Most graphics supply stores, and many mainstream bookstores, carry them. These charts give you the Pantone color number along with the CMYK percentages. Using the percentages, you can manually add these colors to PageStream.

The other, and far simpler, alternative is to load an

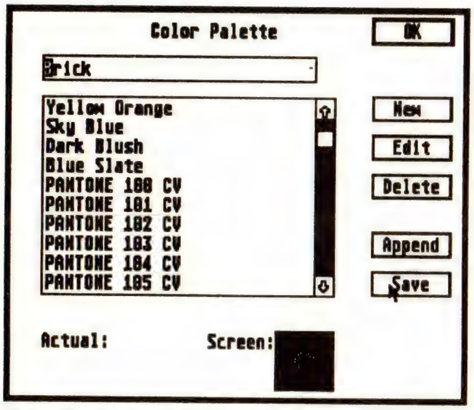


Name: Brick

■ CMYK
☐ RGB
☐ HSV
☐ HLS
☐ YIQ

☐ Mechanical
■ Separable

30% Cyan
60% Magenta
70% Yellow
0% Black



EPS graphic that already contains the Pantone color definitions. While the PageStream manual details the process of saving these Pantone colors to you new palette, PageStream does not come with such a graphic. This month's ST Disk contains an EPS graphic with all 700+ Pantone colors pre-defined. You will still want to pick up a Pantone color chart—at a cost of around $45—in order to effectively use these colors.

Graphics

In addition to EPS clip art, PageStream allows import of GEM, IMG, PCX (IBM picture format), GIF, TIFF (standard for scanning) and MacPaint, as well as ProDraw Clip, AEgis, IFF and IFF DR2D (Amiga picture formats). This really gives a lot of variety. And, even though you can't see the colors displayed on the screen in the bitmap formats, PageStream accepts 24-bit color graphics in the formats listed above that support it.

Bleeding

Because PageStream 2.1 now allows you to set up a "bleed workspace," graphics and text can now be placed so they extend past the edge of the printed page (called bleeding).

The average PageStream owner probably doesn't have a lot of use for bleeding, but we use it a lot when working on the covers of AIM and it's very important for anyone doing professional DTP work.

Again, this feature was important in layout of the background on the cover this month. The graphic—from Soft-Logik's Volume 18 (Backgrounds) in their Image Club clip art library—was enlarged to the point where it overran the edges of the page on the left and right side. In older versions of PageStream, this would have been impossible to do.

One unexpected benefit we got from defining this bleed area is easier detection of spurious "empty text objects." These are just empty text cursors that appear on the page somehow—most likely from trying to move the right GEM window bar up or down when viewing the document page.

I've noticed PageStream has trouble knowing when I've gone over the right edge of the window to the scroll bar. So much so, that I've taken to changing to the object (arrow) pointer when moving the window around the page instead of staying in text pointer mode.

If I stay in text mode and click on the scroll bar, PageStream sometimes thinks I'm still in the page window. So, it creates a text object *under* the scroll bar, in the bleed area. While these generally don't cause any problems, cleaning them up is now fairly easy.

Other New Features

Another new feature of 2.1 is the ability to create Bezier curves. This option gives you nice, smooth curves. This is particularly useful for making text run around circular bitmap objects or in creating artwork in PageStream.

Also, you can now create pages up to 1200x1200 feet. I haven't actually done that, mostly because our laser printer doesn't have a paper tray that size! Actually, this feature would be used in conjunction with PageStream's Tiling option to create posters, signs or even billboards. The Soft-Logik poster of Image Club fonts/clip art is 17x22 in size and is an excellent example of can be done.

Lastly, a new feature to PageStream 2.1 that I haven't used is the ability to make templates. These work almost the same as documents and are a great help if you regularly use the same exact layout. Once you make a template, you don't have to recreate all the work.

For example, if you want to make a letterhead, you could lay out the company logo and address and any other pertinent information, including text columns. Then you could save the document as a template. Later, you (or anyone else) would load in the template as you would a document, and start writing the letter or whatever on the letterhead. The template is loaded in as an untitled document, so it can never be accidentally overwritten.

This template feature could be very useful for any type of standard forms layouts such as invoices and letterhead. It is also useful if you publish a newsletter and want to use the same format from issue to issue.

Speed Tips

One of the biggest complaints when PageStream 2.1 first came out was how slow it was redrawing the

screen. We experienced this problem, but resolved it with the advice of Soft-Logik's Mike Loader who recommends deleting the import/export modules you won't be using in PageStream. PageStream loads all those modules into memory when it boots up, and all this spare baggage only slows the system down. If you have TOS 1.4 or higher, it is recommended that you also set the Fast Bit on the modules you do use. This will allow them to load faster.

Also, the more fonts you have installed—especially Type 1 fonts—the slower the system can become when using many of them. This is partly because of the way PageStream 2.1 caches fonts in memory and partly because of PageStream's improved font display. You now get extremely good font display, but you pay a price in screen redraw time.

By removing unused import/export modules and carefully planning the way you install and use fonts, you can dramatically improve the screen redraw speed of PageStream 2.1. Of course, any of the available hardware accelerators will also help tremendously, and PageStream is *very* nice on a 32MHz TT.

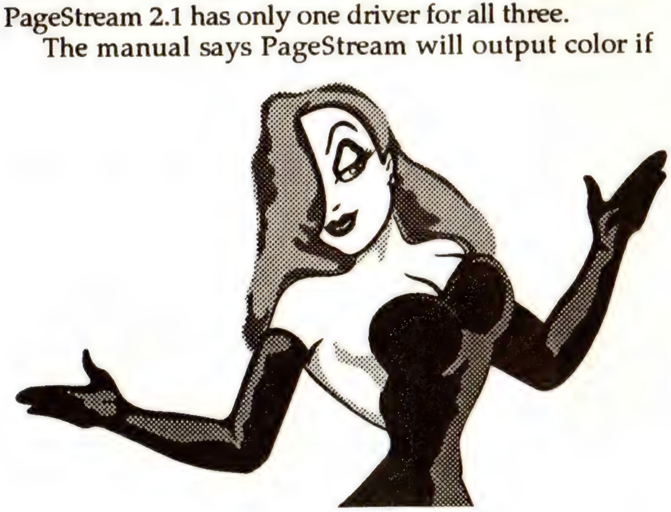
Another tip for PageStreamers outputting to PostScript printers only deals with the Compugraphic fonts. PageStream comes with Times, Triumvirate (Helvetica) and Garamond Compugraphic fonts. But, if you're outputting to PostScript printers, those printers have Times and Helvetica as internal fonts. PageStream will use those internal fonts instead of downloading the Times and Triumvirate font info.

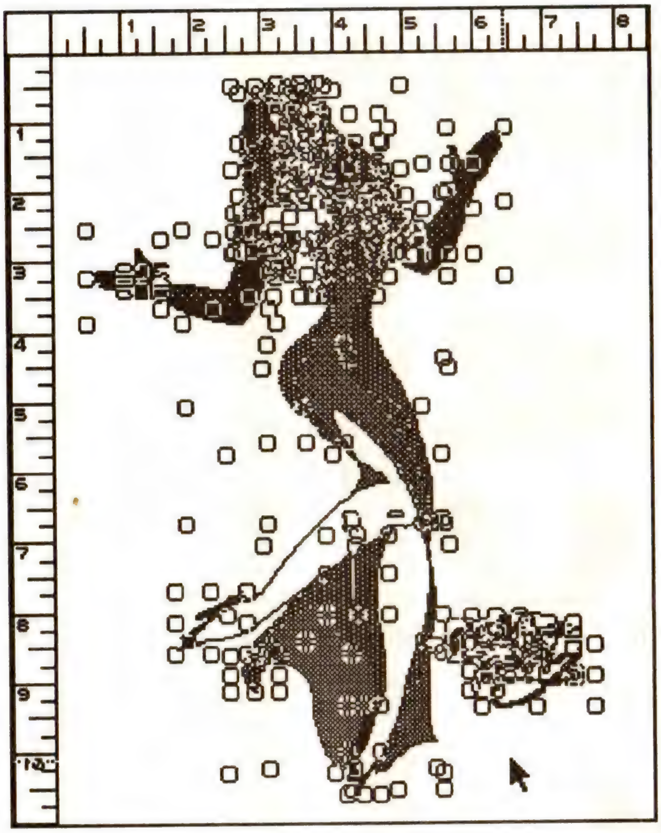
So, if you are using a PostScript printer, you might as well not install those two Compugraphic fonts. This will also speed up PageStream 2.1 a small amount. Unfortunately, this does cause some problems if you regularly accept PageStream 2.1 documents from other people who *do* use these fonts.

Miscellaneous Observations

Finally, if you plan to do any color printing directly to a color PostScript printer, you need to know something that isn't covered in the manual. If you used PageStream 1.8, you know there used to be separate drivers for Linotron, color and "normal" printers. PageStream 2.1 has only one driver for all three.

The manual says PageStream will output color if the No Separation option is selected in the Print dialog. There is actually one other thing that needs to be done for PostScript color printing. You must enter the word *color* in lower case in the Special text field of the Printer Configuration dialog.





We ran a detailed review of PageStream 1.8 in the Fall of 1990 and the December 1990 issue had an article dealing specifically with color DTP using PageStream. If you're interested in more details, you can look up those articles or see PageStream at your local Atari dealer. Also, Soft-Logik can be reached at (800) 829-8608 for sales, (314) 894-0431 for technical support or via their BBS at (314) 894-0057 (3/12/24/9600). Soft-Logik also maintains online support in their RoundTable on GEnie and in the AtariVendor and AmigaVendor Forums on CompuServe.

Bill and I use PageStream to produce this monthly publication and various other DTP jobs, so we're pretty familiar with its nuts and bolts. However, because of that familiarity, I may have overlooked the simple things because they are so commonplace to me. If you are interested in solving a particular problem you're having with PageStream, drop us a Letter to the Editor spelling out what you're trying to do, and what results you have or haven't been getting. We may be able to help.

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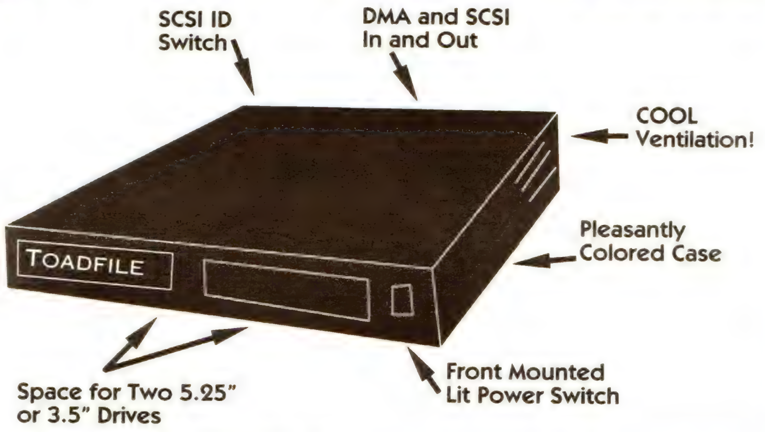
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☛ The Atari ST's have always been finicky about monitors. With a seemingly endless array of color monitors on the market (at reasonable prices, too), why should we be bound to Atari brand color monitors? That's a good question. The answer is that the Atari uses *analog* RGB and until very recently, *TTL (digital)* RGB was the norm. Now that the analog systems of VGA and Super VGA are more popular, the analog RGB monitors those systems require are more popular too. So you'd think the problem would be solved. Lo, a quandary still exists. Now, the mainstream monitors are too fast for the Atari's to use! Most VGA and Super VGA monitors have a fixed horizontal scan rate of 31.5KHz, and the Atari runs at 15.75KHz. So, while the RGB standard has changed in our favor, the speed issue is still boxing us in. So when you boil all this down, you get a relatively small set of monitors which will actually work on an ST. This set includes the Atari SC1224 (12") and SC1435 (14") monitors, a few "multisync" monitors (which have the ability to lower their horizontal sync rate to 15.75KHz), and the handful of monitors that, for whatever reason, were made with compatible specifications. We sell them all. If you like the Atari name brand monitors, (including the new SC1435 14" color monitor and the SM1438 14" monochrome monitor) that's cool — we have them. We also have great deals on multisync and other compatible monitors, like the Magnavox 1CM135 and our own refurbished *Toad-RGB* color monitors. So weigh the options and see what fits you best. Any questions? Call the chef!

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Items Are Listed In No Particular Order.

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True (DTP) Confessions

Ralph C. Turner

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Here's a confession I've never made in public before: the camera-ready copy for my first Atari ST Book was produced on a Macintosh computer. Before you brand me a traitor, let me give an explanation. While I'm at it, I'll also tell you about some of the complications I faced during the course of self-publishing three different books.

For my next book (not yet completed), I decided to work on the cover...

Although I wrote the first book on my 1040 ST (using Regent Word II for some of the chapters, and Microsoft Write for the rest), I owned, at that time, only a dot-matrix printer (a Panasonic KX-P1092). I wanted to send laser-quality, camera-ready output to the printing company I'd chosen, but I wasn't ready to spend what seemed like a lot of money to buy my own laser printer for the ST.

After all, most of my friends had already told me I was a fool to be writing a computer book about anything other than IBM computers. I worried that I wouldn't ever recoup the cost of printing a thousand copies of the Atari ST Book, let alone make enough to cover the cost of a laser printer.

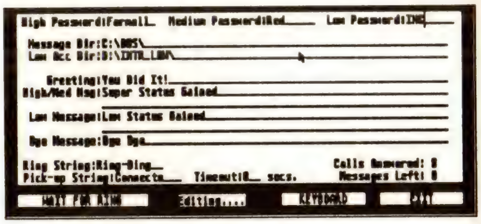
The solution was to use the Apple LaserWriter printer at the company I worked for. Although I could have brought my 1040 ST to work and connected the LaserWriter directly to it, I decided to do the page composition on one of the Macintosh computers at work. I had been using Aldus Pagemaker (on the Mac) to create advertisements, but I was worried that doing the whole book in that program would be a complicated task. Therefore, I decided to try to simplify the job by doing the project in Microsoft Word (on the Mac).

Transfer to the Mac

Since I didn't own a Macintosh emulator for the ST, and since the Macintosh at work couldn't read ST disks, I used two modems to transfer the book from my 1040 ST at home to the Mac at work.

But there was a problem. I was able to use the Macintosh equipment at work, provided I did so in the evening, when no one else was there. If I could have elicited the help of someone at work, I could have stayed at home to operate my ST's modem, while the person at work operated the Mac's modem. Instead, I had to figure out some way to perform the whole operation myself.

Before leaving home, I hooked my Avatex 1200 modem to the ST and ran the Interlink telecommunications program on my ST, then set up that program's "Answer Mode," which turns Interlink into a mini-BBS. I designated the word "Farmall" as the password for the answer mode, then drove the two miles to work.



```
High Password:Farmall  Medium Password:Red  Low Password:[illegible]

 Message Dir:C:\BBS\
 Low Acc Dir:[illegible]

   Greeting:You Did It!
High/Med Msg:Super Status Gained

 Low Message:Low Status Gained

 Bye Message:Bye Bye

Ring String:Ring-Ding                              Calls Answered: 0
Pick-up String:Connecta   Timeout:0  secs.         Messages Left: 0
```

There, I hooked a modem up to the Mac, ran the Red Rider telecommunications program, and had the modem dial my home phone. The phone rang, my ST picked up the line, Interlink asked for the password, I typed it in.......and nothing happened.

To make a long story longer, I ended up driving back and forth between home and work at least six times before I discovered the proper parameters and settings to make the transfer work. I had saved (on my ST) each chapter in its own ASCII file, so I ended up transferring 17 files from the ST to the Mac.

Document Size

Once in the Mac, I loaded the files

into Microsoft Word. It was there that I made my first major mistake: I decided to create one big file containing the whole 158-page book. This resulted, later on, in delayed printing (in other words, it took a heck of a long time to print) and, at times, corrupted printing.

After I had done all the page layout in Word, and after I had printed the whole book, I found certain mistakes on selected pages. But after correcting a mistake, (say, on page 148) then telling the printer to print the corrected page, the page would emerge with one or two words missing that should have been at the beginning or end of the page.

Apparently, the 158-page document was too large for the program (or too large for the computer's memory, or something) and the mere act of making an alteration that was deep into the file messed up the pagination. (Of course, to be fair to Microsoft Word, it should be noted that the Macintosh/Laserwriter combination was not known for its speed, at least in comparison with, say, an Atari laser.)

It was a real headache, but I worked around the problem by creating a new, one-page document containing just the page that I wanted to reprint. If I had to do it over again, I would make each chapter its own document in the word processor.

Soliciting Print Bids

After soliciting bids on the print job (the highest bid was twice the amount of the lowest bid), I finally decided on a large book printing company 180 miles away from where I live, but in the same state. I'm the sort of person who worries about everything that can go wrong, and I reasoned that, if the printer messed up the job but wouldn't return my deposit, it'd be easier to sue them if they were in-state.

I remember vividly the moment I hung up the telephone, having just told the printer to go ahead and start the job. As soon as I was off the phone, I started shouting "Rebel yells" and jumping up and down. I hadn't been that excited in a long time, and it was wonderful knowing that "the die had finally been cast."

In typical Midwest fashion, the printer had agreed to do the job with 1/3 down, the remainder to be due one month after delivery. He didn't perform a credit check, as far as I know, but rather, apparently, relied on his reaction to the sound of my voice. We had been dealing with each other only on the phone.

A few weeks later, I received the call that the books were done, and I decided to make the 360 mile round trip in my car to pick up the books. I think the printer thought I was crazy, since everybody else uses UPS or a freight company. But I was afraid that the job might have been botched up, and that if so, it'd be better to find out *before* the books were shipped.

Proof It Before You Pay

Sitting in one of the executive's offices at the printing company, I took my time checking each page of the book. I made sure each page was in order, and that the contents of each page was positioned properly. Although I had received proofs a week before, I was still nervous. But everything was OK, and I stuffed the boxes of books into the car and headed home.

Have you ever loaded a car with 1,000 pounds of baggage? Well, I'll never do that again. I ruined the car's shocks and springs during that harrowing drive, and I now rely on truckers or UPS.

The DTP Program

Soon after completing the first book, I decided I needed my own desktop publishing program, to be run on the ST. I tried Timeworks' DTP, found it was cumbersome on a floppy drive system, built myself a hard drive system, then discovered Timeworks was still not to my liking. The single most important thing a DTP program must provide me is good output (what does the page look like when it comes out of the printer?), and Timeworks didn't satisfy me.

Many people recommended PageStream, but I bought Calamus. It was sort of hard to learn how to use and the manual was a little strange, but once I got the hang of it, I loved it. And I still do. It's a superb DTP program.

The HP DeskJet

By the time I wrote the second book, I owned a Hewlett Packard DeskJet inkjet printer, but still didn't

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own a laser printer. My plan was to use the DeskJet at home during the page layout process (using Calamus). Then, when I was finally ready to make the final copies of each page, I planned to drive 150 miles to the closest Atari laser printer that could be rented.

I had promised the printer I'd get the copy to him on Monday, and two days before (Saturday), I arrived at the Atari store that had the Atari laser. The printing went fine until halfway through the book, at which point the laser ran out of toner. The store didn't have any more.

I drove home and completed the job on the DeskJet. So, the second book was done partly on an Atari laser, partly on a DeskJet. Actually, the comparison between these two printers is interesting. Although the Atari laser did a much better job on most of the text, the thin lines that constitute the outlined letters at the beginning of each chapter were done better on the DeskJet. Of course, the Atari laser was lightning fast, and the DeskJet's smearable ink provided a potential problem. (Hewlett Packard supposedly has non-smearable ink now.)

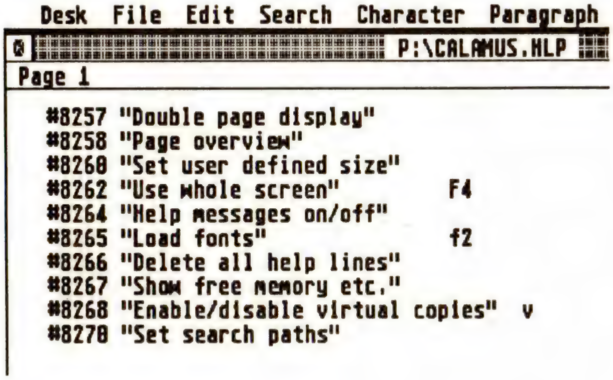
The HP LaserJet III

For the third book, I bit the bullet and bought a laser printer. Although I was sorry to forgo the Atari laser's speed, I decided to buy Hewlett Packard's LaserJet III. Its output is superb, and it works beautifully with Calamus (but of course, so does the Atari laser).

Define Keyboard Layout

By the way, among a number of Calamus features that I like, I especially appreciate the fact that the program allows you to define your own keyboard layout. Although I have nothing against using the mouse, I *don't* particularly like a program that *forces* me to use the mouse to make menu pull-down choices for commonly performed tasks. I'd rather use the keyboard.

Calamus allows me to assign any task or function of the program to any function key (with shifted function keys, that means 20 possibilities) or to any "Alternate-plus-any key" combination (that provides an additional 56 or so possibilities). The assignment is done by using a word processor to edit a file called CALAMUS.HLP.



```
#8257 "Double page display"
#8258 "Page overview"
#8260 "Set user defined size"
#8262 "Use whole screen"            F4
#8264 "Help messages on/off"
#8265 "Load fonts"                  f2
#8266 "Delete all help lines"
#8267 "Show free memory etc."
#8268 "Enable/disable virtual copies"  v
#8270 "Set search paths"
```

Flash, the telecommunications program, also allows program functions to be assigned to specific keys, and I wish more program were like Calamus and Flash.

Reducing is Better than 1 to 1

For the third book, I deliberately made the camera-ready copy larger than the ultimate size of the book's pages. Specifically, although a page in the book was going to be 8.5x5.5 inches, I made the printing area on my camera-ready copy approximately 10.5x6.5 inches. In the process of photographing these pages, my printing company had to reduce them, but the reduction process resulted in more sharply defined characters and images.

Linotronic Images

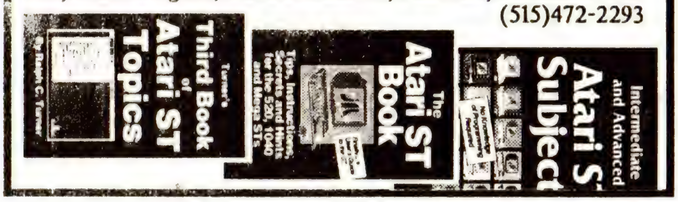
The covers of all three books were linotronic images: for the first two books, I hired a professional graphic artist who created his work on a Macintosh and gave me a Macintosh floppy disk with a Pagemaker file on it. I took the disk to a printing shop, and the cover was printed on the Linotronic (the Linotronic for the second book cost about $20).

For the third book, I used Calamus to do the work myself. I sent the Calamus file to a printing service bureau on the West Coast, and they returned the Linotronic image to me by Federal Express (the image cost about $15.00).

For my next book (not yet completed), I decided to work on the cover even before writing a single word of text. I now have the cover done, and I like to look at it each day before I start writing. It allows me to visualize the finished product, and that can be useful, especially with a project that can take a year or more to complete!

Ralph C. Turner is the author of three books about the Atari ST and TT computers: "The Atari ST Book of Tips, Instructions, Secrets and Hints," "Intermediate and Advanced Atari ST Topics," and "Turner's Third Book of Atari ST Topics," all published by Index Legalis, P.O. Box 1822-68, Fairfield, IA 52556; (515) 472-2293. This column is copyrighted 1992 by Ralph C. Turner.

Turner's Third Book of Atari ST Topics covers connecting musical instruments to the MIDI ports, modems, the TT030, telecommunications software, laser printers, BBSs, database transfers, CompuServe & GEnie, public domain & shareware programs, null-modems, MIDI keyboards, and much more. Also available: *The Atari ST Book*, and *Atari ST Subjects*. Each book, $16.95 + shipping (US:1 or 2 bks, add $2.00; $3.00 for 3 bks). (Canada: add $3.50 for 1, $4.75 for 2, $6.50 for 3 bks). Index Legalis, PO Box 1822-67, Fairfield, IA 52556. Ph: (515)472-2293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DTP Building Blocks

Bill & Pattie Rayl

Excellent DTP packages like Calamus and PageStream have been available to ST/TT owners for years. Until recently, though, the ST lacked many of the DTP tools that Mac and IBM owners enjoy. These "DTP building blocks" are the foundation necessary for a complete DTP environment—B&W and color scanning software/hardware, OCR software and vector graphics drawing programs to name a few examples.

If you've chosen an ST or TT for your DTP work, you no longer need to wish you had the tools available to those other guys. They're here on the ST and they're available now, many of them at prices well below what Mac or IBM owners pay.

In this article, we'll try to outline what's available in the various general categories of Fonts, Font Editors/Designers, Clip Art/Graphics, Scanning and Drawing. We'll rap up with a look at some of the new, high-end products being released. Ready? Well, let's go, then!

Fonts

Once you get into DTP work, it seems you never can get enough fonts. Sure, you can get by with a few of the traditional fonts, but what about those special occasions? Like doing a brochure for a local Star Trek convention—sure would be nice to have a Trek-type and a Klingon font (Computer Safari has both).

AIM in Klingon Font

PageStream and Calamus users have never lacked good font support. There are about a dozen different sources from which fonts can be purchased at very reasonable prices. For the absolute highest quality fonts, Soft-Logik and ISD Marketing both sell superb font packages for their respective DTP programs.

ISD has a full line of AGFA Compugraphic fonts ranging from $99.95 to $299.95 per disk (all prices in this article are in US dollars). ISD is currently running a "buy one get one free" special on these fonts!

Soft-Logik is marketing packages of Type 1 fonts designed by Image Club, one of the premier Macintosh font producers. Their Starter, Newsletter, Designer and Classic font sets contain a total of 48 popular fonts that are perfect for most DTP jobs. If you're looking for a specialty font, though, you can pick from 600 Type 1 fonts. Each font is available for just $25 per weight/style. Best of all, Soft-Logik is promoting these fonts with a "buy one get one free" limited offer, as well!

ISD and Soft-Logik don't have a monopoly on high quality fonts, though! For excellent body type fonts for Calamus, Cherry Fonts (now marketed by the CodeHeads) can't be beat. Other good Calamus font sources include Mainstream Fonts and Ideal West.

Alien Nation Font

If you're looking for PageStream fonts or you use both PageStream and Calamus, you'll want to pick up a few packages from MegaType, Computer Safari, Dennis Palumbo, MS Designs, Fonts by Guber and FontAbility. These companies all produce great headline and specialty fonts, as well as some of the more down to earth font families. Most of their fonts have Calamus and PageStream versions.

MegaType and Computer Safari have both recently released Type 1 font packages for use with PageStream 2.1. Computer Safari has an incredible $119.95 deal on a package of 250 Type 1 fonts! We've been showcasing the MegaType Faces Paks in our DTP Resource section for the past few issues.

If you want to keep abreast of the ever-growing list of font vendors and font packages available, we suggest you get a copy of the Calamus Font Resource Guide. The Guide focuses on Calamus, but also covers PageStream fonts. It's put together by Page Design & Consulting Service of Holland Landing, Ontario, Canada and is distributed by PDC of Lynnwood, WA.

Font Editors/Designers

The "average" DTP user may never have the desire or need to resort to creating a font for some special purpose. Being able to manipulate or create your own fonts can be important, though, especially in a commercial DTP environment. Many magazine publishers or advertising copy design firms have a font design artist on their design staff.

Here, the ST has also had excellent support for some time. The premier font design program for Calamus is the Genus font editor. Genus allows editing of all Calamus fonts, including the AGFA Compugraphic fonts sold by ISD. Options include the ability to load bitmap images (IMG or DEGAS formats) for character tracing, as well as the ability to load two fonts and swap characters between them. Genus also gives you the ability to convert PageStream fonts to Calamus format, as well as import and export CVG vector graphic files. CodeHead Software has recently taken over distribution of this excellent program. Retail price for Genus is $175.

On the PageStream side, MegaType has a number of offerings. Font Designer ($124.95) supports import of DEGAS or IMG bitmaps for tracing, a "segment" feature for building parts libraries to speed font design and font templates. With Font Designer, you can create Type 3 (PageStream) format fonts.

One step up, Font Designer Plus ($249.95) adds the

PageStream and Calamus Fonts
by Dennis Palumbo

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Kooper Black
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DISK 2
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Gallya
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DISK 3
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Casslon
Fractions 7/79 7/79 7/79 7/79

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Garmond Light
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DISK 5
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Buy	1 Disk	2 Disks	3 Disks	4 or 5 Disks
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ability to create Type 1 fonts with hinting, as well as Type 3 fonts. FD+ can output directly to a PostScript printer for testing your output, as well as save your font characters to disk as EPS graphics. The package includes Type 1 Converter ($39.95 separately), a program to convert any PostScript Type 1 font into Font Designer's internal ECF format.

For DTPers who only want to convert fonts between Calamus and PageStream formats, MegaType offers FontVerter. At $49.95, this package gives you everything you need to transfer fonts from Calamus to PageStream, or vice versa. Users of both DTP packages will find this tool indispensable!

Another useful PageStream font tool from MegaType is Bit Maker ($39.95). Bit Maker automatically creates screen fonts (in 12, 24 and 36 point sizes for the ST and 14 point for Amiga) from the DMF file created by Font Designer, FontVerter or Soft-Logik's own Shareware editor.

Clip Art/Graphics

Sources for line art and bitmap graphics have been available almost since the ST was released. It has taken some time, though, for high quality graphics—the kind usable in professional DTP layouts—to be available for the Atari.

The first company to release commercial quality bitmap IMGs and vector graphic (GEM) clip art was Migraph. Migraph was, and still is, a leader in the DTP support market for the Atari. They were the first to release a hand scanner with editing software and the first to market vector graphics editing software.

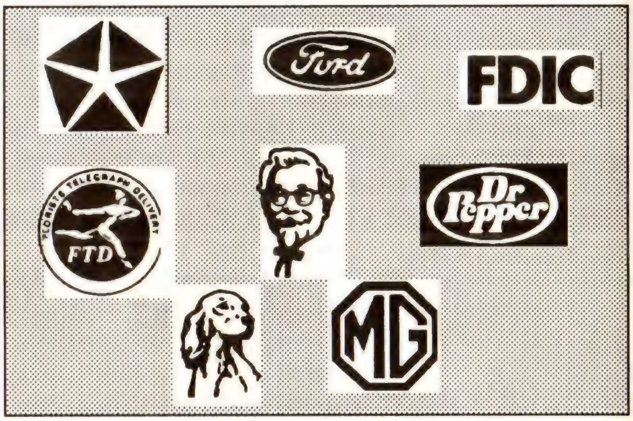
Migraph's DrawArt and ScanArt packages pioneered the ST professional clip art market. With the release of Calamus Outline Art, ISD also began selling professional clip art disks, in both GEM and CVG (Calamus Vector Graphic) formats.

IMG Bitmaps

Today, the Atari DTPer has a multitude of high quality clip art choices, and the options are expanding. For bitmap, scanned IMG graphics, Electronic Spinster is the ultimate source. Their recent catalog contains hundreds of IMG clip art disks, and they are adding many vector graphic (GEM, EPS and CVG) disks. Electronic Spinster sells their IMG disks for $15 for each volume (4 disks) or three for $40. Vector graphic disks currently range from $12 to $25.

CHQ, Inc. is another source for quality IMG disks. They have over 50 DS/DD disks with IMGs for nearly any occasion. At $12.50 per disk, you really can't go wrong.

Sterling Connection, a company most known for its spreadsheet templates, has released Logo Library, a collection of over 600 company logos and over 450 graphic symbols in IMG format. These 300 dpi graphics come on six disks, along with a 72-page manual displaying all the images. While some of the images are small and may need touching up, the whole package is only $39.95.



Vector Graphics

Vector graphics—EPS, GEM or CVG formats—give the best quality output at any resolution. Because these graphics are resolution independent, they can be enlarged or reduced without any ill effects. On linotronic output (1270 dpi or higher), these graphics can be quite impressive.

For Calamus Vector Graphics, the two best sources are ISD and Electronic Spinster. There are not very many new packages being released in the GEM format. ISD, Migraph and Electronic Spinster are the best places to turn for those.

Time Savers!

New! LogoLibrary™

LogoLibrary consists of over 1060 images for desktop publishing. Includes over 600 printer's logos for business advertising, stationery, etc. In addition there are 460 symbols and graphics for charts, posters, shirt designs, signs, etc. All images are hi-res 300 dpi graphics in .IMG format for PageStream, Touch-Up, Calamus, Publisher ST. 6 d/s disks & 72 page directory. $39.95.

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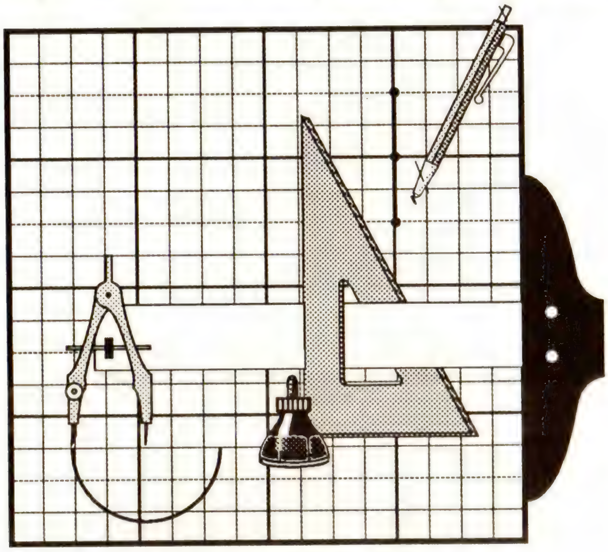
Encapsulated PostScript (EPS) is, by far, the most widely supported vector graphics format. With PageStream 2.1's ability to edit Illustrator EPS files and print them to *any* printer, a whole new world has opened up. And, companies have moved to support the demand.

Computer Safari released their Professional Logo Series of over 30 images over a year ago. They were the first to offer EPS clip art. A recent flyer from Computer Safari had the package listed for only $18.88.

By far, the biggest market for EPS clip art has been for the Macintosh. So, it should be no surprise that ST developers have begun licensing these Mac EPS clip art packages and releasing them on ST disks. Again, Computer Safari led the way with Clipables, over 600 professional EPS graphics on 17 disks licensed from C.A.R. Inc. Some months back, Computer Safari ran a special on this package for only $124.88, but the price is probably a bit higher now.



Not to be outdone, Soft-Logik is marketing 21 different volumes of Image Club clip art. Each volume has a specific theme, such as World Maps or Celebrity Caricatures. The brick background used on this month's cover came from Volume 18, Backgrounds. Prices may vary for individual volumes, so contact Soft-Logik for details.

AlohaFonts, primarily an Amiga developer, has released their Eclips I and II packages of EPS graphics for the ST. While these graphics are not Illustrator-compatible and cannot be taken apart/colored in PageStream, they are very high quality and cover a wide variety of topics. Eclips I has over 300 graphics, while Eclips II contains over 200 illustrations. At $99 per volume, Eclips II works out to 50¢ per graphic and Eclips I even less expensive!

Other sources for EPS clip art are available in the Macintosh and IBM world and even the Amiga market. Most of these companies producing EPS clip art sell the packages on IBM 3.5" disks. Spectre GCR owners have the added ability to directly use Macintosh disks. Check out recent magazines catering to those computers or pick up the latest DTP magazines to find out more about these sources.

Bitmap to Vector

If you already have a library of bitmap graphics—DEGAS, IMG, IFF, TIFF, et cetera—you might want to think about converting this library to vector images.

The first bitmap to vector convertor to hit the ST market was Silhouette from Maxwell CPU. Silhouette is actually a vector graphics drawing program with autotracing capabilities, so it's more than just a conversion utility. The program can load DEGAS, IMG, MacPaint or TNY format bitmaps, as well as GEM metafiles. Silhouette's autotracing function uses b-spline or Bezier smoothing. Graphics can be saved as IMG bitmaps, DXF (CAD format), GEM or EPS vectors. At $94.95, Silhouette is a good bargain.

At the high end of the market, both in price and performance, is Avant Vector. Sold in the US by CodeHead Software, Avant Vector is packed with features. It has all the drawing/editing capabilities of Silhouette and a few more besides. Avant Vector can load DEGAS, IMG, IFF, TIFF and other bitmap graphic formats. It can import or export in Calamus CVG, GEM/3 and EPS vector graphic formats. No matter what DTP package you use, Avant Vector won't let

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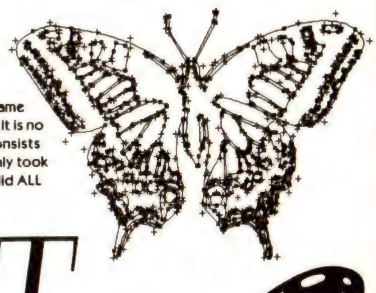
OakSprings Software

This small butterfly is unremarkable. The others are a new species you can breed on your Atari computer.

Automatic vectoring has arrived.

To the left is a pixel-based .IMG picture. In other words, the picture is made up of dots. It's a 58k file. The image can't be enlarged much more than this without the ragged edges showing. (In fact, they're showing already.)



To the right is a snapshot of the same image after it has been vectored. It is no longer made up of dots. It now consists of lines and bézier curves. This only took a few minutes and Avant Vector did ALL the work for you.

AVANT VECTOR

Avant Vector is a cutting-edge graphics tool that's fast, easy to use and surprisingly versatile.

The large butterfly wing on the right is a vector image created by Avant Vector. Using "automatic tracing," a bit image graphic (the smaller butterfly) was converted to a vector graphic, resulting in the smooth output you see here.

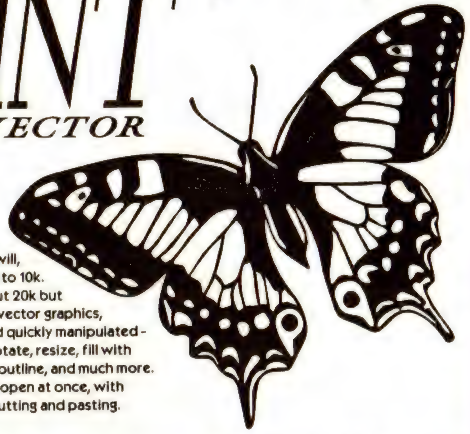
Vector graphics have big advantages over bit image graphics - they make much smaller files, and they can be scaled to any size without losing resolution or looking blocky. And Avant Vector's tracing routines are highly sophisticated; in a recent review of 7 Mac, PC, and ST auto-tracing programs, Avant Vector was rated best of the bunch! This means there's less editing after tracing an image, and you get more work done in a shorter time.

Avant Vector supports .PI3, .PC3, .IMG, .BLD, .PIC or .PAC formats. You can trace Mac, PC or Amiga graphics, in .TIF, .IMG or .IFF formats. The plotter version (Avant Plot) can also load and save HP plotter files.

No matter which DTP package you use, Avant Vector is a wonderful companion. It creates .CVG files for Outline, Calamus or Repro Studio. And .GEM files for use in programs that support GEM3 metafiles. Avant Plot allows EPS importing and exporting, and a full range of professional plotting, drawing and cutting options.

Since Avant Vector is a full featured vector graphics package, you can touch up any picture you've auto-traced, or draw pictures from scratch - with an intuitive, speedy interface you'll learn in a matter of minutes!

Call or write CodeHead Software for more information about Avant Vector (and its amazing cousin, Repro Studio). Special introductory pricing is available until December 31, 1991. Act now and save!



This is the .CVG vector version: it can now be enlarged or reduced at will, and the file size is down to 10k. The .GEM version is about 20k but otherwise identical. As vector graphics, the images are easily and quickly manipulated - you can stretch, skew, rotate, resize, fill with gray scale percentages, outline, and much more. Up to 7 windows can be open at once, with clipboard features for cutting and pasting.

CODEHEAD SOFTWARE

P.O. Box 74090 • Los Angeles, CA 90004 • (213) 386–5735 • fax (213) 386–5789

you down. Avant Vector currently retails for $495.

If you're just looking for a program to convert bitmaps to vector images, Gribnif Software has Convector. Convector doesn't contain the drawing and editing capabilities of Avant Vector or Silhouette. Instead, it is more focused on graphic conversion and has a retail of $99.95. As of this writing, Convector has not yet begun shipping and we have no details on what graphics formats are supported.

All these programs mentioned above deal with monochrome/grayscale images only. Silhouette and Avant Vector both have "fill" functions, but they do not support color.

For PageStream users, adding color to Illustrator EPS graphics is a fairly easy process. With the imminent release of Calamus SL, ISD has also announced availability of a Vector Graphic Editor module for $99.95. This module allows creation or editing of vector graphics, including the ability to add color.

Drawing Packages

When it comes to DTP, a typical drawing package like DEGAS just isn't enough. When dealing with bitmap images, you need a program that can handle high resolution scanned images and/or vector graphics. For color DTP work, you really need 256+ color and high resolution support.

Finding a drawing package that supported both bitmap and vector graphics was pretty tough until recently. In fact, Migraph's Easy Draw (GEM) and ISD's Outline Art (CVG) were the only available vector graphic options, and they don't support bitmap graphics. Now, thanks to a couple German imports, you have a choice of packages.

Arabesque Professional, marketed by Gribnif Software, supports IMG, IFF, DEGAS, NeoChrome and Doodle bitmap formats. On the vector side, you can load and save GEM/3 and Calamus CVG graphics, as well as use Arabesque's own compression format. Suggested retail is $199.95.

Competing head-to-head with Arabesque is MegaPaint Professional from CodeHead Software. MegaPaint itself supports IMG, PCX, Degas and STAD format bitmaps an Calamus CVG vector graphics. Add-on modules for MegaPaint (recently released to the public) add the ability to import DEGAS Elite and TNY format pictures, as well as interface to the Scan Lite scanning software from WizWorks!. Retail price for MegaPaint is $175.

Both programs are very powerful and highly sophisticated monochrome graphics tools. For Calamus owners, either one is a good buy. PageStream owners will have to look elsewhere for EPS support, but the CodeHeads have indicated that an external EPS module for MegaPaint isn't out of the question.

ISD's Outline Art, with a retail of $289.95, does come with a utility to convert CVG files to PostScript ASCII EPS graphics. While you cannot view, edit or colorize these images in PageStream, they do load in and work fine.

There is currently no vector drawing program available that saves EPS graphics, let alone Illustrator-compatible ones. For that ability at this time, you must either use Macintosh tools via Spectre GCR or opt for one of the bitmap to vector conversion utilities.

Image Scanning

Migraph introduced the ST community to the joys of scanning with their Touch-Up and hand scanner combo. Aside from Migraph, only Navarone (with their Canon flatbed scanner interface) was supporting this important part of the DTP scene.

A newcomer to the scene, WizWorks!, released MultiViewer (Graphica). MVG supported a number of hand scanners via external modules and was an instant hit. The latest release from WizWorks! is Scan Lite. Existing graphics programs can be updated to interface with Scan Lite, turning your paint program into a graphic scanning package! As mentioned above, MegaPaint Professional already supports Scan Lite via an external module.

MegaPaint also directly supports the PrintTechnik Universal Scanner and Professional Scanner 2, as well as the HAWK CP14 scanner. These scanners, along with their ST-specific drivers, are not generally available in the US.

Color Graphics

In the color arena, the only bitmap drawing package available for practical DTP work is Prism Paint from Lexicor. Prism Paint supports the ISAC (Dover Research) and Matrix color boards, as well as the TT resolutions. The ability to output IFF or GIF bitmap graphics allows Prism Paint illustrations to be directly imported into PageStream. Retail price on Prism Paint is $79.95, but RIO is currently selling it for only $49.95!

High-End Color

A few years ago, color DTP was just starting to emerge as a force to be reckoned with. Today, good color DTP tools are available for any serious DTP platform. These tools, while carrying a hefty price tag, perform some pretty incredible things that make them well worth the cost.

For color scanning, the only option currently available to US ST/TT owners is from Goldleaf Publishing. They have a package which includes Epson ES 300C 24-bit color flatbed scanner, scanning software (from 3K Computerbild in Germany) and interface. For those not up on the terminology, 24-bit color graphics can have 16.7 million colors. Retail price for the package is $2100. While the ES300C can be purchased from many sources for around $1300, Goldleaf does not sell the interface and software separately. The interface plugs into the serial *and* parallel ports of the ST/TT.

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For touch up and editing of 24-bit color images on the ST or TT, there are currently three professional packages—two available now from Goldleaf and another, from ISD, shipping shortly.

3K's Retouche Professional CD is available now from Goldleaf Publishing. The software can deal with 256 colors from a 16.7 million color palette at one time. The software has full color correction and separation support built-in. Retouche uses its own proprietary "screening" method and can handle resolutions up to 394 LPI. (To give you an example for comparison, photos in magazines are usually produced at around 120-133 LPI, newspaper photos at around 85 LPI).

Retouche CD is specifically designed for creating, editing and reproducing halftone and color pictures for imagesetter output. It does *not* support PostScript. With a retail price of $1,999.95, the package is targeted to professional design studios, service bureaus and large magazines or advertising agencies. Basically, if you can afford to have an imagesetter (approximately $30,000) on-site, Retouche CD is a good front-end to it.

For smaller firms, Goldleaf has a package called Didot Professional. While Didot is actually a page layout program (like PageStream), it actually has many bitmap and vector graphic editing capabilities. Didot Professional includes a vector graphics editor and can combine scanned images with vectors. you can even "texturize" vector graphics with natural surfaces like marble or wood. Again, unfortunately, Didot does not support PostScript, so you can't just output your pages or graphics to a local service bureau. Didot outputs in a format usable with Retouche Professional. Suggested retail is $999.

The color image manipulation program for "the rest of us" is tms Cranach Studio, soon to be released in North America by ISD Marketing. Cranach Studio is perfect for retouching, enhancing or color correcting 24-bit images or editing grayscale pictures. The modular package can import and export a wide variety of graphic formats and is compatible with Calamus SL. It can even do 4-color (or 3-color CMY or RGB) color separations.

The Draw and Paint modules for tms Cranach Studio offers crayon, watercolor, airbrush, lacquer and other special effects. You can take advantage of paint functions to simulate fingerpainting or oil painting. As an add-on module, tms Vector Studio provides autotracing bitmap to vector conversion, as well as vector to bitmap—including color support! This package has not yet begun shipping and suggested retail has not been announced. We have, however, seen it in action and it is *impressive!*

Observations

It's been a long time coming, but the ST and TT platforms finally have all the tools needed for a professional DTP environment. Some of these tools are only now reaching the market. They aren't as "mature" as some packages available in the Mac or IBM market, but they do stack up favorably against them. And, it seems that the general DTP community is starting to take notice.

At the recent Seybold Electronic Publishing show, Atari made a big impact. With a spotlight article in the Seybold Report, followed by coverage in the latest issue of Business Publishing, Atari has the attention of some important and influential people in the DTP marketplace. Hopefully, Atari can keep that attention focused!

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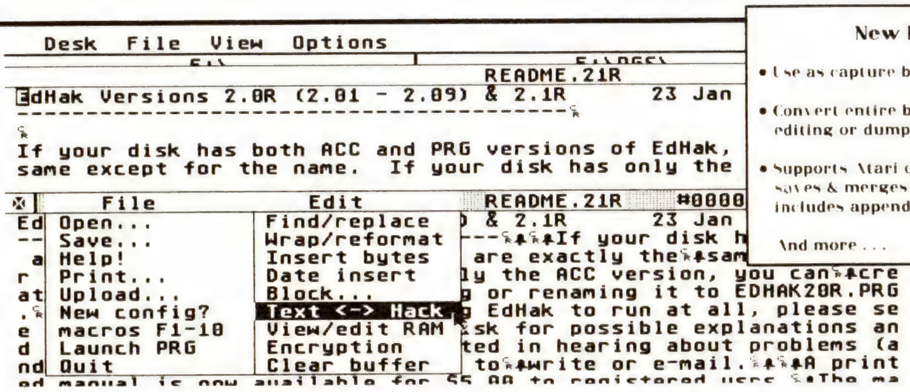
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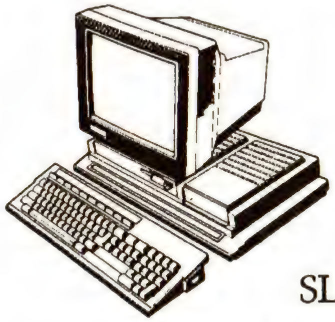

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Running with the Stars

Interviews with Greg Wrenn and Jon Willig

Bob Komives
(FRAUG)

[First published in The Lilly Pad, newsletter of the Front Range Atari Users' Group. Reprinted with permission. Greg is a Lockheed engineer working with NASA; Jon is the Atari dealer who sold NASA Greg's New TT030.]

"I just sold a TT to NASA," Jon Willig said as he hung up the telephone.

After more than ten years of having no Atari Dealer within seventy miles of my home and office, I enthusiastically walk the seven blocks to Run PC since it opened here in Fort Collins, Colorado earlier this year. I had found Jon, the owner, to be competent and believable. Yet, I did not want to believe him on this one. Nobody buys Atari computers. Almost nobody has seen a real TT.

We local Atarians found RUN PC quickly—but the National Aeronautics and Space Administration? He finally convinced me. Then, my disbelief turned to curiosity. We all know it takes either a strength of conviction or a touch of rebellion to use Atari computers for serious work these days. What does it take to open a store or a high-tech bureaucracy to Atari computers. Why not ask?

I gave Greg Wrenn, the recipient of NASA's TT, some time to use his machine before calling him to satisfy my curiosity. Then, I walked over again to Run PC where I got a brief, but insightful, interview with Jon. Greg's answers to my questions have to hearten the most discouraged Atarian.

In a high-powered environment where IBM PCs and compatibles have been mostly discarded in favor of Macs and Sun workstations, three Atari 1040 STs and one bright new Atari TT030 have found a niche and held it well.

Jon's words will be most encouraging if they prove to sound a successful counter attack by Atari in the American market. Run PC sits across the street from an 18,000-student technical university, Colorado State. Jon did his homework before becoming one of Atari's newest dealers and AEGIS Strategic Partners.

He and Atari face the same lull in the computer market that has hit the big guys hard. Jon is realistic about the risks, but also enthusiastic and optimistic. Enough said by me. Greg and Jon speak for themselves.

Komives: Greg, as I understand it, your new system is an Atari TT030 with 8 megabytes of RAM (4 in ST and 4 in TT Fast RAM), a 50 megabyte hard drive, the high resolution PTC1426 color monitor and a Spectre GCR Macintosh emulator.

Greg Wrenn: Yes, that is correct.

What do you and your computers do for NASA?

I work for Lockheed Engineering and Sciences Company at NASA's Langley Research Center in Hampton, Virginia. I'm a staff engineer in a section called Multidisciplinary Analysis and Optimization. We use an awful lot of computer systems here, mostly UNIX. We develop computer programs and, more importantly, methods to design aircraft or spacecraft structures that use all the various engineering disciplines. We're concerned at the moment with aerodynamics, structures and performance.

Do you personally use the TT030 system?

Yes.

How did you come to pick ATARI?

Well, I've been an Atari user for quite a few years. We have three 1040 STs in the office here, too. We wanted something with high resolution and more speed, so we convinced our NASA people to let us purchase the TT. We would not have purchased another Atari if we had not been able to get something at this level. Every piece of equipment we have here is owned by the government. It has to be on their approval that we purchase anything.

How do you use the 1040s?

We convinced NASA to let us buy those—primarily to use as dumb terminals to the NASA mainframe computers. We also do all of our word processing on them, some FORTRAN program development, spreadsheets, and database—the generic office-type work. We use the LDW Power spreadsheet, which turns out to be a really good choice. We use Prospero FORTRAN. For word processing on the 1040s, we used WordPerfect and, more recently, Wordflair II.

Are you pleased with Wordflair II?

Yes. It's not particularly good on the 1040s, because we have the color monitors. The resolution is not particularly good with those. On the TT, it is a wonderful program. I've thrown away WordPerfect. I don't intend to use that anymore.

Do you run mostly in the Mac emulation mode or Atari mode?

It turns out that I use the Mac mode very little—mainly because it is not quite perfected for the TT yet. I can run some things off the floppy disk, but it does not recognize the internal hard drive of the TT. I sent David Small a FAX to see if I can be high on his list of people who desperately need his first 3.1 software, but I don't have any idea when this will be out.

Do you have other Macs in the office?

All of our secretaries use Macs, and at least half of the people in the building who have personal computers on their desks have Macs. We have very few IBM PC-type machines left. Most everybody else uses Sun workstations or MicroVAXes.

What are your priority uses once you get Mac emulation working?

The main purpose is to take work that has been published previously that is on our secretaries' Macs (text or graphics or both) and bring it into PageStream, the desktop publishing software for the Atari.

Is PageStream your principal program for the TT030?

Yes, I use PageStream, and then Wordflair for the simpler documents. I currently use Easy Draw for the graphics, but I am in the market for a higher performing graphics program. I just got the demo for Avant Vector and am checking that out while inquiring about some of the others. I also use LDW Power. Those are the programs that I am going to be using and am already using for any publishing work I do. We write a couple of papers a year. I need to get them printed on our QMS PS410 PostScript printer and photo-ready for publishers. I should also mention that I communicate with all of NASA's Cray and VAX computer systems using my Atari as a terminal. I use Uniterm, a public domain program. It's one of the best I've seen. It's especially useful for me because it emulates the necessary terminals and the VAX-type keyboard very well.

Are you pleased with PageStream?

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Yes, I am. The more I use it, the more I learn about it. I haven't actually gone all the way through the document that we are working on now, but I am getting better with it. I really do like it. There are a couple little features that it would be nice to add, but I think those have already been brought up to Soft-Logik.

How do other people react when they come by and see you working on an Atari?

The people in my group have all been exposed to Atari for three or four years now. They know what it can do, and they're really pleased. The outsiders who walk in and see this on my desk kind of give me an odd look. The experienced users, the so-called experts, just make a few comments and ask "Why would you buy such a thing as that? Why didn't you buy a Mac?" Others are more open minded about it—the secretaries in particular. They say, "Oh, that's nice. It looks a lot like a Mac." The bottom line is that I usually tell them it does most everything as good as a Mac or any other computer for about half the price.

The purchasers at NASA must be pleased with the savings.

I don't know that they pay close attention to the good deal you think you're giving them. It doesn't matter. I'm happy. They're happy. That's all that counts.

Are you networked to any other systems?

The TT030 itself is not networked to anything. When we get some software to use the Appletalk LAN port, depending on how good the software is, I can connect it to our secretaries' network of Macs.

What is the future for you and your TT030. Will you upgrade to UNIX?

I probably wouldn't—although, we use a lot of Sun workstations here. We have Ethernet networks in the building that are connected to NASA. If I were to get an Ethernet card and software that would allow me to use this as an X-Windows terminal, that's probably the only reason I would get UNIX. All of our Suns are switching over to X-Windows. The TT would not do me very much good as a stand-alone UNIX machine if it does not have a FORTRAN compiler.

Are you generally pleased with the system?

Yes, I am. It runs good, looks good. Compared to the 1040ST's color monitor, this is wonderful. I would probably throw away the Macintosh emulator completely if I could get two more pieces of high-end graphic software for this machine.

One is something that does graphs, ala Cricket Graph. It allows you to input numbers, essentially like a spreadsheet without calculations, and then generate all kinds of graphs. It lets you annotate them with different fonts, and also freehand in some lines. I need that for a lot of my technical reports. I haven't been able to find anything like that for the Atari.

The other thing I need is something to represent equations for technical reports. My favorite program of this type on the Mac is called the Expressionist. It's just a desk accessory that lets you produce the functions and symbols necessary for an equation. Once you've finished entering the equation, it lets you cut it and insert it into your document. As a desk accessory, even a stand-alone program, if you could just create a metafile or something that could be imported into at least a few of the word processing programs on the TT, that would help.

Do you see your office buying more TTs in the future?

In my immediate group, there are four people in this Lockheed building and another three or four that are one-half mile away at NASA. I think that if the next Spectre software behaves as well as most MacIIs behave, the TT is a real good candidate for our future Mac purchases. I know of only one other person in the group who would be interested in buying one as an Atari. He has used this one some. Our NASA division is switching over to Suns almost exclusively. We don't care that much for the desktop publishing capabilities of the Sun—what I've seen of it so far. So, we will be keeping at least one machine like this around to do our reports on. I guess, it all depends. If we demonstrate that this thing just runs circles around the Sun for desktop publishing, then perhaps we will get at least one more.

Might you upgrade your 1040STs with accelerators?

I don't think so. We already upgraded them to 2.5 megabytes. They're almost four years old now. After using TOS 3.05 on the TT, I almost prefer it to NeoDesk—which we all use here. In any future machines I would like to see that new TOS. If we are going to buy more, they will probably be TTs.

Do you have any final thoughts?

I can tell you that this is probably 1000 percent more reliable out of the box than any Mac we purchased here. When our secretaries first converted to Macs, we bought, I think, eight machines. Four of them had to be sent back because they just didn't work. Over the year, the other four have had some kind of a failure that required a maintenance person to come in to fix it. We haven't had any problems with any of the Ataris we have here—except the one 1040ST that got flooded when the roof leaked.

A Talk with Run PC Owner

Komives: What attracts you to a market which many of your competitors see to be dying?

Jon Willig: Primarily, it's the hardware. As a longtime Atari user myself, I always realized what an incredible value Atari computers have always been, and still are. As an educational dealer, I can offer my customers a complete, powerful and user-friendly system for under $600. No other system we sell [Jon also handles some PC clones] can offer the same amount of functionality for under $1000.

I also feel very good about the reliability of the product. I have experienced far fewer problems with Atari equipment than any other alternative on the market. Finally, the Atari is a much simpler platform to support—in terms of the time we must dedicate to

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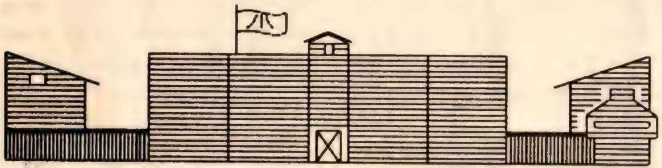
AAAUA ATARI 8-BIT USER GROUP

PRESIDENTIAL PONDERINGS by Alvan Sherrill

Is your user group a club? It comes so trippingly off the tongue. Our Club. The Club. The Club's PD Library. The Club's newsletter. It is not uncommon. Even our beloved AIM uses "participating clubs" and "participating user groups" interchangably. Are "club" and "group" synonymous? I would suggest that they are not! And AAAUA is certainly a club in the accepted sense of the word. If the term "club" did not detract from what AAAUA is and does, I would let it go as being inconsequential. However, it is inconsequential, as I shall attempt to illustrate. I say this in the full recognition that the word "club" is firmly entrenched in the vocabulary of most user groups and it may prove difficult to dislodge. "Club" is even a part of some user group's name. Each user group will have to decide if "club" describes their activities or not and whether they decide to eliminate the word in reference to their group or not. Those with "Club" as part of their name may have a harder choice.

Webster describes a club as "...a group of people associated for a COMMON PURPOSE OR MUTUAL ADVANTAGE (emphasis mine) usually in an organization that meets regularly:..."Sounds ok so far. Let's see, we have sewing clubs, bridge clubs, stamp clubs, book clubs and ball clubs. Do we fit in this category? Are these the limits of our objectives? From my own experience which appears to be supported by references, "club" seems to apply to groups organized primarily for the mutual benefit of its members. Our objectives are for the mutual benefit of our members, but, we also have objectives which place us on a higher plane than a self-serving "club". Our objectives include providing a service to the community and society. We welcome the opportunity to speak before civic and educational organizations and welcome young members into our user group to help them not only to better understand their computers, but also improve themselves in a number of personal ways such as language, art, music, writing, public speaking, mathematics, and other academic disciplines. We support the family and help provide guidance and assistance to the members. I therefore submit that we do what a club does, but a whole lot more! We are an educational association or group dedicated to community service and education, with our interests and activities centered around computers, specifically the Atari computer. Each user group may want to consider similar objectives. In short, the objectives of AAAUA include, but are not limited to the study and support of the Atari 8-bit computer. The Alamo Area Atari User Association is a user group. We are not a club. If this describes YOUR user group, will you join me in purging the word "club" from our vocabulary in referrence to a computer user group?



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

ACORN—The Atari Computer Owners Resource Network of Ft. Wayne Indiana

The January meeting began with additional nominatons for offices and names were added and withdrawn for several of the offices. After the additional nominations voting was done by a show of hands after the nominees left the room.

The following is the results of the elections.

President	Bob Kelley
Vice-President	Barry Tracy
Treasurer	Kim Stahn
8-Bit Librarian	Phil Volkert
16-Bit Librarian	Jim Keller
Secretary/Newsletter	Mark Garrison

Once the formal business was out of the way the remainder of the meeting was the annual Gamefest. Several of the members brought machines to the meeting. There were nine STs and one 8-bit computer being used. Six of the STs were used for MIDI MAZE II and the original MIDI MAZE. The other computers were used for head to head FLIGHT OF THE INTRUDER, and assorted single player games. Karl Fadus brought an animation of a police chase that I believe was done using DELUXE PAINT.

Atari Exchange of Louisville

AEL—PO BOX 34183 LOUISVILLE KY 40232

Atari Scene! BBS (502) 456-4292

Dues: $20/yr per family

Meetings: 2nd Saturday, 11:30 A.M. Central Jefferson County Government Center 7201 Outer Loop

DC (8-bit) Sig meetings 1st Wednesday, 7:30 P.M., Leader: Rich Link

ASTRO (ST) Sig meetings 4th Wednesday, 7:30 P.M., Leader: Jan Wilt

Mailed subscriptions to AELien Transmissions, our newsletter, are available for $1.74/yr. (6 issues) for members.

ASTMUM
ATARI ST/MEGA USERS
(Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88 WORLD OF ATARI, Dearborn, MI USA, June '89 PRODUCTION '90, Montreal, May '90 SIIM '90, Montreal, June '90 Windsor/Detroit International AtariFest, May '91 PRODUCTION '91, Montreal, June '91 SIIM '91, Montreal, June '91 WAACE AtariFest '91, Reston, VA USA, October '91 Chicago ComputerFest, Rosemont, IL USA, November '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Book and STylus) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUMusic Sampler, '91-'92) for $12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D (this list will get longer because at least one, new, noise reduction system will be introduced this year). Make your Money Order (in U.S. dollars if you live in the U.S.A.) payable to K. Carter-Morgan and send it to our address, below. Your return address should be complete and clearly printed.

If you use your Atari in creating or performing music, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to: ASTMUM, Attn: K. Carter-Morgan P.O. Box 966, Station B Montreal, PQ Canada H3B 3K5 or by phoning (514) 272-6631 (voice only).

Executive Exhortations by Kest Carter-Morgan:

First, let me point out that, due to space considerations, my Chicago ComputerFest article, "MIDI IN THE MIDST", is slated to continue in the April issue.

Second, I want to thank those ASTMUM members who, in recent months, have given their time and energy in making stimulating and informative demonstrations, as well as assisting in other club functions.

Third, we are forming a Montreal AtariFest committee in order to rev the FestEngine up to speed. However, it needs fuel... so keep those cards and letters coming!

Adieu for now!

KCM (ASTMUM)

BRAG ST

Buffalo Region Atari Group for ST's

Minutes of the December 19, 1991 General Meeting

By Dane Stegman

The meeting was open by Chairman Mark Pierro at 7:35 pm. This was our annual Christmas Party. We had Christmas cookies and Egg Nog and Gum balls to hand out. We also had demos of THE SNOWMAN and SNOWBALL FIGHT by Codehead Software. MIDIMAZE games were played and people who brought their LYNX's started to play them to show the new model (LYNX II) and the original LYNX.

After the demos were shown, MIDIMAZE games and LYNX battles, we had our door prize raffle. Our first winner was Karl Miller (a new member) who won a copy holder. Our second winner was Michael R. Burkley who won a pack of Static Free Wipes for dusting off your monitor and our third winner was John Forgettee who won a 3 1/2 Diskette Storage Box. Then we had our regular raffle and our winner was Carl Barron who won a Beetle Mouse.

CUSTUG Champaign-Urbana ST Users Group

The Champaign-Urbana ST User's Group (CUSTUG) meets at 7pm on the second wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race streets in Urbana, IL. Membership dues include a subscription to AIM and ATARIUSER magazines, as well as access to our PD software library. All who are interested in the ATARI ST & TT computers are welcome.

Lee Johnson	President
Menno Rapson	Vice-President
Bill Magro	Secretary/Treasurer
Tim Brumleve	PD Librarian

Contact address: CUSTUG, PO BOX 3442, Champaign, IL 61826-3442 Contact telephone #: 217-356-7916

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, free issue of AtariUser Magazine (available at club meetings), help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 South 2275 West, Roy, UT 84067 or call (801) 731-1516.

Your 1992 elected L.A.C.E. Club Officers are:

Marshal Walker,	President	(801)545-7152
Lee Hatchell,	Vice President	(801)776-6687
Quhid Izatt,	Secretary/Treas	(801)544-4399
Richard Clark,	8-Bit Librarian	(801)825-5823
Mark Seegmiller,	ST Librarian	(801)773-8555
Dave Young,	Publicity Co	(801)776-6273
Irwin Brooks,	Publications Co	(801)731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m. Mark your calendars for the next three meetings. March 11, April 8, and May 13, 1992. SEE YOU THERE!!!

If anyone asks, tell 'em you saw their ad in AIM!

P3ACE

The Prez Sez by Steven Leser

Well, it has been an eventful first month in office. Due to a huge amount of expenditures in late 1991, the club's treasury was getting pretty low. We had an officers meeting to discuss ways to improve our cash situation. One of the things we came up with is that we would like to raise the dues to $20 per family. We have looked around at other users groups and discovered that we were among the only people charging less than $20 so we didnt feel too bad about the increase. We refuse to raise dues without a corresponding increase in services however! And, with that in mind, the SIG vice Presidents are redoubling their efforts to bring in more and better guest speakers, the Librarians are beefing up the size, and quality of offerings, and the BBS SysOp (me) is cleaning up and providing the BBS with a more polished look. Along with increasing revenue, we have decreased expenditures by trimming away some of the fat. These measures should put the club back into good economic health by mid-year. (Yuck, all of this economic talk makes me feel more like a U.S. president than a club president!)

The other thing that has kept me extraordinarily busy is that our treasurer Rick Mount has been away for the past few weeks, and I have temporarily taken over his duties as well. Talk about busy!

In one of my first few trips to the mailbox, we got a letter from a gentleman in Algeria wanting to joining the club! Neat! I will have to get a membership form and such out to him right away! Hey, AIM how many magazines do you get to send to Algeria???

Anyway, the presidency has been a tough job, as I expected it to be, but a heck of a lot of fun too! Don't forget to call Laser BBS at (719) 527-1374. We have a qwickmail system that allows you to download your new messages, and read and reply to them offline! (Neat for all but especially you long distance callers, eh?)

ST SIG Notes by Terry Quinn

There was no December ST SIG meeting so there isn't much to report. We will be having a demo of the new club BBS and the qwickmail features at an upcoming SIG meeting.

8-Bit Tid Bits by Rick Reaser

With the threat of a heavy snow, it was a wonder that anyone even showed up for the January 8-bit SIG meeting. We covered two basic items -- Selected educational programs and the new library catalog program we bought.

First we looked at a fascinating offering by Dorsett Educational Systems. It consists of a cartridge and a cassette tape. The basic program is on the cartridge, while the lessons are on cassettes. The cassettes use both tracks, one for data, which is put onto the screen and the other for voice which talks you through the lesson. Each course consists of 16 lessons or cassettes and costs $39.95 ($2.50 per 30 minute lesson). If you are interested, you can call Dorsett at (800) 843-5242.

Next, we looked at A+ Spelling by American Educational Computer, available from American Technavision. I use this program every week with my own first grader. In addition to providing its own spelling lists, up to eighth grade level, you can also type in your child's weekly spelling list from school along with a sentence using the words and misspellings. It is a great program with tons of flexibility. We also looked at some Public Domain educational programs. Some were good others were dogs. This was the lead in to a demonstration of the new disk cataloging program we bought, The File Information Program. We developed short program descriptions and used the disk that the PD educational programs were on as part of the demonstration.

The File Information Program was written by a member of the Denver Atari Club, Larry Richardson. It was written in Action! specifically for club 8-bit disk librarians. It has lots of neat features. It can read the program titles directly off the disk and also allows you to add a short description of the program as well. If now someone could only figure a way to combine the the features of SAGECAT with this excellent program. The program is $12.50, shareware. We saw it advertised in the November AIM which led us to buy it. Call the Denver Clubs BBS (303) 343-2956 and leave E-mail for Larry if you are interested. Or see our 8-bit Librarian, Roger Meston, for a demo.

Editor E-Mail by Sam Cherry

We've still got 3 1/2 inch disks available for 40 cents each or $8.00 per pack of 25. New 5 1/4 inch disks are also available for 30 cents each. If you have any questions or would like to put in a group order for labels or disks, please contact me at my new number (719) 598-7309.

Be sure to let us know if you change your address so you can continue to receive AIM. If you do move and want to continue to receive AIM, you need to tell the postman that you will pay for the forwarding of third class mail. Failing that, we always get a few extra issues of AIM mailed to the club P.O. Box in case the postman loses your copy or there is a mix up somewhere. Please check your mailing label to see if your dues are due.

See you at the next SIG meeting!

PHAST

Well, the first PHAST meeting of 1992 has come and gone. The meeting started out a little slow with only a handful of members showing up at the 10 am starting time. Somewhere around 10:40 we had around 19 members present.

The meeting started with a discussion of what the user could expect from Atari and other developers as far as the 1.44 Meg Kits and the TEC board was concerned. This discussion was then followed by a discussion and demonstration of the PHAST library by our librarian Dave Thorson. Dave talked about what was in the library and demonstrated some of the software found in the library such as Color Space, and a few other games.

Once Dave had finished with the library, our VP, informed the club that our only local dealer Computer Works was dropping the Atari and Amiga line completely. Although we will not have a local store to go to, we will have a dealer. That dealer is Richard Phillips a VAR who talked for about 20 minutes on what he had to offer our club and the Arizona community in general.Several people expressed concern about being able to get upgrades, and repairs done on their ST/STEs and our VP explained that Cory Chapman is now doing repairs, upgrades, etc... for very reasonable prices. Afterwards Brien King, our VP, gave a very informative demonstration of the new STereo Replay digitizing off of a CD player.

Once this demo was completed our President, Mike Aubrey, set up and demonstrated his new SLM605 Laser printer and his new T25 Accelerator made by Jim Allen of FAST Technologies. Needless to say, both pieces of hardware were very impressive. During the demonstrations Mike interjected several informative tidbits about Atari and the Atari community in general. At the end of the meeting everyone gathered up front to get a closer look at the equipment, get disks from the library and just to chat.

President Michael Aubrey (602) 870-8360
Vice President Brien King (602) 841-7136
Recording Secretary Adam Ceton (602) 266-2128
Treasurer Wayne Myers (602) 788-5165
Disk Librarian Dave Thorson (602) 954-6033
Cory Chapman (602) 246-6144
Richard Phillips at Analytical Computer Solutions (602) 780-4717

Our Local BBSes are: ST Base (official Club BBS) (602) 285-9246
RDS BBS (VP's BBS) (602) 841-7196
Wild Thing BBS (Recording Secretary) (602) 277-8225

RACC
ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

New at RACC & LCACE

Our XANTH store has a new location. Xanth Software 1957 Harlem Road Loves Park, IL 61111 (815) 633-8300

Andy Learner has relocated in Milwaukee, and has a job, a new birthday, and is now a member of MILATARI. George Luhman has completed the enormous job of cataloging all of the 8 bit library disks, and has them all on a Disk Database. Call the BBS 815 226-2388 for club information. This is operated by his 2 boys, (HANDLES) King Arthur and Zethan. They have recently remodeled and relocated their BBS in their basement. Things keep growing and needing more room. And the calls keep coming from INDIA and other far away places.

RACC Jan. 18th meeting will have been about "Word Processing. RACC Feb. 15th meeting is scheduled to be "DESK TOP PUBLISHING". And we finally got a newsletter published. (Thanks RAY). Ray Smith our EDITOR is resigning from the ST Librarian. Dennis Renner is working hard on getting his new Migraph OCR and scanner up and running. Dennis is scheduled to demonstrate this at the Feb. 8 LCACE meeting. In this situation, reading text is more difficult than writing it.

RACC is scheduled to provide the program for the LCACE March 14 meeting in Gurnee. Come and a see the Terri, Dennis and Jake show on Educational Programs. Terri, Educational Program Design; Dennis, Transformer 8 bit to ST; Jake, 8 bit Basic Programmer. This will be a shortened version of the Seminar that got bumped from the LCACE show in Chicago.

Teachers welcome.

Sincerely,
H. Jake Olbrich

R.A.C.E.

Pres. Lewis Midyette 828-4319
Vice Pres. Eric Schofield 851-5134
Secretary Don Nelson 942-2764
St Librarian Tony Manino 851-8092
8-bit Librarian Arthur Katz 881-0247
Treasurer Robert Yates 552-7053
BBS SYSOP Robert Yates 552-7053
Galaxy BBS 552-0974

Well, so far the year is going very great, our attendance has been very good. We have had several new members, a few of these have been 8 biters. We are always happy to expand our group. So far this year we have covered Pagestream 2.1, Terminal programs,and this month we will be talking about data base programs. The next meeting will be held on Wednesday March 18that Richard B. Harrison Library on Newbern ave. Club dues are $20/ year which provides access to the Club BBS, subscription to AIM, access to the club Library. If you have any questions call Lewis Midyette 828-4319.

SCAT SUBURBAN CHICAGO ATARIANS
AN INDEPENDENT COMPUTER USERS GROUP

February 1992 SCAT club news.

Meeting on February 1, 1992, the demo will be an Atari TT with IBM and Mac emulators. We as a club have not had a production TT at one of our meeting or looked at a TT in great detail. Greg LaBrec, who works for Atari in lombard, did bring in a pre-production model in the spring of 1991. The computer being brought to the February meeting is owned by a club member.

The March 7, 1992 meeting will include a demo of an IBM program from Parsons titled Tax Edge. Al Conley will demo this program. He will run the program using PC Ditto II installed on an Atari 1040ST. I have seem this program run and it is impressive. This program also has the capability of sending by modem the tax forms to the IRS.

On tap for the April 4, 1992 meeting will be GAMES. We will have 8bit, 16bit and LYNX games. The titles have not been put in stone, but I am sure there will be something for everyone who attends. The May 2, 1992 meeting will feature the Portfolio hand held computer.

All meeting will be in the K building College of DuPage. I will try and get room K157.

A reminder from the Officers, Members dues of 20 dollars for 1992 are now payable since most membership runs out in March. If you can not come to the meeting please send the dues to our mail Box in Roselle. Hope to see you at the meetings.

Alvin Riesbeck, President

San Diego Atari Computer Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month.

SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Dan Phillips (619) 462-1289
Vice President	Dean Smith (619) 582-6749

BBS - 24hrs, 300-2400 baud, 80 MB (619)689-8157

Back-to-back federal holidays (Martin Luther King Jr. Birthday and Presidents' Day) have forced us to combine our 8-bit and ST meetings for January and February. Despite the misgivings of both groups, there has been no culture shock as both 8-bitters and ST enthusiasts were forced to confront the fact that the other's computer is a very capable machine. Of course, those of us fortunate enough to own both could have told them that!

San Diego ComputorEdge magazine, a local MS-DOS-oriented publication, has asked SDACE to man several booths at the planned first San Diego Computer Fair tentatively slated for September. Members will spend the next six months planning how to put our best foot forward, and we expect to have both our ST/Mega/TT and 400/800/XL/XE platforms represented in strength. It wil be an exciting opportunity to bring the quality of Atari products before an unsuspecting public.

ComputorEdge has also been giving Atari unaccustomed attention of late, with articles detailing the future of Atari, an overview of Atari-compatible joysticks, and a history and description of Atari computers.

Beginning in March, we will revert to having two meetings monthly, on the first Thursday and third Monday. Hope to see you there!

SEVAC

SOUTHEAST VALLEY ATARI CONNECTION

The South East Valley Atari Connection meets the third Saturday of each month at the Dobson Ranch branch of the Mesa Public Library, 2425 S. Dobson Rd. Depending on meeting room availability, meetings usually begin at 10 a.m. Please call a club officer for exact time. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit software libraries, Atari Interface Magazine, and club bbs.

President	Dennis LaFontaine	
Vice President	John Rojewski	(602)978-2362
Secretary	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
BBS 24hrs, 2400bd, 70md		(602)833-9216

STAG
Saginaw / Tri-City
Atari User Group
"where the deer and Atarians play"
ST

The Saginaw/Tri-City Atari User Group meets the 2nd Saturday of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are January 11th, 1992, February 8th, 1992, March 14th, 1992, and April 11th, 1992. NOTE: We communicate by postcard with our members before each meeting to confirm the location and time of the meetings.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are $3 for a double-sided disk packed full of goodies (2 for $5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

At the JANUARY MEETING:Only 5 people were present at the library for the meeting. Various members will call some inactive members to see if we can get the meeting up to at least 10 people. The people at the meeting enjoyed some good conversation on Atari-related news and advice. I hope we can get more people coming to the meeting because it is discouraging and disappointing for the people attending the meeting, especially the equipment volunteers who had to disconnect and lug their computer equipment to the meeting for nothing.

In FEBRUARY: We will decide on an agenda before the meeting. We will communicate equipment volunteers and the agenda of the meeting by a note in the postcard sent to the members before the meeting.

WAUG

WAUG GENERAL MEETING MINUTES 1-14-92

The January WAUG meeting wasn't as well attended as we had hoped that it would be. Our topics that evening were Portfolio and emulators. Our guest speaker was unable to attend owing to the weather, so Mike O. began the meeting with a demo of Spectre GCR running on our club STE. When started, Spectre lets you configure the amount of memory used for Mac emulation, the type of printer (including Atari Laser), SCSI device number and other parameters for any attached hard disks, and whether or not sound is on (Spectre slows down considerably for sound). Mike showed us around the ST-like Mac HFS file system . The first Mac program that he ran was Speedometer, which thought that it was running on a Mac with 11% faster CPU speed, 94% faster disk access, and an overall rating 25% faster than a Mac Plus. Mike's own ST with an ICD Adspeed accelerator reports that it is 94% faster overall than a Mac Plus.

The X10 controller software for Mac that was demonstrated next was a far cry from the rudimentary X10 software available for the ST, so I guess that it's possible that maybe some Mac software can be worthwhile. The Mac version came complete with configurable MacPaint rooms and fixtures that could be easily programmed to do different things at times on different days. While we would probably have been more impressed by seeing Spectre run on the TT that was supposed to be at the meeting, Mike did a very good job of giving us an idea of what this emulator was capable of.

President Dave B. brought out the WAUG SX212 modem complete with Vanterm software and announced that it would be made available for any members who wished to try it out on loan. He did tell us that the Black Box hard drive interface for our 8 bit did in fact arrive, but our 130XE is still out for repairs.

Next months meeting will feature reviews of UIS III and the ST graphic program, Chronos 3D. On the schedule for March is educational programs and Dave solicited both demos and requests for this meeting from the assembled membership. April's fare will be telecom as there have been a number of new programs that have come on the market as well as the fact that KA9Q/Internet was finally figured out and put to use by some of our members. Since he did such a fine job with the emulator portion of the meeting, Mike O. also got stuck with doing the Portfolio portion of the meeting. Since it would be rather difficult to show the Portfolio's tiny screen to anyone further away than a couple of feet; its capabilities as a palmtop computer and its ability to transfer files to and from other computers, including Mac and IBM, and its wide variety of programs were the subjects of Mike's presentation.

V.P. Craig Harvey announced to the meeting that the next major Atari show would be in Toronto on April 4th and 5th. He also made available some IAAD brochures for anyone who was interested.

Mike O. as ST Librarian and Ralph S. filling in as 8 bit Librarian gave brief synopses of the contents of the featured disks from our library.

The monthly drawing was held next with the program Trivia Arcade going to the 8 bit winner and UIS III and Epyx World Karate going to the ST winners.

While the STE was still hooked up and turned on Mike O. was kind enough to give us some short demos of some of the programs that he had compiled for the library. Two new utilities disks, a ready to run game disk with some very nice STOS programs, a new library disk with a faster and more flexible version of STD Cat, and three disks full of Portfolio programs were offered for sale.

The meeting was adjourned at 9:10 PM

Respectfully submitted,Dan Cable, Secretary

WNYAUG

PRESIDENT	Mike Husband
VICE PRESIDENT	Kevin Packard
TREASURER	Dave Shane
SECRETARY	John Kasupski
AT-LARGE	Bruce Andrew
LIBRARIANS	Betty Knab Norm Knab
SYSOP	Don Koepf

WIZARD'S ATTIC BBS (716) 681-1654

The Western New York Atari Users' Group, based in Buffalo, New York, serves owners of Atari ES computers (ight-bit chip, ixteen-bit addressing...Atari 400, 800, Xl, XE, and XEGS!). We meet on the first Thursday of each month at: Bacon Hall, Rm. 116 East Buffalo State College 1300 Elmwood Avenue Buffalo, NY

WNYAUG members receive subscriptions to the POKEY Newsletter Disk and Atari Interface Magazine, discounted prices on disks from the WNYAUG Software Library, and access to the WNYAUG members Only section on the Wizard's Attic BBS.

All correspondence is encouraged. Our address is as follows: WNYAUG, P.O. Box 59, Buffalo, NY 14216.

WESTERN NY ATARI USERS' GROUP NOVEMBER, 1991 MEETING MINUTES

The November, 1991 meeting of WNYAUG was called to order by Mike Husband, President, at 7:30 PM in Room 116E Bacon hall on the Buffalo State College campus. The November issues of AtariUser Magazine and the POKEY Newsletter Disk were distributed.

Mike noted that Unicorn Publishing had informed him that the group was in arrears on payments for Atari Interface Magazine as well. Dave indicated that he would check his records and take proper action.

Mike noted that it had been suggested some time ago that we hold a Swap Meet at one of our meetings, and that a combined Swap Meet/Christmas Party will be conducted at our December meeting. The group agreed on two rules, namely (1) that all software offered for sale must be original (NO illegal copies), and (2) that hardware is sold on an "as-is" basis but that it is preferable for hardware to be in working condition.

Wayne Maracle Sr. has been typing in articles from old hardcopy issues of the POKEY Newsletter which nobody seems to have on disk anymore. Wayne submitted the first fruits of his labors, a disk with articles from several 1983 and 1984 POKEY issues in ARC format, which he gave to John to be put on the group's hard drive and possibly reprinted in the new POKEY Newsletter Disk.

NOTICE TO ALL MEMBERS: If anyone has ANY articles from the hardcopy issues of POKEY on disk, please speak up!!! Not only will this help us build up our library of text articles, but it will also spare Wayne from doing a lot of needless typing.

New Business: Dave informed us that his records show a current balance of $548.06, with two checks outstanding.

Dave also announced that as a by-product of the group's purchase of floppy disks in bulk quantities for use by the Librarian and newsletter Editor, WNYAUG is now able to make 5-1/4" floppy diskettes available for sale to members at the low price of just $4.00 for a package of 10 disks with write-protect tabs included. This price is lower than any available locally, and several members took advantage of it at the meeting. Members who wish to purchase disks through WNYAUG should contact Dave at 875-5350.

John passed around a copy of a flyer he created using The Newsroom, advertising our upcoming Swap Meet/Christmas party. In order to maximize participation in this event, it was decided to extend mailing of this flyer to those former WNYAUG members that we are able to locate in the area. We were planning to contact ex-members anyway, so by doing this we will be killing two birds with one stone. John will compare listed addresses for former members with listings in the local telephone directory to come up with a list for the mailing.

Christine Hess advised us that she plans to contribute to the Swap Meet by baking Christmas cookies and offering them for sale by the dozen at the Swap Meet, then donating the profits to the group.

Program Demonstrations: Mike began the demo portion of the meeting by showing the group three different hockey game programs. The programs were displayed in chronological order from oldest to newest so that we could observe how the programs became more sophisticated as programmers' abilities improved with time.

The first program was simply titled "Hockey" (Gamma Software, 1981). This game can be played by two players or, on a 400 or 800, four players. Each side has three skaters and a goaltender, and play on a rather small rink, both ends of which are visible on the screen throughout the game. Play action was nice for an early implementation of hockey on the Atari, but the graphics left something to be desired and there was no option for a single player to play against the computer.

The second program was "Major Hockey League" (Thorn EMI Video, 1983). This game also requires either two or four players, with no option for a single player to play against the computer. However, the graphics are somewhat better, and the game uses a full-length rink with horizontal scrolling to center the screen on the end of the rink that the puck is in. The play is better (you can even knock the opposing players down!), but the goaltenders in this game are TOTALLY USELESS: It is virtually impossible for the goalie to make a "save" in this game.

Following the hockey demos, Mike showed the Antic Graphics Converter, a utility that works with Graphics 7, 7-1/2, and 8 pictures. Mike is looking for artwork in this format, so if you have a collection of same, bring them to a meeting or F-Mail them to Wildstar on the Wizard's Attic.

(Editor's Note: I have a BASIC routine to display GR.8 and GR.9 pictures in a program, so if Mike gets any good response to his request, you may see the results in some future POKEYs.)

Following the break, Mike showed the Disk Of The Month, a collection of public domain game programs assembled by Librarian Betty Knab. After watching Mike attempt to play WORM.BAS we discovered that he is not the expert game player that he would like us to believe he is. Stick to Archon, Mike!

The Split Club drawing was then held. At last we have some genuine competition for Kevin Packard! Doug Tolkacz was this month's winner, which makes him 2-for-2 in Split Club drawings.

The meeting was adjourned at 10:15 PM, after which Dave did an informal demonstration of a home-built EPROM blower. A formal demo of this device had been planned, but was squeezed out due to time constraints. The formal demo of the EPROM blower will be presented at a future meeting.

November 8, 1991 John Kasupski, Secretary

WESTERN NY ATARI USERS' GROUP DECEMBER, 1991 MEETING MINUTES

The December, 1991 meeting of WNYAUG was called to order by Mike Husband, President, at 7:35 PM. The business portion of the meeting was limited, for two reasons, one being the fact that we wanted to conduct a Christmas party and Swap meet, and the second being that "Old Man Winter" picked our meeting date to rear his ugly head and dump some extremely rotten weather on us.

Those of us who did brave the elements, received the December issue of AtariUser Magazine and a copy of the POKEY Newsletter Disk, while Mike announced that there would be no January meeting because Buff State College was going to be closed on our regular meeting date.Our regular meeting for February will NOT be affected, there WILL be a regular meeting on February 6, 1992.

Treasurer Dave Shane reported that our account balance now stands at $820.81 with a few checks still outstanding. This balance also includes the refund for the club's 40Mb hard drive (The original died under warranty, and the dealer's replacement never had a chance to die because it didn't work when we received it!). We will now seek a suitable replacement.

The kickoff of the membership drive was discussed. Over the past month WNYAUG has mailed over a hundred letters to former members of the group to see if they are still interested in their Atari ES (8-bit) machines. We did get some favorable response from a few members, although the inclement weather definitely put a damper on most response we would have gotten in terms of people attending the meeting. However, we did get one new member immediately as a result of the letters we sent. Daniel Soborowski is again a member in good standing. Welcome Back! Dan works nights, but his wife and son attended the meeting and made some new acquaintances. We look forward to seeing the Soborowski family more often.

Copies of the 1991 WNYAUG Informative Survey were distributed. The purpose of this survey is chiefly to allow users of Atari ES (8-bit) equipment to provide us with feedback about the way in which they use their systems. The information we obtain will hopefully go a long way toward helping the officers plan meetings during the upcoming year, and so, all members who received the survey are urged to PLEASE complete them and get them back to the Secretary, either at the February meeting or in the mail.

Our SysOp, Don K!, confirmed what many of us had known for a few days already, namely that The Wizard's Attic BBS was temporarily down. The problem stems from a dead hard drive (like the flu, this seems to be going around nowadays), and Don hopes to have the board back online within a few days, although the capacity will be reduced until the dead drive his 40Mb MiniScribe) is repaired or replaced.

Business was then set aside while we took advantage of the free coffee and conducted the Swap Meet (such as it was, with the weather limiting the turnout). Among other things, an XEP-80 and AtariWriter Plus 80 changed hands, another member got a line on a Star SG-10 printer, another got Flight Simulator II (only to discover it won't run on an XF-551 drive...XF-551 owners WATCH OUT FOR THIS!), some more blank disks were sold through the group's bulk disk purchase offer (members may buy a package of 10 disks for $4.00), and the members got to exchange some small (and some not-so-small) talk as well.

A split club jackpot drawing was held, and your humble Secretary/Editor made off with the loot this time around, though the weather undoubtedly reduced the size of my "take" <grin>.

It has already been suggested that we try the Swap Meet idea again sometime this spring, when cold and snow are less likely to reduce participation as they did this time. If you think this is a good idea, let the officers know (the comments area in Section 4 of the 1991 Survey is a good way to do this).

Also, I noticed (too late) that the copies of the surveys handed out at the meetings were stapled together in the wrong order. Hopefully this won't confuse anyone too much. All the pages are there, but the second of the five pages should have been last. This merely proves that our Treasurer is human after all, despite what you may think when you see his computer system.The formal meeting was adjourned at about 9:40 PM. As usual, many of those in attendance stayed around awhile and visited with one another, exchanging ideas, information, bouquets, brickbats, and all the other neat stuff that you miss out on if you don't attend our meetings.

For many, this decision is voluntary. For others, it's mandatory - some members work nights and can't attend meetings. But this month, in two instances illness kept members from attending. Best wishes for a speedy recovery, therefore, to Christine Hess (A.K.A. Mother Goose), who's in K.M.H. recovering from acute bronchial pneumonia, and also to Kevin Packard (a.k.a. The PACK), the nature of whose illness is not known to me but whose presence was missed nonetheless.

December 6, 1991 J. Kasupski, Secretary

PRESIDENT'S NOTES by Mike Husband,

The Western New York Atari Users' Group will be having it's first ever (that I can remember) Great December Christmas Party and SWAP Meet. Having never been to one myself, I hope it is a great success. If we have a good turnout for this event, it WILL be so. Plus it should be a good time for all. More on this in next month's article.

We will be needing an audit in the future. What this entails is that the user group knows the whereabouts of all its equipment. The group just has to have it written down. The User Group has had many pieces of equipment misplaced over the years. I don't want to see equipment & things get misplaced like they have been a long time ago.

Our POKEY Newsletter Disk may be getting a little thinner, article wise that is. Our Secretary & POKEY Newsletter Editor has a work obligation that will impair his abilities to impart the same amount of his free time into the POKEY Newsletter. If no one pulls in the slack it might show. I am hoping that it won't.

I also would like to thank our POKEY Newsletter Editor for clearing up the misunderstanding about our licensing agreement with ICD and the POKEY Newsletter program.

Thursday, December 5,1991 our first annual Christmas Party and SWAP meet was held. We had a good turnout and a new member joined the club. The weather was awful. Next year it will be bigger and better.

I have been in contact with AIM magazine, we should all be getting an issue soon!!!

The Club received a package from DORSETT Education Systems, Inc., "The Talking Tapes that Teach". They sent the club a cartridge and a cassette tape. I tried to demonstrate them at the December Meeting. I needed an ATARI 410 or 1010 Cassette Recorder and did not have one. I will demonstrate The Dorsett Education System at the February 6,1992 meeting. DORSETT is closing out the Atari line of their inventory. I believe the club should add some of these fine products to our Library. The club can not get all the tapes but a few would be nice. I am going to be typing up an inventory list of the products which are still available.

John Kasupski, our Newsletter Editor and resident Writing Machine, did an outstanding job on the December Pokey Newsletter Disk.

I demonstrated three different hockey game programs at the November 7, 1991 meeting. There was some misinformation about these programs in the December POKEY Newsletter, November Meeting Minutes. I blame myself for the misinformation. I did not know our Secretary was taking notes and I forgot to mention some of the features of the Games. The first program was "Hockey" by Gamma Software, 1981). The second program was "Major Hockey League" (Thorn EMI Video, 1983). The third Program was "Showdown Hockey" by (Aussemware, 1991). I have an article which lists all the options available in each program.

An Atari User CALLED me from out of state wondering why the WIZARDS ATTIC BBS was consistently busy. I informed him that the BBS hard drive had crashed and was being repaired out in California. He informed me that the ATARI clubs in his area were hit hard by apathy. He gets AIM Magazine at his local bookstore which receives only TWO copies a MONTH!!!

I am looking for an electronics part called a THERMISTOR. It should decrease in resistance as the temperature increases. Many catalogs and manuals list the resistance at 25 degrees Celsius in Ohms, I do not know this value. I know that it MUST BE a 1 MEG THERMISTOR and have a range from -5 degrees Celsius to 45 degrees Celsius. Any help would be greatly apperciated in this quest.

(Note: Remember to KEEP the First Thursday in the Month of April OPEN on your Calendar. This will be the Western New York Atari Users' Group Second Annual (10th Year) Anniversary Party. It will be even better the second time around!!!))

I hope that one of our members and newest writers for the POKEY Newsletter Disk, Christine Hess, is feeling better after her run in with Acute Bronchitis and Pneumonia.

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teaching our customers how to get their new systems to fulfill the intended purpose. There is no disk-based operating system to fumble with, no multi-layer operating systems to install, no command line interface to contend with. It simply works. Most people purchase a computer to make their life easier, not more complicated.

Where do Atari computers fit into Run PC's product line?

Essentially, I see the Atari platform as a cost effective alternative to the Apple Mac or IBM clone in the general market—and the platform of choice in some specific market niches. The strengths of the Atari platform make it the logical choice in the music, desktop publishing and educational markets. That is not to say that the ST/TT is not capable of satisfying the needs of the general business market. On the contrary, we run the entire business on a MEGA ST4. However, segmenting the market based on your strengths is a fundamental marketing strategy, and one which I believe Atari is realizing.

In what areas do you use your ST to run your business?

The MEGA ST4 is used daily, mostly as a desktop publishing platform. This machine, along with an Atari SLM804 laser printer, a Migraph scanner, Calamus, PageStream and Touch-up, provides me with all the tools necessary to create professional camera-ready promotional materials. The MEGA is also used for all of our inventory control and invoicing.

What do you see in your future and Atari's?

I think with the introduction of the new products, and lower prices on current products, Atari is on the road to recovery. They have repositioned themselves and will be a major contender in the personal computer market. The dealer program has recently undergone reorganization, and I have found Atari to be very responsive. Both Atari's pricing and product elements are currently sound. It may take some time to rebuild the distribution system, but many new dealers are being added. The key will be to focus on specific markets—for both Atari and its dealers.

Bob Komives is a land-use planning consultant who has used Atari computers since 1980.

Greg Wrenn is a Staff Engineer with Lockheed Engineering and Sciences Company at NASA, Langley Research Center, and Jon Willigis the owner of Run PC, located at 524 W. Laurel #2, Fort Collins, CO 80521, (303) 493-5565, 1-800-326-2344.

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Ralph Turner's Third Book of Atari ST Topics

Tom Brantmeier

Index Legalis has recently published Ralph Turner's third book of helpful information for Atari ST users. This third book, like his second one, covers a variety of all new topics in detail. Several of these new topics were of particular interest to me.

In his characteristically clear and concise style, he gives us the necessaries of laser printers, MIDI, modem use, file transfers, upgrading to TOS 1.4, Public Domain and Shareware software, an introduction to the Atari TT and Mega/STE, and a few miscellaneous topics (including an information packed "test" of what you know about the ST and Atari).

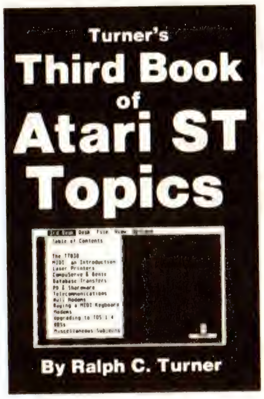
MIDI Chapters

I was particularly grateful to have so much well organized information about MIDI all in one place. Mr. Turner devotes three chapters to MIDI. The first is an introduction that clearly describes some important aspects of the subject. He starts you with a straightforward definition and a brief history of MIDI and then works you through "channels" to "reception modes." This chapter gives you a sound footing in MIDI from which to work.

The second chapter details what you need to get started and even works you through buying an electronic keyboard. This chapter is where you learn about "degree of polyphony," "multitimbral capability," and MIDI In, Out and Thru, among many other things.

The third chapter describes how to use a sequencing program step-by-step. The program Mr. Turner uses as an example is one of the best and most accessible 16-voice Public Domain sequencers available.

This is the one by Henry Cosh of England. Mr. Turner's concise description allows you to have a completed 4-track recording by the time you're through.



I have had my keyboard for a couple years, and though I had learned a great deal about it, I hadn't taken the time to learn all of the MIDI features. I mostly like to spend what little spare time I have in playing. Since the keyboard's MIDI instructions were sparse, I missed some of the less used MIDI features, until I read "Atari ST Topics."

TOS 1.4 Details

I am also very thankful for Mr. Turner's description of TOS 1.4. Nowhere else has the virtues of TOS 1.4 been so clearly delineated. My ST was in the shop getting a memory upgrade when I read this part of the book, and I immediately called and requested the TOS upgrade. Now that I have TOS 1.4, I love it!

Telecommunications

Telecommunications has always been one of the more daunting elements of computing. Mr. Turner presents four compelling reasons why someone would desire to get into telecommunications and he covers all the pertinent details from cables to baud rate. He explains modem settings, file transfer protocols and discusses other aspects of telecommunication programs.

To make you confident and make it perfectly clear, he runs you through a call to a bulletin board step-by-step. I've watched an experienced BBS user friend of mine call up a BBS for his Mac and saw him goof up the process twice, costing him five minutes in long distance charges. So, a hand-held walk-through is very comforting for a cost-conscious person like myself.

Although I like the detailed coverage of several topics in this book, and they were some that I was interested in, I would also have liked some coverage on the new products out for the ST. Like scanners and the new monitors, etc. There's a lot of variables in these products and they could add a lot to a person's computability. Unfortunately, at this time, the only place to find out about these products is in the ads.

Mr. Turner has an incredible facility to explain complex computer material in a way that a beginner can understand, yet he's thorough enough that experienced users will better understand what they're doing after reading his books. Mr. Turner has the ability to immerse himself in a subject and get to know it well. More importantly, he has the uncommon ability to express this understanding clearly and concisely. I think Mr. Turner's talents would be very much appreciated in writing the manuals for some commercial programs.

"Atari ST Topics" is certainly another important and highly readable addition to the library of any ST computer owner who wants to get more out of one of the most versatile computers on the market.

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A Second Look

Jerry Belfor (FRAUG)

[This review first appeared in The Lily Pad, a publication of the Front Range Atari Users' Group (FRAUG) in Fort Collins, CO. Jerry Belfor is president of that club.]

I previously had the good fortune to review Ralph Turner's books "The Atari ST Book" (September, 1988 Lily Pad) and "Atari ST Subjects" (March, 1990 Lily Pad). After the second book, I thought Mr. Turner was done. After all, what else was there to write about?

What else? How about MIDI, modeming, and the differences between the TT, Mega STe, and the ST. All this, and more, can be found in Turner's "Third Book of Atari ST Topics."

This book, like the previous two, is written for the non-expert. The information is clear and understandable. I would especially recommend the book if you are new to either MIDI or modeming, as these two topics fill a total of eight of the 16 chapters in the book.

Included in the MIDI chapters are topics such as how MIDI and word processing are similar, a history and explanation of MIDI, how to get started in MIDI and how to buy a synthesizer. The modeming chapters include what a modem is, how to connect one, communication programs, terminal settings and information on connecting and using a general BBS and both CompuServe and GEnie. Wow!

But that's not all, folks. There is information on TOS 1.4, laser printers, transferring files between databases, and more. There is even a trivia quiz (which I did fair on) in the middle of the book for a nice break.

As I said in my previous reviews, I think Mr. Turner's first two books definitely belong on the bookshelf of all Atari ST users, and this book should be there also, especially for those interested in MIDI and/or modeming. The other topics covered are also of value and the book is certainly worth buying. Our favorite local Atari dealer, Run PC, even has it in stock.

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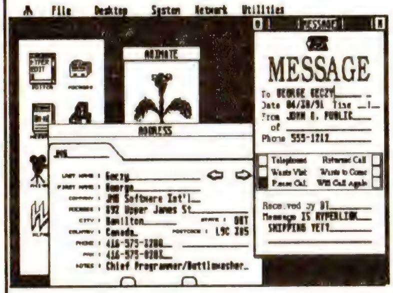
Example # 4 : Relational DBase


File
Desktop
System
Network
Utilities
MESSAGE
ANIMATE
ADDRESS

MESSAGE
To GEORGE GECZY
Date 04/30/91 Time
From JOHN Q. PUBLIC
of
Phone 555-1212
☐ Telephoned Returned Call ☐
☐ Wants Visit Wants to Come ☐
■ Please Call Will Call Again ☐
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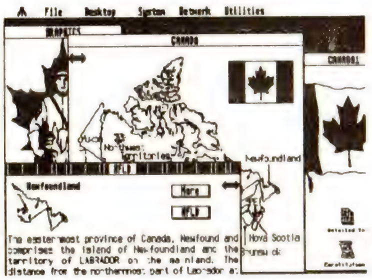
As a simple example of a Relational DataBase, HyperLINK can be set up to "link" any given field in a database with a field in another database. In the Message HAP for instance, there is a link to the Address HAP and HyperLINK performs a search for a matching record.

Example # 1 : The Canada HAP


File
Desktop
System
Network
Utilities
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One of the most popular, and common uses for any Multi Media product is Education. The Canada HAP illustrated here, is an example of how Text, Data, Graphics, and Sound can be combined for an interactive educational tool. eg. Click on a Province get a text file on that Province etc.

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DTP Help from Spar Systems

Bill Rayl

The included tips and hints can make you more productive and improve your layout skills. This fact alone makes the software well worth the purchase price.

Calamus and PageStream are two of the best desktop publishing packages available for any computer platform. But, for the "average" user, these programs can seem a bit intimidating. Both programs are very complex and powerful, but it takes a significant time investment to learn how to harness that power.

Spar Systems offers two desk accessories that can help you master PageStream or Calamus. These accessories give you a quick online reference to all the features hidden away in Calamus and PageStream, along with some very useful tips and hints for getting the most from your DTP package.

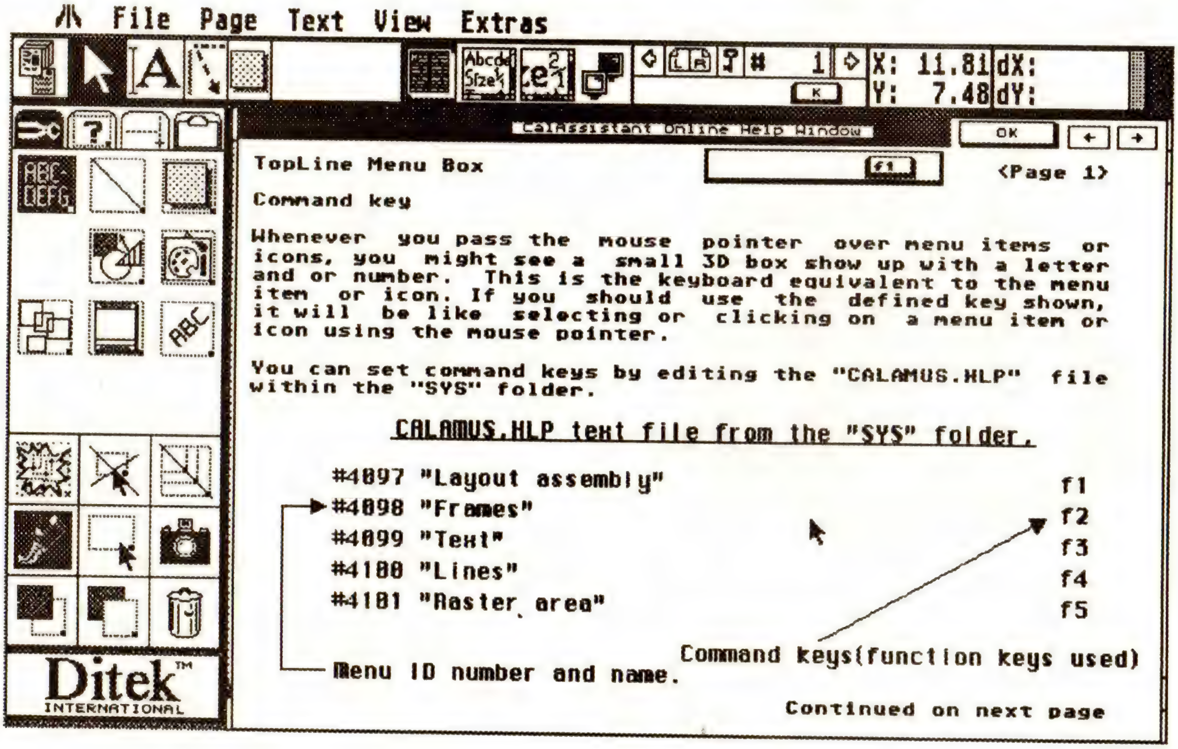
CalAssistant

Spar Systems first released CalAssistant in early 1991. Since then, the program has been updated several times, and a version for Calamus SL is currently in the works.

You can think of CalAssistant as an online manual for Calamus. As a desk accessory, CalAssistant is always available right when you need it—during your DTP session at the point you have a problem!

The software is very easy to install and a breeze to use. A system with 2MB of RAM and hard drive is highly recommended. CalAssistant can, however, be booted from floppy or used on even 512K systems. However, on low memory machines, you won't be able to use CalAssistant while in Calamus. CalAssistant takes up about 90K of memory—not much considering what you get! CalAssistant, like Calamus, only works in ST monochrome resolution. Unlike Calamus, however, CalAssistant does not support big screen monitors like the Moniterm.

CalAssistant is designed around a "submenu" approach similar to Calamus itself, only CalAssistant doesn't directly use the Calamus icons. Instead, you



TopLine Menu Box

Command key

Whenever you pass the mouse pointer over menu items or icons, you might see a small 3D box show up with a letter and or number. This is the keyboard equivalent to the menu item or icon. If you should use the defined key shown, it will be like selecting or clicking on a menu item or icon using the mouse pointer.

You can set command keys by editing the "CALAMUS.HLP" file within the "SYS" folder.

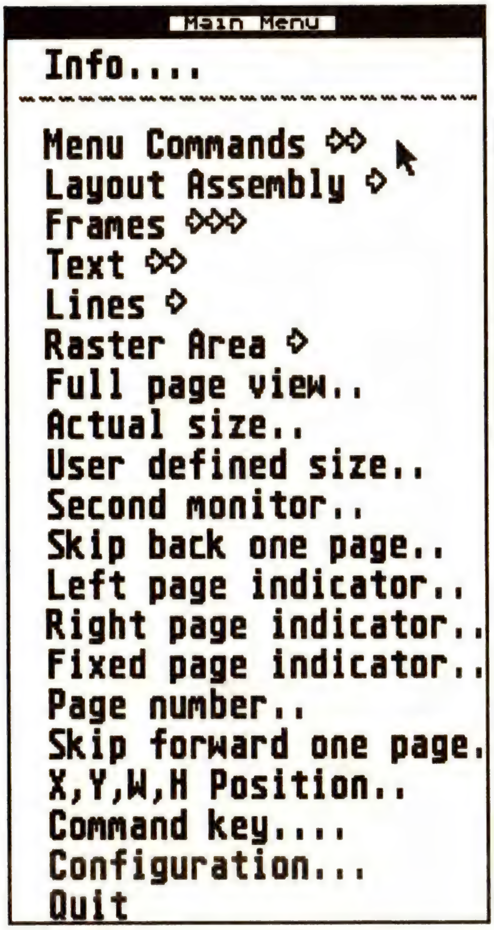
CALAMUS.HLP text file from the "SYS" folder.

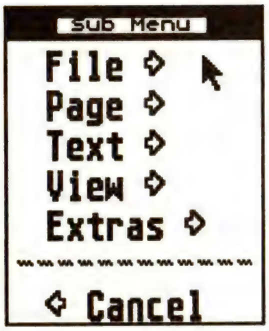
```
#4097 "Layout assembly"        f1
#4098 "Frames"                 f2
#4099 "Text"                   f3
#4100 "Lines"                  f4
#4101 "Raster area"            f5
```

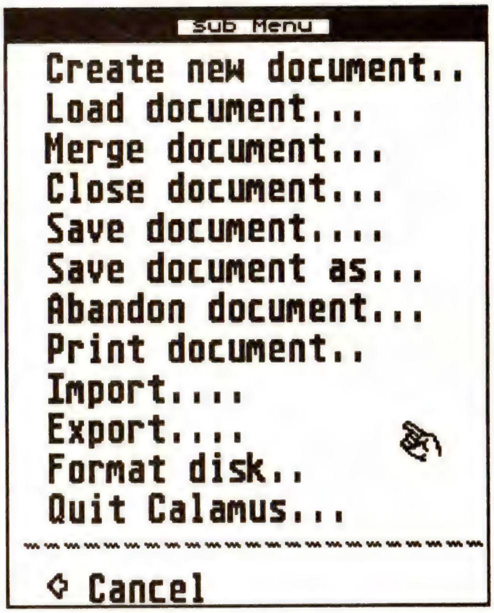
Menu ID number and name.

Command keys(function keys used)

Continued on next page


Main Menu
Info....
Menu Commands ◇◇
Layout Assembly ◇
Frames ◇◇◇
Text ◇◇
Lines ◇
Raster Area ◇
Full page view..
Actual size..
User defined size..
Second monitor..
Skip back one page..
Left page indicator..
Right page indicator..
Fixed page indicator..
Page number..
Skip forward one page.
X,Y,W,H Position..
Command key....
Configuration...
Quit


Sub Menu
File ◇
Page ◇
Text ◇
View ◇
Extras ◇
◇ Cancel


Sub Menu
Create new document..
Load document...
Merge document...
Close document...
Save document....
Save document as...
Abandon document...
Print document..
Import....
Export....
Format disk..
Quit Calamus...
◇ Cancel

select text items from a menu. Then, CalAssistant either presents you with textual and visual help for that item or takes you to a submenu.

The actual text items found on the submenus are based on the "Help Messages" defined within Calamus. In Calamus, these messages appear in the upper right corner of the screen, assuming you have Help Messages turned on.

Once you've traversed the submenus and selected the item for which you want help, CalAssistant displays one or more on-screen pages of text pertaining to your selection. Most of the time, the text is accompanied by graphics showing you the Calamus icon or illustrating some important point.

The text you're given is detailed. Usually, you are also given step-by-step instructions on how to best use the selected feature. Tips on how to save time are also included. At the end of each textual help, CalAssistant refers you to the exact page number(s) in the Calamus manual that you should turn to for more instruction.

The 20-page manual that comes with CalAssistant was created entirely in Calamus and includes an 8-page Calamus tutorial. The tutorial covers all the basics for creating a newsletter layout. It also takes you through the process of defining text columns and importing text and graphics.

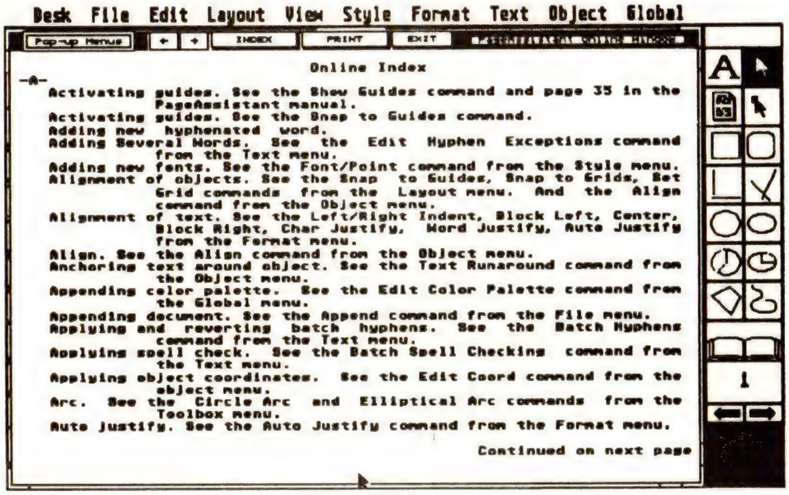
CalAssistant comes with a number of useful CDK documents, PD/Shareware utilities and a complete Helvetica font set (regular, italic, bold and bold italic).

PageAssistant

For users of PageStream 2.1, Spar Systems offers PageAssistant. PageAssistant is similar in function to CalAssistant, as one would probably expect.

However, PageAssistant also has a number of additional features over CalAssistant. One of those extras is a built-in print function for obtaining hardcopy reference sheets of the help screens. PageAssistant comes with printer drivers for Epson, Panasonic, Star and JUKI 9-pin dot matrix, as well as HP and Atari lasers.

The 52-page PageAssistant manual includes discussion of color separation and macros. Each topic is

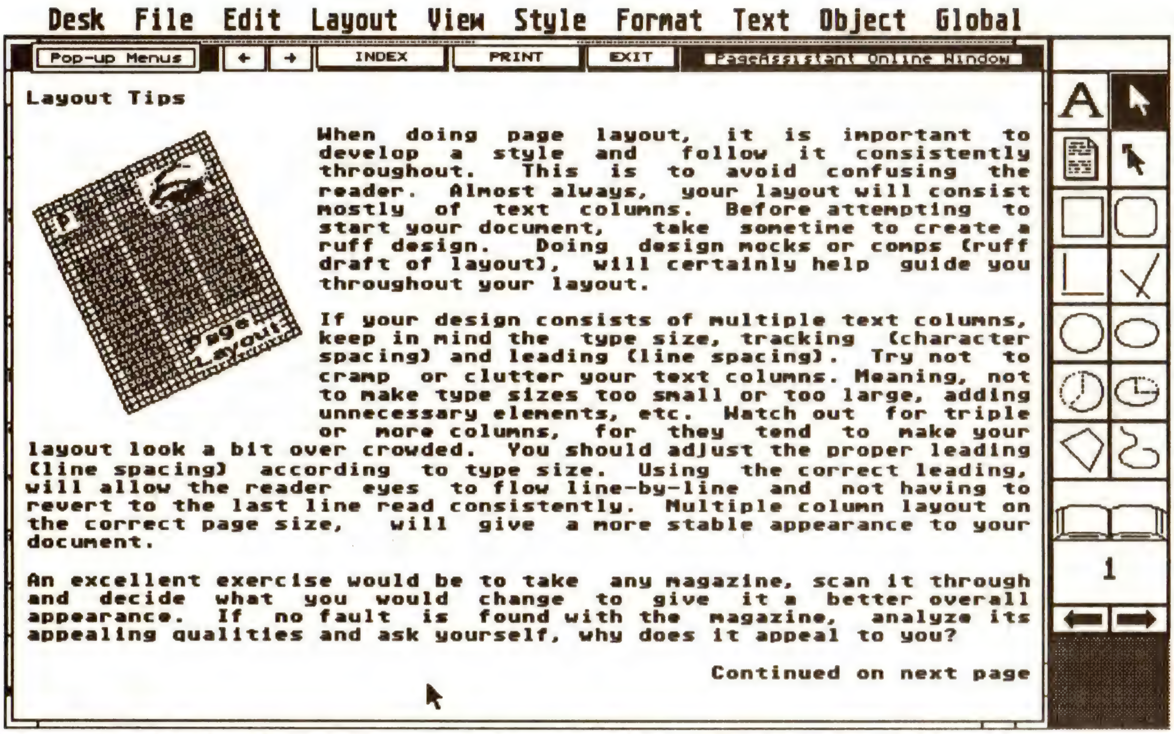

Desk File Edit Layout View Style Format Text Object Global
Pop-up Menus
INDEX
PRINT
EXIT

Online Index

-A-

Activating guides. See the Show Guides command and page 35 in the PageAssistant manual.
Activating guides. See the Snap to Guides command.
Adding new hyphenated word.
Adding Several Words. See the Edit Hyphen Exceptions command from the Text menu.
Adding new fonts. See the Font/Point command from the Style menu.
Alignment of objects. See the Snap to Guides, Snap to Grids, Set Grid commands from the Layout menu. And the Align command from the Object menu.
Alignment of text. See the Left/Right Indent, Block Left, Center, Block Right, Char Justify, Word Justify, Auto Justify from the Format menu.
Align. See the Align command from the Object menu.
Anchoring text around object. See the Text Runaround command from the Object menu.
Appending color palette. See the Edit Color Palette command from the Global menu.
Appending document. See the Append command from the File menu.
Applying and reverting batch hyphens. See the Batch Hyphens command from the Text menu.
Applying spell check. See the Batch Spell Checking command from the Text menu.
Applying object coordinates. See the Edit Coord command from the object menu.
Arc. See the Circle Arc and Elliptical Arc commands from the Toolbox menu.
Auto Justify. See the Auto Justify command from the Format menu.

Continued on next page


Desk File Edit Layout View Style Format Text Object Global
Pop-up Menus
INDEX
PRINT
EXIT
PageAssistant Online Window
Page Layout
1

Layout Tips

When doing page layout, it is important to develop a style and follow it consistently throughout. This is to avoid confusing the reader. Almost always, your layout will consist mostly of text columns. Before attempting to start your document, take sometime to create a ruff design. Doing design mocks or comps (ruff draft of layout), will certainly help guide you throughout your layout.

If your design consists of multiple text columns, keep in mind the type size, tracking (character spacing) and leading (line spacing). Try not to cramp or clutter your text columns. Meaning, not to make type sizes too small or too large, adding unnecessary elements, etc. Watch out for triple or more columns, for they tend to make your layout look a bit over crowded. You should adjust the proper leading (line spacing) according to type size. Using the correct leading, will allow the reader eyes to flow line-by-line and not having to revert to the last line read consistently. Multiple column layout on the correct page size, will give a more stable appearance to your document.

An excellent exercise would be to take any magazine, scan it through and decide what you would change to give it a better overall appearance. If no fault is found with the magazine, analyze its appealing qualities and ask yourself, why does it appeal to you?

Continued on next page

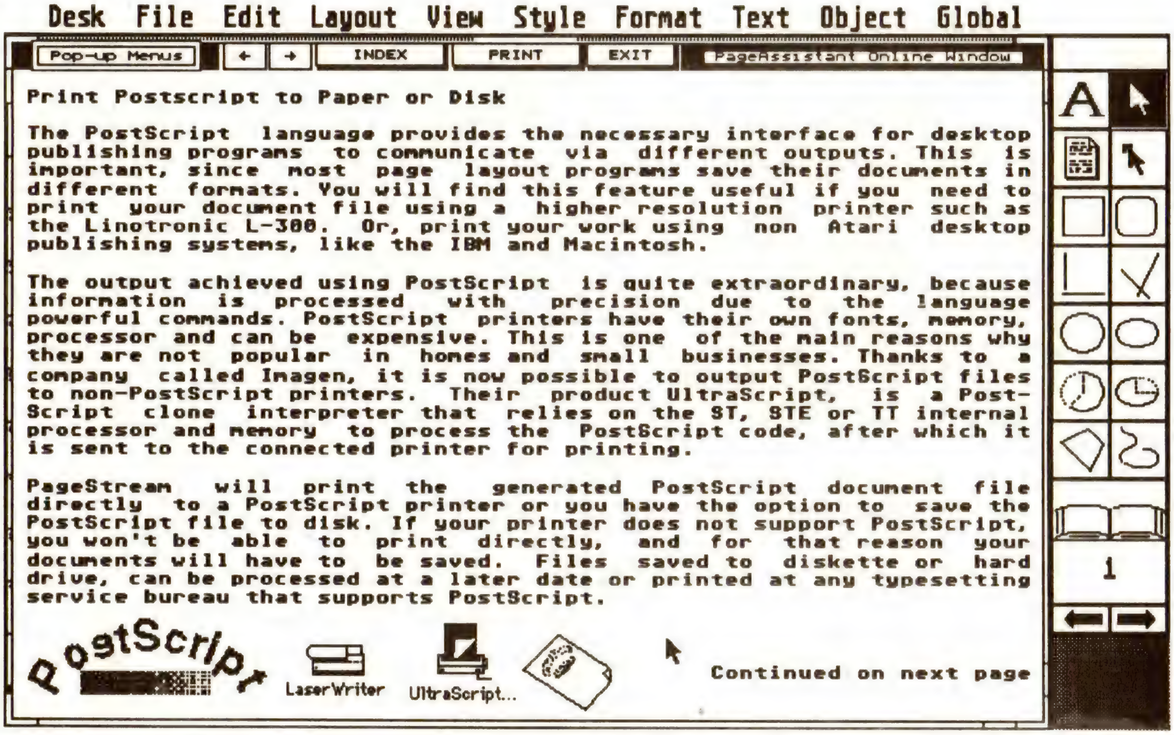
covered in detail with an accompanying tutorial. the manual is filled with excellent tips on layout, graphics, halftones and much more.

The software itself has a "Special" menu where you can get information on fonts, PostScript printing, the various mouse pointers PageStream uses, some excellent layout tips and more. On the PageAssistant disk, you also get a couple Type 1 fonts, example PageStream .DOC files and a public domain utility or two.

There is really only one problem I've come across with the software. The manual claims PageAssistant is "resolution independent" and works in TT medium (640 x 480) and high (1280 x 960) resolutions.

I've been able to get the software to run without problems in ST high resolution. The software works in ST medium resolutions, but the textual help does not display properly. In TT medium, PageAssistant displays help menus fine, but dies when attempting to display the helps. In ST high resolution, though, the software performs flawlessly.

Spar Systems is upgrading PageAssistant fairly regularly—they upgraded it three times before I could even get this review finished—and the display problems should be taken care of soon (possibly by the time you read this).


Desk File Edit Layout View Style Format Text Object Global
Pop-up Menus
INDEX
PRINT
EXIT
PageAssistant Online Window
PostScript
LaserWriter
UltraScript...
1

Print Postscript to Paper or Disk

The PostScript language provides the necessary interface for desktop publishing programs to communicate via different outputs. This is important, since most page layout programs save their documents in different formats. You will find this feature useful if you need to print your document file using a higher resolution printer such as the Linotronic L-300. Or, print your work using non Atari desktop publishing systems, like the IBM and Macintosh.

The output achieved using PostScript is quite extraordinary, because information is processed with precision due to the language powerful commands. PostScript printers have their own fonts, memory, processor and can be expensive. This is one of the main reasons why they are not popular in homes and small businesses. Thanks to a company called Imagen, it is now possible to output PostScript files to non-PostScript printers. Their product UltraScript, is a PostScript clone interpreter that relies on the ST, STE or TT internal processor and memory to process the PostScript code, after which it is sent to the connected printer for printing.

PageStream will print the generated PostScript document file directly to a PostScript printer or you have the option to save the PostScript file to disk. If your printer does not support PostScript, you won't be able to print directly, and for that reason your documents will have to be saved. Files saved to diskette or hard drive, can be processed at a later date or printed at any typesetting service bureau that supports PostScript.

Continued on next page

Conclusion

Both CalAssistant and PageAssistant are valuable additions to your DTP setup. These tools can help you unlock the power of Calamus and PageStream. For people who use both, CalAssistant *and* PageAssistant help tremendously in switching back and forth between environments. The included tips can make you more productive and improve your layout skills.

CalAssistant $34.95, PageAssistant $49.95. Spar Systems, 381 Autumn Ave, Brooklyn, NY 11208 (718) 235-3169.

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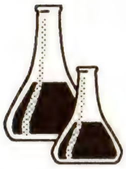

DATA ANALYSIS
WITH YOUR ATARI CLASSIC 8-BIT

Michael Dalto

The Challenge: Use an Atari Classic 8-bit to determine if variations in experimental data occurred by chance alone by using *t*-test analysis for dependent samples. The BASIC program accompanying this article works on all 8-bit Atari computers with 48K, compatible printer and disk drive.

Data can be analyzed from any experiment based on two sets of observations that are paired either because subjects are matched or because the same subject is measured twice. In this type of experimental design, the paired measurements from control and test groups of the same experiment differ only with respect to the parameter being examined. Any variation due to individual differences cancel, making the results more meaningful.

Background

This program determines the validity of the null hypothesis, which states there is no difference between the mean values from two sets of paired measurements. The decision concerning the acceptance or rejection of the null hypothesis is made by comparing a test magnitude calculated from experimental data with a test distribution.

The test distribution employed in this program is a two-tailed *t*-distribution. Since *t*-distributions are used when the sample size is 30 or less, up to 30 paired measurements may be analyzed by this program. The value of the *t*-distribution which is to be compared against a calculated test value is affected by the confidence level which the operator selects. This is the probability of rejecting the null hypothesis when it is true. For scientific purposes, a probability error of less than five percent should be used.

Getting Started

When the program is run, it initially presents the user with a probability selection menu. The probability of error chosen will be used by the program until reset. The user is then presented with a main menu from which several options may be selected.

The "Analysis Of Data" option alternately enables or disables printing of intermediate values used in the calculation of the test value. The "End Program" option terminates the program. The "Probability Reset" option returns the program to the probability selection menu.

The "Recall Data" and "Store Data" options are similar in their operation. When either option is selected, a file directory is displayed and a line from the program will be listed followed by a "Ready" prompt. At this point, the user has been returned to Atari BASIC. The listed program line may now be edited and saved to the filename being recalled or stored. After editing, press the return key and type "Cont" to proceed with the program.

The contents of a recalled file will be printed before returning the user to the main menu. Once a file has been recalled, the program will be reset to whatever probability of error was stored in the file. The probability reset option should then be used to change this value if needed. After storing files, the program returns to the main menu.

The "Return To Continue" option allows the user to input the next data set.

Input of Data

The program allows for entering of a report title. If a previous data set was analyzed, the displayed title may be edited. The number of paired measurements to be analyzed must be entered before the input of data. For each paired measurement, a number is assigned. After entering data, the program allows for correction of any erroneous entries. The paired measurement number is used to refer to the particular measurement(s) to be corrected. If a non-numeric character is input, the routine is aborted and the user is returned to the main menu.

Report Generation

The program generates a report which can be easily pasted into a laboratory notebook. The first section of the report consists of the title and a list of the paired measurements entered into the program. If the data analysis option was selected, the next section of the report consists of all the intermediate values calculated for the generation of the test value.

The last section indicates the null hypothesis tested. This is followed by a comparison of the test value and the table value, with a concluding statement indicating if a difference exists between the pairs of measurements. If the observed variations in data values occurred by chance, no difference exists between measurements.

NOTE: Whenever the } character appears in this listing, it indicates that you should enter the ESC-SHIFT-CLEAR combination—press Escape, then hold down the Shift key while pressing the Clear key.

Inverse text (white text with black backgrounds) should be entered by pressing the Reverse Video Mode Key at the start of the text, then once again after you've typed the text in.

```
100 REM . TTEST FOR DEPENDENT SAMPLES
110 REM .       BY MICHAEL DALTO
120 REM
130 REM *****INITIALIZATION SECTION*****
140 DIM W(31):DIM K(31):DIM TABLE(30,4)
150 REM . W=THE FIRST COMPONENT OF PAIRED MEASUREMENT
160 REM . K=THE SECOND COMPONENT OF PAIRED MEASUREMENT
170 REM . TABLE=STORED STUDENT t-DISTRIBUTION
180 DIM A$(1):DIM B$(1):DIM ID$(100):DIM C$(25):
    DIM D$(25):DIM E$(25):DIM P$(3)
190 DIM LN$(40):DIM Q(15):DIM FILENAME$(20):
    DIM WW$(20):DIM KK$(20)
200 REM . A$ AND B$ = CONDITIONAL STATEMENTS
CONCERNING PROGRAM OPERATION
210 REM . ID$ = DATA IDENTIFICATION
220 REM . C$,D$,E$ AND P$ = OUTPUT STATEMENTS
230 REM . LN$, Q$, FILENAME$, WW$ AND KK$ = FOR FILE
    HANDLING SUBROUTINES
240 REM *****ENTER STUDENT T-DISTRIBUTION*****
250 FOR ROW=1 TO 30
260 FOR COL=1 TO 4
270 READ TABLE
280 LET TABLE(ROW,COL)=TABLE
290 NEXT COL:NEXT ROW
300 REM .  10%    5%    2%     1%
310 REM .  ___    __    __     __
320 DATA 6.314,12.706,31.821,63.657
330 DATA 2.920,4.303,6.965,9.925
340 DATA 2.353,3.182,4.541,5.841
350 DATA 2.132,2.776,3.747,4.604
360 DATA 2.015,2.571,3.365,4.032
370 DATA 1.943,2.447,3.143,3.707
380 DATA 1.895,2.365,2.998,3.499
390 DATA 1.860,2.306,2.896,3.355
400 DATA 1.833,2.262,2.821,3.250
410 DATA 1.812,2.228,2.764,3.169
420 DATA 1.796,2.201,2.718,3.106
430 DATA 1.782,2.179,2.681,3.055
440 DATA 1.771,2.160,2.650,3.012
450 DATA 1.761,2.145,2.624,2.977
460 DATA 1.753,2.131,2.602,2.947
470 DATA 1.746,2.120,2.583,2.921
480 DATA 1.740,2.110,2.567,2.898
490 DATA 1.734,2.101,2.552,2.878
500 DATA 1.729,2.093,2.539,2.861
510 DATA 1.725,2.086,2.528,2.845
520 DATA 1.721,2.080,2.518,2.831
530 DATA 1.717,2.074,2.508,2.819
540 DATA 1.714,2.069,2.500,2.807
550 DATA 1.711,2.064,2.492,2.797
560 DATA 1.708,2.060,2.485,2.787
570 DATA 1.706,2.056,2.479,2.779
580 DATA 1.703,2.052,2.473,2.771
590 DATA 1.701,2.048,2.467,2.763
600 DATA 1.699,2.045,2.462,2.756
610 DATA 1.697,2.042,2.457,2.750
620 TRAP 32767:TRAP 630
630 ? "}":POSITION 5,2
640 ? "PROBABILITY SELECTION MENU"
650 ? " CHOOSE CONFIDENCE LEVEL"
660 ? "               1 = 10%"
670 ? "               2 =  5%"
680 ? "               3 =  2%"
690 ? :? "          PROBABILITY NO. = ";:INPUT COL
700 IF COL<1 OR COL>4 THEN 630
710 LET A$="N":REM . SET NORMAL OPERATION MODE OF THE
    DATA ANALYSIS OUTPUT
720 GOTO 1610
730 REM *****DATA ENTRY *****
740 ? "}":POSITION 7,2
750 ? "ENTER DATA IDENTIFICATION"
760 ? :? "     ";ID$:INPUT ID$:? :?
770 TRAP 32767:TRAP 740
780 ? "HOW MANY PAIRED MEASUREMENTS ARE"
790 ? "GOING TO BE ENTERED";:INPUT A
800 IF A<2 OR A>30 THEN PRINT :? "*  ENTER AT LEAST 2
    MEASUREMENTS  *":? :GOTO 780
810 FOR I=1 TO A:?
820 IF I>A THEN ? "}":? "  TURN PRINTER ON AND RUN
    PROGRAM":POKE 752,0:END
830 ? "PAIRED MEASUREMENT NO. ";I
840 TRAP 32767:TRAP 820
850 ? "          X-VALUE = ";
860 INPUT W:LET W(I)=W:REM . FIRST MEASUREMENT OF PAIR
870 ? "          Y-VALUE = ";
880 INPUT K:LET K(I)=K:REM . 2ND MEASUREMENT OF PAIR
890 NEXT I
900 REM *****DATA ENTRY CORRECTION *****
910 ? :? "DO YOU WISH TO MAKE ANY CORRECTIONS,"
920 ? "(Y OR N)";:INPUT B$
930 IF B$="N" THEN 1050
940 ? :? "  * SELECT NON-NUMERIC CHARACTER *"
950 ? "  * TO ABORT DATA ENTRY            *"
960 TRAP 32767:TRAP 1610
970 ? :? "WHICH NUMBER PAIR MEASUREMENT"
980 ? "IS TO BE CORRECTED";:INPUT I
990 ? :? "THE X VALUE = ";
1000 INPUT W1:LET W(I)=W1
1010 ? "THE Y VALUE = ";
1020 INPUT K1:LET K(I)=K1
1030 ? :GOTO 910
1040 REM *****COMPUTATION SECTION*****
1050 LET S3=0:S4=0:REM .   INITIALIZE SUMS
1060 ? "}"
1070 POSITION 15,10:POKE 752,1:? "WORKING"
1080 FOR I=1 TO A
1090 LET D1=W(I)-K(I):REM . D1=DIFF BETWEEN THE 2
1100 LET D2=D1^2:REM . D2=THE DIFFERENCE SQUARED
1110 LET S3=D1+S3:REM .S3=SUM OF THE DIFFERENCES
1120 LET S4=D2+S4:REM .S4=SUM OF SQUARE OF DIFFERENCES
1130 NEXT I
1140 LET MD=S3/A:REM . MD=MEAN OF THE DIFFERENCES
1150 SD=SQR((S4/(A-1))-(S3^2/(A*(A-1)))):
     REM . SD=STANDARD DEVIATION
1160 LET SE=SD/SQR(A):REM . SE=STANDARD ERROR
     (VARIANCE OF THE MEAN DIFFERENCE)
1170 IF SE<>0 THEN 1220
1180 ? "}":? "  *    STANDARD ERROR = 0      *"
1190 ? "  *    TEST VALUE CAN'T BE     *"
1200 ? "  * CALCULATED FOR COMPARISON  *"
1210 GOTO 1620
1220 LET TESTV=ABS(MD)/SE:REM . TESTV=TEST VALUE
1230 REM **COMPARE TEST VALUE AGAINST T-DISTRIBUTION**
1240 LET ROW=A-1:REM . ROW=DEGREES OF FREEDOM
1250 IF TESTV>TABLE(ROW,COL) THEN C$="REJECTED":
     D$="LARGER THAN":E$="EXISTS"
1260 IF TESTV=TABLE(ROW,COL) THEN C$="ACCEPTED":
     D$="EQUAL TO":E$="DOES NOT EXIST"
1270 IF TESTV<TABLE(ROW,COL) THEN C$="ACCEPTED":
     D$="SMALLER THAN":E$="DOES NOT EXIST"
1280 REM *****OUTPUT SECTION****
1290 OPEN #4,8,0,"P:"
1300 IF COL=1 THEN P$="10%"
1310 IF COL=2 THEN P$="5%"
1320 IF COL=3 THEN P$="2%"
1330 IF COL=4 THEN P$="5%"
1340 PRINT #4;"     ";ID$
1350 PRINT #4;"    - - - - - - - - - - - - - - - - - - -
     - - - - - - - - - - - - - - - - - - - "
1360 PRINT #4:PRINT #4
1370 PRINT #4,,,"PAIRED MEASUREMENTS"
1380 PRINT #4,:FOR I=1 TO A:PRINT #4
1390 PRINT #4,,"MEASUREMENT NO.  ";I
1400 PRINT #4,"X-VALUE = ";W(I),,"Y-VALUE = ";K(I)
1410 NEXT I
1420 PRINT #4:PRINT #4
1430 IF A$="N" THEN 1510
1440 PRINT #4,,," DATA ANALYSIS"
1450 PRINT #4
1460 PRINT #4;"          1.  SUM OF THE
     DIFFERENCES = ";INT(1000*S3+0.5)/1000
1470 PRINT #4;"          2.  SUM OF THE SQUARE OF
     THE DIFFERENCES = ";INT(1000*S4+0.5)/1000
1480 PRINT #4;"          3.  MEAN OF THE DIFFERENCES
     = ";INT(1000*MD+0.5)/1000
1490 PRINT #4;"          4.  STANDARD DEVIATION = ";
     INT(1000*SD+0.5)/1000
1500 PRINT #4;"          5.  STANDARD ERROR (VARIANCE OF
     MEAN VALUE OF DIFFERENCES) = ";
     INT(1000*SE+0.5)/1000
```

```
1510 PRINT #4:PRINT #4
1520 PRINT #4;"          THE NULL HYPOTHESIS (X-Y = 0)
     IS TO BE TESTED AGAINST THE"
1530 PRINT #4;"          ALTERNATIVE (X-Y <> 0) AT A
     PROBABILITY OF ";P$
1540 PRINT #4
1550 PRINT #4;"          FOR ";ROW;" DEGREES OF FREEDOM
     THE TEST VALUE OF ";INT(1000*TESTV+0.5)/1000
1560 PRINT #4;"          IS ";D$;" THE TABLE VALUE OF ";
     TABLE(ROW,COL)
1570 PRINT #4;"          THE NULL HYPOTHESIS IS ";C$
1580 PRINT #4
1590 PRINT #4;"          A DIFFERENCE ";E$;" BETWEEN THE
     PAIRS OF MEASUREMENTS."
1600 CLOSE #4
1610 ? "}":? :?
1620 POKE 752,0:? :? "          ........MENU........":?
1630 ? "         ANALYSIS OF DATA"
1640 ? "         END PROGRAM"
1650 ? "         PROBABILITY RESET"
1660 ? "         RECALL DATA"
1670 ? "         STORE DATA"
1680 ? "         RETURN TO CONTINUE"
1690 ? :? "ENTER SELECTION";:INPUT B$
1700 IF B$="A" AND A$="N" THEN A$="Y":GOTO 1610
1710 IF B$="A" AND A$="Y" THEN A$="Y":GOTO 1610
1720 IF B$="E" THEN PRINT "}":END
1730 IF B$="P" THEN 620
1740 IF B$="R" THEN 1780
1750 IF B$="S" THEN 1930
1760 GOTO 740
1770 REM *****FILE RETRIEVAL*****
1780 GOSUB 2080
1790 CLOSE #1:OPEN #1,4,0,FILENAME$
1800 GET #1,COL
1810 GET #1,AA:LET A$=CHR$(AA)
1820 GET #1,LEN
1830 IF LEN=0 THEN GET #1,ID:LET ID$=CHR$(ID):
     GOTO 1850
1840 FOR I=1 TO LEN:GET #1,ID:LET ID$(I)=CHR$(ID):
     NEXT I
1850 GET #1,A
1860 FOR I=1 TO A
1870 GET #1,LENWW:FOR J=1 TO LENWW:GET #1,WW:
     LET WW$(J)=CHR$(WW):NEXT J
1880 GET #1,LENKK:FOR J=1 TO LENKK:GET #1,KK:
     LET KK$(J)=CHR$(KK):NEXT J
1890 LET W(I)=VAL(WW$):LET K(I)=VAL(KK$)
1900 NEXT I
1910 CLOSE #1:GO TO 1050
1920 REM *****FILE STORAGE*****
1930 GOSUB 2080
1940 CLOSE #1:OPEN #1,8,0,FILENAME$
1950 PUT #1,COL
1960 PUT #1,ASC(A$)
1970 PUT #1,LEN(ID$)
1980 IF LEN(ID$)=0 THEN PUT #1,ASC(" "):GOTO 2000
1990 FOR I=1 TO LEN(ID$):PUT #1,ASC(ID$(I)):NEXT I
2000 PUT #1,A
2010 FOR I=1 TO A
2020 LET WW$=STR$(W(I)):LET KK$=STR$(K(I))
2030 PUT #1,LEN(WW$):FOR J=1 TO LEN(WW$):
     PUT #1,ASC(WW$(J)):NEXT J
2040 PUT #1,LEN(KK$):FOR J=1 TO LEN(KK$):
     PUT #1,ASC(KK$(J)):NEXT J
2050 NEXT I
2060 CLOSE #1:GO TO 1610
2070 REM *****FILE DIRECTORY*****
2080 LET Q=1
2090 CLOSE #1:OPEN #1,6,0,"D:*.*"
2100 TRAP 32767:TRAP 2140
2110 FOR I=Q TO Q+11:INPUT #1,LN$:? LN$(1,13);:
     INPUT #1,LN$:? ,LN$(1,13):NEXT I
2120 ? :? "CONTINUE DISPLAY (Y OR N)";:INPUT B$
2130 IF B$="Y" THEN Q=Q+11:GO TO 2110
2140 ? :? "***DIRECTORY FINISHED***"
2150 CLOSE #1
2160 ? :? "MODIFY FILE NAME, CLOSE QUOTES"
2170 ? "TYPE CONT TO PROCEED"
2180 ? "TYPE RUN TO ESCAPE DIRECTORY & RESET
    PROGRAM":?
2190 LIST 2200:END
2200 FILENAME$="D1:L"
2210 RETURN
```

(Note: This source code is included on the March '92 AIM 8-bit Disk of the Month for your convenience.)

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A-T-A-R-I
(ANSWERS, TIPS AND RELEVANT INFORMATION)
SOFTWARE HACKING

Paul Alhart (AFED)

It all began when I got my first 1200XL back in '83 and started typing in all the magazine programs I could find. There was a little voice in my head that constantly said things like "What does that CHR$ (125) in line 100 do? Change it to CHR$(124) and see what happens."

Later on, as my knowledge of programing progressed, the voice got me to start tampering with commercial programs by asking "Why should you have to load a TRANSLATOR program just to get this program to run?" or "Why not make this program's default settings fit your system?" It wasn't long before I was a hard-core software hacker, modifying software for members of our computer club as well as my own software.

Like most computer clubs, ours has the usual problem of low meeting attendance during the summer months. Also, I noticed other members of our club were interested in software hacking too, even if they didn't all have the knowledge or nerve to tamper with their own favorite programs.

Putting these two facts together inspired me to write The Atari Federation Hackers' Challenge. "The Challenge" is a disk full of tricks and traps and a multi-part secret message. The idea was simple. The club sold the disk as a DOM at a regular meeting and offered fame, fortune and assorted prizes to the first person that was able to call me and quote the entire secret message correctly.

What wasn't so simple was hacking through "The Challenge." It was four months until we had a winner. Members who came to the meetings received hints. Meeting attendance set all time record highs that summer and everyone learned a little bit more about their Ataris and what makes them tick.

The Atari Federation Hackers' Challenge is included on this month's AIM 8-bit DOM as TAF-HC.DCM. Use Bob Puff's DISKCOM3.UTL program from the March/April 1991 AIM DOM to decompress this file to a freshly formatted AtariDOS 2.0 compatible single density disk.

Hack away for your own enjoyment (No prizes are offered this time). I will print the solution to The Challenge here in my monthly A-T-A-R-I column a few months from now.

Your club may make a contest out of "The Challenge" or get ideas for their own Challenge. You'll be surprised how many members will show up when they are challenged. *Note: Cash awards help, too.*

Rules

There are *none.* You may use anything you have to help try and solve "The Challenge."

Requirements

The only things you *need* to solve "The Challenge" are:

- An 8-bit Atari computer
- A disk drive
- Atari BASIC
- Knowledge of your Atari and its Operating System

Tips

"The Challenge" does not write to disk and you should not either. Use a write-protect tab to be safe.

"The Challenge" is auto-booting. Boot the disk with BASIC installed. You will see a title screen after which DOS is loaded. The Atari DOS 2.0 menu will show you something is wrong. A directory listing will show the only thing on the disk is DUP.SYS and there is only 001 free sector.

Happy Hacking!

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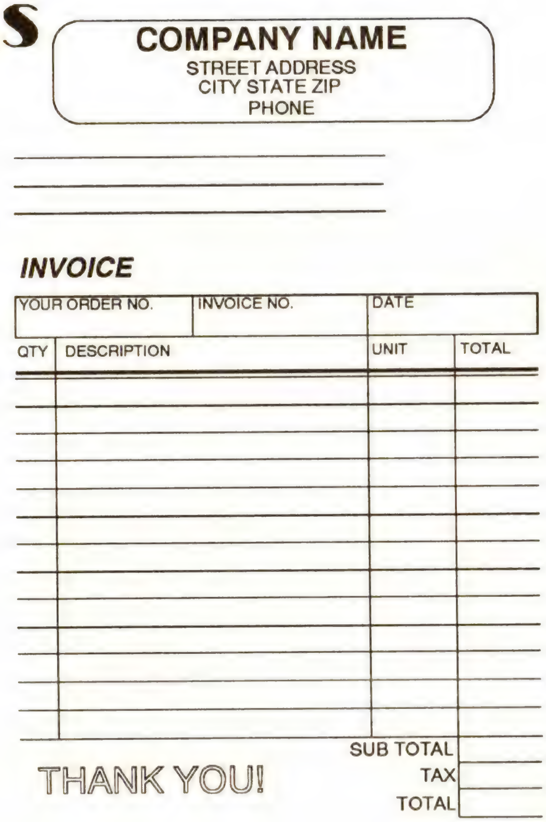
Qwikforms & Business Forms

Patricia Snyder-Rayl

While there are many packages with clipart or fonts, there are only a couple of packages that give you ready-made PageStream documents that you can use as templates. I'll be looking at Soft-Logik's Business Forms and STerling Connection's Qwikforms. The only other documents package I know of is Idea Forms from Canada's I Koen Design, but I don't currently have that package.

Both Business Forms and Qwikforms are very easy to use. Just load the files in like you would any PageStream document. The package from Soft-Logik comes with one disk and contains 41 different documents. Qwikforms comes on four disks—two of the disks containing a total of 284 documents and the other two disks filled with IMG clipart for your forms.

Both packages have the same sort of standard business forms—Telephone message slips, Invoices, Order Forms, Purchase Orders, Job Quotes, Sales Slips, Petty Cash forms, Interoffice Memos and Statements.



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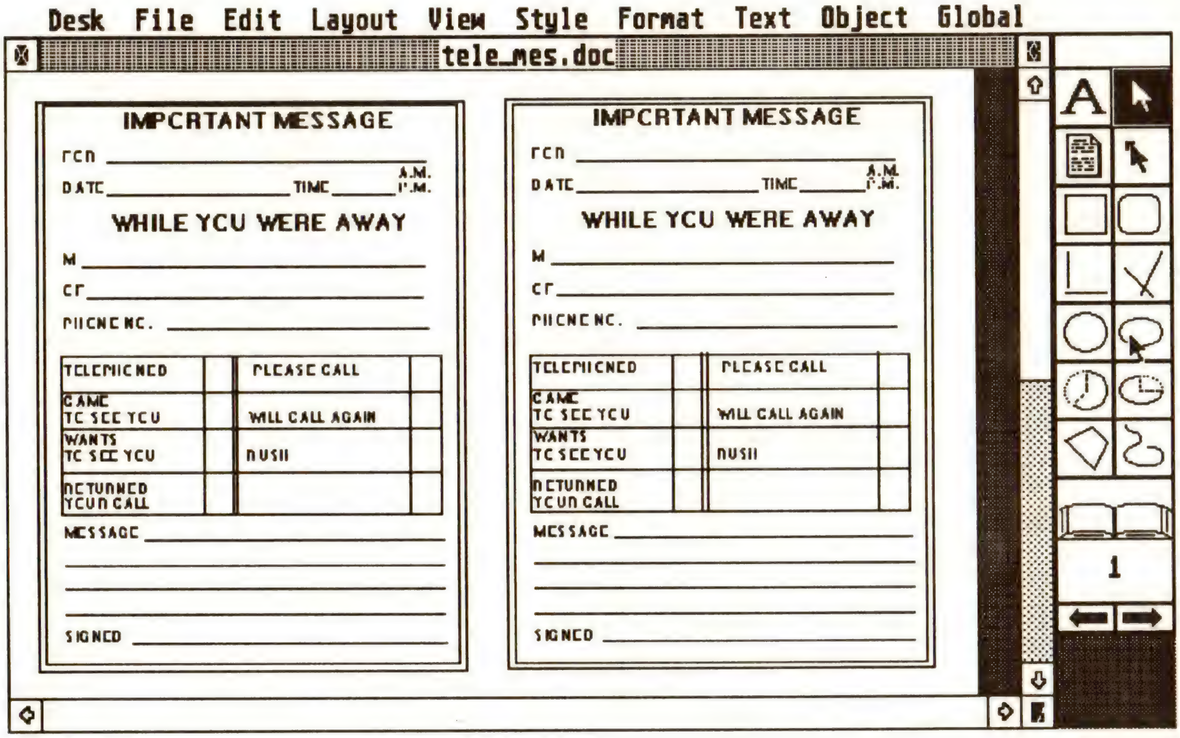

IMPCRTANT MESSAGE

rcn

DATC TIMC A.M. P.M.

WHILE YCU WERE AWAY

M

cr

PIICNC NC.

TCLCPIIC NCD		PLCASC CALL	
CAME TC SCC YCU		WILL CALL AGAIN	
WANTS TC SCC YCU		RUSII	
RCTURNCD YCUR CALL			

MCSSAGC

SIGNCD

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WANTS TC SCC YCU RUSII
RCTURNCD YCUR CALL

MCSSAGC

SIGNCD

The STerling Connection's Qwikforms package goes a lot further, however. They've included Construction Estimates, Rental Applications, Inventory Forms, Return Authorizations, Accounts Payable and Receivable, and even Employee Vacation Planners.

Qwikforms also contains seven kinds of Calendars, Ledgers (General and Horizontal), Mailing Lists, Payroll Forms, Payroll Withholding Forms, Timesheets, Budget Forms, Cashflow Charts and Daily, Weekly and Yearly Planners.

Qwikforms includes some legal forms as well. These include:

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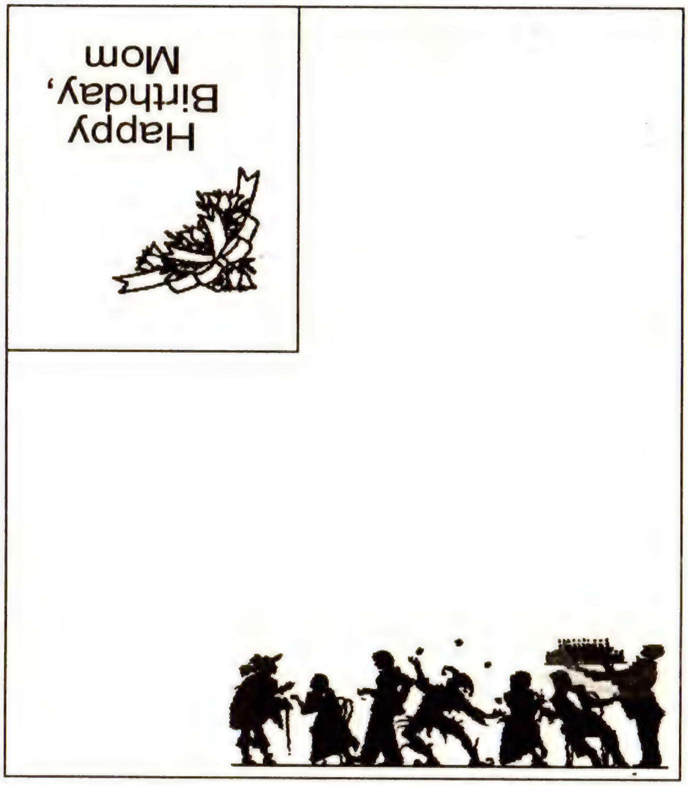
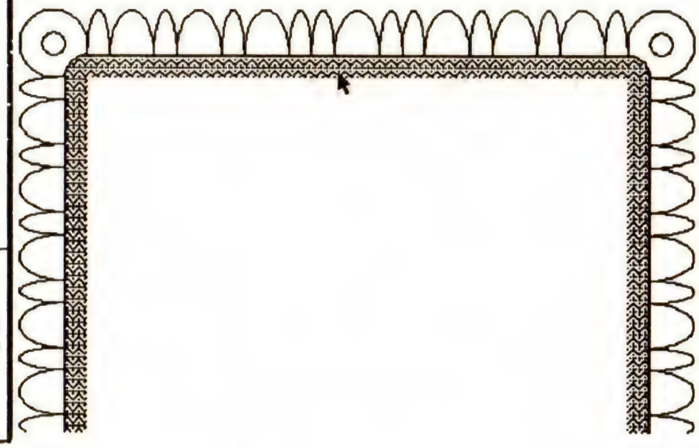
Sublet Agreement and Landlord's Notice to Terminate Tenancy
Request for Information under Freedom of Information Act
Last Will and Testament



Additionally, there are ready-made forms for designing an 8.5x5.5 inch booklet, the type used for most software manuals. Two- and three-column newsletters are already laid out on grids and a Tabloid (11x17 inch) newsletter is laid out on a five-column grid. Three different types of resumes are included, as are press releases, certificates, flyers, shipping labels, raffle tickets, restaurant menus and four styles of letterhead.

Besides these DTP forms, STerling Connection has included a collection of cards: Birthday cards, invitations, wedding invitations, Valentines, Thank You and Business Appreciation cards. Accompanying these cards are 21 different frames to use as borders for your documents. These range from simple to very complex patterns.

Finally, in a folder labeled MISC, there are several architectural forms with symbols for use in designing kitchens, bathrooms, bedrooms, living rooms and more. Documents with empty grids are all set for designing your own custom brochure, card, newsletter or tabloid. There is also a management diagram chart, a stock report chart and a personal finance statement.



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Rounding these all off is a document with music staffs for writing or printing music.

So, for variety and overall utility, the Qwikforms package beats out Soft-Logik's Business Forms very easily.

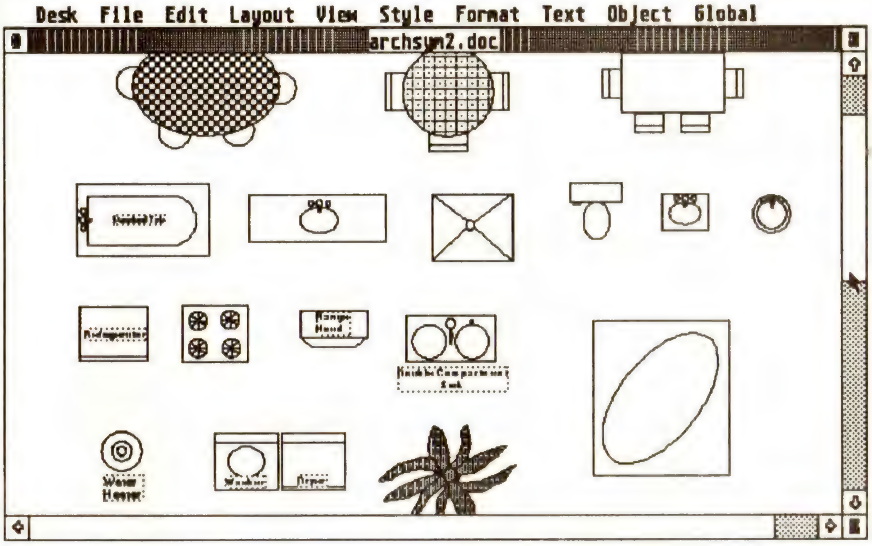
However, and this is rather subjective, Soft-Logik's forms seem to have been designed with a more professional eye. Their documents just look better than STerling Connection's. And, Soft-Logik's use of shading in certain documents was a nice touch.

The one thing I found annoying about the Qwikforms package was that many of the documents had a little text object with the file name at the top of the page. I personally couldn't understand the purpose behind this, unless it was to help you if you did a trial printout of all the forms. Otherwise, why make you delete an object telling you the name of the PageStream document you just loaded in?

Both packages will save you time and energy in trying to make standard business forms. Overall, Qwikforms from STerling Connection is a great package. It beats Soft-Logik's Business Forms hands down in quantity, but Qwikforms sacrifices some in the quality department to give you tons of forms. If you want completely polished and professional forms with zero effort, Business Forms is a better choice. Personally, I find the variety that Qwikforms gives more than makes up for small amount of effort I expend in prettying up the forms. Both packages retail for $39.95.

STerling Connection, PO Box 4850, Berkeley, CA 94704, (510) 655-2355.

Soft-Logik Publishing, 11131 South Towne Sq. Suite F, Saint Louis, MO 63123, (800) 829-8608.



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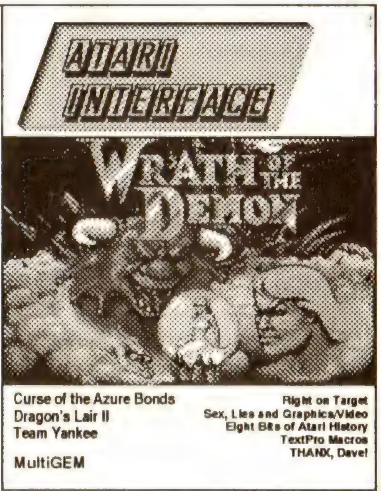

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Douglas Hodson, Owner

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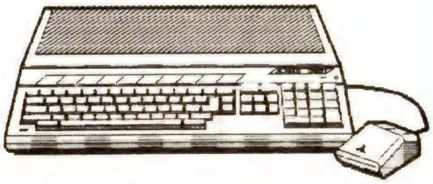

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SST STATUS

JANUARY 16, 1991

Dave Small

[This article was originally posted in the Gadgets by Small RoundTable on GEnie. It appears here courtesy Dave Small (thanks, Dave!).]

Howdy folks! I thought I'd let you know what's been going on with the SST, and why you're not unwrapping them by now. It's been *real* interesting, like the ancient Chinese curse, "May you live in interesting times."

They've been *so* interesting that I've not been online much; I've had some real high priority interruptions here and zero time.

Interesting Software Stuff

We had originally planned to be well into shipping the SST by now, and had the software pretty well whacked. The Beta Testers were happy. Unfortunately, I was still getting *very* odd intermittent crashes, with no rhyme or reason to them. The Beta Testers were solid.

'Twas one of those things where you crash, and there is totally no debugging information available. I wasn't getting "bombs," which would have left some "blood marks" in the $380 crash area. The system would just freeze. There are so many different things that can cause this that I was really stuck as to the problem. Were MMU tables being clobbered and we were double-bus-faulting? Was there a defect in the hard disk support software? And why were my Beta Testers not reporting problems? I replaced hardware like mad (I found a slow PAL in the process, by the way) ...didn't help.

I call these bugs "hair pullers" when I can't use hideously obscene language, because you have *no idea where to even start!* I've written well over 20,000 lines of code for this project—was it there? Were two programs fighting? Was it a conflict with TOS? Already I've worn out my welcome at the Atari software developer's group discussing possible TOS bugs that turned out not to be their problem...no callbacks there!

I pulled out my hair, then ran Minoxodil over my head to make it grow back. (See, that's how the computer biz works. You pull your hair to make money; you make money to grow your hair back). But it *is* getting mighty thin in back, as Pattie Rayl pointed out.

I did many, many sessions that ended with the sky growing light outside. Those are really bad when you have kids that must be driven to school. I played Neil Young on CD, trying to help exorcise the software.

Well, a common factor showed up that was too obvious for anyone to see at the time (because I was convinced the bug was elsewhere). The Beta Testers who ran fine were running Atari's Hard Disk software, AHDI/HDX 4.03 or 5, and I was running ICD software, 5.2 or 5.4.2. The Beta Testers had no, zero, absolutely *no bugs.* They were *astounded* that I wasn't shipping—but I kept crashing!

I started looking intensely (and I do mean with a microscope) at the hard disk software interface. I made absolutely, positively (and 12 other Federal Express advertising words) sure I was feeding ICD the proper parameters for a hard disk call, including all the rwabs() parameters in the read/write flag that most people don't know about, and the buffer=0 media-change hack, too.

You see, this was deep trouble. The manual was on its final editing pass—you know, where you clean up the places where you spell "the" as "teh" and such. And I had already written up the hard disk section believing all was well, because, at the time, I thought I was fighting an MMU bug.

Sandy was *not pleased* when I told her the manual had to be put on "hold" and could not go out for duplication. We'd

> **Sandy and I are both very sorry for the delays in getting the SST out. We sure didn't plan it this way, but it happened. I'm sorry for not keeping more up-to-date online and answering questions, but as you can see, I didn't have answers...**

already been through interesting hassles on test prints of the manual. One time they got the cover SR-71A Blackbird art *reversed*, so the "USAF" was backwards—wow, I thought that would impress people a *lot!* Sandy was busy doing a good, good index on the manual (which is a *lot* of work—if you didn't know, there are professional indexers that make their living doing just that!) and I had just told her that parts of her index might change.

There are times when working with one's marital partner can be stressful. I didn't *quite* have to go sleep at the Ramada Inn after telling her I hadn't nailed the hard disk problem completely. I emphasize "quite" to show you that Sandy is really a very fine person; I told her I felt the software was okay, and I was just having some flaky machine troubles.

So, my hard disk fumble had just held up about all the shipping parts of the operation. We could not proceed on the manual without a "working" hard disk chapter; we could not make master disks, get sample duplications and get a production run. (You *must* check first items; I have been badly burned by duplications that copy, say, 9 of 10 sectors per track "because it was so obviously an IBM format disk.")

In desperation, I called up Doug (Wheeler) at ICD, who used to work here and who is no fool at all. Doug and I chatted about possibilities for bugs to show up and the _FRB buffer (a 64K disk transfer area Atari ruled Shall Exist on a TOS 2 or 3 machine) that hard disks and floppy disks worked. He gave me some very intelligent suggestions on trying to "catch the crash." In all honesty, I wish I had had Doug here during this debug; he has a devious mind that works in a different way than my devious mind, and we find more bugs that way.

GEMULATOR

Run your ST software on a PC!

Today, many ST owners use PCs at work and school. While PC emulators do a minimal job of emulating the PC software on their STs at home, they are slow, difficult to install, and can't emulate EGA or VGA graphics. What a waste of time!

As emulation experts we took on the challenge to use the power of PCs to emulate the ST. Remember, in 1987 we wrote the **ST Xformer** Atari 800 and Apple II emulators. Then we emulated the 130XE, created the cable to connect the 810 and 1050 drives to the ST, and wrote full speed TT and PC versions. ST emulation was the next logical step!

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I wrote a lot more software, and wrote a baby debugger (OK, I ripped part clean out of Spectre; *I was in a hurry!*) to try to catch bugs. I made self-booting floppies that rammed things into the system "Cookie Jar" at early-boot time. I pulled more hair.

I still couldn't get *any* debugger information on *where* the crashes were! If I could get that, I could look at the code and go "Aha." And the crashes were maddeningly random. I crashed a lot just loading up the debugger!

For a while, I have to tell you, I thought it was the ICD software. I eventually reached a point where I could make it bomb with 2, 3, 4 or 11 bombs fairly reliably by doing things in a certain order. (Wow! What an accomplishment! He broke it!) But this made no d*mn sense to my intuition. As I said, Doug is no fool, and he worked on that stuff with Howard.

Then, in a mad coding session, I added a *lot* more debugging code and suddenly, *BAM! All* the crashes stopped. I had added code to "catch" the 2, 3, 4 and 11 bombs, and was sitting there literally rebooting and rebooting, running Boink and NBM11 and Tempus and DB and *trying to crash,* and it wouldn't crash (to my debugger, where I could see what was wrong).

I was totally hacked off because *now I was ready* to stomp the bug, ready to see what was wrong...and it *would not crash.* I was doing every foolish thing you can do to an SST/ST to try to crash.

I'm still mad it didn't crash. It was a *wimp* way for a bug to go away and a maximum-effort way. And a very, very old thing came to mind. It was from back in CP/M days (I kid you not) when I did an 8080 emulator for a machine called the Dimension 68000. (I really ought to give that code away. Remind me. It's interesting—emulates 8080 on 68000. I learned 68000 while doing it.) Anyway, I had had a bad disk buffer problem there.

I started checking *real* carefully just where every one of the disk buffers was. Random crashouts, like I had just seen, can result when your program gets overlayed, or stepped on, by data coming in off disk. I had had that problem on the 8080 emulator, talking to the 68000 portion of the machine.

Guess what? Oh, yes, there was a problem! After getting a debugger to load (tenth try or so), I found it. One disk buffer was pointed at the heart of the disk handler code.

Adding all that debugger code had moved the rest of the code *just far enough* farther down in memory that the runtime code was no longer clobbered by a disk input to one of the disk buffers. In short, by adding debugger code, I sort of fixed the problem. (The true fix is making enough room for the disk buffer, of course).

I had been fooled by the stuff you need to do to write a program that stays in memory after it ends, a "terminate and stay resident." For some reason (which I could detail, but this is getting long), TOS was not telling everyone to stay the heck out of my program's section of memory. *Depending on how long the next program I loaded was,* it either did or did not kill off my disk handling code. DB was long; it killed things off. QIndex was short. It did not. The key size was 64K.

In addition, the Atari GEM Desktop was using SST RAM (TT RAM equivalent; Fast RAM) as a place to store files in memory while copying. And, you guessed it. If the file to be copied was too long, crash.

What really hacks me off is that I should have triple checked, after asking for *x* amount of memory to be locked away, that it really *did* lock it away...and all the time I spent tracing bugs that didn't exist, like with ICD's software. I had just never seen this lock-away thing fail and didn't suspect it.

And poor ICD. ICD's software was getting an "avalanche error," where things get so screwed up at the start of the avalanche that it was hopeless by the time ICD had any part to play. It was *not their fault.* The carefully traced-out calls were made, of course, with DB in there, shielding the disk handler by its sheer length from the disk.

I went and retested Atari's AHDI/HDX 3.02, 4.02, and 5, ICD 5.2.0 and 5.4.2, and Supra's 3.43 hard disk software (can you tell I was seriously not going to tell Sandy again that the hard disks were flaky?) and *all worked fine.* Oddly, Atari's 4.02 and 5 *do not require* the disk handler code—hey, guess why the Beta Testers were flying? The others do.

In fact, on Atari's software, someone seems to have done a particularly excellent error-checking job in their code. Ken, tell Min she did good, will ya?

Net result is that *now,* I have right here the master "SST Software 1.2" floppy disk and have re-written the manual to reflect all that I learned the really hard way. If you read that portion of it and it seems a little like I was stressed out while writing it, I was.

Interesting TOS

But then, a funny thing happened on the way to shipping...

Because we had been delayed in shipping while I researched the hard disk bug, suddenly TOS 2.06 became available. We looked over 2.06 (we were running 2.05, which required considerable "life support" for things like floppy disks talking to SST RAM and other patches) and 2.06 was really cool. Someone even bent Allan's arm and he kicked on the IFDEF equate that puts TT fastRAM for floppies into the code. (Thank you, someone; I owe you about a thousand chocolate chip cookies.) This was *seriously cool.* It fixed other bugs, too, but I was twitchy on the floppy code. And the funny thing was, because we had been delayed, there was still time to erase EPROMs and go for TOS 2.06 in the SST.

I spent some time Ultraviolet Erasing the EPROMs that hold TOS and tried to make some new TOS chips. When I stuck them into an SST and turned it on, they spat out, "ROM CRC ERROR ON CHIP E," or something like that. Atari or someone had built in a self-test for the ROM chips (*yeah!!*) and it was seeing a problem in the TOS ROMs. Applause for Atari on this one, folks...

So, I burned another set, and it did the same thing.

I "dropped back five and punted" (a phrase any Denver Bronco fan should know!), went to the original chips, and made a *very careful* copy of them through the EPROMMER, making every paranoid assumption I could think of. Gee, maybe the SCSI card in there for the WORM drive is conflicting. Out. Perhaps it's because it's an 8086 processor instead of an 8088 with effective faster throughput. To this raving paranoid approach, I added, yes, Neil Young: Live Rust CD, auto-repeat.

These next EPROMs worked perfectly. Hokay, I said, let's find out what went wrong with those other idiot ROMs. I compare/tested them on the IBM EPROMMER system.

Identical.

I stuck both sets into the SST, read them in, and did a file compare.

Identical.

I have *never seen this* before and don't know why it happened. It could be I just happened to get two bad sets of EPROMs that used to work perfectly and killed them somehow, just a little bit, enough so they still worked, but not all the way. Except the Atari cannot see the problem, the IBM cannot see the problem...except if I plug in the bad ones. I don't know what's wrong. Help! (Doug?)

All I can think of in my bag of tricks is the EPROMMER went funny with the first burn runs, when I wasn't being paranoid, and over-voltaged the EPROMs or something else really weird, so they are slow or aged or crusty. Perhaps there is sorcery involved.

Anyway, after reporting to Sandy that I could not reliably burn EPROMs on our machine, and being nearly exiled to the couch where the cat sleeps (it just smells...great...), I could now tell her I could make them.

Miscellaneous Interesting Times

When you put the new After Dark modules on to the Mac IIfx—where the manual is being edited—and your husband (choke) forgets to tell you about the Installer, they cause a *very hard to find* crash. Yes, the manual tells you to use the Installer. Looks like the System file was getting corrupted—the thing would try to wake up and would say, "Finder has been damaged, you can use System Tools to re-make it." After re-making it a couple times and selectively killing

INITs, we narrowed it to After Dark. We completely deleted and re-installed it, right this time, and got it working.

It's so easy *after* you know the problem, but there are so many things that could be wrong. For a time it looked like a SCSI termination bug, which is no easy thing to fix *at all* on the FX—even worse than the original Mac Plus, where termination is state of the art Vodun (voodoo).

This lost Sandy three days work on the manual when the main Quark X-Press file became corrupted. The manual right now is 2.5 megabytes in length, including all the EPSF diagrams and stuff. Like I tell people, Sandy graduated Computer Science with a far better GPA than I did, and she had done a good job on backups, so it wasn't a disaster—just really annoying. It runs to around 120 8-1/2x11 pages. *We Tell All.*

Then, our 3-year old collides with an 80-pound German Shepherd and breaks his nose, as they both round the corner of the stairs. Dog flees in terror when the child cries. Off to the doctor. X rays. (Imagine how much fun this is by turning your radio to, oh, Motley Crue howling on Volume=10; Jamie is *loud!*).

Turns out his nose wasn't broken; he wasn't grown enough for the bone to be out there. It was just going to be one of those Kid's Tylenol things for a week or so. (The doctor was sure it was broken, too!) Jamie looks like me—we both have "raccoon eyes," me from lack of sleep, him from That Dog.

Cat likes sleeping on the UNIX-PC (AT&T 7300, an older machine) because it is real warm. Cat also likes the FAX machines, but we were getting mad about the number of cat hairs in the outgoing faxes (*lots* of thin vertical lines), so we "encouraged" her not to sleep on the FAX.

Cat apparently took a jump to wake up one morning, and our "out in the open" phone wiring got scrangled—the wiring is only a foot above the 7300 and has some hand-twisted "pairs" where we've had to run new phone wiring for the FAX, etc.

One side of the phone wires snagged with the ground wire I keep around for de-staticing the computers. This spazzed out the phones; they would give around half a ring, then abruptly stop. It took me a few days to find this one. We thought the snow (it has been blizzarding here several times) had, like before, seeped into the underground phone wiring and screwed it up, so we expected the Telco to find it. We expected wrong; the underground portion was fine.

If anyone technically into phones (*chuckle*—not *that* way!) wants to tell me the effect of grounding one "side" of the phone line, I would really like to know. It was eerily quiet in here. I know the 48V-6V DC part; I don't know how it relates (or *if* it does) to ground.

People tell me they got weird half-rings or busy-outs or That Phone Number Sucks messages.

As of Thursday, Jan. 16

The boards have long been done. They are starting to yawn when I walk by. Ever see a SIMM yawn? "Ship me, Dave, Ship me." Honest, they're talking. It is *not* too much Neil Young. Last night it was the DRAM controllers arguing with the SIMMs, real distracting.

The software is now at 1.2 and is going into duplication.

The manual is on final-typo-edit; we laserwrite it, then off to the printers for...well, printing! (And heaven help them if they reverse the SR71 again!) We've tried very hard to make this better than the GCR manual.

Sandy and I are both very sorry for the delays in getting the SST out. We sure didn't plan it this way, but it happened. I'm sorry for not keeping more up-to-date online and answering questions, but as you can see, I didn't have answers...until that hard disk bug was found, there was *no* shipping, for example.

It's just a hard thing to say, "Well, I still don't know what the heck is wrong" when you're the Shell Answer Man, so to speak.

I hope this detailed report on where we went off the rails and got back on them will help you out.

Non-SST Stuff

As you might imagine, when I focus this tightly on a problem, I try not to switch gears. System 7 hasn't seen a lot of work other than tracking a get-extended-parameter-RAM into location 0 and above (!!) call (which is a *big* mistake for the 680x0 processor!). I need to look into it.

The MegaTalk boards have had their defective PALs swapped out and are being tested, about 75% of the way through on that. (The serial I/O PAL was bad; we have been seeing some really bad failure rates on these chips.)

I didn't do many of the dishes; need to make that up to Sandy.

Jennifer didn't do her Mt. Fuji picture (I kid you not) until the night before, up late, and *wow* was she grouchy this morning at 6:30 AM. She's doing a report on Japan and needed to draw a landmark.

And, I grew a beard. Sandy says it isn't scratchy, quote, "anymore."

When the SST boards actually, definitely are in the mail, we'll post a note. Murphy Never Sleeps, but neither does Neil.

[Ed: On January 29, George Richardson informed us that the SST boards were only a couple days away from going out the door. Getting the manual back from the printer was the only holdup, and it was "on the way."]

Has your local Atari dealer headed for greener pastures? Are ads for Mac Classics and 386's appealing to you?

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The editors of Atari Advantage Magazine would like to introduce you to a new way of thinking about your Atari ST/TT computer system. You don't have to feel like you own a second rate machine just because the company who built it hasn't done much to promote it. You don't have to muffle your voice with your hand when you respond to someone's question about which computer you own. You especially don't have to give in to the temptation of a PC clone or Mac.

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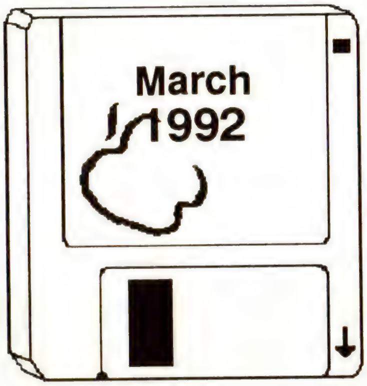


AIM Mac/Spectre Disk of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

Here is a short description of the files contained on the March '92 Mac/Spectre Disk of the Month:

CreateTextDA—This archive contains an application that will create a Desk Accessory that displays any text you wish. Handy for keeping needed information close by.

Cute Clock DAs—This archive contains three interesting desktop clock DAs...Bugs Bunny clock, Mickey Mouse clock and RKO Radio Pictures clock.

Jack—This archive contains a very good version of an ancient game, the most recent version of which is called Pente. The object of the game is to get five of your pieces in a row while blocking your opponent (the computer) from doing the same. All the while, Jack, whose face appears at the bottom of the screen, keeps an eye (or two) on you, grins when he's winning and frowns when you block him.

LightningPaint 1.1—This archive contains a *very* nice Shareware paint program that has most of the features of the commercial programs and a few even they don't have.

Little Black Book DA—Just like the name suggests. This is an address book in a DA. Very nicely done and quite easy to use.

Notify 2.1—This archive contains a control panel device (CDEV) that uses the Macintosh notification manager to place messages you've created on the screen at whatever time you select. Great for reminding yourself to take out the garbage...or whatever.

Panasonic Printer Drivers—This archive contains two printer drivers for use with Panasonic printers. One supports 9-pin printers and the other is for 24-pin printers. I have only tested the 9-pin driver and it works *very* well for either text or graphics. To use either of these drivers, place them in your system folder and then use the Chooser DA to select. There is a setup dialog that allows you to configure the driver for your system. (Note: These drivers should also work with Epson printers)

RamDisk+2.11—This is the king of the hill as far as Mac RAMdisk programs go. You name it, it does it.... if you run from a floppy (and have the memory) you *need* this program.

Reader 1.0.8—This archive contains an aplication to read documents created by other applications. This program is somewhat limited at this time but is still useful. Drivers are included to read text files, MacPaint pictures, PICT graphics and others.

SUSAN—This archive contains a Shareware game called Susan, based on a board game of the same name. It's a pretty good strategy game, also reminiscent of Pente. In Susan, though, the object of the game is to surround one of your opponent's pieces without getting yourself boxed in.

The Billiard Parlour—A game that's quite old but still a lot of fun. Lots of different combinations from 9 ball to straight pool. If you like Billiards or pool, you'll like this game.

Note: Some of these programs are Shareware. This means that if you continue to use a program after trying it out, you are expected to pay the small fee most authors ask. Please support them.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March '92 Mac/Spectre Disk and which format when ordering. For credit card orders, phone (313) 973-8825.

AIM ST/Mega Disk of the Month

All files on this disk are self-extracting archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the March '92 disk. For more complete docs, see the text files contained in most of these archives.

ARCSHL31.APP—The latest version of Charles F. Johnson's ARCShell, a GEM shell for ARC and LHARC compression utilities. New features include full support of the newest LHARC programs from Thomas Quester. Note: ARC and LHARC utilities are not included in this file. Shareware. Copyright 1989-92 Charles F. Johnson & Little Green Footballs. All Rights Reserved.

BONBON.APP—Two ACC/PRG (rename as needed) games from Germany, Breakout and Kubis (a Tetris clone). They work in ST mono or medium rez color. Note: Breakout does not seem to run as a PRG on MegaSTE or TT, but it works fine as an ACC.

B_BUNDLE.APP—Decorative border maker accessory for Calamus. Creates Calamus CVG graphics from border corners and sides. Comes with five borders and documentation telly you how to get up to 100 more! Can run as an accessory or as a program.

CRAYOLA.APP—PageStream color palette containing color definitions to match the 64 crayon set of Crayola Crayons.

DISKDIAG.APP—Examines your hard disks and warns you if it finds problems. Run it when you have problems accessing files or folders on a disk. You should also run it occasionally to detect problems before they become serious. Automatically checks all the hard disks on your system. If it finds problems, it will report information about the problems and stop. May be placed in your AUTO folder to check your disks each time you boot! FREEWARE. Courtesy of Beckemeyer Development.

FILETOOL.APP—A mouse-driven file utility that lets you copy, rename, delete and move files, create folders, etc. Shareware from the UK.

FLEABYT3.APP—Three new versions of Fleabyte calculation accessories from Henry K. van Eyken of Quebec. Fleabyte\FFS is a full function scientific calculator; Fleabyte\SF is like FFS only with support for significant digits; and Fleabyte\SX is a "standard" calculator. All three have the built-in ability to export their calculations directly into window-based GEM programs (like word processors). Full documentation and GFA BASIC source listings included.

FUJIWTCH.APP—The latest enhancements to Chet Walter's popular FujiDesk. FujiWatch gives you a mouse pointer that looks where it's going and falls to dreamland after a period of inactivity! A ticking watch replaces the boring busy bee! A spinning or rainbow Fuji adorns your menu bar. All this, and a "fix" for nasty alert boxes that appear with NO MOUSE POINTER! Configurable with enclosed ACC/PRG. ShareWare from Chet Walters @ WizWorks.

GEMVLP26.APP—A working demo of GEMvelope version 2.6, the best and most feature packed envelope printing software available for the ST/TT. Lots of features.

HDINFO12.APP—Ever tried to save a file only to find out your hard drive partition is full? HDInfo can help you avoid this situation, by renaming your hard drive icons to reflect the amount of free space available on them. From GraF/X & Dixon Development.

HSFIX.APP—A high speed modem fix for owners of TOS 1.4 or higher AND a 16MHz or faster upgrade. Stops character loss and speeds up overall performance. On the MegaSTE and TT, use this and Serial Patch 2 (SERIAL.APP on the June '91 AIM ST Disk) to correct serial port problems.

INSDATE.APP—A tiny desk accessory that sends the current system date to any open application. Great for word processing or while online. Includes source code. Freeware from the UK.

LQSET.APP—A very nice utility for controlling the multitude of printer settings available on an Epson LQ printer. Control margins, text attributes, page length, etc. PRG and ACC versions enclosed. Personal Pascal source code included. This Epson LQ version was written by Forrest Blood (JACS).

MSTE.APP—A collection of four small programs to set various Cache and Speed settings for the MegaSTE computer. All of the programs will run from the Desktop, AUTO folder and in TOS Mode. The programs are: FAST (16MHz, Cache), NORM (8MHz, No Cache), FASTNC (16MHz, No Cache) and WHATAMI (tells you your current configuration). Shareware from John Townsend.

NBM21.APP—NBM v1.2 is a benchmarking program for your ST/STe/TT. It performs a group of six tests, times them and allows you to compare the results with other machines. You can optionally choose which of the six tests to run, and can print the results. Version 1.2 includes a new set of graphics tests. Program by Jim Ness, author of QuickCIS.

PANTONE.APP—An EPS graphic containing the full Pantone color palette. Loading this graphic into PageStream 2.1 gives you access to all of these colors. The Pantone Color Matching system is trademarked by Pantone, Inc.

PGSPRNTR.APP—A set of four beta printer drivers for PageStream 2.1. These drivers support the HP DeskJet 500C, HP PaintJet XL, SpectraStar CMY and Okimate color printers.

PGS_CS.APP—This desk accessory (for PageStream 2.1) is an upgrade to PGS_AP_D which allows access to those "odd-ball" characters which normally would require complex key combinations and a chart. Includes the low-end characters (card suits, etc.). The enclosed documentation is in PageStream 2.1 format.

PINHD21.APP—PinHead version 2.1 is now compatible with ALL versions of TOS in ROM, from TOS 1.0 up to TOS 2.6/3.06. PinHead is a tiny AUTO folder utility that speeds up the loading of all programs. You won't believe how much faster your bootup goes! It's similar to TOS's "fastload bit," but completely automatic and more compatible with problem programs and accessories. PinHead 2.1 is Shareware. Copyright 1989,90,91,92 Charles F. Johnson & Little Green Footballs. All Rights Reserved.

PROCALC.APP—A calculator similar to the one included in Atari's new STBook. Supports Scientific, Binary, Octal, Decimal, Hexidecimal and Time (H:M:S) calculations. Very nice interface. TT Compatible. Runs as a PRG or ACC. Shareware from John Brochu (author of PicSwitch).

SPELLONE.APP—A very good, GEM-based spell-checker for the Atari ST. Includes a 137K dictionary of common words, and lets you add your own words to the dictionary. Another great piece of software from the UK.

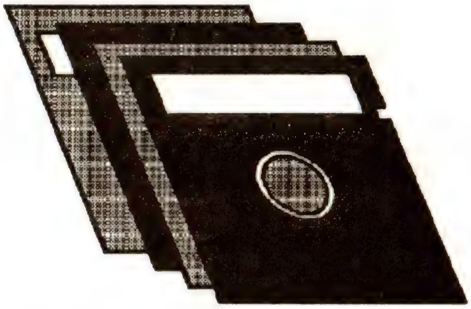
TURTLE.APP—The latest version of George Woodside's excellent hard drive backup program.

UPDMAKER.APP— Update Maker compares two versions of a program and creates a binary data file of the changes. Can create a data file including just the change info if you wish to write your own updater program, or it can create a "ZAP" file including verification information, ready for use by Superzap. Superzap (included in this ARC) can use the resulting ZAP file to perform the update for you—no programming necessary! Both programs run on any ST or TT in any resolution. Freeware from Bill Aycock.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March '92 ST/Mega disk when ordering.

AIM

Atari Classic (8-bit) Disk March 1992



Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the March '92 8-bit Disk:

Side 1

BABYLON.ARC—Details on a hardware modification, called the Babylon Upgrade, that can be used to give your XL (800XL, 1200XL) a truly "persistent" RAM-based OS. Not only is this operating system able to survive anything short of turning the computer off, but it's also unchangeable once activated!

JR2.ARC—JR's BASIC Games Collection #2! Original programs, written by Jeff Payne, Jr., including Test Your Memory, Splat a Brat, Spaceship Excitement, Computer Hang Guy, Knight Rider, Fortune Teller, Guess a Number, Horse Racing and JR Math.

MAGICALC.ARC—A great new program from Paul Alhart of Atari Federation. MagiCalc XL is a four-function calculator that displays results in Decimal, Hexidecimal and Binary all at once. Best of all, MagiCalc sits in the unused 12K available on an 256K XL if booted with two single density RAM-disks. Pressing a "hot key" calls up MagiCalc and, upon exiting from the calculator, whatever process was going on when you pressed the hot key will automatically resume. This is *very* similar to the way desk accessories work on the Atari ST computers.

TAFHC.DCM—The Atari Federation Hacker's Challenge, also written by Paul Alhart, is a puzzle for all you 8-bit hackers out there. The Challenge is a disk full of tricks and traps. The object is to put together a multi-part secret message. Read Paul Alhart's A-T-A-R-I column in this issue of Atari Interface for more details. Good luck!

TTEST.ARC—A BASIC program, written by Michael Dalto, that determines if variations in experimental data occur by chance alone by using t-test analysis for dependent samples. TTEST is designed for scientific use. This program accompanies the Data Analysis with Your Atari Classic 8-bit article in this month's issue (the article is also included in this ARC).

Side 2

BIRTHDAY.ARC—A BASIC LISTing of a very nice and easy to use program for keeping track of people's birthdays. Written by Calvin Franklin of the O-ACES user group.

DIAMENU.ARC—Load BASIC programs using the DIAMOND 3.0 built in file Selector routine. This program is writen in BASIC so you must exit from the Diamond desktop and run this like any other BASIC program. A good example of how to program Diamond functions from BASIC. Written by Kevin Packard (WNYAUG). Requires Diamond GOS from Reevesoft.

ETERNAL.ARC—A BASIC game somewhat similar to a popular old 2600 game called Adventure.

MATH.DCM—Mathematical analysis programs, including intervals, roots, fixed point math, derivatives, integrals, polynomials, interpolation and more. This DISKCOM file extracts to create a SD boot disk. Simply decompress this file to a disk and reboot your system with BASIC enabled.

QUEST.ARC—An outboard command module that adds user surveys or questionnaires to AtariLink BBS 2.0 or greater. Docs included. (The complete AtariLink BBS 2.0 was contained on the Nov. '91 AIM 8-bit Disk.)

SORT.ARC—A BASIC XE program that sorts text/data files. Supports 1-250 lines of 1-38 characters each. Options include sorting in ascending or descending order and sorting with numbers having priority over letters or vice versa. Sorted lists can be printed to screen or printer, saved to a new file or appended to an existing file. Lots of other features. Note: You must have BASIC XE to run this program.

Readers can purchase this disk from the local AIM participating user group or by sending $6 ($5 +$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March '92 8-bit Disk when ordering.

Alabama

Birmingham ACE
5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Monday Time: 7 PM
Dues: $15/Regular, $25/Advanced
CPU: Atari 8-bit and ST/TT
BBS: Matrix BBS, Co. #7, (205) 323-2016
Matrix BBS, (205) 251-2344
Misc: Advanced includes AIM 8bit or ST monthly disk

Arizona

Phoenix Area ST
PO Box 56413
Phoenix, AZ 85079
Mike Aubrey (602) 870-8360
Meet: Room #101, Devry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Saturday Time: 10-12PM
CPU: ST/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225

South East Valley Atari Connection
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Saturday Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/TT
BBS: (602) 833-9216
Misc: Reduces ST/8-bit library prices, club BBS access.

California

ACC Encompassing Suburban Sacramento
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wednesday Time:7:30 PM
CPU: Atari 8-bit
BBS: ACCESS BBS (916) 428-8662

Atari Federation
PO Box 5367
Vandenberg AFB, CA 93437
Phil Rominger (805) 736-7147
Meet: Vandenberg Federal Credit Union, Vandenberg Village branch, Lompoc, CA 93436.
Day: 1st Monday Time: 7 PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/TT

Bay Area AUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara, CA.
Day: 1st Monday
Dues: $20
CPU: Atari 8-bit, ST/TT and Portfolio
BBS: (408) 986-0215

Bakersfield ACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tuesday
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

Diablo ACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thursday Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/TT

Fresno Regional Atari Computer User Support
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Saturday Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338 3/12/2400
Misc: Membership includes club disk of the month/newsletter and AtariUser

MIDI Atari User Group
1848 N. Gramercy #302
Los Angeles, CA 90028

Real Atari Maniacs
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 389-0059 (days)
Day: 3rd Wednesday Time:7:30PM
Dues: $25
CPU: ST/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

San Diego ACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: General: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/TT
BBS: (619) 689-8157 3/12/2400
Misc: SDACE newsletter, increased BBS access

San Leandro Computer Club
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

Sacramento ST User Group
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wednesday Time:7PM
Dues: $24/yr
CPU: ST/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

Salinas Valley ACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tuesday Time: 7:30PM
Dues: $12/yr
CPU: ST/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

The Educators' Atari Club
PO Box 1024
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

Yolo Atari Club
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5496
Meet: Call or write for meeting time/place
Dues: $8/yr
Misc: PD library access, Yackity-YAC newsletter.

Colorado

Atari Clubs of Denver
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniel (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tues.; STarfleet: 2nd Fri.; STIG: 3rd Tues. Time:7:00 PM
CPU: Atari 8-bit and ST/TT
BBS: (303) 343-2956 3/12/2400
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

Pikes Peek and Poke ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit 1st Tuesday, ST 4th Thursday Time: 7-9PM both SIGs
Dues: $20/yr family
CPU: Atari 8-bit and ST/TT
BBS: Laser BBS (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

Connecticut

Central Connecticut Computer Club
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wednesday Time:7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit and ST/TT

ST Atari Road Runners
15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thursday (except August)
Dues: $20/yr
CPU: ST/TT
BBS: (203) 421-4861

Delaware

Central Delaware ACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/TT

Florida

Atari Boosters League East
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sunday of each month Time:1:30-4:30 PM
Dues: $12
CPU: Atari 8-bit and ST/TT
Misc: Access to the ABLE Program Library of User Software (ABLE PLUS) and ABLE AID newsletter.

STARgroup
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st and 3rd Tuesday
Dues: $15/yr
CPU: ST/TT, Macintosh and Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access, quarterly newsletter.

Georgia

Middle GA AUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Warner Robins Public Library
Day: 2nd Sunday Time: 1PM
Dues: $5/yr with newsletter optional
CPU: Atari 8-bit, ST/TT and Portfolio
Misc: Club library use is free to all paid members. Participates in annual show at local mall.

ST Atlanta Roundtable
3069 N. Brook Rd.
Chamblee, GA 30341
Rick Ostapower (404) 487-4845
Day: 3rd Monday
Dues: $30/yr
CPU: ST/TT

Illinois

Champaign-Urbana ST User Group
PO Box 3442
Champaign, IL 61820
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wednesday Time:7PM
Dues: $16/yr
CPU: ST/TT
Misc: AtariUser magazine, PD library access

Eastside AUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room, Alton, IL.
Day: 1st Monday Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/TT
BBS: Eastside BBS (618) 254-6077, Garage BBS (618) 344-8466
Misc: EAUG-Log club newsletter Member of Midwest Atari Regional Coucil consortium

Galesburg AUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block sourth of downtown.
Day: 2nd Monday Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

Rockford ACC
5430 N. 2nd St.
Loves Park, IL 61111
Meet: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Saturday Time: 9AM-Noon
CPU: Atari 8-bit and ST/TT
BBS: (815) 226-2388

Suburban Chicago ATarians
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Saturday (check SCAT BBS for changes) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/TT
BBS: SCAT BBS (708) 231-7227

ST Atari Resource
329 Sumter Drive
Belleville, IL 62221
Dennis Guthrie (618) 235-7871
Meet: Illinois Power Bldg., 1050 West Blvd., Belleville, IL
Day: Last Monday Time: 7PM
Dues: $15/yr
CPU: ST/TT

Indiana

Atari Computer Owners Resource Network
3627 Iowa Court
Fort Wayne, IN 46815
Meet: Shawnee Branch of the Allen County Public Library
Day: 1st Saturday Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/TT
BBS: (219) 744-1396 3/12/24/9600
Misc: Three Rivers Festival, PentaCon, ICE Kid's Conference Participant.

Calumet Region Atari Group
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wednesday Time:7PM
Dues: $15/yr
CPU: ST/TT
Misc: ST disks $2.50 each for members, $4 non-members

Kentucky

Atari Exchange of Louisville
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members subscribe to AELien Transmissions newsletter (6 issues) for $1.74/yr.

Bluegrass Region ACE
151 Todds Rd. #240
Lexington, KY 40509
Hal Nason (606) 269-8989
Meet: Conference Room B, Lexington Free Public Library, Downtown Branch Conference Room B
Day: 3rd Tuesday Time: 7-9 PM
Dues: $15/individual, $20/family, $10/associate
CPU: Atari 8-bit and ST/TT
Misc: Associate membership includes AIM but not library access.

Michigan

Cascade ACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/TT and IBM

Grand Rapids Atari Systems Supporters
624 Dickinson SE
Grand Rapids, MI 49507
Meet: Wyoming Public Library, 3350 Michael S.W., Grand Rapids, MI.
Day: 1st Wednesday Time:7PM
Dues: $22/yr
CPU: Atari 8-bit

Michigan ACE
PO Box 2785
Southfield, MI 48037
Ted Newkumet (313) 537-5298
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tuesday Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/TT
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

Saginaw/Tri-Cities Atari User Group
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center and Shattuck in Saginaw Township.
Day: 2nd Saturday Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/TT

Misc: Free PD disk with membership/renewal, PD disks are $3 or 2 for $5. Participates in Community Fair at Fashion Square Mall each January

Washtenaw Atari User Group
42047 Hanford
Canton, MI 48187
Craig Harvey (313) 971-8576
Meet: Michigan Student Union on State St. at the corner of S. University in Ann Arbor.
Day: 2nd Tuesday Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/TT
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem available for loan.

Minnesota

Ports ACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location.
Day: 3rd Sunday Time: 6:30PM
Dues: $30/yr or $9/quarter
CPU: Atari 8-bit and ST/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free copying of ST/8-bit PD libraries.

Missouri

ACE of St. Louis
PO Box 3508
St. Louis, MO 63143
Dick Pederson (314) 644-7168
CPU: Atari 8-bit and ST/TT

Midwest STar
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/TT

Montana

Rattlesnake ACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sunday Time: 7PM
Dues: $16/year
CPU: Atari 8-bit and ST/TT
Misc: Membership includes free PD disk.

North Carolina

Raleigh ACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Announced on Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/TT
BBS: Galaxy (919) 552-0974

North Dakota

Minot Atari Computer Users Group
129-2 Sirocco Dr.
Minot AFB, ND 58704

Nebraska

Omaha ACEs
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wednesday (except Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/TT

New Jersey

Jersey Atari Computer Society
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tuesday Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser available at meetings Send SASE (business size) for copy of current ST or 8-bit disk catalog.

New Mexico

Albuquerque ACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Company of New Mexico. 4625 Edith Blvd, Albuquerque.
Day: General: 1st Sat and 3rd Tues, 8bit: 2nd Tues Time:
Dues: $20/yr payable in January
CPU: Atari 8-bit and ST/TT
BBS: Astro BBS: (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of June and December.

New York

Atari Computer Owners of Rochester NY
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wednesday Time:7 PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/TT
BBS: Dimension's End (716) 436-3078 3/12/2400
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

Buffalo Region Atari Group for STs
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thursday Time: 7:30PM
CPU: ST/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

Capital District ACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar in the Westgate Plaza, Albany, NY.
Day: ST: Last Wednesday, XL/XE: Quarterly meetings Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/TT
Misc: ST disks $2, free XL/XE library access.

Long Island AUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
CPU: Atari 8-bit and ST/TT
BBS: STar Scan (516) 399-4252

Ol' Hackers AUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Saturday Time:
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US user group consortium.

Western NY AUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thursday Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

Ohio

ACC of Toledo
4487 289th
Toledo, OH 42611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wednesday Time:7-9 PM
CPU: Atari 8-bit and ST/TT
BBS: Disk Drive-Thru BBS, (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

Ace of Columbus
1287 Dennison Ave.
Columbus, OH 43201

Cuyahoga Valley ACC
PO Box 9173
Akron, OH 44305
Don Crano (216) 376-7618
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tuesday Time:7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club newsletter The Password

Mid-Ohio AUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield, OH.
Day: 3rd Saturday (except July) Time:7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/TT
BBS: DataQue BBS (419) 529-5197 3/12/2400
Misc: Members can access AIM ST and 8-bit disk files on the BBS. AtariUser available free to members at A&B. Back issues of AtariUser available for $1 each.

ST Atari North Coast Enthusiasts
1174 Larkspur Dr.

Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Monday Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/TT

Oklahoma

Tinker ACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Saturday Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/TT
BBS: TACE BBS (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

Oregon

Atari Computer Users NETwork
2662 E. Nob Hill Dr. SE
Salem, OR 97302
Ron Purdy (503) 588-7509
Day: 4th Tuesday Time: 7 PM
Dues: $15 with AIM, $10 without
CPU: Atari 8-bit and ST/TT
BBS: Salem Public Lib. (503) 588-6130, Page BBS (503) 363-0171, The Jungle (503) 393-4274.

Central Oregon Atari Club
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.), Bend, OR.
Day: 1st Saturday Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/TT

Douglas County Atari ST Enthusiasts
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

Portland Atari Club
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
CPU: Atari 8-bit and ST/TT
BBS: ACE of America (503) 285-4417

Pennsylvania

Nittany Atari Personal Computer Organization
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/TT

Philadelphia ACS, Atari 8-bit SIG
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Alice Christie (215) 521-2569
Meet: Drexel University, Room M11B, Matherson Blvd., 34th and Market St., Phil., PA.
Day: 3rd Saturday Dues: $25/year with an additional $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (9603/4 for 300 baud)
Misc: The DataBus newsletter, AtariUser

Spectrum Atari Group of Erie
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sunday Time: 2PM
CPU: Atari 8-bit and ST/TT

Southcentral Pennsylvania ACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Monday Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/TT
Misc: SPACE Probes newsletter

Westmoreland Atari Computer Organization
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tuesday
Dues: $24 family
CPU: Atari 8-bit, ST/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

South Dakota

Rushmore ACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Saturday Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/TT

Tennessee

Cookeville ACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library, Cookeville, TN.
Day: 1st Saturday Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/TT
BBS: Generic BBS (615) 432-5809

Memphis Atari Systems Hobbyists
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Monday Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/TT
BBS: MASH COM (901) 377-1904 3/12/24

Nashville AUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thursday Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/TT
BBS: Nashville Exchange (615) 383-0727 3/12/24/9600 Troll's Cave (615) 872-0757 12/2400

Texas

Alamo Area Atari User Association
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX. 107 Glenarm, San Antonio
Day: 1st Tuesday of each month Time:6:30-9:30 PM
Dues: $24; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

Austin ACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/TT, Portfolio and Lynx
Misc: Newsletter, C classes, library access.

ACC of El Paso Texas
245 Longhorn Court
El Paso, TX 79907
Dues: $20
CPU: Supports Atari 8-bit, ST/TT, Macintosh and IBM
BBS: STEP, (915) 755-STEP STE-EP BBS, (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

Golden Triangle AUG
2508 San Jacinto
Beaumont, TX 77701
Carl Neblett (409) 755-6535
Day: 1st Tuesday
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/TT, Macintosh, IBM, MIDI
BBS: (409) 722-6526

Houston ACE
PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 West Loop S., Houston, TX.
Day: 4th Wednesday Time:6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops.

ST Atari League of San Antonio
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tuesday Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/TT
Misc: Club newsletter, discounts, Disk of the Month for $2, New user classes.

Utah

Layton ACE
3897 S. 2275 W.
Roy, UT 84067-3515
Irwin Brooks (801) 731-1516
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wednesday Time:7PM

Dues: $20/yr
CPU: Atari 8-bit and ST/TT

ST Users Network
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wednesday Time:7PM
CPU: ST/TT
BBS: The Bolt (801) 968-3921

Washington

First ACC of Spokane
PO Box 5121
Spokane, WA 99205
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thursday Time: 7PM
Dues: $15/yr family
CPU: Atari 8-bit and ST/TT

Southwest Washington Atari Group
PO Box 1515
Vancouver, WA 98668
Meet: Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA.
Day: Last Sunday (except July) Time:6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/TT
BBS: Bear Cavern (206) 574-1146

CANADA -- Ontario

Kent AUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tuesday, Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/TT
BBS: KAUG BBS (519) 351-3901

National Capital AUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/TT, Macintosh

Thunder Bay Atari ST Enthusiasts
185 Varsity Row
Thunder Bay, Ontario P7B 5P2
CANADA
Dues: $25/yr Canadian
CPU: ST/TT

Windsor AUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr., Windsor, Ontario, Canada.
Day: 3rd Thursday Sept-June, except Dec. (2nd Thursday) Time:7:30PM
Dues: $25 Canadian
CPU: Atari 8-bit and ST/TT

CANADA -- Quebec

Atari ST/Mega Users of Montreal
PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631
CPU: ST/TT, MIDI Specialists
Misc: Emergency repair, laser printing & graphics services, discounts on computer and MIDI equipment, Audio Recording & Music Tech course discounts and MUCH MORE!

Montreal Atari Club Atari de Montréal
PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thursday, ST: 3rd Thursday Time:
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit and ST/TT
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

ENGLAND
Bournemouth and Poole AUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Friday Time: 7:30 PM
CPU: Atari 8-bit and ST/TT
Misc: 8:16 Newsletter

AIM ADVERTISERS

ABCO Computers (800) 562-4037	33
American Techna-Vision (800) 551-9995	45
Atari Advantage	55
B&C ComputerVisions (408) 986-9960	64
Branch Always Software (206) 885-5893	52
Carter Graphics & Computers (801) 628-6111	19
Clear Thinking (313) 971-8671	29
CodeHead Software (213) 386-5735	26,27
CompuServe (800) 848-8199	41
Computer Software Services (716) 586-5545	Back Cover
D&P Computer Supply (800) 535-4290	Ins. Front
Dennis Palumbo (516) 352-5605	23
Double Click Software (713) 977-6520	48
Gribnif Software (413) 584-7887	Ins. Back
Index Legalis (515) 472-2293	20
JMG Software (416) 575-3201	37
Micro Creations (800) 582-6351	36
Migraph, Inc (800) 223-3729	10
Musicode (619) 469-7194	31
Oak Spring Software (604) 597-5775	25
Pal Publishing (209) 456-1668	44
RIO Computers (800) 782-9110	63
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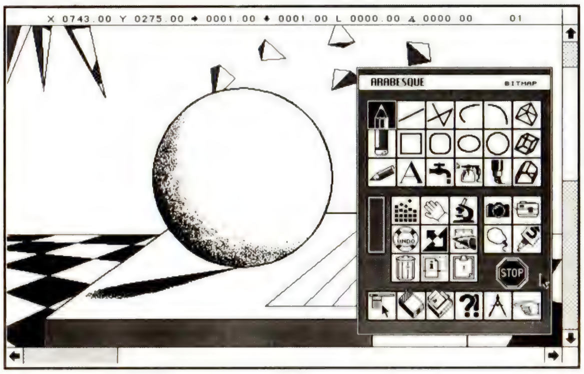
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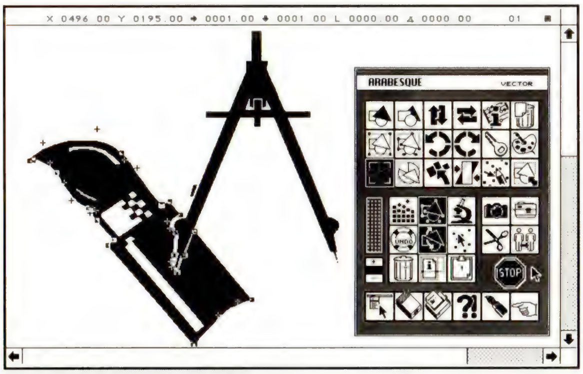
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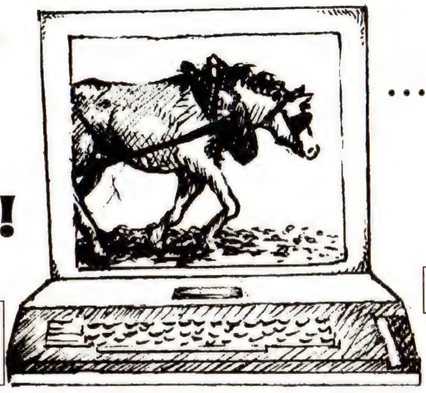

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The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only $109.95, and the deluxe unit is only $149.95. Add $5 for shipping/handling.

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The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program – undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the BLACK BOX with 64K of on-board RAM.Another amazing feature of the BLACK BOX is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is $199.95, and $249.95 with 64K RAM (for printer spooler). S/H/I is $8. An optional custom BLACK BOX case is available for $39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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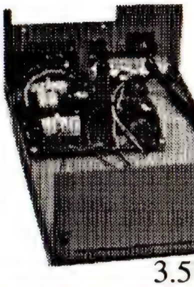

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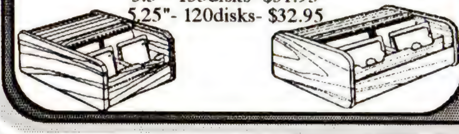

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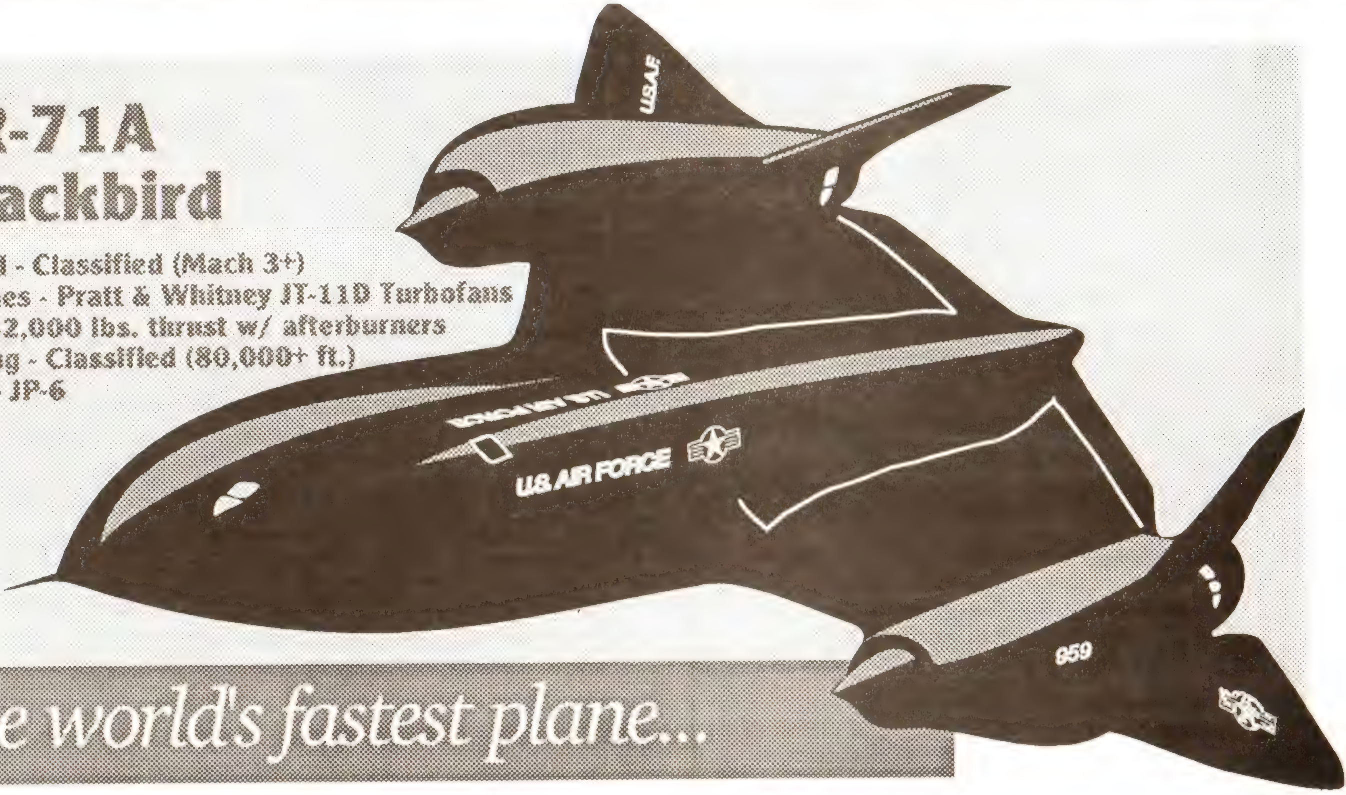

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Editorial Ramblings

Apparently, the firm we use to duplicate our ST disks made an error when setting up our job on the March ST disk. If your March ST disk has problems, just send it back to us and we'll replace it for you. We'd like to thank our subscribers and clubs for their patience and understanding during this fiasco.

In this issue is an ad from Fast Technology for their Tiny Turbo030. For the purpose of clarification (and fairness), we'd like to point out that figures used by Fast Technology in that ad compare their product (running at 40MHz) to an 030 board (presumably, the Gadgets SST Board) running at 33MHz. (The SST board can run using a 40MHz 68030, with considerably better benchmark numbers than a 33MHz SST.) Also, the latest figures we have from Gadgets puts the DynaCadd Cup Test at 44, rather than the 48 listed in the Fast Technology ad.

This issue sets a new record. There are over 100 clubs now participating in Atari Interface—104 to be exact! Along with the addition of new clubs, we've added two more distributors (one in Canada and one in Australia) and our "regular" magazine distributor has placed us in an additional 250 Waldenbookstores! So, things keep looking up for AIM! Watch for even more clubs signing up in the coming months.

We will be exhibiting at the April Toronto (Ontario, Canada) show at the Skyline Hotel at the Toronto Airport on April 4-5. If you're planning to attend this show, please stop in at our booth and say hello.

Bill & Pattie Rayl

ATARI INTERFACE

Volume 4
Your Connection to the Atari User Community
April 1992

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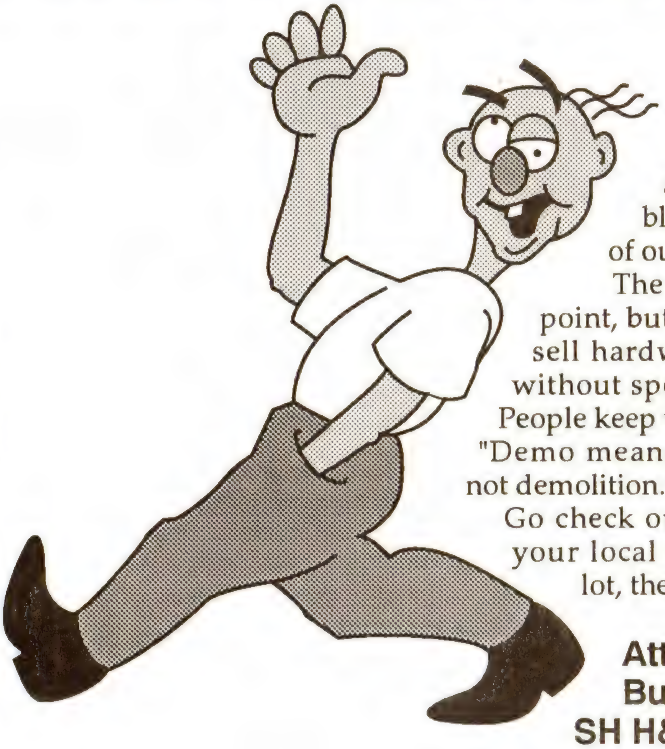
SLEDGE 1992

5th Annual State of Sledge Report



Sledge Hammer

Michigan Atari Group
Not Usually Mentioned
(MAGNUM)

What Really Happened to Practical Solutions?

Many people have talked about Practical Solutions closing up shop. The usual "low sales, high overhead" was cited as the cause of their demise.

Here's what really happened. Two years ago, we licensed our Cable-B-Gone technology to Practical Solutions (AIM—April. 1990) so they could build their cordless mouse.

They were so impressed with our line of over-the-edge, uh... cutting edge products, they wanted the rights to market our Nuclear Powered Anti-Pirate Device (NPAPD) to supplement their copy protection dongle. Practical Solutions was manufacturing the units in house and storing them in an adjacent warehouse.

One day, a computer virus that had been unknowingly burned into the control ROMs tripped all the NPAPDs simultaneously. Oops!

Sledge at COMDEX

I continuously hear "Why don't I see the Sledge Hammer Hardware & Software product line at COMDEX?"

The answer is simple. Every year when we try to get a booth at COMDEX, the local police, fire, health and DPW departments ban us from the show claiming our equipment is too dangerous for the general public.

The DPW states they have neither the equipment nor the manpower to clean up the so called "massive amount of rubble" left in the wake of our product demos. The DPW has a valid point, but how else can we sell hardware at the show without spectacular demos? People keep whispering to me, "Demo means demonstration not demolition." I don't agree.

Go check out the "Demo" at your local new or used car lot, then decide.

Attempted Burglary at SH H&S

The 1991 year was an exciting one here at Sledge Hammer H&S. Less than a month after last year's update we had an attempted burglary at our research and development complex.

The scum-suckers apparently tried to make off with some high tech equipment. Fortunately, we had integrated our Nuclear Powered Anti-Pirate Devices into our security system.

I hear the mushroom cloud was awesome. We spent most of 1991 waiting for the radiation levels to drop low enough to stop melting the cleanup personnel.

The explosion caused almost a total loss. However, we did recover all of our Magnum monitors, completely intact and in working order. These babies can really take a beating—they were scattered across seven states and part of Canada.

We also recovered the platter from our Super Hammer Hard Drive.

After the clean up, it was time to file an insurance claim. We found our insurance company doesn't cover any losses if a flux capacitor is on the premises at the time of the loss (go figure out that one). After the insurance company talked it over with my .44 Magnum, they coughed up some money. I took the settlement and $10 out my own pocket and bought a Lynx.

The Future of SH H&S

I haven't decided whether or not to resurrect Sledge Hammer H&S. It was easy competing against Atari's vaporware, but now some of their products are actually materializing. Have you any idea how difficult it is to compete against tangible products? We are looking into other product lines.

Since police brutality seems to be the in thing this year (Ah, good, my methods of law enforcement are catching on). We've come up with a modification for the new laser speed guns now available to the police.

The gun, in its original condition, is used to clock vehicle speed exactly the way current radar guns work. Instead of the gun shooting a high frequency radio wave pulse, the new laser guns use a light pulse emitted from a low power laser.

It's pretty boring to me, so we spiced it up. We've added two new settings on the laser gun: "Stun" and "Max." This gun can now help the officer make arrests. "Stun" is used on the ornery motorist who doesn't pull over, while "Max" is reserved for those choice moments when the officer really gets cheesed off.

Sledg-a-torial

Usually I don't get up on a soap box and preach. I let my .44 Magnum do it for me. Shooting and killing people hasn't gotten them to buy American, neither have other forms of mindless violence and brutality, so it's time to complain.

As I stated earlier, I decided to take the insurance settlement and buy a hand-held videogame unit. I found four to choose from: the Nintendo Game Boy, the Sega Game Gear, the NEC Turbo-Grafix Express and the Atari Lynx. Atari is the only American company of the four.

Ok, I bought a Lynx. On the bottom, it's labeled "Made in Taiwan." How can I buy American when we don't build anything here? How can I support American companies if they don't even have the pride (or guts) to build and/or assemble their products here in America?

I do own an American car (there are still two or three items built here). I can't even buy an American TV. The only American company building a TV is Zenith, but their TVs are assembled in Mexico.

A thought to all you unemployed people out there belly-aching. I'm tired of your whining. Quit complaining, band together to form your own small businesses, use American materials and labor and get some home grown products onto the store shelves and into the showrooms for me to buy. Enough said.

Trust me...I know what I'm doing.

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Subliminal Messages

Subliminal Messages

Subliminal Messages

I LOVE
my
ATARI

About every April you start hearing strange rumors. Some are exaggerations of the facts and some are total fabrications. The facts and rumors you are about to read should bring about awareness of a much greater conspiracy propagated by powers not yet determined.

When the 800 computer was designed, many factors were considered. Some of the most important were the human factors. The human factor considerations must have been extensive and well thought-out. The cartridge slot was placed where you could get at it. A switch was included so that when the top was opened, the computer would turn off to keep you from screwing up the cartridge.

Subliminal Messages

The joystick ports were put in the front so you could easily reach them. The RESET key had protection tabs so it was harder to press by accident. The power switch was placed where you could get at it. All these must have been considered to create a computer that could easily be used by a human being.

There is one other aspect that no other computer has that is not only a human factor but would have its psychological effect—the sounds that are generated when data transfer occurs. While listening to these sounds, you can tell if everything is going well. I have used other computers without this feature and watched the disk spin for five minutes waiting to load a program off a bad disk. Not with the Atari. One bad beep and the problem can be corrected.

But (and this is where we get to the crux-of-the-bisket), since human factors were taken into account, the designers must have known about subliminal messages. These are messages that are not perceived by the conscious mind, only the subconscious. (I remember a Columbo episode where a message was spliced into a film and made a person go out and get a drink of water so the killer could shoot him!)

I believe that underneath all those beeping sounds, a message has been superimposed. This message simply states, "I Love My Atari."

I know you can't hear it, but I think it is there. Think of the effect on your subconscious mind, hearing this every time you boot up. Day after day, month after month, year after year, your subconscious receives "I Love My Atari." This would create a group of people so dedicated to these computers that even the thought of using another computer would create mental distress.

Changes in my life started me thinking there may be some truth to this. When I first got my computer, it was hooked up to a color television with sound. Those first few months were great. I would get home from work and turn on the computer. It was on until 3AM. I would not have gone to work except I knew someone had to pay for the next program!

Then came the new monochrome monitor. This one had no sound. Slowly, I became accustomed to daylight. I laughed, I sang, I even talked to other people. But still, I could not pass by an Atari computer store, and it was a year before I could sit in front of another computer and type.

Now, a color monitor with sound is sitting near my computer. I find myself again becoming introverted. Three months without sleep later, I knew there had to be a reason.

If you know of anyone showing a high degree of loyalty to their computer, see if you can get them to turn down the sound while booting up. Then observe the changes in personality. These people are easily recognizable.

When showing them the high resolution graphics screen of the newer computers, they mumble, "I Love My Atari." Ask them if they have heard about the high clock speeds of other computers and they say, "I Love My Atari." Or, if you're their spouse, they say, "I Love you Dear, and my Atari."

Recordings have been made and are now being analyzed for these subliminal messages. As soon as proof of this can be found, many people will have much to answer for. But even after this conspiracy is proven, I think I will still love my Atari.

Subliminal Messages

Kevin Packard
WNYAUG

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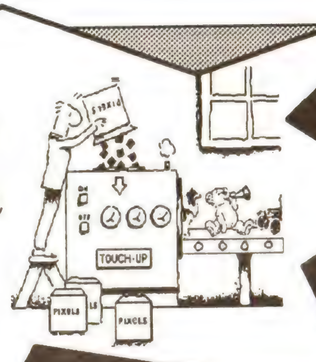

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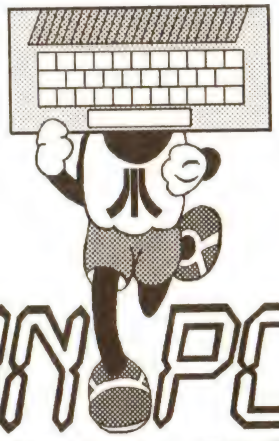

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Right on Target

David Plotkin
Contributing Editor

Once you have had a taste of teleconferencing with Atari owners that you will in all likelihood never meet face-to-face... you will never want to go back.

I remember my first encounter with the more-or-less mysterious world of telecommunications. It was quite a few years ago, at a West Coast Computer Faire in San Francisco. GEnie (General Electric's "online service," a nationwide bulletin board) had a huge booth where they were showing the wonders of what you could do on GEnie.

I wandered into the booth for a reason that has since slipped my mind (since I had absolutely no interest in telecommunications) and was instantly cornered by Darlah Pine—one of the best known of GEnie's SysOps (system operators—the folks who take care of the bulletin board). She began to expound on the neat stuff you could do on GEnie. I remember my comment at the time: "I'll never spend my own money to join a BBS." She just smiled and walked away.

Because, you see, in those days, the nationwide BBSes (bulletin board systems) were expensive. Not only was there the cost of what was usually a long-distance phone call, but the system itself charged something like $18 per hour just to be logged on. What with weekly conferences to discuss life with other Atarians, electronic mail and literally thousands of neat files you could download, it didn't take very long to run up one heck of a bill.

Remember too, that 300 baud modems were the fastest things going in those days, so downloading a good sized file could literally take hours. My word, it was often cheaper to go out and buy the file from someone or to get a commercial version of the same thing.

There was the matter of hardware costs as well. Modems cost between $100 and $200 for 300 baud, $400 to $500 for 1200 baud—and the higher speed was only good if you could find someone else who also had one of those fairly rare 1200 baud modems. Certainly the online services charged more money if you logged on at 1200 baud.

And it wasn't just the cost of telecommunications that put a damper on things, either. Telecommunications has its own language—baud, stop bits, parity and other such nonsense. Further, you couldn't safely ignore any of this because it was all necessary if you hoped to have a prayer of actually receiving or sending a file to someone.

Significant time to learn the idiosyncrasies of telecommunications and to experiment was needed. Often, the only way to get something to work was to try a variety of different things until something worked—then write down the procedure for the next time.

Better with Age

As the years have progressed, things have gotten quite a bit easier. A variety of factors have brought the cost of telecommunicating down considerably.

One change was a reduction in cost of the popular national services. GEnie, for example, dropped its fee to $6 per hour during off-peak hours. For a flat $4.95 per month, you can use the "Basic" services—such as e-mail, without the hourly fee. Delphi has a similar system, although I'm not sure of the details—my account on Delphi is picked up by someone else that I write for, and I haven't inquired into the details. CompuServe has recently announced a Basic service plan of their own as well.

I suspect competition for the telecommunication dollar has helped. IBM and Sears joined forces to provide Prodigy. With the massive marketing muscle of these two companies, it has done quite well. It is very inexpensive because part of the cost is picked up by advertisers—across the bottom of your screen, advertising messages scroll by. These can be obtrusive, but it does keep the cost down.

Recently, Prodigy has been the center of a tempest because certain private messages have allegedly been censored by Prodigy. Their rationale? It's their system, and they can do what they like. Which is hard to argue with.

Another recent arrival is America Online. It started out strictly for Apple and Mac users (I got on using Spectre) but has since expanded. It is also very reasonably priced.

Another blow to the difficulties of telecommunications is the steep drop in modem prices. Modems allow digital data from your computer to travel over phone lines that are actually designed for analog (voice) data. Like most other things in the computer world, their price has fallen.

300-baud modems don't even exist anymore, and 1200-baud modems are around $50-$100. 2400 baud modems are around $100-$150 if you shop around, and 9600 baud modems are even now falling into the range of affordability. The faster, cheaper modems have made using BBSes more affordable by cutting down on the amount of time you need to be logged on to get your work done.

Finally, telecommunications software has gotten much better. Not only can many BBSes detect your communications parameters and adjust, but point-and-click interfaces have made it possible to simply follow a set of instructions (e.g. set 7 bits, 1 stop bit, even parity, Xmodem 128 byte blocks) by clicking on a set of buttons. Anyone can do this, without having to understand anything about the terms.

In the Atari ST world, Flash, Interlink and STalker all have strong followings, though I would venture that Flash is the most popular by virtue of having been around the longest—although it is no longer supported since Antic Software went out of existence. *[Ed: Flash II is currently in beta testing and will be released by MissionWare Software soon.]*

Since telecommunications has gotten so much easier and cheaper, should you consider getting involved? You bet. Once you have had a taste of teleconferencing with Atari owners that you will in all likelihood never meet face-to-face, benefitting from their experience, offering others help they would never have gotten otherwise, and "meeting" luminaries like Dave Small, Jim Allen, Charles Johnson, John Eidsvoog, Nathan Potechin, Bob Brodie, John Townsend, Sam Tramiel and many others, you will never want to go back.

The benefit, you see, is that you will no longer be cut off from others who share your interests, even if the nearest Atari dealer (it's hard to type that without smiling) is 500 miles away. If you are having trouble with some software, or just need advice, you can post a message in one of the dedicated areas on an online service and there will more than likely be an answer the next day. And, you can do this even if it is 2AM—you certainly can't call a company's software support line (if there *IS* one) at that time.

So, telecommunications can become your gateway to knowledge and help. As CompuServe (the biggest of the online services) says in their ads: *Don't be a solitary Atari. See you online!*

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An Interview with CompuServe's Ron Luks

Patricia Snyder-Rayl

WordPerfect

[Ron Luks is the manager of the Atari Forums on CompuServe and is a long-time supporter of Atari computers.]

AIM: Howdy, Ron!

Ron Luks: Hiya.

AIM: Ron, can you explain for our readers what CompuServe is? I'm sure many are familiar with a local BBS, but what all does CIS offer?

Luks: CompuServe is an international commercial information network with thousands of local nodes that members can call into to access a wide range of informational and entertainment services. The CIS Forums are among the most popular services offered on the network. At last count, there were over 300 forums on CompuServe, including the five Atari-related forums.

AIM: And these forums are places where users can chat with each other and download files? Are there other services CIS has?

Luks: The Forums are composed of 3 areas: Messages bases (18 per forum), data libraries for downloading/uploading files and CO (conference) rooms for interactive communications.

The CIS forums can usually support up to 300 simultaneous users, although typically there are less online at any time. In some circumstances, CIS can set up an Electronic Convention center (an expanded CO) that can accommodate up to 600 simultaneous users.

AIM: Wow! That's a lot of people!

Luks: CIS uses over 40 networked mainframe computers for the information service. Our other online services include a comprehensive EMAIL facility that is connected to the forums (You can send EMAIL from inside a forum), FAX facilities, hardcopy US-Mail, sending of binary files of up to 512K and mass mailing and distribution features (just added). CIS has the usual assortment of newswires, weather, stock quotes, online games, an online encyclopedia, etc. There are over 500 products available online.

AIM: For example...if someone wanted to find out what the price of Atari Stock was today, how would he or she do that on CIS?

Luks: That's easy. Stock quotes are available from almost everywhere on the service. Inside a Forum, for example, just type the QUOte command and you will be prompted to enter the stock symbol—ATC in this case.

AIM: There's a lot here. Now that we've touched on the basics of what CIS has to offer, I understand there's a basic fee structure. Can you tell us more about that?

Luks: Historically, CIS has charged a per-hour fee to access the service. This fee varies with the baud rate (higher speeds mean higher per hour fees, although they are more economical when you measure usage by the amount of info sent over the modem). Recently, CIS took some of its most popular basic services and made them available for a flat-rate monthly fee. You can get a list of these services with the command GO NEWBASIC. Other areas not included in the BASIC services plan are available at the usual hourly connect rates. There are ongoing discussions about putting together other flat rate packages, but I don't have any more info on these at this time.

AIM: If such a flat rate package were put together, would it include the Atari Forums?

Luks: I'd very much like to see a flat rate package plan available for the Atari Forums, and that's one of the things we're working on. That's all I can say about this at this time.

One important point about the flat rate plans: They are options for the member to choose or refuse. No users are obligated to accept a flat rate plan if they don't feel it is to their advantage. CIS is sensitive to the fact that everyone uses the service differently. Older members can elect to adopt the flat rate plan if they want, and new members can reject it if they don't want it. My understanding is that future plans will work the same way.

We have over 925,000 members worldwide now. (That's 925,000 accounts. CIS does not use the accounting method used by some other services whereby they multiply their actual accounts by a figure like 1.6 users per account to come up with inflated membership totals.)

CIS is rapidly expanding access in Europe, the UK and Australia. At the present time, we are adding local nodes in those countries and significantly reducing hourly surcharges. For example, in certain parts of the UK now, members can log onto CIS at the same rates as US members during non-prime hours. There is a small prime time surcharge (that is also getting reduced). USA and Canadian members don't have to worry about prime time versus non-prime time rates. We don't charge a surcharge just because someone wants to use the service during the business day.

AIM: Does this mean people calling in to the Atari Forums from the US can trade messages and even downloads with Atarians all over the globe?

Luks: Exactly right. In fact, we've opened a section in AtariArts called "Atari International," and we have many members logging on from Germany and the UK, including the general manager of Atari UK, Bob Katz. We are receiving a lot of new uploads from overseas lately.

AIM: Do you have any figures on the number of people who use the Atari forums?

Luks: I'm not allowed to go into too much detail about the demographics of the forum users, but I will say that we have over 30,000 active members in the Atari forums. And this figure has been increasing lately as we expand our European access.

AIM: That's great! I believe the CIS Atari forums have been around on CIS for a long time. Can you tell me how long?

Luks: I'm proud to say we are celebrating the 10th anniversary of the Atari forums on CIS. The original SIG*ATARI for 8-bit users opened 10 years ago.

AIM: Ten years! If you started with one forum, what has the Atari support grown to? You said five forums? What are they?

Luks: Right now, we have the original Atari 8-bit forum (ATARI8) which covers the 8-bit classic line and has a newly expanded section for the Lynx game machine. We have Atari Arts (ATARIARTS) and Atari Productivity (ATARIPRO) for the ST/STe/TT line. AtariArts covers games, graphics, MIDI, news and on-line magazines like ST-Report and Z*Net Online. Atari Pro covers utilities, applications, hardware, telecommunications, etc.

The AtariVendor forum (ATARIVEN) is a different type of forum where the main software and hardware vendors in the Atari community maintain their own message sections and libraries. The list of vendor areas

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And, finally, we have the Portfolio forum (APORTFOLIO) which is the official support site for the Portfolio line.

AIM: Didn't you just have a "marathon" in the Portfolio forum? What was that about, and how did it go?

Luks: The Port-a-Thon was a 24-hour online marathon where forum sysops and Atari staff members were available around the clock in the CO to answer questions and provide help to Portfolio owners. We gave away over 80 prizes during the Port-a-Thon and had members logging on from all corners of the globe. I'd say it was a huge success. They are already after me to do it again, but I need a rest. I spent 22 hours at the keyboard, and after awhile, my eyes started to cross. (heh heh)

AIM: Was anyone else there for the full 24 hours?

Luks: Don Thomas, the Portfolio Product Manager from Atari made it the full 24 hours. Other Atari staff participating were Dan McNamee, J. Patton, Mike Fulton, Bruce Coleman and Carl and Gail Bacani.

AIM: I understand there's a discussion about networking STs together in the ATARIPRO forum. Can you explain the topic there?

Luks: Sure. I admit I have a big personal interest in this subject, which is why we opened the section about a month ago. (By the way, we're always open to members' suggestions for creating new sections and topics.)

My wife recently upgraded her PC to a 1-gigabyte hard drive, and her system also has a big tape backup, a CD-ROM player, a laser printer, etc. Since we have two offices in our home, I wanted to find a way to share her expensive PC peripherals with my Atari system. Since I didn't know where to begin with the task, I opened the NETWORKING section and asked our expert members for help. It turns out that I wasn't alone in wanting to hook up an Atari to a PC system to share peripherals. There was a huge amount of interest in the idea.

Most of the networking systems for the Atari were available in Europe with little information available in the States. Fortunately, with our expanded European access, many folks from the UK and Germany joined the discussion, and we've all learned a lot about what the Atari can and cannot do in this regard. The discussions are still going strong.

AIM: This sounds like a perfect example of what online information services are all about.

Luks: Exactly!

AIM: Since you mentioned your wife, can you tell us more about yourself and your family? How did you get involved in computers (Atari specifically)?

Luks: I bought my first Atari 800 at the end of 1979

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because I was hooked on the Star Raiders game. The store sold me a modem and said that when I get bored playing games, I should try calling BBSes in New York City. I stumbled onto CompuServe, and when I couldn't find an Atari-specific area, petitioned CIS to open one. In 1981 they called me, and asked me if I wanted to run one. At the time, I was working on Wall Street, and computers were just a hobby. In 1983, I left the stock exchange and turned to computers full time.

I met my wife, Dawn, through a mutual friend in 1985-86, and she started on CIS with her own forum (the Consumer Electronics Forum). Although we both work on CIS, we didn't meet on CIS.

AIM: So, she was already involved with computers when you met? She didn't feel like a "computer widow" like many people? (grin)

Luks: Dawn was a Consumer Electronics journalist. When we met, she was working as an editor at Hearst Electronic publications for Neil Shapiro, the CIS Apple/Mac SysOp. I was having lunch with Neil one day, and when I went to his office to meet him, Dawn was there and he introduced us. When she walked out of the room, I told Neil I was going to marry her....

And two years later, I did. (grin)

AIM: And you have a little girl, right?

Luks: We have a 10-month-old baby daughter, Jennifer.

AIM: Back to the Atari forums...the APortfolio area is an official support area for Atari Corp. on CIS, but the ST and 8-bit (Classic) areas aren't. How has that affected the forums over the years (if at all)?

Luks: It has affected the forums. Obviously, when we first opened, CIS was the only information network that had an Atari presence. When GEnie opened, they were designated the official support area by Atari, and they offered much lower rates. So, I can't say which factor was the main reason behind our drop in activity initially. I will say that, with or without Atari Corp's "official sanction," we have enjoyed support from various Atari personnel over the years. At times, the forums and Atari Corp. have been "at odds" with each other, but I'm happy to say that relations are better now than they have been since 1985.

We're very proud that we represent the best interests of our members first and foremost. Without going into specific episodes from the past, I think Atari Corp. realizes that what is best for Atari users will ultimately be what's best for Atari Corp. This change in attitude is something I've noticed in the past year or so, and I think it's a great step. As an Atari customer support facility, I think the forums provide a valuable service to both Atari customers and Atari Corp. We have a number of joint promotions in the works for the months ahead.

Let's face it, the Atari marketplace now is so small, it's no longer a matter of "users vs. the company." If Atari is going to stay in the computer business, we all better be working toward the same goals.

AIM: Well, to wrap this interview up for us, what plans do you have for the Atari forums for the future? Where will these forums be heading?

Luks: Let me answer that by saying that I've always tried to be open and receptive to what the users want the forums to be, so for the most part we try to let them guide the direction of the forums. As an independent support service, we will remain open as long as there are interested Atari owners, no matter what direction Atari Corp. takes.

The 8-bit forum is an example of this. Although Atari Corp. dropped the 8-bit line some time back, we will keep the 8-bit forum open as long as we have interested members. The same will go for the ST/STe forums. Even if this line is dropped (not that I know anything you don't know), we will remain as an aftermarket support service.

CIS is rapidly expanding outside of the USA, and we expect to see this as our largest growth area in the near future.

Atari Corp. is at a very critical junction (in my opinion) in that the ST has been around for seven years and the STe is basically the same technology. The initial introduction of the TT was "less than gangbusters," and while the STBook is a cute unit, it's still basically an ST. The Portfolio has carved out a profitable and strong niche in the palmtop market, but that market is growing by leaps and bounds. Bob Brodie has alluded to some strong moves and some terrific new machines, but until they become reality, I think a lot of Atari owners and Atari watchers have adopted a "wait and see" attitude.

So, to get back to your question of what's in the future for the Atari Forums on CIS? More of the same independent service and support we've provided for the past 10 years, with some expanded coverage and access outside the USA. And, hopefully, some interesting pricing plans as an alternative to the present hourly structure along with the flexibility to expand or adapt to whatever Atari Corp. does in the computer marketplace.

AIM: Thank you, Ron, for taking the time to talk with me and the readers of AIM!

Luks: My pleasure.

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GEnie

John Peters

Whoever thought of giving the name "Bulletin Board" to a computer system which can be accessed by other computers couldn't have come up with a more descriptive name.

With a local phone call, you can "post" messages, want ads or announcements just like you would on a conventional cork bulletin board. However, unlike the cork board, you can also find out what's happening around town, download the latest shareware/PD software, have a friendly "conversation" with your neighbors or even play an online game.

Now, imagine expanding this electronic Bulletin Board concept to include the entire United States. Better yet, bring in other countries like the UK, Germany, Japan and others. What you now have effectively describes the General Electric Network for Information Exchange, better known as GEnie.

GEnie is a multi-mainframe computer system accessible from most major cities in the United States and around the world. In the daytime, the computers are used by major corporations and banks to handle the tremendous computer workloads they produce. However, during the night, on weekends and many holidays, GEnie lowers its rates and opens the doors for "the rest of us" and becomes one of the largest Bulletin Board systems around.

But don't let the size of GEnie scare you off. GEnie isn't all that much more difficult to navigate than your local BBS. To make things easy to find, GEnie is divided into "pages." Each page is designated for a particular topic or activity which are called RoundTables. The easiest way to visualize what a RoundTable is, is to think of a RoundTable as a much larger version of your local BBS.

For example, the Atari ST RoundTable is located on page 475. To get there you would type M475 to move to page 475 (or you can simply type ST).

Upon entering a RoundTable, you are presented with a menu of several options. Option one takes you to the bulletin boards. Like all BBSes, the bulletin boards area is the heart of the system. Here, hundreds of messages are posted every day on just about everything and anything that concerns Atari.

Do you have a question for the CodeHeads? Would you like to discuss a new product with Double Click? How about Goldleaf, WizWorks, Lexicor, ISD, Wuztex, GFA, Fast Technology, Gadgets by Small or Gribnif?

These and other Atari developers are all active in the ST RoundTable Bulletin Boards. And with GEnie, you have a direct line to all of them.

Of special interest to Atari users is Category 14 which is monitored by several Atari Corp. officials. What better place to get information on the latest developments and products than from Atari Corp. themselves? Better yet, you can ask (and get answers!) to your questions directly from Atari, many times in 24 hours or less.

Option two takes us to the "chat" area or, as it is called on GEnie, the Real Time Conference rooms (RTC). Unlike most BBSes, where you can chat with a single person, in the RTC room you can chat with hundreds of people. In fact, every Wednesday night at 10(EST) there is an Atari-party going on—and you are invited! On "come-as-you-are" nights, the RTC is a free-for-all (structurally speaking) where people just jump in and mingle with the crowd. On "Black Tux and Tie" nights, a guest is invited to discuss their new product or service and to take questions from the audience. (Afterwards, though, it's back to Atari-party time!)

Option three takes you to the ST library. Since uploading to GEnie is free, thousands of files are available for downloading with 10 or more files being added to the list on a daily basis. Utilities, word processors, games, pictures, commercial demos, online magazines—all of these and more are available for downloading. If it's public domain or shareware, chances are you will find it in the ST library.

And that's just the Atari ST RoundTable! There are RoundTables for photographers, writers, police officers, teachers, musicians, lawyers and doctors, to name a few. Some other areas covered are up-to-date news, weather and sports; real estate; religion; scuba; astronomy; radio and electronics; genealogy; science fiction; home businesses; movie reviews; stock quotes; online stores and magazines like Compute! and Computer Shopper. The list goes on and on...

What about games? Sure, GEnie has many single-player games similar to the ones you will find on local BBSes, but GEnie has taken the online game concept a step further. In Air Warriors you can take to the skies with up to 50 other pilots in a real-time air battle, complete with stunning graphics. Later, pull up a chair to a poker table and play some cards. Or maybe Backgammon, Reversi or Chess is your specialty? Adventure games? You haven't experienced adventure until you have tried a GEnie multi-player adventure such as Federation II, Stellar Emperor, Orb Wars or the ever-popular Gemstone III.

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OakSprings Software

If GEnie sounds complex, it is. To the new GEnie member, moving around GEnie can be somewhat confusing. With a little practice, the command structure and menu system is fairly easy to figure out. However, thanks to Tim Purves, a long time ST programmer, there is now a much easier way to navigate on GEnie. Tim has come up with an amazing front-end program called ST Aladdin. ST Aladdin allows you to do much of your online work offline. That is, ST Aladdin automates many of the things that you previously had to do manually. This not only saves you time but money as well.

Speaking of money, local BBSes do have one advantage over GEnie—there is usually no charge to access them. However, GEnie may not be as expensive as you may think.

Several months ago, GEnie started up a new program called GEnie*Basic. For $4.95 per month (USA rates), you can access over one hundred different areas on GEnie during "non-prime" time (6PM to 8AM local time, plus *all* day on weekends and GEnie holidays). Many, if not most, of the non-computing RoundTables are included in the GEnie*Basic rate. Also available is News, Weather and Sports, the Grolier's Encyclopedia and all of the single-player games.

Play Chess? It's 10PM and there is no one around who will sit down with you for a game of Chess? GEnie has come up with the perfect solution. The multiplayer Chess game is now included in the $4.95 package!

Even more surprising, GEmail is also part of the GEnie*Basic service. This means you can send and receive all the GEmail you like for one low price. This feature alone is worth the price of admission to GEnie!

Exploring areas outside of the GEnie*Basic does incur an extra charge, but it's not all that painful considering what you get. The USA rates are $6 per hour at 300 to 2400 baud during non-prime time hours ($18 per hour prime-time). If you are not already on GEnie, you should take a long hard look at what GEnie has to offer.

To sign up for GEnie service, call (with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#= prompt. Type: XJM11877,GENIE and hit RETURN. The system will then prompt you for your information.

If you would like to receive an information packet about GEnie, call 1-800-638-9636.

[About the Author: John Peters publishes the online magazine GEnie Lamp for the Atari ST, IBM, Macintosh and Apple II RoundTables on GEnie. John is also a SysOp in the Atari ST RoundTable. His GEmail address is GENIELAMP.]

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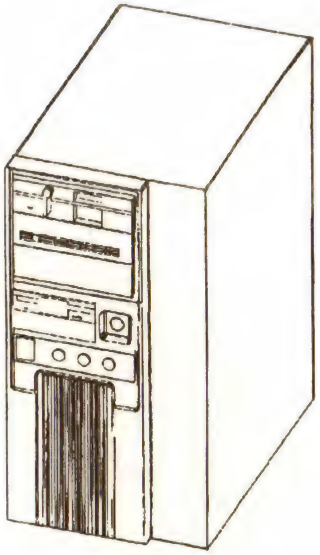

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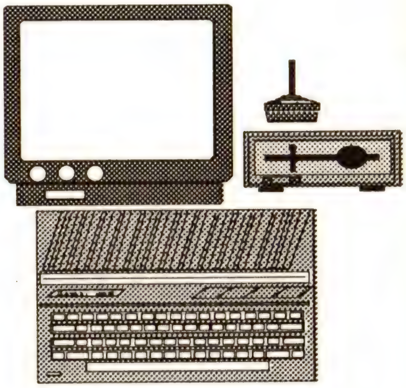
WRITING A BULLETIN BOARD ON THE ATARI 8-BIT
PART 1: INTRODUCTION



JAMES BASTABLE
BAPAUG

[Note: This article appears courtesy of 8:16, the newsletter of the Bournemouth and Poole Atari User Group.]

Let me tell you now, running a Bulletin Board is hard work and don't let anyone tell you different. But it's worth it. As a Sysop, you will make many new friends and gain a wealth of knowledge never before dreamed of, believe me. I have been running a Bulletin Board on the Atari 8-bit for over three years now and have never once looked back (people who know me will tell you different, but that was just my off days).

If you have an Atari 8-bit (and the necessary equipment) there is no reason why you cannot run a BBS (bulletin board service) on it. The machine is well suited for this. Even if you have now upgraded (?) to a new computer brand and still have your 8-bit, you could run a BBS on the 8-bit that was devoted to your new machine. That way you can leave your new machine free while still having a permanent link with other alike computer users.

This series of articles, split into four parts, will attempt to show the more experienced BASIC programmer how to go about writing a Bulletin Board. Contrary to popular belief, Atari Basic is quite capable of controlling a Bulletin Board of speeds up to 1200 baud which will suit most purposes. For higher speeds, I would recommend inclusion of machine code routines to handle input and output.

Anyway, let's get straight down to it. Before you start thinking about software you must have the correct hardware. Aside from your computer and tv/monitor, you will need a modem capable of Auto-Answer, possibly an RS232 interface and at least one disk drive.

The computer you use should have at least 48K of memory. All ready-to-run BBS software packages will need this and you will certainly need this memory if you decide to program the software yourself.

The Modem—I have had experience with three different modems—the WS-2000 with the Auto-Answer board fitted, the Miracom WS4000 and the Pace Linnet. In theory, any Hayes-compatible modem will be suitable. Atari's own SX-212 modem is Hayes compatible and connects directly to the Atari as an SIO device.

The Interface—To the best of my knowledge, all the available RS232 interfaces are suitable for bulletin board operation. I can talk from experience with the 850, the P:R:, the Datatari and one that Derek Fern sells (021-353-5730) in kit form. The Derek Fern and Datatari interfaces need a special software handler to be loaded before they can be used. This RS232 handler is in the public domain. Once this handler has been loaded, the RS232 interface is treated as a standard 850 Port 1.

Disk Drives—A modest Bulletin Board can be set up using just one drive. Using a RAMdisk, such as on the 130XE or the Rambo, will boost speed and storage capacity. However, you will find that two or more disk drives will be essential once you start adding public domain downloads to your Board.

I actually use the SupraDrive 20 megabyte hard disk, but its price will deter most people from buying it for a bulletin board on the 8-bit. As a matter of interest, I have recently made contact with a company in America which is selling interfaces for hard drives or complete kits ranging from five megabyte removable to 80 megabyte fixed drives.

For further information contact Computer Software Services, PO Box 17660, Rochester, NY 14617 Phone 716-586-5545.

Software

You have two choices for software. 1) Use an available bulletin board program, either commercial or from the public domain or 2) write your own. I favor the latter for reasons I will explain later.

In the public domain, I know of two programs that allow you to run a bulletin board. The first is ECABBS which is very basic and FoRem which was released in many different versions of complexity. Documentation for these two is sparse to say the least and for this reason I would not recommend them for the beginner. Having said that, most Atari bulletin boards in this country were run using FoRem with a certain degree of success. *[Ed: Here in the states, we also have AMIS (from the MACE user group) and AtariLink (a recent release). Both are written in BASIC.]*

On the commercial front, I know of only one BBS program, Bulletin Board Construction Set (BBCS for short) from the Antic catalog. As far as I know, this program is still available. BBCS, as with all Antic programs, comes complete with clear and precise instructions. The program is very powerful with some nice features but does have a tendency to crash now and then. For the casual bulletin board operator, this program is ideal. But, because of the crashing problems, the serious operator will find it unreliable. If a choice had to be made, I would recommend BBCS over ECABBS and FoRem every time. *[Ed: Commercially available BBSes for the 8-bit in the US include BBS Express Pro, Carina II and Oasis BBS.]*

This short overview of BBS programs explains why I decided to write my own software. At first sight, writing your own BBS seems a daunting task, but let me assure you this is not the case. BASIC programming experience, however, is essential. If you are a competent machine code programmer, you should have the experience to program your software with little difficulty.

This series of articles is aimed at the experienced Basic programmer who may think writing a BBS program is too complex (which it's not) or who does not have access to the appropriate information.

The major setback for most programmers is the mistaken belief that programming the 850 Interface (or anything that emulates it) is beyond their scope. I will present to you BASIC routines that I know work, but it is not my intention for this article to be a substitute for the 850 Interface manual. If you can get ahold of or already own the 850 manual, I suggest you use this article to complement it.

My own bulletin board runs purely in BASIC without a machine code routine in sight (except one which really isn't necessary but is there just to speed up a certain operation). I do use BASIC XE for ease of programming, but nothing else. Turbo BASIC can be used for the same reason and, of course, an increase in speed.

Writing a BBS program can be quite arduous, but not in the areas which prevent most from making the attempt. The program itself must accomplish three tasks:

1) Handling input and output from the Modem. The easy part.
2) Control a database of messages. Can be hard or easy depending on how many messages you want to store.
3) Be user friendly so as to allow the user to log on, do what he has to do and log-off in the minimum amount of time.

The above functions should be transparent to a caller, but what must be apparent is an interesting bulletin board. It is easy to be so involved with the programming aspect that you lose sight of the important part—the board must be interesting. There is nothing worse than going to all the trouble of creating a board only to find no one calls because you have not put enough effort into the layout and content of the Board.

Before I end this introduction to the series of articles, let me leave you with an example of how easy it is to use Atari BASIC with a modem. In the following routine I show you how to detect when any modem has answered a incoming call.

```
100 CLOSE #1 :REM To be sure.
110 OPEN #1,4,0,"R1:":REM Open to Port 1.
120 XIO 34,#1,0,240,"R1:":REM Configure the port.
130 STATUS #1
140 IF PEEK(747)=253 THEN REM Modem answered call.
150 GOTO 130:REM Modem not answered,retry.
```

There, that was easy. If PEEKing location 747 had equalled 253 then we know that someone has rung, the modem has answered and a successful connection has been made. To find this out, I used simple trial and error but when you find something that works, you stick with it. It is not important to know how the XIO command works, the fact that it does should be enough. However, I will go into greater detail later.

The second part of this article will deal mainly with XIO RS232 input and output commands. The third installment deals with handling incoming and outgoing data and the fourth with Xmodem file transfer. The articles will not write a bulletin board program for you but only aim to steer you in right direction.

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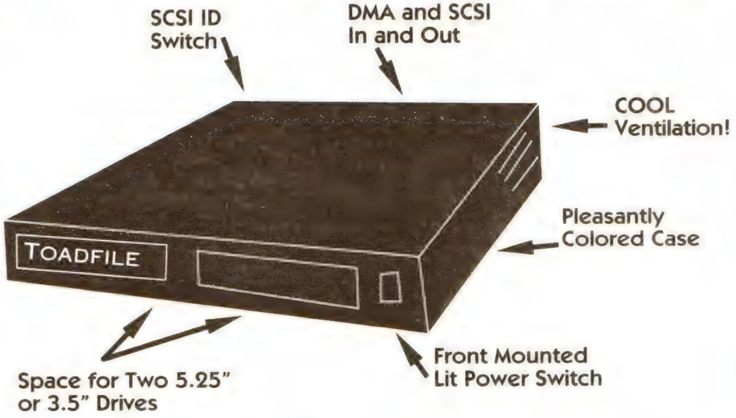

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☛ The Atari ST's have always been finicky about monitors. With a seemingly endless array of color monitors on the market (at reasonable prices, too), why should we be bound to Atari brand color monitors? That's a good question. The answer is that the Atari uses *analog* RGB and until very recently, *TTL (digital)* RGB was the norm. Now that the analog systems of VGA and Super VGA are more popular, the analog RGB monitors those systems require are more popular too. So you'd think the problem would be solved. Lo, a quandary still exists. Now, the mainstream monitors are too fast for the Atari's to use! Most VGA and Super VGA monitors have a fixed horizontal scan rate of 31.5KHz, and the Atari runs at 15.75KHz. So, while the RGB standard has changed in our favor, the speed issue is still boxing us in. So when you boil all this down, you get a relatively small set of monitors which will actually work on an ST. This set includes the Atari SC1224 (12") and SC1435 (14") monitors, a few "multisync" monitors (which have the ability to lower their horizontal sync rate to 15.75KHz), and the handful of monitors that, for whatever reason, were made with compatible specifications. We sell them all. If you like the Atari name brand monitors, (including the new SC1435 14" color monitor and the SM147 14" monochrome monitor) that's cool — we have them. We also have great deals on multisync and other compatible monitors, like the Magnavox 1CM135 and our own refurbished *Toad-RGB* color monitors. So weigh the options and see what fits you best. Any questions? Call the chef!

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Items Are Listed In 'No Particular Order.

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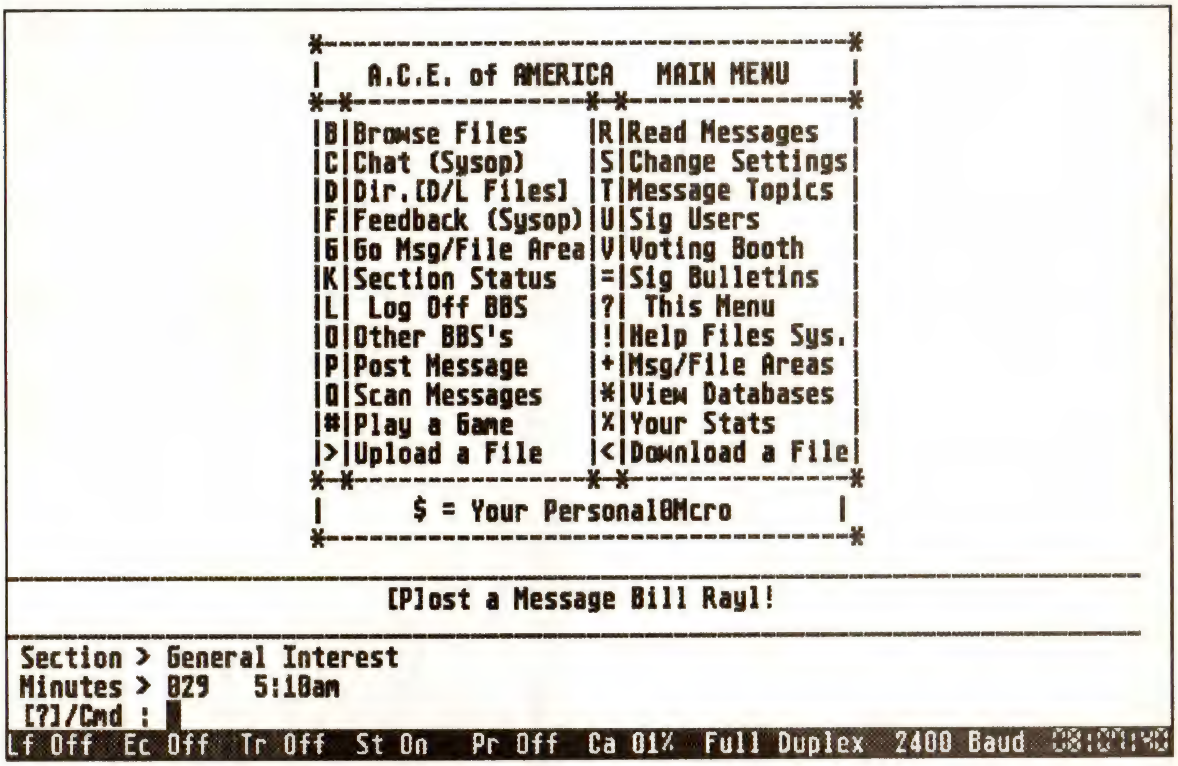


```
*----------------------------------------*
|   A.C.E. of AMERICA   MAIN MENU        |
*-*-------------------*-*----------------*
|B|Browse Files       |R|Read Messages   |
|C|Chat (Sysop)       |S|Change Settings|
|D|Dir.[D/L Files]    |T|Message Topics  |
|F|Feedback (Sysop)|U|Sig Users        |
|G|Go Msg/File Area|V|Voting Booth     |
|K|Section Status     |=|Sig Bulletins   |
|L| Log Off BBS       |?| This Menu      |
|O|Other BBS's        |!|Help Files Sys.|
|P|Post Message       |+|Msg/File Areas  |
|Q|Scan Messages      |*|View Databases  |
|#|Play a Game        |%|Your Stats      |
|>|Upload a File      |<|Download a File|
*-*-------------------*-*----------------*
|      $ = Your Personal0Mcro           |
*----------------------------------------*

[P]ost a Message Bill Rayl!

Section > General Interest
Minutes > 029   5:10am
[?]/Cmd :
Lf Off  Ec Off  Tr Off  St On   Pr Off  Ca 01%  Full Duplex  2400 Baud  00:01:40
```

Carina II BBS System v2.5 A Great 8-bit BBS

Phillip Keen
HACE

[Note: Excerpts from the Carina literature used in this article are done with permission of David Hunt and Shadow Software.]

Carina II represents an enormous step forward in the development of electronic bulletin board systems (BBSes) for the Atari 8-bit computer. It is an expandable, full-featured, customizable and easily modifiable bulletin board system that offers power to its users *and* its SysOp as well!

Carina II uses what are known as Special Interest Groups (SIGs for short). A SIG is like a mini BBS within the major BBS, which is Carina II. Each SIG has its own message base, database, file area, game area, voting poll, bulletin's, etc. SIGs are definable by the BBS Sysop to cover whatever topics he/she wishes. Carina II offers 26 SIGs with up to 255 messages on-line per SIG. The maximum number of files online is limited *only* by the size of the system, which means you may store as many files for download as your drives allow.

There are hundreds of on-line games available for the system, and many other types of external modules available as well. A couple of handy ones which come to mind are the On-Line Area Code Locator and the On-Line Biorhythm Analyzer. You can even run many non-BBS programs written in BASIC with little or no modification!

Carina Features

Among its other fine features, Carina II offers graphics support for ATASCII, VT-52, Color ANSI and Commodore Color Graphics. Some of the Commodore PetASCII screens are better than that of *any* Commodore BBS itself. Plus, with Carina, it is easy to offer almost any type of graphics online that the Sysop should desire. It is truly a very flexible system.

Now for the Sysop's options and support. Carina II is *guaranteed not to crash* (due to the fault of the program, of course)! On-line BASIC and SpartaDOS capability let you modify the BBS or do DOS activities from *anywhere,* with password protection for maximum security in accessing these Sysop Commands.

Nineteen modules (programs) make up the Carina II Bulletin Board System, with the Modem Operating Environment (MOE) and other machine language routines giving Carina II its speed.

SigOps (people with Sysop powers only in specific SIGs) and SysOps can write "form letters" where the current user's name (or any other item of the user's status) can be substituted in a specified location of a message or text file.

While the user is online, there is a full-page, multitasking Sysop window that allows the Sysop to modify the current user's status while they are online without them even knowing about it.

Software and Hardware

Carina II supports 300, 1200 and 2400 baud using any Hayes-compatible, XM301/1030, Supra or SX212 modems. And 9600 baud support is in the works. The software supports the R-Time 8 Cartridge (which is *highly* recommended due to SpartaDOS bugs in the date at the end of the month), ICD's MIO, the Black Box, 850 Interface, P:R: Connection, and possibly many other configurations as well. Carina II has a Printer Support Option and works with any drive that SpartaDOS supports.

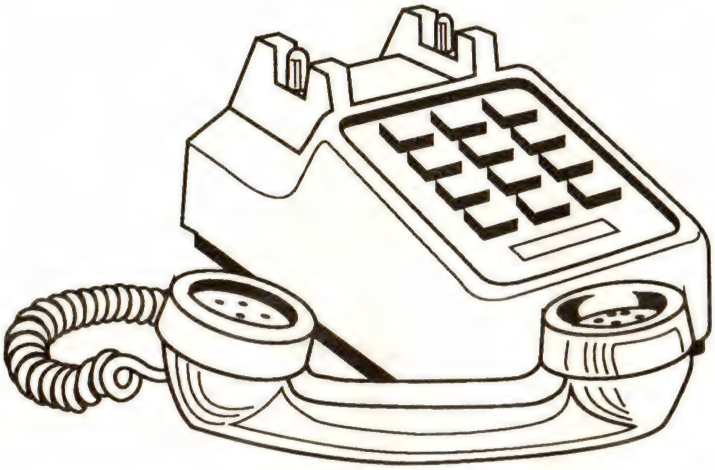
I have been working with computers for over 13 years and with bulletin board systems for over 11 years. Carina II is by far one of the best, if not *the best* BBS I have seen. It is very sleek, and if you do not like the present format, you can always modify it or use an option to style it to your own imagination.

Drawbacks to Carina

However, with any BBS program there are always a few negative points. Carina II is no exception. I dislike the SysOp's User Editor in the fact that two of the prompts in the Editor are so close to identical that it is easy to delete a user quite by accident. I did this once to one of my best friends and did not even realize it until he left me a message complaining that his login information would not work.

Another drawback is that Carina II is just a tiny bit slower working in local mode than it does remotely. Although it isn't hardly noticeable, I do notice it a tiny bit.

Carina II is also a bit more tedious and harder to set up than other BBSes in its class. It is not a system that can be up and going within an hour. It took me almost two weeks before my Carina II system was up and running perfectly. It would have taken longer if it were not for the help of Carina II's current author, David Hunt. He helped me out a great deal in setting up Carina II. Other than these few drawbacks, Carina II is a fine BBS program and I highly recommend it to anyone.



Carina Support

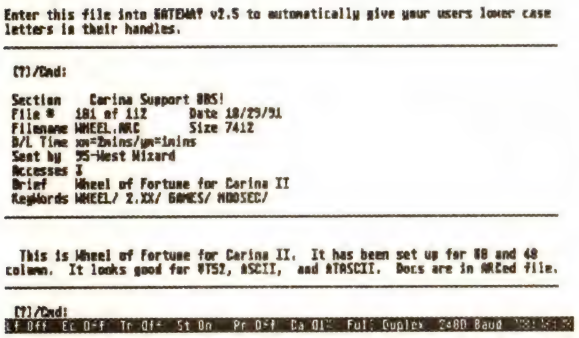
In addition to all the above, Registered Carina SysOps get *free* access to both US and Canadian support BBSes:

Atari Clerk BBS (713)941-5467 (3/12/2400 baud)
Ace Of America (503) 285-4417 (3/12/2400 baud and the main Carina Support BBS)!

The following has been excerpted from the Carina II sales literature, so you can see a few of Carina's fine features, and also how you may order the software.

Here is a list of *some* of Carina II's features not mentioned previously in this article:

- Maximum of 65,536 users
- Over 1,000,000 combinations of access
- Self-Compacting message bases
- 40/80 column support
- Page Breaks configuration
- File descriptions, keywords, etc. are displayed along with download filenames
- Files can be marked and downloaded using a batch protocol!
- The contents of ARCed files can be viewed when Browsing or doing a Directory of download files



```
Enter this file into GATEWAY v2.5 to automatically give your users lower case
letters in their handles.
--------------------------------------------------------------------------------
 [?]/Cmd:

 Section    Carina Support BBS!
 File #   101 of 112       Date 10/29/91
 Filename WHEEL.ARC        Size 7412
 D/L Time xm=2mins/ym=1mins
 Sent by  95-West Wizard
 Accesses 3
 Brief    Wheel of Fortune for Carina II
 KeyWords WHEEL/ 2.XX/ GAMES/ MODSEC/
--------------------------------------------------------------------------------

  This is Wheel of Fortune for Carina II.  It has been set up for 80 and 40
column.  It looks good for VT52, ASCII,  and ATASCII.  Docs are in ARCed file.
--------------------------------------------------------------------------------
 [?]/Cmd:
LF Off  Ec Off  Tr Off  St On   Pr Off  Ca Off  Full Duplex  2400 Baud  [illegible]
```

- Six file transfer protocols include XModem, XModem CRC, YModem (1K X-Modem CRC), YModem Batch, C-Modem Batch and ASCII. Other transfer protocols are available
- Free upload time given
- Files can only be downloaded if the user has enough time
- Up to 26 voting polls can be online within each SIG (676 polls total)
- Message bases have full threading and "random access" capability
- Messages are tagged as "received" after the recipient has read them
- True Electronic Mail and Electronic File-Mail (files can be sent to individual users just like E-Mail)
- Databases and Games using submenus (up to 3,328 databases)
- Single-letter (hotkey) input now available as well as macros or English input!
- Built-in terminal program with file transfer capability
- Networking ability is available free! Multiple Networks to choose from!!

To run Carina II, you need SpartaDos 3.2 or greater and at least 500K of storage capacity. (Two XF551 floppy drives, for instance.) An R-Time 8 cartridge is highly recommended (it's nice to have an accurate clock and proper date setting).

Carina II was originally developed by Jerry Horanoff. The software is now owned and programmed by David Hunt, owner of Shadow Software, with modifications available from a wide variety of other Sysops who run Carina II.

Carina II v2.5 is now available for only $50 plus $5 S/H, and that is less expensive than it has ever before been offered. Shadow Software has been bringing you the best for *less* since 1979. In the Shadow Software tradition, with the purchase of Carina II, the price was *lowered* while support took a *large step forward.* There is now more support for Carina II than there has ever been in the past, and at a reduced price!

To order Carina II:
David Hunt
8023 N. Berkeley, Box 2
Portland, OR 97203

[About the author: Phillip Keen is the SysOp of Atari Clerk BBS in Houston, Texas, Phone: (713)-941-5467.]

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Turbo BBS for the ST

Steven Leser
P3ACE

I have seen write-ups on other BBS systems in AIM, so I had to write in to talk about my favorite, Turbo BBS.

Turbo BBS is written by Bill Miller. Version 2 of Turbo Board makes everything else out there seem second rate. Like Michtron advertised about its own BBS, Turbo 2 is *fully* user configurable.

You can set up your own menus and affix whatever function to whichever key your heart desires. You can also have Turbo 2 run *any* external program from any menu. With these options at your disposal, submenus, submenus within submenus, etc. are possible. (In fact, I have a Main menu for P3ACE members only on my BBS, with a separate games and utilities menu underneath that one. These menus are all in addition to the standard main menu and games menu that other users see.)

With Turbo 2, there is no cryptic scripting language to learn. You can accomplish basically anything using simple batch file commands in conjunction with the configurable menus.

Turbo 2 is modularly designed. Bill Miller realized he could not incorporate all the features he wanted in a standard stand-alone system and still keep memory requirements down enough for a 512K machine to be able to run it.

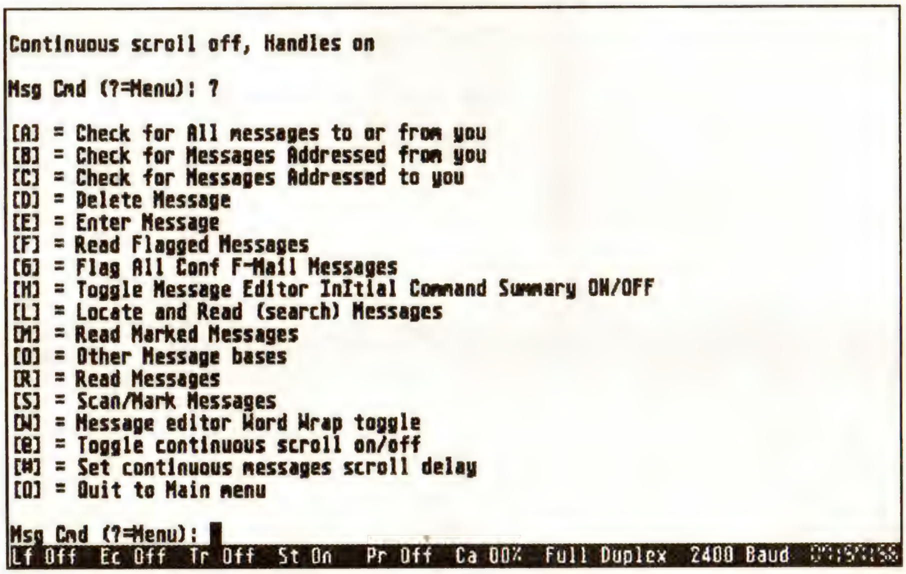
His solution was to create 11 separate system modules. When a user selects the file transfer area, for instance, the BBS exits the standard System module and loads the Files module. This opens up enormous amounts of memory for TSRs and more complicated games.

It also makes running Turbo with external mailers (i.e., Binkley for FidoNet) much more stable than under any other platform. Amazingly, switching between modules is lighting fast. My users never know the difference.

One of the huge advantages of Turbo 2 is its message SIG system. No longer are you stuck with one message area filled with multiple message bases. Now, you can organize similar message areas into SIGS.

For instance, my BBS is organized into seven SIGS. SIG 1 is a Local message SIG (with eight message areas), SIG 2 is a P3ACE SIG (with eight local message areas on Atari computers). SIG 3 is a FidoNet computer SIG (7 FidoNet network areas on Atari computers, anti-Virus topics, anti-piracy discussion, and more). SIG 4 contains FidoNet domestic issues! (8 message areas on cooking, crafts and various other domestic-type issues).

You can assign access levels to each SIG, and you can allow different people access to only certain areas within each SIG. This is probably my favorite feature of Turbo

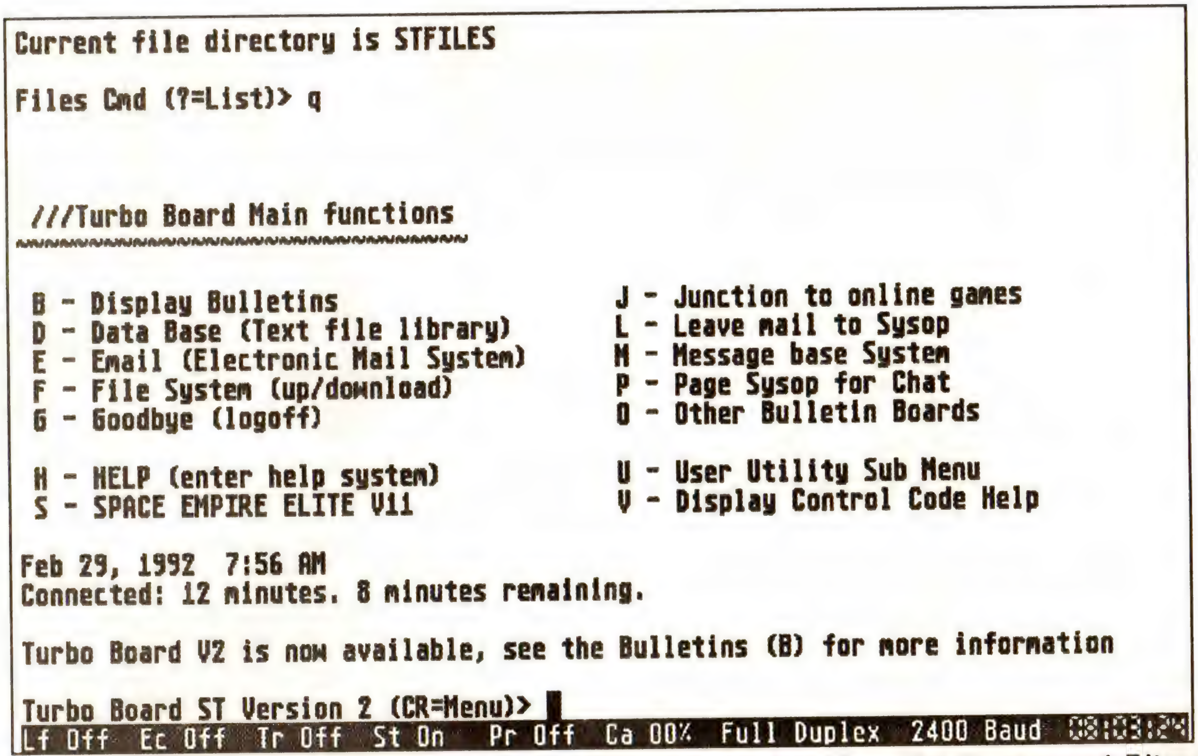


```
Continuous scroll off, Handles on

Msg Cmd (?=Menu): ?

[A] = Check for All messages to or from you
[B] = Check for Messages Addressed from you
[C] = Check for Messages Addressed to you
[D] = Delete Message
[E] = Enter Message
[F] = Read Flagged Messages
[G] = Flag All Conf F-Mail Messages
[H] = Toggle Message Editor Initial Command Summary ON/OFF
[L] = Locate and Read (search) Messages
[M] = Read Marked Messages
[O] = Other Message bases
[R] = Read Messages
[S] = Scan/Mark Messages
[W] = Message editor Word Wrap toggle
[@] = Toggle continuous scroll on/off
[#] = Set continuous messages scroll delay
[Q] = Quit to Main menu

Msg Cmd (?=Menu): █
Lf Off  Ec Off  Tr Off  St On   Pr Off  Ca 00%  Full Duplex  2400 Baud  [illegible]
```



```
Current file directory is STFILES

Files Cmd (?=List)> q



 ///Turbo Board Main functions


 B - Display Bulletins                      J - Junction to online games
 D - Data Base (Text file library)          L - Leave mail to Sysop
 E - Email (Electronic Mail System)         M - Message base System
 F - File System (up/download)              P - Page Sysop for Chat
 G - Goodbye (logoff)                       O - Other Bulletin Boards

 H - HELP (enter help system)               U - User Utility Sub Menu
 S - SPACE EMPIRE ELITE V11                 V - Display Control Code Help

Feb 29, 1992  7:56 AM
Connected: 12 minutes. 8 minutes remaining.

Turbo Board V2 is now available, see the Bulletins (B) for more information

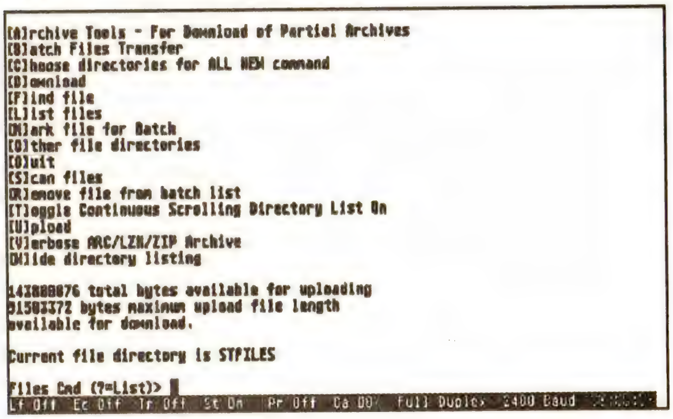
Turbo Board ST Version 2 (CR=Menu)> █
Lf Off  Ec Off  Tr Off  St On   Pr Off  Ca 00%  Full Duplex  2400 Baud  08:03:24
```

BBS. It is more of the RoundTable or Forum idea. As GEnie and CompuServe have proven, organizing common message areas in this manner is a much more comfortable scenario for the user.

Batch uploading is another wonderful feature! Users simply hate having to sit by their computers while uploading files one by one. Now, with batch uploading, the user can upload dozens of files at once and return near the end of the session merely to type in descriptions. Turbo offers Ymodem, Ymodem G, Sealink and Zmodem batch uploads!

Turbo BBS is also fully FoReM compatible, that is to say that virtually every program, online game and nifty doodad that works with FoReM will run on Turbo BBS. Turbo creates FOREM.DAT and DORINFO1.DEF files that most external FoReM programs and games look for when they run. Most of the online games being released on the ST are designed to be run under these platforms!

As the Millers say, Turbo 2 is simply the most advanced and powerful BBS system available for the ST, period! Turbo Board Version 2's additional features include:



```
[A]rchive Tools - For Download of Partial Archives
[B]atch Files Transfer
[C]hoose directories for ALL NEW command
[D]ownload
[F]ind file
[L]ist files
[M]ark file for Batch
[O]ther file directories
[Q]uit
[S]can files
[R]emove file from batch list
[T]oggle Continuous Scrolling Directory List On
[U]pload
[V]erbose ARC/LZH/ZIP Archive
[W]ide directory listing

143888876 total bytes available for uploading
31503372 bytes maximum upload file length
available for download.

Current file directory is STFILES

Files Cmd (?=List)> █
Lf Off  Ec Off  Tr Off  St On   Pr Off  Ca 00%  Full Duplex  2400 Baud
```

Expanded User Privileges and Bitmaps for Passwords
KByte/File Ratio System
BBS Handles/Real Name system
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Many New Copy and Save Functions for Fmail and Other Files
Quick Help Edit Prompt in the Message Editor
Databases Can Use Archives and Users Can Easily Add Database Entries.
Access Levels for Database Entries
New Turbo System Generator with Expanded Features Makes Set-up Easy
An Update Program Lets Turbo v1 and FoReM ST Sysops Convert to Turbo v2

Version 2.1 is now under development and will be a *free* upgrade for SysOps running version 2.0. New features will include a new GEM-based BBS Executive (Version 3), Qmail support in message bases, an integrated full-screen editor and more.

Turbo BBS 2.0 costs $89.95 US. FoReM ST v2 and Express ST sysops can upgrade to Turbo 2 for only $69.95 US (with proof of ownership—manual cover or valid FNet node). Registered Turbo v1 SysOps can get Turbo 2 for $29.95 US. (Canadian residents may send CDN dollars instead of US.)

Bitblit Systems, 1580 Liveoak Dr., Mississauga, Ontario L5E 2X6 CANADA

[About the Author: Steven Leser is president of the P3ACE user group and is the SysOp of Laser BBS (719) 527-1374.]

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QINDEX 2.2 BENCHMARK**

	Tiny Turbo 030	Atari TT	"OTHER" 030
MEMORY	497	812	989
REGISTER	1024	827	843
DIVIDE	1268	1024	1045
SHIFT	4457	3534	3661
TEXT	1032	894	751
STRING	5121	4756	5053
SCROLL	158	426	154
DRAW	1508	1003	646
TOS	2.06	3.06	2.06
PRICE	$599	$BIG	$1,399
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In seconds	43***	50	48

** ST HIGH-QuickST/TT-no blitter-vs TOS 1.4
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Computer configuration survey- Specify your system setup

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○ Moniterm ○ ISAC/AlberTT ○ CrazyDots ○ Matrix
○ GCR ○ MegaTalk Hard Disk: ○ Atari ○ ICD ○ SUPRA
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FREEZE DRIED TERMINAL

Allan Coker
SWAG

FreeZe Dried Terminal (FzDTerm) is a shareware, non-GEM interface terminal program written by Aaron Hopkins. The program requires at least 1 meg of RAM, supports color and mono display and Flash! DO files (scripts). It includes a program to convert Flash!, Interlink, Stealth, DTerm, QTerm and VanTerm Autodialer files and Flash!, Interlink and VanTerm Macro sets.

The software has VT-52, ANSI, UBT-Graphics and Instant Graphics screen emulation capabilities. It allows the use of any transfer protocols in a easy to use shell that makes the protocol appear as a internal part of the terminal program.

The Auto-Dialer has 45 slots and supports redial and chain dialing, Auto-macros and auto-logon with auto-learn for each slot on the dialer. FzDTerm has a Capture buffer and a full-featured text editor and offers access to disk commands including floppy format and LZH/ARC/ZIP archiver shell support.

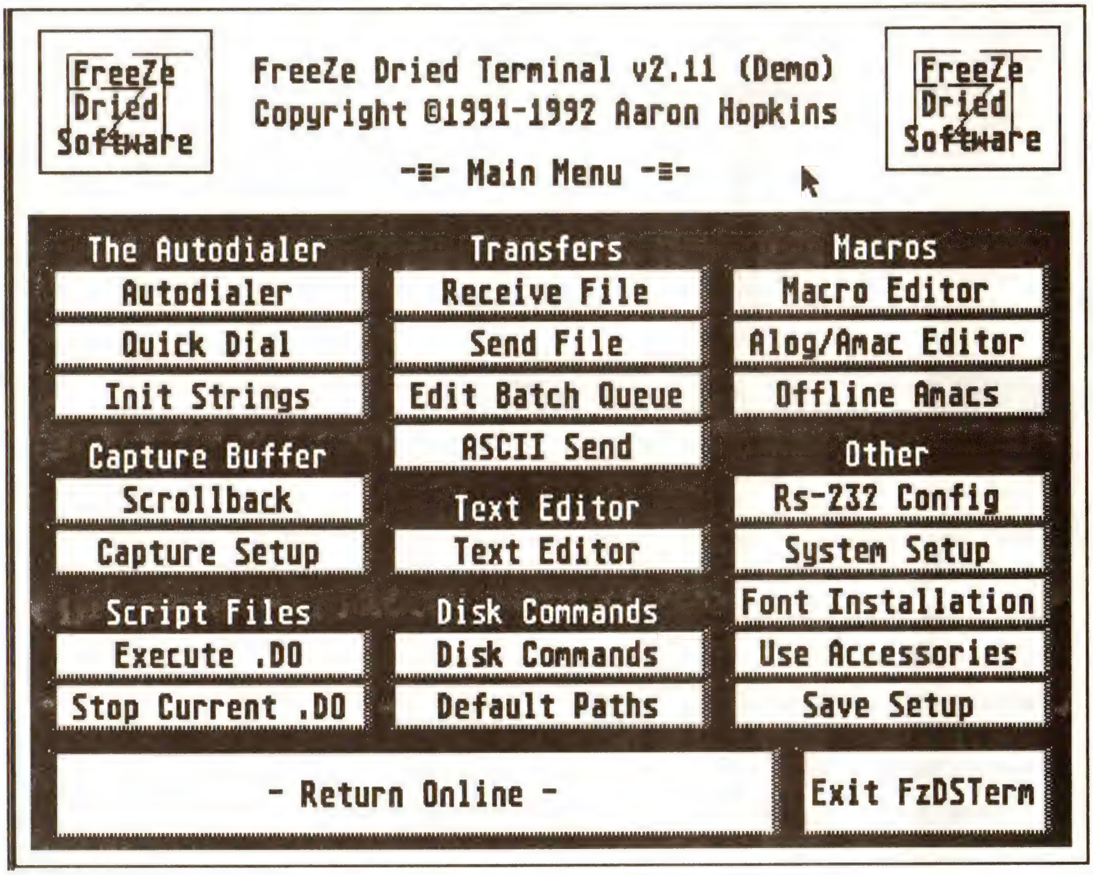
Some Thoughts

That's quite a list of features. Now that all of that is out of the way, here are my own opinions and observations on this program. First of all, I am an dyed-in-the-wool InterLink user looking for a terminal program with a scripting language that is as easy to use as InterLink.

While some may say that by not using GEM, FzDTerm is not an easy program to use. What the author has done, though, is written his own interface that is similar to that on a Sun workstation, complete with buttons that sink when pressed. Instead of a system of drop down menus, FzDTerm uses a series of screens that, after you get use to them, become second nature.

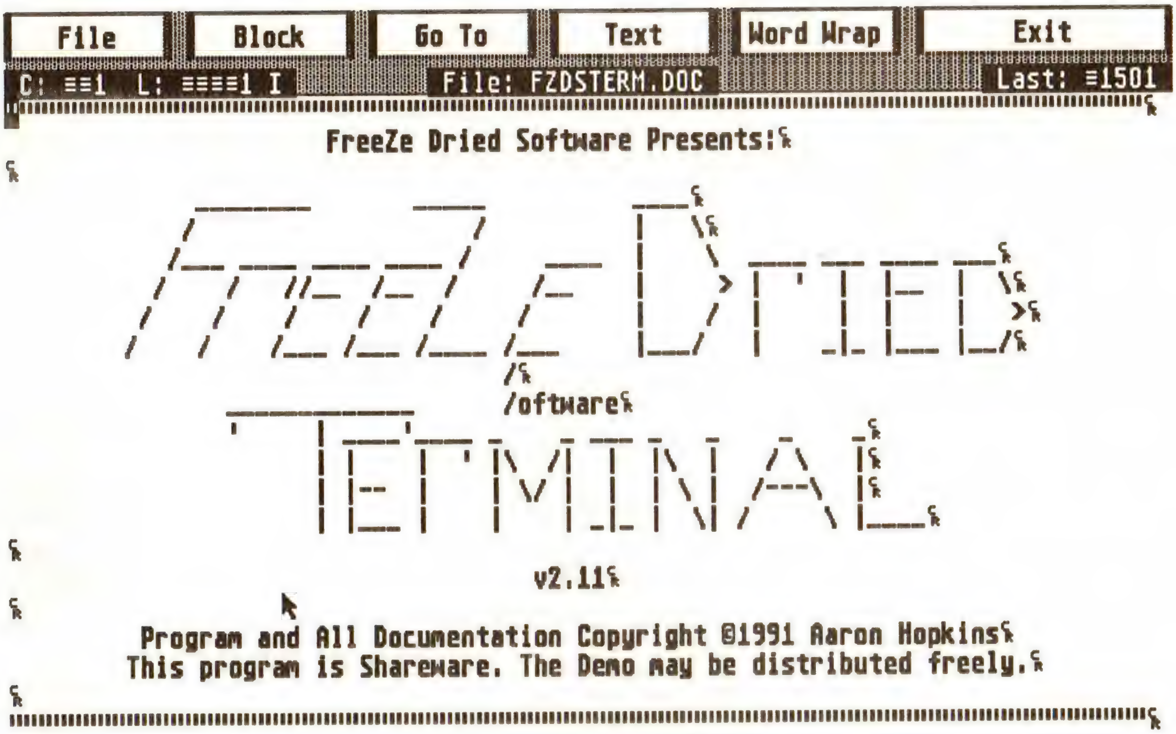
I use this terminal program with a local BBS at 14,400 baud and it has yet to miss a beat. I like the way transfer protocols are integrated so they appear to part of the terminal program.

And, if you wish to add a protocol that the author does not supply, FzDTerm can pass the parameters to the stand-alone protocol program, making it appear as part of FzDTerm. This way, as new protocols come along, you can use them with the program.



FreeZe Dried Terminal v2.11 (Demo)
Copyright ©1991-1992 Aaron Hopkins

FreeZe
Dried
Software
-≡- Main Menu -≡-
The Autodialer
Autodialer
Quick Dial
Init Strings
Capture Buffer
Scrollback
Capture Setup
Script Files
Execute .DO
Stop Current .DO
Transfers
Receive File
Send File
Edit Batch Queue
ASCII Send
Text Editor
Text Editor
Disk Commands
Disk Commands
Default Paths
Macros
Macro Editor
Alog/Amac Editor
Offline Amacs
Other
Rs-232 Config
System Setup
Font Installation
Use Accessories
Save Setup
- Return Online -
Exit FzDSTerm


File
Block
Go To
Text
Word Wrap
Exit
C: ≡≡1 L: ≡≡≡≡1 I
File: FZDSTERM.DOC
Last: ≡1501

FreeZe Dried Software Presents:

/oftware

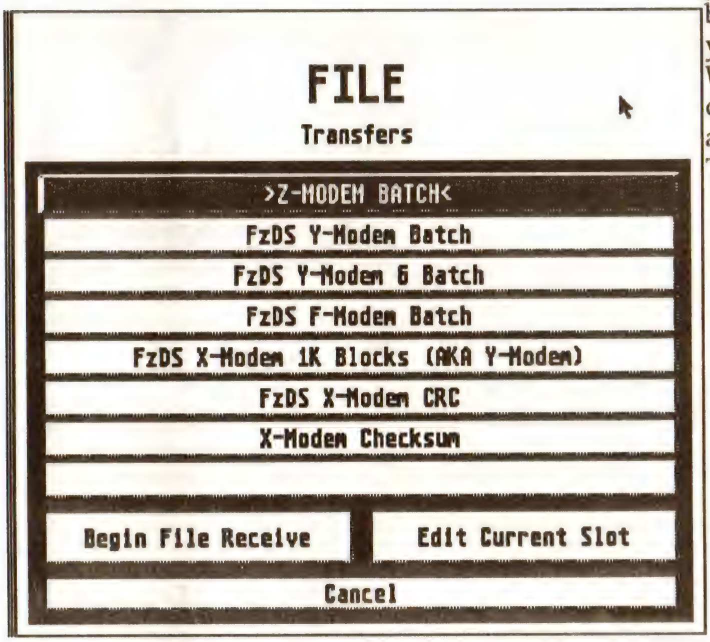
v2.11

Program and All Documentation Copyright ©1991 Aaron Hopkins
This program is Shareware. The Demo may be distributed freely.

In color, the screens are very striking, supporting things like multiple colors and shadows. In earlier versions, monochrome was not well supported, but that has been changed as of version 2.04. In version 2.10, auto-learn was added to Auto-Logon, which makes it a lot easier to create auto-logons for specific BBSes.

I find this program fits my needs and it is still a growing program. By this I mean that the programmer will make additions to it, as requested by the users.

If I have any complaints, it is the documentation. Even the author admits the documentation needs work and is requesting help in this. As we all know, writing of documentation is one of the largest and most thankless parts of a creating a program, one that never seems to make everyone happy.


FILE
Transfers
>Z-MODEM BATCH<
FzDS Y-Modem Batch
FzDS Y-Modem G Batch
FzDS F-Modem Batch
FzDS X-Modem 1K Blocks (AKA Y-Modem)
FzDS X-Modem CRC
X-Modem Checksum
Begin File Receive
Edit Current Slot
Cancel

Features I would like to see added are 1) at completion of contact with a BBS, if you were chain-dialing, start dialing the next BBS in the chain and 2) a mini-BBS. I know these can be added through use of script files. But, like many people, I am lazy...or I would have written my own terminal program!

FreeZe Dried Terminal is a commercial quality program, in my opinion. It is available from many BBSes, may be downloaded from the online services or can be purchased directly from the author himself. The cost to become a registered user is only $25. For this small fee you get the latest version of FzDTerm and a "key file." With this key file protection system, you only need to download the latest versions from you favorite source and you will have a full working terminal program. The author may be contacted at:

In North America:
FreeZe Dried Terminal
c/o Aaron Hopkins
1213 Walnut Avenue
Manhattan Beach, CA 90266

In Europe:
FreeZe Dried Terminal
c/o Ben Van Bokkem
100 Broughton Ave.
Aylesbury, Buck HP20 1QB
ENGLAND

MaxiMiser and MaxiDoor

Allan Coker (SWAG)

MaxiMiser and MaxiDoor are two companion programs. MaxiDoor is a Door program that runs on a BBS and MaxiMiser is program that a BBS user runs on his/her ST.

Both programs are written by Shawn Smith of Ajax, Ontario, Canada, in compiled GFA Basic. They are compatible with the Q-Mail or MarkMail programs used on some IBM BBSes. What they do is cut your online time on a BBS from the usual 30 minutes or so to about six minutes. This is a real blessing on long distance phone calls. You will still need a terminal program to make the connection to the BBS.

MaxiDoor

MaxiDoor on a BBS takes all new messages in areas you are interested in—as well as a listing of all new files uploaded to the BBS since you last logged on and any Confmail files—and creates a compressed packet. This compressed packet can then be downloaded to your ST.

When you log off the BBS, your high message read counters are reset. MaxiDoor will run on FoReM, ///Turbo and Express ST Pro BBSes on the ST. Both MaxiDoor and MaxiMiser support ARC, LZH and ZIP methods of file compression.

MaxiMiser

MaxiMiser takes the compressed package and uncompress it, allows you see what new files are on the BBS and transfers the Confmail files to disk. It lets you read and reply to any captured messages at your leisure. Replies are placed in a compressed file you upload during your next connection to the BBS. MaxiDoor (on the BBS, remember) then uncompresses the messages and automatically places them in the correct message areas for you.

My description of the operation of these two programs just glosses over the total operation. Once you use the software, you will wonder just how you got along without these programs before. The worst problem you will now face in the world of BBSing is in making the connection to the BBS.

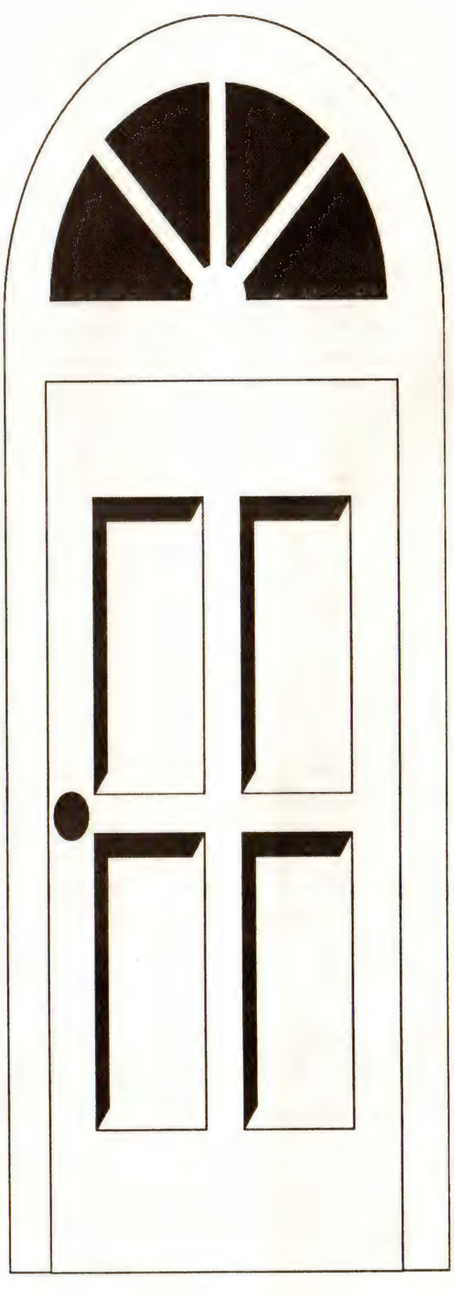
A Word about the Author

Shawn Smith has written a very useful program for the ST and has offered it to the world as shareware. He is only asking $25 to become a registered user, a very cheap price for something that works so well. He is willing to make addition and modifications to the program to fit the requests of the majority of his users.

MaxiMiser may be downloaded from any BBS that supports it. I understand that, while the author does request a fee from the user for MaxiMiser, he does not ask for a fee from BBS operators for MaxiDoor!

For the small registration fee, you get the latest version of MaxiMiser and a key file. With this key file protection system, you only need to download the latest versions from you favorite source and you have a full working program.

You may order MaxiMiser direct from Shawn Smith, 27 Carr Dr., Ajax, Ontario L1T 3E2, Canada or, if you are in Europe, from Ben Van Bokkem, at 100 Broughton Ave., Aylesbury, Buck, HP20 1QB, England.



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Premier Collection	$25	Tusker, IKT Ninja Remix, Flimbo's Quest
Quest and Glory	$43	Cadaver, Midwinter, Iron Lord, Bloodwych
Rainbow Collection	$32	New Zealand Story, Rainbow Islands, Bubble Bobble
Renaissance	$24	Invaders, Rockstorm, Megapede, Draxians
Sporting Gold	$35	CA Games, Games-Winter and Summer Editions
Sporting Winners	$25	Daily Double, Word Snooker, Brian Clough's Football
Super Heroes	$46	Ninja 2, Indiana Jones Last Crusade, Strider 2, James Bond Spy Who Loved Me
Super Sim Pack	$43	Intl 3D Tennis, Crazy Cars 2, Italy 1990, Airbourne Ranger
TNT	$35	Hard Drivin, Toobin, Dragon Spirit, Xybots, A.P.B.
Two Hot Two Handle	$45	Golden Axe, Super Off Road, Total Recall, Shadow Warrior
Virtual Reality	$41	Starglider 2, Carrier Command, Midwinter, Intl Soccer, Stuntcar Racer
Virtual Reality 2	$36	Resolution 101, Wierd Dreams, Thunderstrike, Sentinal, Virus
Virtual Worlds	$45	Driller, Total Eclipse, Castlemaster, The Crpypt
Winners	$43	Thunderblade, LED Storm, Blasteroids, Impossible Mission 2

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Bentley Bear Memory Master 2	21
Bentley Bear Spelling Bee	21
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Chemistry, Vol. 2	18
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Decimal Dungeon	23
Discrete Math	29
Educational Humor Imaging	15
EZ Test Writer	31
First Letters & Words	19
First Math	19
First Shapes	19
Fraction Action	23
Fun School II (under 6 yrs)	29
Fun School II (6-8 yrs)	29
Fun School II (over 8 yrs)	29
Fun School III (under 5 yrs)	35
Fun School III (5-7 yrs)	35
Fun School III (over 7 yrs)	35
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Fun School IV (7-11 yrs)	35
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Geometry, Vol. 2 (Arrakis-13)	19
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Kidpainter	24
Kidpublisher Professional	24
Kids Stuff	19
Kinderama	23
Linkword: French	19
Linkword: German	19
Linkword: Spanish	19
Magical Anagrams	37
Magical Myths	24
Maps and Legends	22
Math Blaster Plus	24
Math Talk	19
Math Talk Fractions	19
Math Wizard	23
Mavis Beacon Teaches Typing	36
Mixed Up Mother Goose	22
My Letters, Numbers & Words	19
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Pre Calculus (True Basic)	31
Probability Theory	29
Read & Rhyme	23
Read A Rama	29
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Super Kidgrid	17
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Trigonometry (True Basic)	31
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AAAUA ATARI 8-BIT USER GROUP

PRESIDENTIAL PONDERINGS by Alvan Sherrill

I acquired a presumedly public domain disk several weeks ago and finally got around to looking at it. Apparently, the disk had been circulatiing for the past 2 1/2 years on the bulletin boards. The screen opened with a menu with choices of music and scrolling text. I looked at the scrolling text and noticed a number of contradictions. First, the authors bragged about "cracking" the music files and expressed disdain for those who oppose "hacking" and "cracking". At the same time, they claimed their disk was public domain and urged the widest distribution of the disk. They stated that the text was heavily protected and warned against anyone trying to break into the scrolling code to enter messages for personal use. They had programmed at least one "boobie trap" to format the disk which had to be left unprotected to run. Apparently they felt programming was the exhaulted domain of the privileged few and should not be meddled with by mere users.

The programming was superbly done, reportedly by THE HIGH TECH TEAM of Holland, and illustrated what could be done on an Atari 8-bit XL/XE computer. Unfortunately the text of the scrolling messages was filled with profanity making it unsuitable to use as an example of Atari 8-bit programming, not to mention the possibility of pirated music files. Since the scrolling text was protected, there was no easy or apparent way the typical user could modify the scrolling for his own purpose.

What was the purpose of this time consuming and difficult programming task? Because of the protection, the programs cannot be used by anyone except as a crude example of excellent programming by anti-social minds. What a pity. Perhaps the HI TECH TEAM will read this and see another view of their juvenile power game that serves little purpose and perhaps choose to direct their considerable programming skill in a more socially acceptable and personally rewarding direction.

ACE of St. Louis

ACE St. Louis meets monthly at the Thornhill Branch of the St. Louis County Library located at Fee Fee and Willowick. The following is a listing of 1992 meeting dates and times.

Saturday March 28th, 1:30 p.m.
Wednesday, April 29th 7 p.m.
Wednesday, May 27th 7 p.m.
Saturday, June 27th 1:30 p.m.
Wednesday, July 29th 7 p.m.
Wednesday, August 26th 7 p.m.
Saturday, September 26th 1:30 p.m.
Wednesday, October 28th 7 p.m.
Wednesday, November 25th 7 p.m.
Wednesday, December 30th 7 p.m.

For more information send inquiries to ACE St. Louis P.O. Box 3508, St. Louis, MO 63143 or to Genie Address T.Shoemaker.

President	Nick Barr
Vice-President	Greg Kopchak
Secretary	Tom Zenthoeffer
Treasurer	Wanda Schartman
Editor	Terry Shoemaker

ACE St. Louis is a member of the Midwest Atari Regional Council (MARC).

ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Bob Kelley opened the business portion of the meeting by discussing plans for our Three Rivers Festival (TRF) event. Bob attended the kick-off meeting of the TRF Committee and had a couple of forms available for those ready to sign-up to help. We discussed moving the location of the event to the downtown library but the high sound level would probably not be acceptable.

Atari news was also discussed including Atari's presence at NAMM and Computer Chronicles planned program on the event. Atari is advertising now in Discover magazine. Supra has introduced a couple of inexpensive 9600 baud modems. Karl Fadus demonstrated Spectre GCR, the Macintosh emulator for the ST. He showed how to boot it and run an application like Hypercards and a game he had. Kim Stahn brought a Fujix P-40U Video Projector and had it connected to an ST. It seems to work but there was too much light in the room to see the projected image clearly though it is supposed to be able to project a 40-inch diagonal picture clearly.

Adam Kelley demonstrated VROOM, a racing game for the ST that supports a two-player play-by-modem feature and can be played using either the mouse or joystick. Mike Surface demonstrated Vengeance of Excalibur, an adventure role playing game set in Spain from Virgin Games, and Lombard Rally, a road race game.

ASTMUM
ATARI ST/MEGA USERS (Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago ComputerFest, Rosemont, IL USA, November '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Book and STylus) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUMusic Sampler, '91-'92) for $12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D (this list will get longer because at least one, new, noise reduction system will be introduced this year). Make your Money Order (in U.S. dollars if you live in the U.S.A.) payable to K. Carter-Morgan and send it to our address, below. Your return address should be complete and clearly printed.

If you use your Atari in creating or performing music, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to:

ASTMUM, Attn: K. Carter-Morgan P.O. Box 966, Station B
Montreal PQ Canada H3B 3K5

or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan:

First, members are advised that we are developing a super-quiet, semi-portable, 105 Meg. hard drive system for musicians. Those members wanting in on the quantity purchase benefits of this project should contact me immediately.

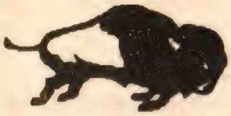
Second, I want to thank those ASTMUM members who have, recently, given their time and energy in presenting stimulating and informative demonstrations, as well as assisting in other club functions.

Third, we need input as to what material will be in our second music sampler cassette. Interested artists should discuss this at the May meetings (on the 17th and 31st).

Adieu for now!

KCM (ASTMUM)

BRAG ST



Buffalo Region Atari Group for ST's

Minutes of the BRAG ST January 16, 1992 General Meeting

By Dane Stegman

The meeting was opened by Chairman Mark Pierro at 7:30 pm. Starting off with club business, Mark read the December 1991 Treasurer's Report from Gerry Genson. Next, Mark explained that this meeting was our annual "Meeting of Review", which allows us to review the club's progress and make changes in our Constitution and Bylaws. After a short discussion, no new changes were offered by the membership. It was then announced that the club's insurance was due and would be sent out this week.

Then Carl Barron gave an excellent demonstration of PAGESTREAM 2.1 by Softlogic. Next, Jeff Hontz demo'ed the game OBLITERATOR by Psychosis. Jeff did a great job showing the game off even though we forgot to bring a joystick! After a small break, we had our three door prize drawings as follows: 1) 3.5" Flip N-File Disk Box won by Charles Tuppon, 2) Color Printer Paper won by Harv Hontz and 3) Seven different colored 3.5" Disks won by Bruce Stringer. We then had our usual software raffle, won by Charles Tuppon, who went home with OBLITERATOR. The meeting then ended with an open forum.

CALCASIEU ATARI ST ENTHUSIASTS

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A NEW CLASS OF COMPUTER USERS

The goal of the Calcasieu Atari ST Enthusiasts is to increase awareness of Atari computers in Southwestern Louisiana. CASTE usually meets the last Saturday of each month. We meet at the College Park Nazarene Church, 340 East Prien Lake Road, in Lake Charles. Exact dates and times of meetings are announced in our newsletter and on our support BBS. Membership dues are $15 a year. This includes a subscription to Atari Interface, CASTE News, and access to the AIM disk of the month. For more information write to CASTE c/o Tim Bowles, 314 W. Claude St., Lake Charles, LA 70605.

Tim Bowles	President	(318) 477-3243
Glen Kelly	Librarian	(318) 478-3960
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Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, free issue of AtariUser Magazine (available at club meetings), help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Marshall Walker, 1194 North 250 West, Layton, UT 84041 or call (801) 547-9902 or Irwin Brooks at (801) 731-1516.

Marshal Walker, President (801)545-7152
Lee Hatchell, Vice President (801)776-6687
Quhid Izatt, Secretary/Treasurer (801)544-4399
Richard Clark, 8-Bit Librarian (801)825-5823
Mark Seegmiller, ST Librarian (801)773-8555
Dave Young, Publicity Coordinator (801)776-6273
Irwin Brooks, Publications Coordinator (801)731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next meetings: April 1, May 13, 1992

SEE -YOU- THERE!!!

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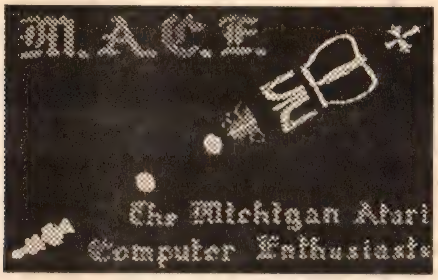
L.C.A.C.E. P.O. Box 8788, Waukegan, IL 60079-8788

The Lake County Area Computer Enthusiasts (L.C.A.C.E.) was founded in 1983, and serves Northern Illinois and Southern Wisconsin Atari users. We are composed of 80+ members with several of our members belonging to dual groups (MilAtari, MAST, SCAT, RACC and TUG). Our meetings are held on the 2nd Saturday of each month at the Warren-Newport Public Library (excluding August picnic and Decembers Christmas party), 244 O'Plain Rd. Gurnee, Illinois (1 mile east of Great America).

L.C.A.C.E.'s dues are $20 per/year for family membership. Privileges include a subscription to our newsletter which is published 11 times a year, and access to our extensive public domain/shareware disk library for the Atari 8-bit, ST/Mega and Macintosh computers. Members with modem call access access the club areas of Python BBS 708-680-5105 or call our club HOTLINE 708-623-3815 for information and updates.



MACE Journal December 1991

Welcome to the December MACE meeting, tonights theme is the Atari Scavenger Hunt. If your here tonight you can see a lot of Atari hardware and software. Looking around I see all kinds of stuff, an awful lot of 8-bit equipment. I have to sit down now the president is about to speak-

Last Month's Meeting

Early on in the meeting the president reminded us of the December Scavenger Hunt/Present raffle and the participation 'certificates'. Then the subject of the Atari mall show came up. Commanding the table to my left were the owner of Team Computers Mike Drysdale and his associate. Larry from the SoftHouse Computer Center was also there for a little while. The discussion was about the Atari Fair at the Southland Mall in Taylor. The pros and cons of doing the fair were flying fast and furious, as on the one side Team Computers and SoftHouse Computers would not really be able to advertise at southland. There was mention of booths that one could lease for a small time. Also the time and manpower needed to man about 40 machines, at least 30 people will be needed to watch our computers at all times (Taylor is nortorious for theft). The fact that 40 computers (with monitors and drives) have to be available for 2 days was also mentioned. On the other hand there is the point that we won't get much return from it if anything. A couple of stores in Southland do carry Atari products, But Lynxes and game carts may not be worth the sacrifice in time and money and weeding out the crowds for a couple of stores to make a profit. There was mention of other computer stores (like Radio Shack) that might be willing to setup a table with there computers. But how would that profit us? We could probably sign up a couple of members to our club, but most people won't join a computer club without a computer. The Sponsers of this project have met Wedsneday, December 11. Only the MACE Forest will be able to keep up with this issue. You can voice your opinion or read the latest messages and get very up-to-date news on the MACE Trail.

Last month the topic was showing off the software that the club bought for the December raffle. It was by coinsidence that one of the raffle prizes was NeoDesk 3. I just happened to own a copy of NeoDesk 3, so I got to do a demo. Doing it was not as bad as I thought, because everyone broke up into groups and only occasionally would I get a straggler come up and ask about NeoDesk 3. But I will give a small review of it later in the MACE Journal.

I have several interesting subjects I want to write about. If you have a copy of last months Journal you'll notice a more professional look to it. Thanks to a club member (Kelley Miller) we have access to a very nice desktop publishing workstation and laser Printer. Hope to spruce up the Journal and I have a head start thanks to kelley. Meanwhile I was busy recreating our club logo. The old Mace was losing detail when we tried to digitize it for the Journal. Using Cyber Studio I created a new Mace in 3d. Hope to have it on an upcoming issue of AIM and on the MACE Trail for download.

The MACE Net

Last month I reported bullitin board numbers in the MACE Journal. Well we have another number to write about. The Bloom County BBS at 582-0888 and with baud rate 300/1200/2400.

Our own BBS the MACE Forest has been very active with replies to the general meetings, if you have any questions for the members of MACE please feel free to leave a message on this board. The MACE Trail is where you can leave a message for a member. A list of members should appear at the end of the Journal and the MACE Forest can be reached at 278-6466 with 300/2400 baud modems. In the near future I intend to write about going online in the MACE Forest.

Spies Like Us

We walked forward slowly, up the stairs, in the very big doors of the union headquarters, down the hall toward the doors named 1050. A bright glow emanated out of the small slit between the closed doors. I knew that inside those doors lay the answer to all of our questions. Kelley grabbed the door knob, turned it and opened the door. Inside the glow of 3 computers lit the room, so did the lights. The room itself was small considering the size of the group of people. Kelley and I sat down in the fourth row. Up front on a table, 3 computer systems sat. When the president of the club asked if there were any new members, Kelley yelled out "Mace spies, were all Mace spies!".

After all the commotion died down the WAUG members showed a hardware upgrade to an STE and the same kind for an 8-bit (800XL),(the Atari TT did not need it). The president then asked for a vote on going to Chicago and spending some money on the Atari fair. The vote passed and the president will go to Chicago. Then the members displayed some pictures on each of the 3 computers. The pictures were mainly comparisions between graphics of each system. One computer was the STE, the other was the 800XL and the third was a TT.

There was a little joking going on here, Sheep and goats seemed to top off the conversation now and again. The club members had to watch video screens at about shoulder level height. The screens could have been a little higher. They gave out door prizes, the winner got a mouse for the 16-bit prize and for the 8-bit a numeric keypad. All in all I had fun spying on them.

President ... Ted NewKumet
Vice President ... Ed Hanson
Recording Secretary ... Mark Tappen
Journal Editor ... Mike Casper
8-bit Librarian ... Ray Simmonds
16-bit Librarian ... David Haykus
Meeting Dates March 17 April 21 May 19 June 16

If you need any software or hardware, you might want to call these places up and ask them about it.

Team computers 22205 Kelly rd. East Detroit, MI. 48021 (313) 445-2983

SoftHouse Computer Center 32647 Ford rd. Garden City MI. (313) 422-6760

P3ACE

The Prez Sez by Steven Leser

Well, it's been another month, and the treasury has been rebounding nicely after we implemented the emergency cost saving measures. (It is approaching $300.) One of the things that I did was to send out applications, and newsletters to all in the local area who had once been members of the club. This resulted in quite a few 'new' members. There have also been a few more people from outside the country applying to be club members. (Korea, and several countries in Europe this time instead of North Africa).

Fred Koch, our new ST librarian outlined a master plan for providing the maximum amount of access to our vast library, to our users. 90 Megs of our best files will be on the BBS (LASER BBS 719-527-1374), when Fred gets finished, the library will include close to 200 Megs of public domain and shareware files. In addition, our users merely need to send him a self addressed, stamped envelope to him (with proper postage) and he will send on disk the files you request. He will also allow users to call him and he will have the files prepared on disk when he arrives. One merely has to pay for the price of a disk.

Roger Meston is planning a similar arrangement on the 8bit side of the house. Laser BBS will have 20-25 megs of the best 8bit files online. Considering that the average 8bit file is 40-100k, that is a simply huge amount of files.

I went to the 8bit meeting last month, and I was very impressed. The 8bit users seem to take a much bigger role in the overall flow of the meeting! Not only did they ask a lot of questions about the package Rick was showing off, they started modifying the thing to work with TurboBASIC instead of Atari BASIC! Rick should have a few more notes about that.

Take care, and we'll see you at the next SIG meeting!!!

ST SIG Notes by Terry Quinn

Steve Leser (Captain Picard) kicked off the January ST SIG meeting with an extensive demo of new club bulletin board, LASER BBS. Steve showed how to LOGON and other useful tips to make the board easier to use. Steve also showed everyone how to set up Quick Mail (aka Q-Mail). This is fascinating feature which gives users the ability to rapidly download messages and view them off line, in much the same way as Alladin does on GEnie. Steve also showed how to use F-Mail and "toured" the various FIDONET areas available on the board.

Fred Koch finished up the meeting with a demo of the P3ACE Disk of the Month (DOM). (We didn't received the current AIM DOM until the day after the meeting.) Fred also went through some of the features he's putting into the ST Library.

8-Bit Tid Bits by Rick Reaser

Not many showed up for the February 8-bit SIG, probably because there was a snow advisory for that night. We had a great time anyway. Members present discussed Jeff McWilliams efforts to start an 8-bit magazine and copies of his letter were passed out to all. We also looked at the latest catalogs from American Technavision and Toad Computers.

Rick demoed three programs he had recently received from American Educational Computers--Elementary Science Facts Grades 3&4; U.S. History Facts; and Vocabulary Word Builder. These programs weren't as good as the previous three, demonstrated at the January SIG, but they could be useful. At three bucks a pop, who's complaining? Rick also provided an encore demonstration of the "talking" educational program from Dorsett that uses the cassette recorder and a cartridge.

Next, the club took a tour of Steve Karasek's 1991 Tax Program. The program is in BASIC and tended to run slow in the opinion several in attendance, so we decided to see if it would run in TurboBASIC. Oops! Our TurboBASIC was on a MyDOS disk, so names of files could not start with a number. So we need to change a few file names. Ooops! (Our illustrious P3ACE President and ST master, Steve Leser popped in and actually knew what and error 165 was and helped us trace through INPUT statements in real time. Wow!) More file names start with digits than we thought. More mods. Ooops! The mall guard is getting ready to kick us out of the meeting room. Gotta go!!! It has now become my quest to get this program to run with TurboBASIC. I let you know WHEN I succeed.

We didn't have time to run copies of te AIM DOM, so Roger said he would post a Disk Commandered version on LASER BBS. Those without modems will need to wait until the next meeting.

I forgot to mention that at the January SIG, John Sandgren, donated a European program, "Fighter Pilot" to P3ACE. It comes complete with the patented "LENSLOK" security system, which everyone got a kick out of at the January meeting. Rick Reaser's dad also donated "The Seven Cities of Gold" and "Pinball Construction Set" for the club to sell. These three programs (along with several other titles) are for sale, cheap, to help reinforce the club treasury.

On another note, your acting 8-bit VP, me, accepted the post a 8-bit editor for Current Notes magazine. This should be a big benefit for the club, as we will now have access to all the latest and greatest 8-bit news and stuff. Already, several people have volunteered to become feature authors. Now we will have authors for two national Atari magazines. As a part of this new job, I got a CompuServe account. Now Hugh DeLong will have a fellow P3ACEr to send E-mail to. My account is 72130,2073.

Editor E-mail by Sam Cherry

Diskettes will now be for sale by the disk librarians. See Fred Koch, if you need 3 1/2 inchers and Roger Meston if you need 5 1/4 inchers.

Check your mailing label to see if your dues are getting ripe. Lots of people's memberships are up in January. Sam Cherry is temporarily dropping off GEnie, so someone else will be filling in for him for the next couple months.

Be sure to check out LASER BBS!!! The FIDONET mail is really neat, especially for you 8-bitters. If you don't have a modem, buy one or borrow one of the club modems. You are really missing out if you aren't a telecommunicator. The new, big, Hard Drive will be here in March, hopefully, and there will be even more options available. DIAL (719) 527-1374 NOW!!

R.A.C.E.

Pres. Lewis Midyette 828-4319
Vice Pres. Eric Schofield 851-5134
Secretary Don Nelson 942-2764
St Librarian Tony Manino 851-8092
8-bit Librarian Arthur Katz 881-0247
Treasurer Robert Yates 552-7053
Galaxy BBS 552-0974

Well, gang. Another month has come and gone, spring time is quickly coming upon us. We have been showing some very interesting things in our meetings. Last meeting we showed how to Lzh, arc, Un'lzh, Un'arc. We also showed how to un'zip, and un'zoo. This seemed to be an area of some confusion. We also had open for discussion any questions about NeoDesk 3.0.

Our attendance has been very good and we are still getting about 1 to 2 new members a month. We would like to increase this so the club will thrive. So tell all of your ST or 8-bit friends to call the board or bring them to the meetings. We have recently had several 8-bit people interested in the group. We are glad to see the enthusiasm. To join the club all you need is $20 and you will receive full access to the Club BBS, subscription to AIM, access to the club Library. For times and dates of the next club meetings Call Lewis Midyette at (919)-828-4319.Or the club BBS at (919) 552-0974.

SALSA
ST Atari League of San Antonio

SALSA The ST Atari League of San Antonio, P.O. Box 18731, San Antonio, TX 78218-0731

SALSA is the user group that serves the ST/STe, STacy, and TT users of San Antonio. We also support the Lynx handheld game machine. Meetings are held on the second Tuesday of the month at the Balconies Hieghts Community Center, 107 Glenarm, right off of Fredricksburg road, from 7pm to 10pm. A SIG/Videogame night is sponsored by SALSA on the third Tuesday of the month at the same locale. Membership is $20.00 with AIM and $15 without Aim but with the clubs Newsletter. Subcribing membership is available for those unable to attend the meetings which includes Newsletter and discounts at local businesses that support SALSA. A Disk of the Month filled with the latest software is available at each meeting for $2.00 along with copies from our extensive PD library and AIM disks.

Officers:
Tim Hebel, President (512) 656-5315
Patrick Burch, Vice President (512) 655-8970
John Burner, Secretary/Treasurer (512) 655-2542
Kyle Miller, Software Librarian (512) 945-9469
Russell Gibson, Hardware Librarian
Thelma Sunvison, Public Relations

Salutations from SALSA. The Atari world is going well inspite of economic setbacks. Membership is up to almost 100 members and turn out to the meetings have been impressive. San Antonio now has four BBS that not only support the ST but are ran on STs as well.

Booji boy (512) 657-9254 SALSA support board ran by our own President Tim Hebel. Booji (Pronounced boogie) is the only ST music support board in the Alamo City.

Eagle's Nest (512) 656-3261

Excalibur (512) 523-0045 One of SA most popular BBS with a large message base including several nation wide F-nets.

Hacker's haven (512) 653-2911 Newest board in town. Features Znet news online.

I would like to pursuade my fellow STers to help support the local businesses that support the Atari computer.

StarBase Atari, 1015 W Hildebrand, San Antonio 736-1405

International Computer Distributers (Atari Connection), 3010 Beacon Fld, San Antonio 675-3072

All Systems Go, 7271 Wurzbach, San Antonio 614-3768

Floyd Blunt's Atariville has officially changed hands to Marce and Cheryl Clark. The new owners of Floyds Atari-ville have decided on a new name for the store, Starbase Atari, although it will be awhile before any real name changing happens. Marce and Cheryl Clark are very enthusiastic ST supporters, and the place is really shaping up under their guidance. They plan to increase hardware inventory, add lynx cartridges and a larger variety of software to the store.

Rumors are circulating that All Systems Go will discontinue selling ST software in the near future but these rumors have not been substantiated. ASG also carries Lynx cartridges, IBM, Amiga software and movies. ASG has fallen under fire recently by national computer magazines for their store policies, but the owners have so far faced no ill effects and business has in fact increased.

If you have any additional info about places that sell ST stuff, please leave a message to one of the officers on Booji Boy or Excalibur BBS or drop a note to us at PO Box 18731, San Antonio, TX 78218-0731.

Patrick M. Burch Vice President

San Diego
Atari
Computer
Enthusiasts

General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are $18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Dan Phillips (619) 462-1289
Vice President Dean Smith (619) 582-6749
BBS - 24hrs, 300-2400 baud, 80 MB (619)689-8157

WAUG

WAUG General meeting minutes of 2-11-92

The meeting was opened at 7:30 PM by VP Craig Harvey presiding in the absence of our President. Craig announced the availability of the new Supra V32/V42 9600 baud modem for a group purchase. Anyone interested should be prepared to ante up by the March meeting. His next announcement was the availability of tickets for the upcoming TAF Atari show in Toronto on April 4th and 5th. All interested parties should contact Craig.

Ralph Salmeron fired up a demo of Draw 7 XE from the January AIM disk. Contrary to the AIM listing, Ralph says that XE Basic is not required to run this program but 128K is needed. He showed us how Draw 7 could switch modes from graphics to magnified graphics for pixel editing to text mode for placing text. Draw 7 XE had enough features to keep Ralph happy but he did mention the lack of support for touch tablets and the inability to mix palettes. It does however have the ability to load many different popular file formats. Due to some hardware difficulties a full demonstration of the program's capabilities was not possible. The documentation for this program is on the AIM disk.

Bill Rayl brought the ST/TT program Chronos 3D for a demonstration of it's features. He explained to us that Chronos creates not the objects but rather animations with already created objects. Bill said that if you need to make the objects you may use Cad 3D or Lexicor's just released Rosetta. Chronos is a key frame animator, that is it lets you specify the first and last positions of the object and it does all the stuff in between. A quick six frame demo of a ball moving across the screen graphically illustrated just how this works. The first position and last position of the ball were all the Chronos needed to make it go across the screen. The morphing capabilities of Chronos were demonstrated effectively as Bill showed us a chess queen changing into a king on the screen before our very eyes. The only thing Chronos need to do this was a graphic of the queen and a graphic of the king. Once again, it did all the changes in between. The cycling feature of Chronos lets you move objects with different parts in unison. Bill showed this off with his own sunrise scenario where a sun rose over a mountain range changing the light and shadows as it went. Another great looking demo was a face literally rising out of a floor ala Terminator 2 done by the author of Chronos. Another demo of great interest was a conversion from an IBM animation file. A quick mention was made of Prism Paint which is Lexicor's paint program for use with the objects for Chronos. Bill's enthusiasm for Chronos was obvious since he had nothing but praise for it especially the documentation and included tutorial.

Members then asked questions about the length of animations that were possible with Chronos (depends on memory available), a particular background in one of the demos (done with Autodesk on an IBM and converted with Rosetta) and future enhancements (automatic shading-automatic tracking of an object by the lighting).

Mike Olin then presented the new WAUG library disks including two full game disks and a disk of utilities. Ralph presented us with an 8 bit library disk full of all kinds of different programs for the Atari Classic.

Our special guest Mike Drysdale of Team Computers took the floor to talk about some of the exciting new things available for the ST/STE/TT computers. A new 1.44M floppy drive and controller chip along with TOS 2.06 elicited questions from the members about upgrades, etc. Someone raised a question about the new GE Soft ram upgrade board for the TT that promises to make ram upgrades affordable. Mike said that it works well as far as he is aware. Members wanted to know about the new monitors that Atari has been making available. A new flat screen monochrome with a 14" screen is being released to replace the SM124 according to Mike. After Mike's fielding more Atari questions from the members the meeting was adjourned at 9:45 PM.

Respectfully submitted,
Dan Cable Secretary

W.M.A.U.G.

From The President's Desk

Many people these days are worrying about Atari. Where their place is in the grand theme of things relative to computing. In these days where even the mighty IBM and MAC are feeling the crunch of slow computer sales and the sluggish economy it's hard to tell.

When I hear people running down Atari for not keeping place in thek growing computer market place I too have to look at our aging machines. But when I look at my Atari I don't see a decrepid beast just yet, but I see a machine, that even in the face of a revolution of computer technology, and even in the fact that it has changed little from its original incarnation, has still managed to be better in many aspects to its MS-DOS brotheren.

I ask for you to look at how long it took the IBM world and Microsoft to discover a Graphic environment. And even in the face of Windows how long it takes that program and many IBM's to perform a task done ever so simply on an Atari for all these years.

When you look at your machine and try to stem of the fear of obsolescence ask yourself this, "Does it do what I need" ?

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And yes there still are numerous Games I still play with alot more on their way soon including a WING COMMANDER like game called "EPIC".

Indeed my ST is far too active to see the Dust of my closet shelf yet. Ask the owners of a 286 clone if the same will hold true of their machines when they are seven years old !

See you next month.

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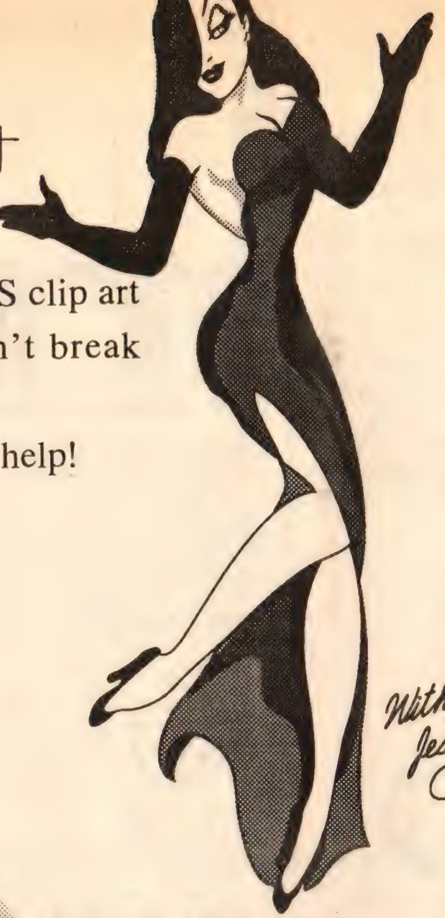

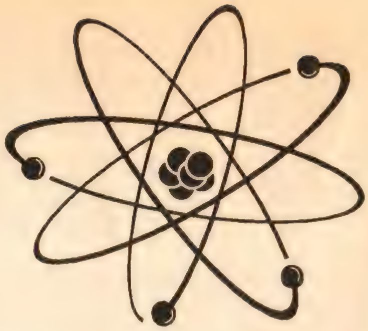

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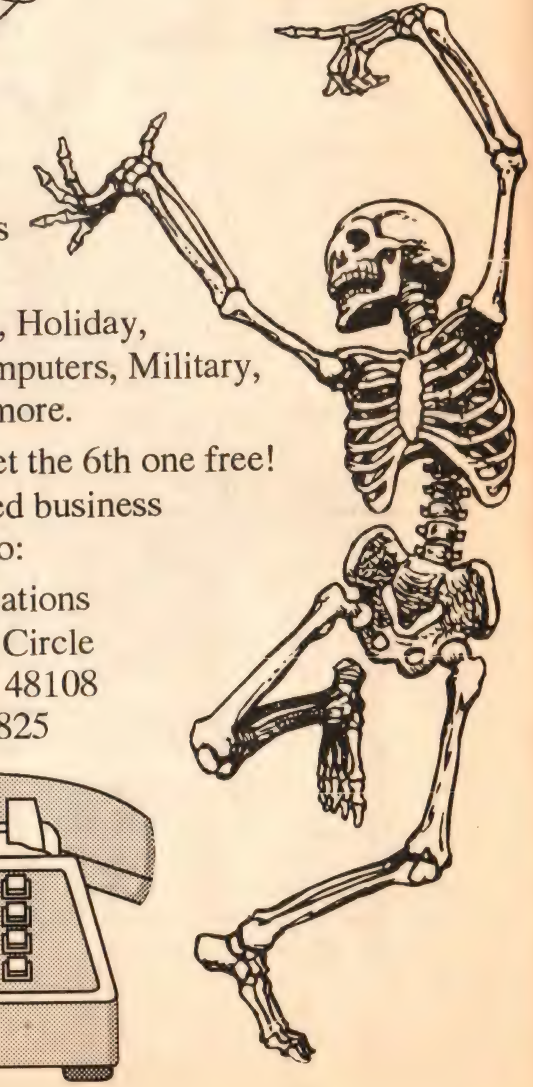

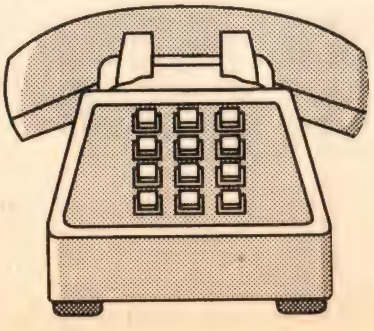

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Programming in Michtron Command Language
A Tutorial for Michtron BBS 3.0 SysOps

Jeff Wells

Welcome back. In our first article, we talked about some of the basics of programming in MCL. We talked about how all variables and string variables have a global effect. We discussed Labels and Subroutines, Loops and how to exit from Loops.

In this article, I originally planned to go into detail on the 32 unique System Variables and the 78 System Functions and Procedures and give definitions to the above and examples. But, since they are defined in the MBBS v3.0 manual, I've decided to get right into the programming instead.

Let's say you have an idea for a *new* program you want to write for your BBS. What you need to do first is to flowchart what the program is going to do. This task will only be as difficult, and as detailed, as you make it.

I am going to show examples of a Baseball game I wrote in MCL for my BBS. My flowchart was very simple and I used it for my plan of attack when coding this program:

Start of Program
Store Bbs Variables, Then Zero Out All Variables
List Credits
Display/Create Baseball Menu
If New Player, Create Files
Load Players' Files
Display Games Played Since Last Played
Display Both Team's Stats
Select Pitchers
Assign Variables
Start Playing Loop

Starting the Program

If you plan on allowing other sysops to have your program, you need to at least create a Variable list so that others have an idea of what you are doing. Here is the Variable list for MCL Baseball.

```
/* ------------------------------------
         MCL Baseball version 1.0
          Program by Jeff Wells
              Lone STar BBS
   (817) 690-1993        (817) 690-5874
   ------------------------------------
System Variables               System Strings
================               ==============
a                              a$  Coach
b  Home Score                  b$  Team Name
c  Visitors Score              c$  Batter #1
d  Type of Pitch               d$         #2
e  Type of Bat                 e$         #3
f  Balls                       f$         #4
g  Outs                        g$         #5
h  Strikes                     h$         #6
i                              i$         #7
j  Hits for Home Team          j$         #8
k  Who is Fielding             k$         #9
     (0=home,1=visitors)
l  Hits for Visiting Team      l$
m                              m$
n                              n$
o                              o$  Home Team File Name
p                              p$  Base Query in Bit Format
q  Score by Inning, Home       q$
r  Score by Inning, Visitors   r$  Base HIT Query in Bit Format
s                              s$
t                              t$
u  Inning                      u$
v  Home Team Batter Number     v$
w  Visitors Batter Number      w$
x                              x$  Visiting Team File Name
y                              y$  Home Score Line
z                              z$  Visitors Score Line
*/
```

Now, we have a foundation from which to work. We have a plan of attack—our flowchart—and we have our Integer and String Variables mapped out.

Storing/Zeroing Variables

Let's look at some code and discuss what it's doing.

```
Baseball:;
log("Entered MCL Baseball...");
print("\f\nPlease Wait While I Save BBS Vari-
ables...");
x$ = "\\bbs\\baseball\\game";
str(y$,modem);
strcat(x$,y$);
strcat(x$,".bbl");
if(exist(x$))
      delete(x$);
p$=x$;/* you can change p$ to whatever you want */
str(d$,user_var0);
logfile(p$,d$);
str(d$,user_var1);
logfile(p$,d$);
str(d$,user_var2);
logfile(p$,d$);
str(d$,user_var3);
logfile(p$,d$);
str(d$,user_var4);
logfile(p$,d$);
str(d$,user_var5);
logfile(p$,d$);
str(d$,user_var6);
logfile(p$,d$);
print("Done!!\n");
a=0;b=0;c=0;d=0;e=0;f=0;g=0;h=0;i=0;j=0;k=0;
l=0;m=0;n=0;o=0;p=0;q=0;r=0;s=0;t=0;u=0;v=0;
w=0;x=0;y=0;z=0;
a$="";b$="";c$="";d$="";e$="";f$="";g$="";h$="";
i$="";j$="";k$="";l$="";m$="";n$="";o$="";p$="";
q$="";r$="";s$="";t$="";u$="";v$="";w$="";x$="";
y$="";z$="";
user_var0=0;user_var1=0;user_var2=0;user_var3=0;
user_var4=0;user_var5=0;user_var6=0;
print("DONE!!\f");
```

The first thing we do is to assign our beginning point. We create, in line 1, a Label called *Baseball:;*. Note the :; trailing our label, this is how MBBS knows it's either a label or subroutine.

In line 2, we create an entry in the BBS log showing us that the user entered the program. I highly recommend doing this for two reasons. First, you can see who is accessing your game and how popular your game is on the BBS.

The other, and probably most important reason, is that if you also make an entry when the user has properly exited the program, you can see if they exited the program by hanging up (dropping carrier) on the system.

We then create a file called "game?.bbl" in the \bbs\baseball\ folder, where the ? is replaced by the modem number on which the user is connected. Since I run a multiline BBS, I tag the 'game' file with the modem number of the user playing, 0 = console and 1-3 representing the modem the user is using. This is needed so one user does not receive another user's user_var settings when they finish the game.

In line 8, we check to see if the game file already exists. If it does, that means a previous user called in on the same modem and played this game. Since we don't need that file anymore—in fact, we want to replace it for the current user—we delete the file in line 9.

In our new game file, we store the values contained in *user_var0* to *user_var6*. I use these individual "user variables," which are built into Michtron's BBS, to do different functions for the user.

Once the user variable values are saved, we wipe the slate clean, zeroing out all variables and string variables. We also zero out the user_vars.

You will notice the above code uses a procedure called **log(sexp)** and one called **logfile(sexp1,sexp2).** The log() procedure writes the supplied string to the BBS log file (ACTIVITY.BBS). The logfile() procedure is similar, except that it allows you to output a supplied string (sexp2) to a file of your own choosing (supplied in sexp1).

The other important procedures used in this code segment are **str(sexp,var)** and **strcat(sexp1,sexp2).** As you can probably guess, str() converts an integer to a string and stores it in the string variable designated by sexp.

The strcat() procedure *concatenates* the sexp2 string onto the end of the string contained in sexp1. For instance, let's say *a$* contained the string "ABC" and *b$* contained "DEF". After a strcat(a$,b$), *a$* would contain "ABCDEF". If, instead, we had done a strcat(b$,a$), variable *b$* would contain "DEFABC".

Displaying Credits

Let's look at how we display our credits and create and display the Baseball Main Menu.

```
if(exist("\\bbs\\baseball\\baseball.lst"))
      list("\\bbs\\baseball\\baseball.lst");
      /* My Credits */
pause("\n\n\t\t\t  Hit any key to continue");
```

We use the exist(sexp) function to see if the credits file is present. If it is, we display it using the **list(sexp)** function. Notice how the list(sexp) is indented. The reason I do this (and recommend it) is simple—that command will only execute if the exist(sexp) function returns a value of TRUE. You will notice I indent all my code that falls within conditional statements. This is common practice and makes your code much easier to read.

What's on the Menu?

Now, it's time (according to our "flow chart") to start working on our main menu. Here's some code:

```
z$ = "\\bbs\\baseball\\teams.bbl";
MAIN:;
a$ = "12";
print("\fMCL Baseball Main Menu");
print("\n=====================");
print("\n[1] Instructions");
print("\n[2] List MCL Baseball Standings");
```

Here, we assign z$ to the path and filename that stores all the players names. Then, we create a label called MAIN:;. This is necessary when you create a menu, so you have a beginning point to return to after the user selects one of the choices in the menu.

String variable *a$* is going to be used to test the keystrokes allowed in response to the menu. We set it to "12" for now, and we will add more command validations to it as the menu gets created.

The first line of the actual menu (the first print() statement) clears the screen (\f) and displays the name of the menu. Selections *[1]* and *[2]* are always going to be able to be displayed, so we insert those also. That is why we have the "12" in *a$* that we assigned earlier.

```
if(exist("\\bbs\\baseball\\nohit"))
{
        print("\n[3] NO HIT Club");
        strcat(a$,"3");
}
if(exist("\\bbs\\baseball\\club400"))
{
        print("\n[4] 400 Club");
        strcat(a$,"4");
}
if(exist("\\bbs\\baseball\\club500"))
{
        print("\n[5] 500 Club");
        strcat(a$,"5");
}
if(exist("\\bbs\\baseball\\club600"))
{
        print("\n[6] 600 Club");
        strcat(a$,"6");
}
if(exist("\\bbs\\baseball\\club700"))
{
        print("\n[7] 700 Club");
        strcat(a$,"7");
}
if(exist("\\bbs\\baseball\\topbat"))
{
        print("\n[8] Top Batter in MCL Baseball");
        strcat(a$,"8");
}
if(exist("\\bbs\\baseball\\worstbat"))
{
        print("\n[9] Worst Batter in MCL Baseball");
        strcat(a$,"9");
}
```

What we did in the above code was to see if a file existed, and if it did, we printed the selection to the screen, which added a new line to our menu. Then, we used the strcat() procedure to add the command's initiating keystroke to our variable *a$*.

```
print("\n[0] PLAY BALL");
print("\n\n[G] BAMF! (Goodbye)");
if(level == 4)
{
        print("\n[R] Reset the game, individual");
        strcat(a$,"R");
}
print("\n[Q] Quit to Main Menu");
print("\n\nEnter your selection. [0] ");
strcat(a$,"0GQ\r");
k = key_match(a$);
```

We finally add the menu item that lets us play the game—good idea I thought—as well as a way to log off the BBS from the game.

Then we use one of the unique System Variables, **level.** This variable contains the access level you have assigned to the user. If the person accessing the game is a *Wizop* (their level equals 4), then we add another command—Reset the game, individual. I added this so sysops have the ability to zero out *all* or just one of the users' stats within the game.

We then add a command to exit back to the BBS—the DOORS menu in this case. A prompt to enter a selection is displayed, with the default enclosed in brackets. We then used strcat() again to add commands "G", "Q", and "\r" to *a$*. The "\r" is the same as a carriage return. You'll see how we use this later to be the equivalent of typing "0" as the command.

We did not opt to use the **input(prompt,svar,len)** function here, as we only want to accept certain commands that we have built into *a$*. Instead, we use the **key_match(sexp)** function to accept a keystroke from the user. This function only accepts the characters contained in the string variable passed to it—in our case, *a$*. All other keypresses are ignored.

Once a valid keypress is entered, its ASCII value gets stored in the integer variable *k*.

Stats and More

This completes the building our menu. Now, let's look at how we pass control to different areas using the main menu commands.

```
if(k == '1')
{
        print("Instructions");
        list("\\bbs\\baseball\\baseball.ins");
        pause("\n\nHit any key to continue.");
        goto Main;
}
```

As mentioned above, the variable *k* holds the ASCII value of the keystroke entered by the user. When you enclose a character with single quotes (' '), MCL uses the ASCII value of the character. In the above if() statement, we could have used *if(k == 49)* and we would get the same result. Most people find it much easier to use characters rather than their ASCII codes, though.

Also, note the double equals signs (==). If we use a single equals sign, MCL will assign a value to the variable or string variable. The == is used for comparison only and does not change the value of the variable. It is very important that you remember this distinction.

For instance, if the condition *if(k = '1')* is used, it will *always* test TRUE, because you are setting *k* equal to 1 before testing. This is not the same as *if(k == '1')*, which checks to see if the value of *k* is equal to 1.

In the above code fragment, if the user pressed the number 1, we display "Instructions" on the same line as the prompt. We then display BASEBALL.INS and use the **pause(sexp)** function. This function displays the passed string and waits until the user presses *any* key. Once the user presses a key, we jump back to the label *MAIN*.

One other thing to note—conditional statements (*if, while,* etc.) are not trailed by a semi-colon (;), while procedures and functions must have a trailing semi-colon.

```
if(k == '2')
{
      print("List MCL Baseball Standings");
      print("\fName of Team           Coached by
Win Los   Pct Run Inn  ERA");
print("\n=========================================
=============================\n");
      list("\\bbs\\baseball\\standings.bbl");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '3')
{
      print("NO HIT Club\n\n");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\nohit");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '4')
{
      print("400 Club\n\n");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\club400");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '5')
{
      print("500 Club\n\n");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\club500");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '6')
{
      print("The 600 Club");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\club600");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '7')
{
      print("The 700 Club");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\club700");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '8')
{
      print("Top Batter in MCL Baseball");
      print("\fName of Player           Name of Team
At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\topbat");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == '9')
{
      print("Worst Batter in MCL Baseball");
      print("\fName of Player           Name of
Team       At Bat Hit   PCT");
print("\n=============================================
=================\n");
      list("\\bbs\\baseball\\worstbat");
      pause("\n\nHit any key to continue.");
      goto main;
}
if(k == 'R')
{
      gosub maint;
      goto main;
}
```

If you have only one command to execute after an *if* statement, MCL does not require you to enclose it in curly braces ({ }). In the examples above, we executed several commands per *if* statement, so these commands must be enclosed so MBBS knows where to start and end for that condition.

Most of the code used here is now "old hat." The only new command we issued is the **gosub** command. This command transfers control to a subroutine (which we'll define later). Once the subroutine is executed, control is returned to the line directly under the gosub call.

The basic difference between gosub and **goto** is that MCL automatically returns to the line following the gosub once the subroutine is finished; goto, on the other hand, is used to jump to a label with no direct way of returning to the jumping off point.

```
if(k == 'Q')
{
      print("Quit to Doors Menu");
      execute("DOORS");
}
if(k == 'G')
{
      print("BAMF! (Goodbye)");
      execute("BYE");
}
```

We use the **execute(sexp)** procedure here. This procedure is used to run other compiled MCL files, transferring control to the executed file. With the execute function, you can only pass the filename with *no* pathname and *no* extender. MBBS assumes the program is in the system drive's BBS folder and will add the .MCL extender. If the file does not exist in the BBS folder, a fatal error occurs and MAIN.MCL is loaded.

Once you use the execute command, there is no way to get back to the calling program, unless you use execute again. You can not use the **return** command to take you back to the calling program, as you can in subroutines defined within the calling program.

(Beware of creating one program to call another that, in turn, calls the original program. Unless you're careful, you could get into an "infinite loop" where you continuously jump back and forth between the two programs!)

That's it for this month's installment. See you next time!

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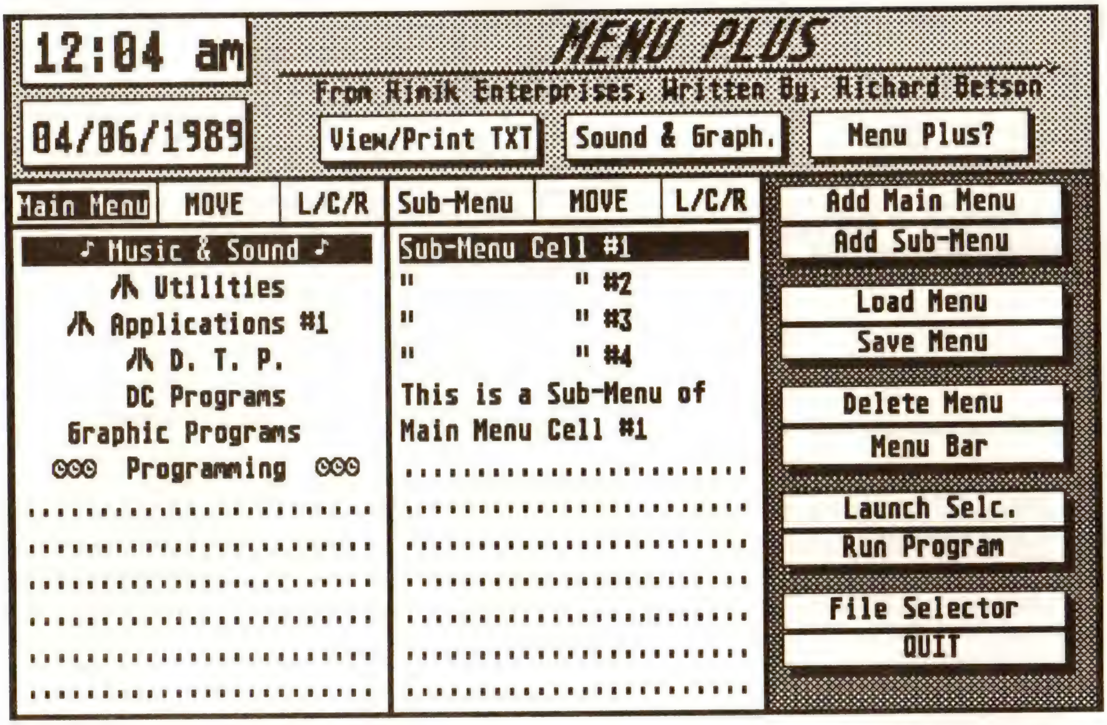

12:04 am
04/06/1989
MENU PLUS
From Rimik Enterprises, Written By, Richard Betson
View/Print TXT
Sound & Graph.
Menu Plus?
Main Menu
MOVE
L/C/R
Sub-Menu
MOVE
L/C/R
Add Main Menu
Add Sub-Menu
Load Menu
Save Menu
Delete Menu
Menu Bar
Launch Selc.
Run Program
File Selector
QUIT

♪ Music & Sound ♪
Utilities
Applications #1
D. T. P.
DC Programs
Graphic Programs
ꝏꝏ Programming ꝏꝏ

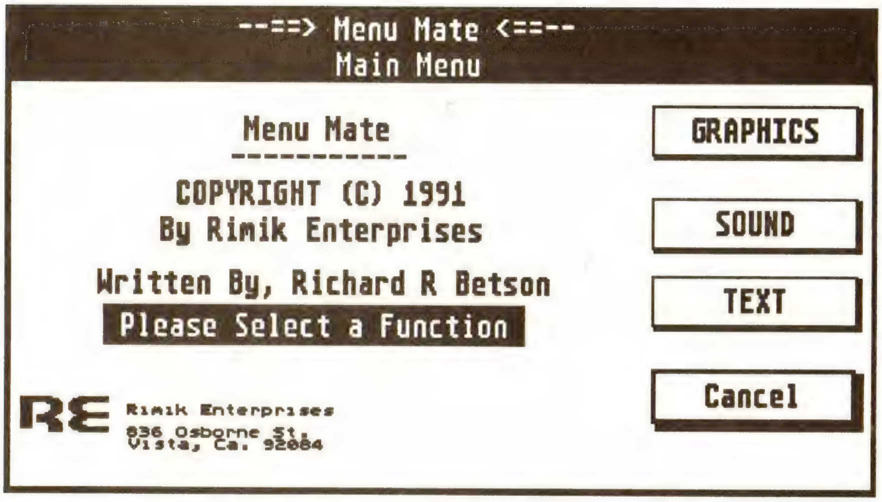
Sub-Menu Cell #1
"   " #2
"   " #3
"   " #4
This is a Sub-Menu of
Main Menu Cell #1

Menu Plus

H. Earl Hill
SAGE

Menu Plus is a "desktop enhancement" from Rimik Enterprises that allows running programs from floppy or hard disk drives via a menuing system, thus saving the time it would take to open windows and folders. It uses a "Menu Tree" type system that allows you to set up programs by category (Main Menu) and sub-categories (Sub-Menus). It gives access to over 160 programs plus file selector access.

Menu Plus uses only 32K of memory when running a program with no slow down of the program. From the 13 Main Menu selections, up to 13 Sub-Menu program selections can be entered. Programs can also be run directly from the file selector. The package can be used on systems with as little as 512K of memory.


--==> Menu Mate <==--
Main Menu

Menu Mate

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Written By, Richard R Betson

Please Select a Function

Rimik Enterprises
836 Osborne St.
Vista, Ca. 92084

A number of other features have been built into Menu Plus, hence the "Plus" in the name. You can view Degas, Neochrome and Spectrum 512 pictures. You can play and edit ST-Replay sound files. A special "AUTO PLAY" feature lets you play all the sound (.SND format) files in a specified directory. Text files may also be viewed and printed. The BLiTTER chip, system colors and the system time and date can be set. A password feature is also incorporated, along with a memory check.

The Menu Mate desk accessory is also included. This allows users to have the sound player/editor, text viewer/printer and picture viewer features available while running other programs.

Getting Started

The Menu Plus disk (unprotected) contains the folder Menu Plus (containing MENUSHEL.PRG, BASECODE.EXE, MENUMATE.ACC, MENUMATE.RSC, MENUPLUS.MNU, MEMORY.PRG) and the folder HARDDRIV with STARTGEM.INF.

The manual contains instructions on installing Menu Plus and Menu Mate on a floppy disk drive or a hard disk, plus information on the correct movement and allocation of the files. Instructions are also given for AUTO booting Menu Plus (with or without STARTGEM) on various versions of TOS.

To start Menu Plus, you can run MENUSHEL.PRG. When Menu Plus or Menu Mate are run, they ask for the allocation of memory -- 150K on a color system or 40K on a monochrome system. This query greets you before the Main Screen is displayed.

Working with Menu Plus

When you first run Menu Plus after the selection of the memory allocation, you see the Main Screen. The functions are mouse selectable only. For the purpose of this review, let's first consider the program running functions available from the Main Screen.

The Main Menu has two entry windows for filenames. The left window columns are for setting up the main program categories (such as Utilities, Applications, Graphics, etc.). There are 13 menu selections and each has 13 sub-menu selections attached to it. The mouse cursor is used to activate the desired entry window.

The sub-menu contains program names and program path information from which the programs are actually run (or launched). The blanks are filled-in, so to speak, by use of the button functions (for Entry or Editing) of "ADD TO" Main Menu or Sub-Menu. File entry, as well as selecting path information for a particular cell, is relatively straightforward. Filenames and paths are saved to disk.

On the Move

The MOVE function allows you to move a menu cell anywhere within a menu window. To move a menu cell, you click on "MOVE" and the mouse cursor turns into a hand. Then, you click and continue to hold down the mouse button over the menu cell you would like to move. While still holding down the mouse button, you move the menu cell over any one of the menu cells within the window. Once you have positioned the menu cell where you would like to place it, you stop pressing on the mouse button. Menu Plus automatically shuffles the menu cells to accommodate the change.

L/C/R

The L/C/R function lets you justify the contents of a menu cell either Left, Center or Right.

Load, Save and Delete

LOAD MENU loads a Menu Plus menu information file from disk. Each menu file can hold 169 different programs and their path information, system colors and your password. If you loan a menu file that was saved in monochrome, the default colors for your system will be displayed. The default menu information filename is "MENUPLUS.MNU".

SAVE MENU lets you save your present menu information to a file. This includes main menu names, sub-menu names and path information, system colors and your password and password status (active or inactive). DELETE MENU lets you delete either main menu or sub-menu cells. You can also delete whole sub-menu or main menu categories.

Launch or Run?

The LAUNCH SELECTION function allows you to launch (run) a program that's already included in a sub-menu. To use this function, you first select the main menu and the corresponding sub-menu cell. Next, you click on "Launch Selec." (or click the right mouse button) and the program will be run.

RUN PROGRAM allows you to run a program just by selecting it through the file selector. This is helpful for programs you do not want to add to a sub-menu and would just like to run once. To use this function, you simply click on "Run Program." A file selector appears and you choose the file you would like to run.

Clicking on the "File Selector" button at any time will bring up the file selector. This is most useful for owners of UIS III or other replacement file selectors. Clicking on "OK" or "CANCEL" exits this function.

The Menu Bar

A special function selection on the Main Menu screen is the Menu Bar. The Menu Bar allows access to other Menu Plus functions not available from the Main Screen area. It also allows access to accessories that are in memory. The Main Menu is shaded while you are using the Menu Bar.

The Atari symbol menu heading provides access to any accessories in memory as well as an exit to the Main Screen area.

The System menu allows you to set the following system functions:

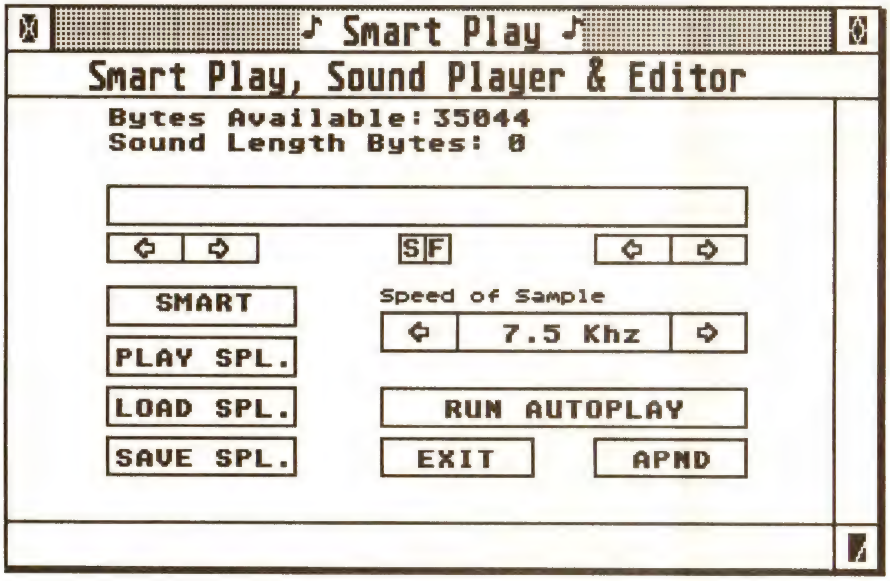
SET COLOR: This menu selections lets you set your computer's color palette. Once you select "Set Color," a dialog box appears. Using the slider boxes, you are able to select a color. The color controls range from 0 to 15 (on an STE or MegaSTE) or 0 to 7 (on an ST or Mega) for Red, Blue and Green. SET BLITTER: This function allows you to turn the BLiTTER chip on and off. If you do not have a BLiTTER chip in your computer, this function will not affect your computer's performance.

SET TIME AND DATE: This function sets the system time and date.

MEMORY: Clicking on EST. MEMORY shows an estimate of how much free memory is available to run a program. Clicking on FREE MEMORY shows the current memory available in your computer.

The Print/Show menu lets you access the various viewers/editors available within Menu Plus. From here, you can print or view text files; show Degas, NeoChrome or Spectrum 512 pictures; and edit and play ST-Replay sound files. (Note: Only Degas monochrome pictures can be viewed in monochrome mode.)

Under the Misc/Menu heading, you can access options to print out all of your menu information and set your password and password status. If you set a password and select "ACTIVE," the Menu Plus security system is armed. This function locks out anyone from using your system unless they have your password. (Make sure to write down your password in a safe place, just in case you forget it.)



Smart Play, Sound Player & Editor

Bytes Available: 35044
Sound Length Bytes: 0

Speed of Sample: 7.5 Khz

If you would like to deactivate the security system, select "INACTIVE" and click on "OK." Be sure to use the "SAVE MENU" function so that your password status is updated.

Using Smart Play

Many computer owners are now discovering digitized sound samples available on BBSes across the United States. You probably own one or two games that use some type of digitized sound. Some animation packages now have the ability to incorporate sound samples in their sequence of files. This makes for some great effects. The applications are limitless.

Smart Play has basically two different functions: editing and playing of sound sample files. With Smart Play, you can edit and save any sound file you load into memory.

There are two ways to play sound samples with Smart Play. The first is to simply load the sound sample, set the play speed and select play. The second way is to load a sound sample into memory and append the first byte in the sample to contain the play speed of the sample. By using the latter method, you can play sounds one after another using yet another feature called "AutoPlay."

In order to have sound samples load and play in the correct speed or "Khz," you must append the current sample in memory. You select the proper speed setting (you are really setting the proper frequency, but speed is easier to relate to). Then you select the "APND." function and then save the sample.

By "appending the sample," you are changing the first byte in the sample file. Later, when you choose the AutoPlay function, Smart Play looks at that first byte to set the speed at which the sample should be played. This does not affect the quality of the sample! Other sample players/editors can use appended samples from Smart Play with no ill affects.

AutoPlay works similarly to slide show programs for picture files. You simply pick the drive and path/folder name and choose if Smart Play should look for that appended byte for speed adjustment (Auto Speed). Once this is done, Smart Play will load any file with the extension".SND". This extension is commonly used for sound sample using the appended byte method.

Sound Editor

Using the sound editor in Smart Play is very simple. First, you load a sample into memory. Two small boxes with arrows facing in opposite directions allow you to edit your sample. The box above the arrows is used to gauge your sample. This box represents your entire sample no matter how large or small it may be. By clicking on the arrows, you can cut out sections from your sample and save them.

After you have begun editing, you can select "PLAY SPL>" to hear the edited sample. When you have finished editing your sample, you can save it by simply selecting "SAVE SPL".

The Manual

The documentation for Menu Plus is the standard fold-over page, 21 pages in all. It is divided into six main sections and is well printed. However, this is about the only positive thing that can be said about the manual. It is filled with glaring misspellings, as well as grammatical, punctuation and organizational errors.

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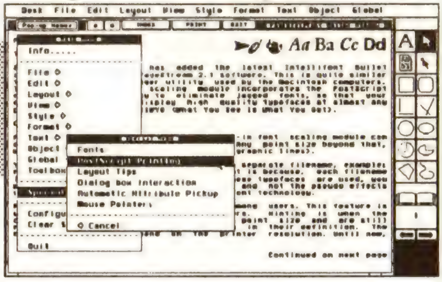

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Another problem with such a short manual is that it spends time touring the Main Screen (Chapter 3) and then devotes a separate chapter to menus and submenus. This leads to duplication and makes the overall concept difficult to follow.

The manual would probably have been better organized as Main Screen; Menu Bar; Plus Features -- the View/Prints, etc.; Sound Features; and the Accessory Version.

The Tips and Tricks chapter could also use a major expansion. The manual section on Getting Started should give a listing of the files on the disk and their purpose. The cover shows a screen dump of the Main Menu, but there are no other screen dumps within the manual itself.

Any revision of the manual would appear to need a major rewrite, adding screen dumps, expanding the text, going to a numerical section layout and proofing for spelling and grammatical errors and reorganizing.

Improvements

Where to start? Menu Plus, as it presently stands, needs a lot of modification and improvement. A lot of these (see the summary following) are those that similar menu programs (such as CodeHead's HotWire) already have.

Menu Plus could support keystroke alternates for the mouse selections, plus hotkeys for running programs. It could use a configuration file that senses resolution, so memory allocation prompting would not be necessary every time it is used.

It would be nice if the justification function (L/C/R) could be made selectable for all files listed in the menu windows, as well as just the highlighted file.

Conclusion

Overall I found Menu Plus awkward to use. It is in need of major improvements such as using keyboard hotkeys to give an alternative to intensive mouse use. The manual is in need of a complete rewrite.

In view of the near saturated market for alternative desktops, Menu Plus as a saleable product for Rimik has a tough road ahead. Besides the well entrenched and well-established commercial competition such as CodeHead's HotWire (the One Plus Ultra of menuing systems for running programs), there are other more versatile commercial programs which have built-in text Viewers. Besides these, there are the shareware and public domain programs to view/print text files, play sounds, etc.

It might have been better if Menu Plus had just concentrated on a full-featured application launching program. Menu Plus has the look and feel of an unoptimized program and, additionally, is seriously hurt by the deficiencies of the manual. It's also pricey at the $39.95 list as compared to the powerful, optimized competition such as HotWire.

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IN NEVADA

Knightmare

Kevin Slate

"Welcome to your Knightmare" as the oracle on the wall proclaims.

It's *Knightmare* by Mindscape and it's the latest in Dungeons and Dragons style role playing games. Based on a popular British television show, Knightmare is destined to become a cult classic.

In the game, you pick four heroes and begin your quest in search of four objects—a shield, a sword, a cup and, ultimately, a crown. When you first start the game, you find yourself (and your party) walled in with a single "coal" railway car to bring you to one of four wooded landscapes. The actual quests take place in these "prisons" and it's there your Knightmare truly begins.

Your first task is to determine how to bypass the tree creatures. These creatures guard the entrance ways to each of your four quests. Each quest takes place in a different world and poses a wide variety of perils. The search for the shield has its twists and turns but is not exceptionally difficult. But, by the the time you begin your second quest, for the sword, things start getting Knightmarish.

Just as in the popular *Dungeon Master* from FTL, you pick up objects to store or use while trying to maintain sufficient levels of "health," "stamina," and "magic." These levels are monitored by three bar graphs next to each hero.

Movement is achieved by clicking on arrow icons or by using the numeric keypad, which tends to be somewhat uncomfortable. Unfortunately, the keyboard's arrow (cursor) keys aren't used, perhaps in an attempt to avoid an exact FTL-lookalike. Nevertheless, the interface is easy to use and doesn't prove too difficult to master.

Items you find are stored in a "backpack" which you access by clicking the right mouse button while pointing at one of your heroes. You can also click on a "four party" icon to view all four backpacks' contents at once.

Throughout the game, there are weapons to collect, food to store and eat and objects to be used as you make your way.

The animated sprites are done quiet well and prove to each have their own character. The outdoor scenery is adequate, as are the "dungeons." If you're not satisfied with the game's colors, you can modify them to your liking.

One nice feature is the ability to save up to eight game positions. This is very helpful if more that one person plays the game. (Dungeon Master lacked this ability, wasting valuable disk space.)

Knightmare is destined to be a hit. If you are a Dungeon Master fan, you'll love Knightmare. It fits right in with FTL's adventures as well as its *Captive* counterpart.

Blackjack
Plus
3
A
J
A
J

Bill Rayl

It isn't every day that one comes across a "game" that has real, practical value. Even more unusual is to find a "game" that can make you money. Blackjack Plus 3 (BJP3) from Musicode is such a program.

To call Blackjack Plus 3 a game is a gross understatement of this software's purpose. It would be more accurate to call it a simulation. Blackjack Plus 3 realistically simulates a casino Blackjack table, just like you'd find in Las Vegas or Atlantic City.

The program *teaches* you how to play better at Blackjack, increasing your chances of winning.

As the manual's introduction states, "Learning the basic strategy and taking advantage of the most liberal casino house rules will all but eliminate the casino's edge. This kind of play alone will greatly reduce the losses usually encountered by beginning players."

At the same time, Blackjack Plus 3 is a whole lot of fun to play.

Strategies, Strategies

Blackjack Plus 3 comes with a built-in basic strategy and a "count betting" strategy. You can also set up your own custom strategies and test them to see how well you do against the dealer. The manual recommends a couple of very good books on playing Blackjack that contain useful counting strategies.

In the game, you can "sit down" to a table with up to six other "players." Each player can be run by you or by the computer. A special FEEDBACK mode warns you whenever you diverge from whatever strategy you've chosen. In BACKGROUND mode, the computer goes into overdrive, playing approximately 100 hands in 30 seconds! This mode is very useful for testing strategies over the long haul.

Blackjack Plus 3 can handle up to seven different playing strategies at one time. These strategies can be counting or non-counting. A "Strategy Table" is used to pretty much cover any possible occurrence. For instance, if you've got a hand that adds up to 10, and the dealer is showing a 9 (or any other card), the strategy table tells whether to hit, stand, double down, split or surrender.

Along with the normal Strategy Table, Blackjack Plus 3 has an "Alternate Strategy Table." Depending on how the game is progressing, BJP3 switches between these tables. The process can get pretty complicated, but BJP3's manual does a good job of explaining all the intricacies.

The strategy tables also have the ability to determine how much your next bet should be based on the last hand's result (whether you won or lost). The options are simply astounding.

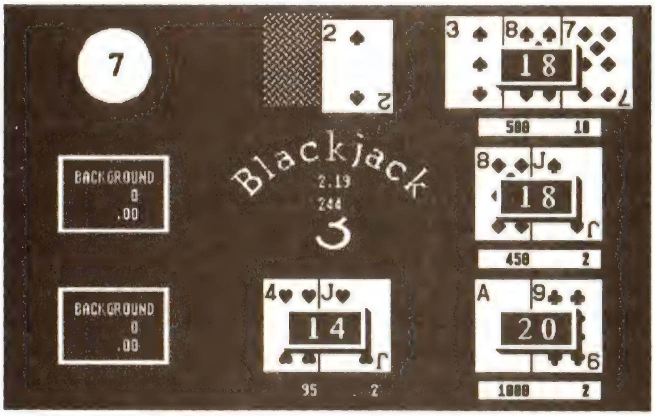
Playing Around

For all its features, the software is extremely easy to use. If you just want to play Blackjack (and perhaps hone your skills a little), you can skip setting up strategies altogether and get right to playing! The tutorial section at the beginning of the manual shows you how to get started right away.

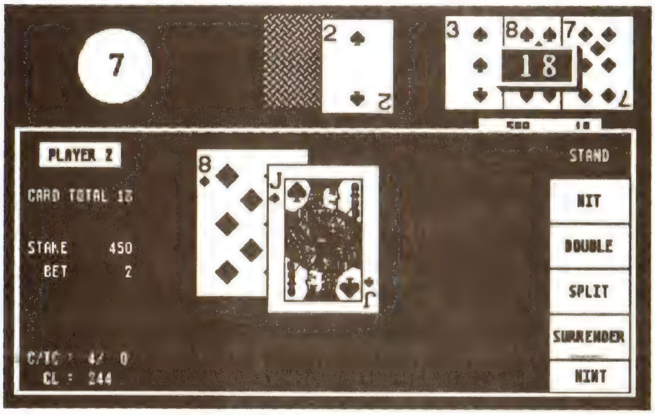
Another nice feature in BJP3 is that you can use mouse, joystick or keyboard to perform just about every gameplay function.

Play Options

Blackjack Plus 3 is not your typical, stripped down Blackjack game. At the Game Setup screen, you can set a num-



ber of options. These options (which includes setting the aforementioned player strategies) make BJP3 the most realistic game of Blackjack you'll probably ever play on a computer.


PLAYER 2

CARD TOTAL 18

STAKE 450
BET 2

C/TC : 4/ 0
CL : 244

Along with the more mundane settings of game speed and each player's "stakes," you can set various House Rules and "penetration." The penetration setting allows you to set the percentage of cards that will be dealt from each deck or shoe (multiple decks).

The House Rules settings include rules for when you can double down, whether you can double down after a split, whether surrender is allowed, etc.

All of these options can be saved to a setup file—set them once and forget them, or change them later to match your favorite casino!

BJP3 also has the ability to keep a log file of your gaming sessions. This log file captures info on all the hands played, as well as statistics on the number of winning, losing or tied hands; total hands played; total amounts wagered; net amount won or lost; percent amount won or lost and more. This log file option is extremely useful when playing in Background mode, as it gives you hardcopy evidence of your strategies' performances over time.

Conclusions

The BJP3 manual does a good job of explaining the multitude of options this software presents. A section on Counting Strategies and separate sections on setting up both counting and non-counting strategies are filled with a wealth of information.

The software is not copy protected (it does ask you to supply words from the manual), so it can be installed on a hard drive. It runs on any ST in medium or high resolution and works perfectly fine on the TT in those ST resolutions as well.

Whether you're planning a trip to Las Vegas to break the casino or just want to play a very good Blackjack game, Blackjack Plus 3 is just the ticket!

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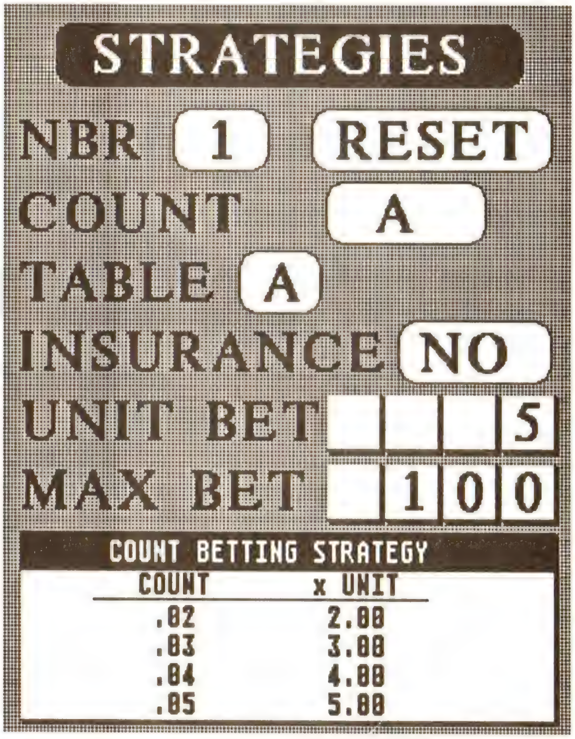
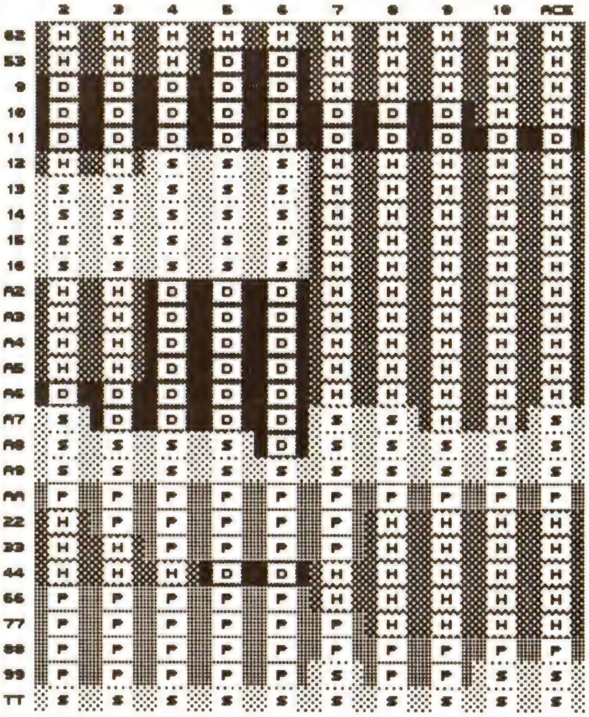

STRATEGIES

NBR 1
COUNT A
TABLE A
INSURANCE NO
UNIT BET 5
MAX BET 100

COUNT BETTING STRATEGY

COUNT	x UNIT
.02	2.00
.03	3.00
.04	4.00
.05	5.00



	2	3	4	5	6	7	8	9	10	ACE
62	H	H	H	H	H	H	H	H	H	H
53	H	H	H	D	D	H	H	H	H	H
9	D	D	D	D	D	H	H	H	H	H
10	D	D	D	D	D	D	D	D	H	H
11	D	D	D	D	D	D	D	D	D	D
12	H	H	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	H
16	S	S	S	S	S	H	H	H	H	H
A2	H	H	D	D	D	H	H	H	H	H
A3	H	H	D	D	D	H	H	H	H	H
A4	H	H	D	D	D	H	H	H	H	H
A5	H	H	D	D	D	H	H	H	H	H
A6	D	D	D	D	D	H	H	H	H	H
A7	S	D	D	D	D	S	S	H	H	S
A8	S	S	S	S	D	S	S	S	S	S
A9	S	S	S	S	S	S	S	S	S	S
AA	P	P	P	P	P	P	P	P	P	P
22	H	P	P	P	P	P	H	H	H	H
33	H	H	P	P	P	P	H	H	H	H
44	H	H	H	D	D	H	H	H	H	H
66	P	P	P	P	P	H	H	H	H	H
77	P	P	P	P	P	P	H	H	H	H
88	P	P	P	P	P	P	P	P	P	P
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TT	S	S	S	S	S	S	S	S	S	S

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Disk Management System for the 8-bit

Ellen Lentz (ACCT)

Disk Management System by Ron Fetzer and Stan Schenfeld of the Ol' Hackers Atari Users' Group is a Public Domain, two-disk disk library cataloging system for the XL/XE Classic Atari. It supports the Atari and Epson or compatible printers, although instructions for changes are given in the documentation so any dot-matrix printer can be used.

The package basically consists of two programs, the Quick Cataloger and the Full-Feature Cataloger, with supporting programs for Cleaning Up your disks, printing Disk Labels, Disk Envelope Labels and Title Labels for Commercial disks.

Documentation for the programs is excellent. It appears on the back side of each disk, and can be printed in either 40-column or 80-column format.

The Full-Feature program is written in Atari BASIC. It allows you to auto-catalog your disks. For each file, you can specify data such as description, type of file, source and whether it's BASIC or ML. Commercial disks may also be recorded. All records can be updated, and an Inquiry into all records may be made in three different modes.

The catalog can also be sorted by any of seven different fields. The user has a choice of disk drives and database names for cataloging and sorting. The software can handle up to 500 records and the data is saved automatically.

The Quick Cataloger and supporting programs are written in Turbo-BASIC XL (supplied with the programs) and uses a RAM-Disk to store the catalog, which is then copied to a regular disk at the end of a session. It can handle up to 810 files. A count is given of your files as you catalog each disk so you know when you're approaching the maximum.

If you think you have more files than these programs can handle, simply organize your disks into categories such as Public Domain, Commercial, Personal or Mixed, and catalog each category separately.

You must supply a disk name, 5 characters long, which will be recognized by either catalog program. This name is then written to the disk, so you must have at least one free sector on each disk and the disk must not be write-protected.

The disk name can be all numeric, or a combination, such as PD for Public Domain and a number 1-999 (i.e., PD001). Suggested names are PP (Personal Programs), CM (Commercial programs), MX (Mixed programs). You can use the individual option for Commercial programs and the disk name will not be written to the disk.

The Clean Up program allows you to remove unwanted files from your disk and assures that you have one free sector left for the disk name. It provides some DOS functions such as Erase, Lock, Unlock, Rename and Format.

Print Directory prints each file name with a description line that you may want to use in the Full-Feature Cataloger. The Text Reader function will load and display any file except Graphics files. You may then be able to identify the type of file you are working with.

The program is stored in the RAMdisk, so if you go to DOS to copy a file to another disk, you can go back to the program by typing (in BASIC) RUN D8:CLEANUP.

The Sticker program prints one 15/16x3.5 label with eight disk designations you can cut apart to put on your disks. Or, you can print a 4x6 index card which you then put in the envelope with your disk.

The Disk Label program prints an alphabetical listing of your files on 15/16x3.5 pressure-sensitive labels in condensed mode. It will print 27 files on each label, for a total of 54 files per disk. It will not print DOS.SYS, DUP.SYS or RAMDISK.COM. It asks for a Sort and will not print if the answer is NO.

The Disk Envelope Label program prints an alphabetical listing of your disk directory. You can glue or tape this onto your disk envelope or print it on a 4x6 index card. It will print up to 64 file names, ignoring DOS.SYS, DUP .SYS and RAMDISK.COM. If an error occurs during printing, type in CONT and the program will usually continue.

The Title Label program prints a three-line disk label for commercial disks or other disks that are based on one subject. It can also be used to print address labels. It prints in Caps, but can be set for lower-case by pressing the Caps key. It centers each line, and can print multiple labels.

The Quick Cataloger program uses the RAMdisk D8: to store the cataloged files. It reads the directory for all your files and prepares an Alphabetical or Numerical file, showing disk name, filename and number of sectors. It stores all your files in the master file DISKFILE, so if you are sub-dividing your files into PD, CM, etc., you must use a separate disk for each category.

If you are beginning a session, you would choose Option 2—Load File. For further additions to the file in another session, you must first go to DOS, copy DISKFILE to D8:DISKFILE, then choose Option 3—Add New Disks. To get back to the Quick Cataloger from DOS, choose Option L and load AUTORUN.SYS. There are very good prompts for this in the program itself.

To catalog the disks, remove any write-protect tabs from the disks and insert one after another into Drive 1, following the prompts, until all disks have been cataloged. You supply a 5-character disk name as described above. If there are no free sectors left on the disk, or no files on the disk, you will get the message 'REMOVE WRITE-PROTECT TAB' and you will not be able to catalog that disk in the normal way. You can add or erase Individual disks and the program will not write to the disk.

When you have finished cataloging, choose the Sort File option and give a Sort-file name. Once the sort is complete, you can either Display the file or Print it. The software gives the number of files you have cataloged, to be used in subsequent sessions when you want to add new disks.

Always end your session with Option 9—END. This will prompt you to go to DOS and copy your D8:DISKFILE to D1:DISKFILE. You may save the other files if you wish, but they are not necessary.

The prompts in these programs are excellent. You can specify the density of each disk and the printer you will be using. The label programs all allow you to adjust your labels first.

Since the Quick Cataloger program is easier to use, it would be nice if someone would write a small program to convert the DISKFILE from the Quick Cataloger program to the format of the Full-Feature program. Then you could use both programs with only one pass of your disks. The Full-Feature program has an Inquiry option which is lacking in the Quick-Cataloger, although you do have your sorted print-outs to which you can refer.

This system is highly recommended for those who wish to get their disk files organized. For further information or comments, you can contact Ron Fetzer at 22 Monaco Ave., Elmont, NY 11003. For copies of the system, please send a check for $6 (made out to Ron Fetzer, the club's treasurer) to: Ol' Hackers AUG, Inc. c/o Alex Pignato, 3376 Ocean Harbor, Oceanside, N.Y. 11572.

Topics are still needed for articles, so if you have a program you would like to learn how to use, or one you would like reviewed in AIM, send a copy of the program and all documentation to:

Ellen Lentz, 512 Pauly, Perrysburg, OH 43551, (419) 874-7196.

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A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

HARDWARE HACKING

Paul Alhart (AFED)

When I was young, I loved to take things apart. I wanted to see how things worked or, in some cases, see why they didn't work.

My grandfather kept me well supplied with old machines and gadgets to tinker with. I always assumed he did this because he shared my "What makes it work?" interest. Most likely he was really trying to keep me too busy to think about dissecting Grandma's new TV.

Beginning Hacking

In any case, I eventually learned to put most of the things back together and even got some of them to work again. I also learned that with a little modifying or "hacking," some things could actually be coaxed into working better, or more to my liking, than before. At last, true justification for taking good, new, functional things apart! Like Peter Pan, I would never have to grow up.

A Better Mouse Trap

I never did outgrow my hacking urges. My brand new Atari 1200XL wasn't in the house more that 15 minutes before I had it apart and spread all over the living room floor. I wasn't yet sure how it worked, but I was sure I could make it work better.

Over the years since then, my entire system has been apart and modified many times. Nothing has been spared, from the printer to the drives. And yes, it does work better now, or at least more to my liking, than ever before.

My latest hack I call an Atari 2000XL+—an 800XL inside a 1200XL. Why? I have always liked the 1200XL keyboard the best.

No other model, or other brand for that matter, has a keyboard I like better. I had also been using a 256K 800XL to test out the Ultra Speed Plus OS from Computer Software Systems.

"Home Brewed" Computer

When it finally dawned on me that I could not part with Ultra Speed or my 1200XL keyboard, there was only one thing I could do. A little investigation showed this would not be just a simple plug in modification. The 1200XL keyboard has built in decoder chips while the 800XL has its keyboard decoder chips on the motherboard.

Room was another consideration as the 1200XL and 800XL motherboard layouts are completely different. Besides hacking, a lot of hack sawing on the case and RF shield was required to get everything to fit.

The end result, however, is a computer that looks like a stock 1200XL except for a cartridge slot added to its top face. I was surprised to find that the 1200XL function keys are supported by the 800XL OS and still work as before. I am using the 2000XL+ to write this article and it sure feels good to have my favorite old keyboard to type on again.

New Projects

What's next? How about warp-speed for my Rana disk drives? Or expanding the RAM in my printer buffer? Whatever it is, I'll let you know, but first I need to take time and tell you what the Ultra Speed Plus OS is and why I couldn't live without it. Look for a review of US+ in A-T-A-R-I in the near future.

Till then, enjoy, and keep those cards and letters coming my way to let me know what you want to hear about.

Paul V. Alhart
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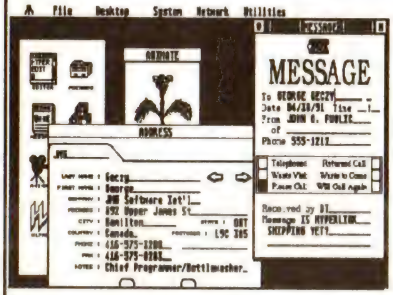
File
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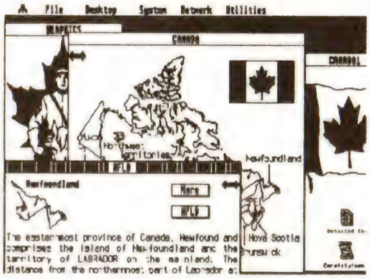
As a simple example of a Relational Data-Base, HyperLINK can be set up to "link" any given field in a database with a field in another database. In the Message HAP for instance, there is a link to the Address HAP and HyperLINK performs a search for a matching record.

Example # 1 : The Canada HAP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Spectre GCR Modifications

George Richardson

[Ed: George Richardson and Gadgets by Small have given us permission to run this article in the hope that it helps GCR owners experiencing the problems outlined in this article. There are other articles and text files appearing that claim to fix these problems. Please, DISREGARD those other articles as they may contain information/procedures that could cause you problems!

As with any hardware modification, Atari Interface and/or its staff cannot be held liable for any damage incurred from your performing this modification. If you are unsure of your ability to perform these modifications, DON'T DO THEM YOURSELF!]

The Spectre GCR has a number of problems when used with an Atari TT. This is caused by the fact that the 68030 processor has begun to change the state of the address lines by the time the cartridge select line goes false, something that does not normally occur in the regular ST computers. These problems can include the following:

Getting the "defective ROM" message at boot time
Difficulty formatting GCR (Mac) floppies
Difficulty writing to GCR (Mac) floppies
Difficulty reading GCR (Mac) floppies

The floppy problems can be detected by using the GCR test program included with Spectre.

These problems may, in some lesser degree, occur on machines with 68030, 68020 or 68000 accelerators. They might also occur on machines that have heavy loading on the address bus, like a Mega ST with Blitter, Moniterm card and GCR, or a GCR and six EPROM TOS set.

There are *three* separate fixes that can be done to the GCR. They should *all* be done to get best performance with the TT.

I should note that these are only GCR hardware fixes; there are some problems with the TT and Spectre 3.0 that will be corrected by future Spectre software releases. An example of this is the problem using floppy disks with the 68030 caches turned on. The current solution for this is to get one of the Macintosh desk accessories that allow you to turn off the caches so you can use floppies when required.

There are also some hardware problems with some TTs that are *not* caused by Spectre's software or the GCR's hardware. You should run the floppy drive test on the GCR tester to determine if your drive and system is up to snuff. If it doesn't pass, no amount of fixes to the GCR or Spectre software will help you.

Also, there is a small fuse in the power supply line to the cartridge port on the TT. If this fuse is blown, the GCR cartridge will not function. Check with a voltmeter to be sure the GCR is getting power. Pins 7 and 14 of U4 are a good place to check with a voltmeter. Pin 7 is the negative side and pin 14 is the positive side. There should be about 5 volts DC between these pins.

The Fixes

There are three parts required for the GCR fix—no substitutes please! Any substitution of parts can produce side effects, like the complete inability to use the GCR.

The three required parts are:

One 74LS04 chip (NOT an S04, ALS04, HC04, AS04 or 7404)
One 100pf capacitor (35 Volt, monolithic ceramic, one of the little blue or yellow blobs. Do not use a disk cap!)
One 1K Ohm, 1/4 watt 5% tolerance resistor

OK, the first step is to trim all but pins 7 and 14 on the 74LS04 short. Note that I said *short,* not off. If you cut off all of the thin part of the lead so that none of it protrudes below the base of the chip itself, that will do fine. This is only so that none of the pins touch any of the pins on the chip we're going to solder it on to. Pins 7 and 14 are the power pins, and we'll use those both to get power from another chip, and to hold the 74LS04 onto the GCR.

Now, locate U4 on your GCR. If you hold the GCR so that the gold connector is facing you and the disk connectors are on your right, U4 is the third chip in from the left on the top edge of the GCR. (We'll also use this orientation to locate the rest of the chips we'll be dealing with.)

Position the 74LS04 on top of U4 so that their pins line up, 1 to 1, 2 to 2, et cetera. This means the notch or mark on the ends of both chips must be facing the same way. Solder the 74LS04 chip's pins 7 and 14 to pins 7 and 14 of the U4 chip, so that the 74LS04 chip is riding piggyback on U4. These are the only connections to be made to U4. all other connections will be made from the piggyback 74LS04 to other chips.

Find U3, just to the right of U4. Cut the trace connected to pin 9 of U3. It's located on top of the board. Then, connect a wire from pin 8 of the 74LS04 chip to pin 9 of U3.

Find U2, just to the right of U3. Connect a wire from pin 9 of the 74LS04 to pin 9 of U2.

Find U6, on the lower left side of the board. Cut the trace connected to pin 12 of U6. This trace is also on the top side of the board. Then, connect a wire from pin 10 of the 74LS04 to pin 12 of U6.

Connect a wire from pin 11 of the 74LS04 to pin 11 of U2.

Now the tough stuff. Solder the 100pf capacitor between pins 2 and 3 of the 74LS04. This can be done in such a way as to allow the capacitor to lie flat against the top of the chip. Then solder the 1K resistor between pins 3 and 7 of the 74LS04. Make sure that these parts don't touch any other pins on the chip.

Connect a wire from pin 1 of the 74LS04 to pin 10 of U2.

Then, find U10, which is just to the right of U6. Cut the trace that connects to pin 10 of U10, leaving the trace between pins 9 and 10 intact. All of these traces are on the underside of the board. Finally, connect a wire from pin 4 of the 74LS04 to pin 10 of U10.

Run the GCR test. Boot into Mac mode. If you did everything correctly, you should now be running fine.

On the off chance that you're not, but everything seems to be wired correctly, short out the leads of the capacitor and try it again. If things work better, try substituting a 120pf or 150pf cap for the 100pf.

If you would like to do this modification but don't have the experience or know anyone who does, Merlin Group can do the modification for you for $25.

[George Richardson of Merlin Group, Inc. is the designer of Gadget's by Small's MegaTalk board and SST 68030 upgrade board. He can be reached at (201) 998-4441 or via Email on CompuServe at 75275,1363 or via GEnie to G.RICHARDSO1.]

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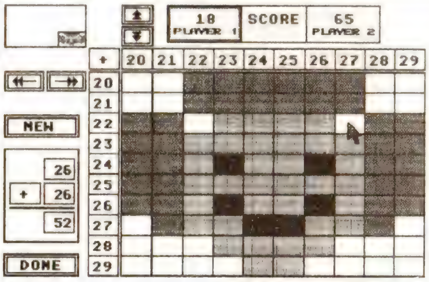

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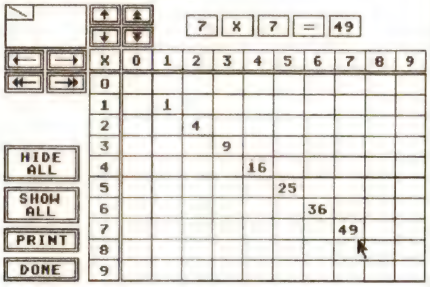

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Delphi—A Great Place to Be

Gordon Meyer

Most of us are familiar with those friendly, yet diverse, collections of Atari users we call user groups. Folks with interests ranging from desktop publishing to games to MIDI-based music all come together in one place, bound by their mutual attachment to the Atari computer. A user group meeting is somewhere novices can find help with unfamiliarities and 'old-timers' can catch up on what's new in the Atari community.

And, fortunately, for those of us who have been bitten by the telecomputing bug, there is an on-line service that is very much like a user group. Beginning as an on-line encyclopedia in 1982, Delphi has grown into a solid resource for a wide variety of computing and non-computing interests. From photography to environmental concerns, Delphi offers a place for modem users to come for information.

The ST Advantage is the home for Atari users on Delphi. (The ST Advantage also includes special topics and databases for Atari 8-bit users.) Managed by Clay Walnum, former editor of ST-Log magazine, the ST Advantage has grown to be one of the busiest areas on Delphi.

A continual supply of new program files streams into the Databases. Both public domain and shareware releases are available, as well as several on-line magazines. All new files are placed in a special Recent Arrivals database for about a month, before being merged into one of the 14 regular databases. This makes it easy to see what's new since the last time you were on-line.

The ST Advantage area sees its fair share of message posting, on subjects from using a multi-sync monitor to tips on the latest games. The friendly atmosphere is much like your local user group. Frequently, long time users answer questions from those who have just gotten their STs. Sometimes it's a question about how to use Delphi more efficiently. And occasionally, it doesn't have anything to do with Atari computers or Delphi at all.

Another feature that makes the ST Advantage more like a user group is the weekly Conference (CO). Held every Tuesday evening at 10PM Eastern time, members gather in the Conference area and share the immediacy of a real-time get-together with their fellow Atari users. Several developers make regular visits to the weekly COs, and their participation always makes for an interesting evening.

As perfect as all this might seem, it is important to note that Delphi is a pay service. You are charged for your time on-line. However, Delphi has the lowest rates in the business, as little as one dollar an hour.

There are two plans. Basic access service costs $5.95 per month, and includes one hour of on-line time. Additional hours are just $6.00, for access at any modem speed. And there is no sign-up fee for basic access.

If you find you spend more than 3 hours a month on-line, you might consider Delphi's 20/20 Advantage Plan. For $20 a month, you receive 20 hours of on-line time, with additional hours billed at just $1.20! Now that's power without the price!

There is a sign-up fee of $19.95 for the 20/20 Advantage Plan, but you'll save that much in access charges your first month. Advantage Plan hours run from 7 PM until 6 AM on weekdays, and all weekend, so there is plenty of opportunity to use up those 20 hours, and more.

The 20/20 Advantage Plan hours can be used anywhere on Delphi, so you can feel free to explore all the system has to offer. Delphi has SIGs devoted to almost every computer type, as well as several machine-independent computer SIGs, like graphics and desktop publishing.

But Delphi doesn't limit itself to computing. The Photography Forum is there for photographers, both amateur and professional. The Environment SIG offers a 'green' place for interested Delphi members. The Science Fiction & Fantasy SIG has regular Conferences, where well-known SF&F authors stop by to visit with their readers.

The GameSIG is hosted by Scorpia, a well-known writer for a variety of gaming publications. It's a great place to get hints on computer games, as well as non-computer games. The World of Videogames offers the latest news and tips for video-game enthusiasts and is sponsored by the staff of VideoGames & Computer Entertainment magazine.

There's even a special area hosted by the comedians Penn & Teller, where almost anything can happen!

Delphi also offers all the usual on-line services. There are on-line encyclopedias, travel services, financial information services, on-line news and sports and several specialized databases. You can send ASCII fax messages via Delphi for a modest fee. And there is an extensive on-line shopping service.

On the 20/20 Advantage Plan, you pay just $1 an hour for access to almost everything on Delphi. There are a few special surcharged areas, but even with the surcharges added on, the access rates are still very reasonable. And you are always notified before you enter such an area, so you don't have to worry about accidentally racking up extra charges.

Delphi's atmosphere is laid-back and relaxed. If you post a question about a problem, it will most likely be answered within a day or two, by someone with expertise to share. Even Atari celebrities are readily approachable and happy to answer questions, hear comments or, sometimes, just chat.

Delphi isn't some formal, stuffed-shirt on-line service. It's more of a T-shirt and jeans place, where you can sit back and be yourself. See you on-line!

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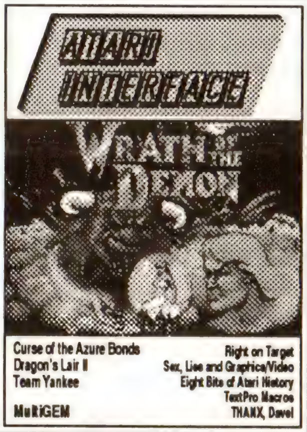

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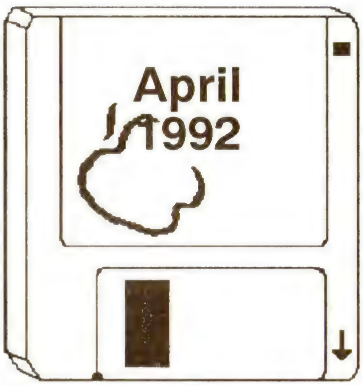


AIM Mac/Spectre Disk of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

We have a number of HyperCard stacks this month. These files, in most cases, require HyperCard version 2.0 or higher.

Here is a short description of the files contained on the April '92 Mac/Spectre Disk of the Month:

Auto Maintenance—A HyperCard 2.0 stack that allows you to track your automotive expenses.

Bar Codes—Ever wonder what those Bar Codes you see on packages really mean? This HyperCard 2.0 stack will tell you.

Hyper PhotoFile—If you're a photographer (or someone who has lots of pictures) this HyperCard stack helps you keep track of everything. This stack runs under HyperCard 1.2.2 or higher.

Now, on to the non-HyperCard stuff!

AppSizer—A utility to help you adjust the memory usage of programs running under Multifinder. Great for solving some conflicts.

Measure 1.7—An application to convert different units of measurement. Handles Linear, Area, Volume, Weight and Temperature conversions. Supports such things as converting Acres to Hectares, Gallons to Liters or British Gallons (and vice versa) and Fahrenheit/Celsius/Kelvin temperatures.

ZoomBar—An init that allows you to shrink application windows to a small bar. Very useful when running under MultiFinder or when your desktop is getting a bit too cluttered! Can automatically shrink and expand windows with a single click.

Open-Wide 2.6—This init modifies your system's file dialogs to allow wider filenames. Now you can see or type in full 31 character file names without scrolling a tiny little section in a dialog!

Simpsons Init—This one's just for fun. This archive contains an init that displays the whole Simpson family, in icon form, when you startup your "Mac." Has built-in digitized sound, too.

Mombasa 1.1—A Gunshy/Shanghi (Mah Jongg) type game. Very well done. Much better than Gunshy 1.2.1.

Toxic Ravine 1.1—Orlando Pool's Toxic Ravine Cleanup and Rescue is another game from the author of Mombasa 1.1. Nicely done with pretty good graphics. Can you save the world from the destructive genetic waste in the Toxic Ravines?

Eliza—A Macintosh version of an old favorite. Tell your troubles to your Mac...er...Atari. This version supports digitized speech (using MacinTalk) and can be used as a small, no frills word processor.

MacinTalk—An Apple system extension that allows digitized speech. Simply place it in your system folder and reboot.

MineSweep 2.01—A game where the object is to clear a mine field as quickly as possible. The game includes its own help file.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard ready. Please specify the April '92 Mac/Spectre Disk and which format when ordering.

AIM ST/Mega/TT Disk of the Month

All files on this disk are self-extracting archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.
Here's a short description of the files on the April '92 disk. For more complete docs, see the text files contained in most of these archives.

ARKCON17.APP—Arkade Controller 1.7 controls sending FoReM BBS files to games, command lines, data file creation, doc file viewing, game file viewing, utility programs for games and more. All set up with a simple setup script. Designed for Express ST BBS 1.72 or higher. Shareware.

EDHAK23D APP—EdHak 2.30 demo. Fully functional as an editor for QuickCIS, but limited to a 4K edit buffer. When used by itself, it will not save to a file or disk sectors. Adds roughly 20 new features since version 2.25, including ability to function as a capture buffer for STalker (distributed by Gribnif), buffer conversion to/from hex, support for Atari clipboard for block saves/merges, expanded help screens, auto-indent and much more.

EMPIRE20.APP—Galactic Empire online game for Michtron's BBS 3.0. Another great MCL game written by Jeff Wells.

FZT_D211.APP—FreeZe Dried Software Terminal 2.11. This version is faster, adds background dialing and more. FzDSTerm is the only currently available terminal package for the ST/TT line that properly handles ANSI. TT Compatible in ST and TT Resolutions. Shareware. [Ed: See the review in this month's issue!]

MTALK105.APP—MicroTalk 1.05 is an on-line reader/reply program for Qmail for the PC and Turbo BBS or MaxiDoor for FoReM. Message bases chosen are scanned, compressed and downloaded. Later, you can read and reply off-line! Fully GEM based with multiple windows for switching message bases, user defined macros, text block commands, text export, clipboard support, full mouse or keyboard operation and much more. Freeware.

SEEKER.APP—Gold Seeker, a Lode Runner-type game with moveable trap doors, exploding bombs, diagonal slides, moving sidewalks, controllable force fields and an elevator. Allows you to create your own screens. Comes with 32 screens! Color only.

SNOFITE.APP—A great Shareware game from Larry and Kevin Scott. Even in the summertime, you can now enjoy a good snowball fight! Throw snowballs or slushballs and build snowmen in this fun two-player game. Color only. Works great on the TT in ST low resolution.

TTTIMERS APP—Two programs for fixing/finding problems with system clock speeds. CHECKRTC compares elapsed time according to the Real Time Clock with the elapsed time as measured by the 200Hz system tick counter. It reports any differences in terms of seconds/day lost or gained. TTTIME is a CPX module from Software Development Systems that allows you to set your system clock to run slower or faster. Requires XCONTROL.ACC. TTTIME can be used on any ST/TT machine, while CHECKRTC works only on the TT.

VENDOR.APP—VENDOR.ACC is a mini-database that comes with a datafile containing name, address, phone and CompuServe user ID info for software and hardware vendors that service the Atari community. Future updates to the VENDOR.DAT file will be available on CompuServe.

The following files were submitted by TLC Software's Tom Hayslett. Tom has been a major Shareware author and ST supporter for many years. Some of his programs have appeared on past ST disks. Here are the latest versions of just a handful of his many fine programs.

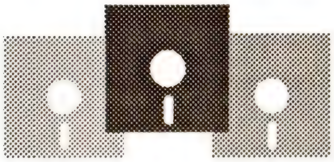
TLC_FIXR.APP—The File Fixer allows easy searching and replacing of ASCII text strings within programs. It will load and search/replace up to 20 files. Great for shareware authors that personalize their programs. ACC or PRG. Shareware.

TLC_FORM.APP—The Formatter is a disk formatter that formats backwards, can do a 'hard verify' and formats using the "dead sector" scheme to make disks read/write faster than twister format. It will detect drive B: and allow auto formatting of two disks. ACC or PRG. Shareware.

TLC_NAMR.APP—The File Namer allows you to use any of the STs extended character set in your filenames (i.e., copyright or Fuji symbols). ACC or PRG. Shareware.

TLC_PLAY.APP—The Sound Machine loads and plays digitized sound files from SoundOff!, ST Replay, MasterSound, DigiSound, and more! You can reverse, stretch, squeeze, amplify, or soften sounds as well as change speeds. Allows endless looping and saving modified sounds in several formats. Shareware.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825 and have your Visa or MasterCard ready. Please specify the April '92 ST/Mega disk when ordering.



8-bit (Classic) Disk of the Month

April, 1992

Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the April '92 8-bit disk:

LOAN.ARC—A BASIC program for calculating various loan options. Documentation gives concrete examples of the types of questions and calculations this software can handle. Submitted by Kevin Packard and WNYAUG.

INVEST.ARC—This BASIC program, a companion of sorts to LOAN.ARC, does a good job of answering practical questions about investments. Documentation also gives concrete examples. Submitted by Kevin Packard and WNYAUG.

PSINDXER.ARC—A program to produce a list of the names of Print Shop Icons in ASCII format so that they can be printed out. Docs are included.

SUPRINDX.ARC—SuperIndex and IndexPrint, two programs for cataloging your diskette library. If you need to get your disk library in order, these BASIC programs are just what you're looking for. Submitted by Michael Bennett.

VIEW83.ARC—VIEW8.APP is a Graphics 8 picture viewer for the Diamond GOS Cartridge 3.0. Uses the Diamond cartridge's file selector routine and looks for files with the extension of .GR8. Requires Diamond GOS version 3.0. Written by Kevin Packard (WNYAUG).

UTILS1.DCM—Side 1 of a collection of disk utilities written by Les Wagar. Programs include

DISK—a file loader with DOS functions;

DISKUTIL—a disk editor with file restore, sector copying and other nifty features;

DISKNAME—a program for adding titles to or personalizing of disk directories;

FREEZAP—a utility to set disks to reports 000 free sectors; and

VTOCKEY—a VTOC tester and rebuilder for damaged disks. Simply decompress and boot Side 1 to access the programs or boot Side 2 (see UTILS2.DCM) to print the documentation.

SIDE 2

RECORD.ARC—A Diamond GOS accessory that adds background music to most .APP programs. This accessory allows you to turn on and off the motor of a Program Recorder. The audio track of the cassette can then be heard through the monitor. Requires Diamond GOS and an Atari Program Recorder. Written by Kevin Packard (WNYAUG).

SSS.ARC—The Atari Sampled Sound System contains programs to convert, play and edit the many sampled sound files available for computers. One program requires Turbo Basic. Shareware from IPC Software.

UTILS2.DCM—Side 2 of the Utilities Disk from Les Wagar. This side contains complete documentation for all the programs, along with a documentation printer program. Uncompress to Side 2 of your newly-created Util. disk and boot from this side to autorun the documentation program.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 +$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825 and have your Visa or MasterCard handy. Please specify the April '92 8-bit Disk when ordering.

ALABAMA

Birmingham ACE
5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Mon. Time: 7PM
Dues: $15/Regular, $25/Advanced
CPU: Atari 8-bit and ST/Mega/TT
BBS: Matrix BBS, Co. #7, (205) 323-2016
Matrix BBS, (205) 251-2344
Misc: Advanced includes AIM 8bit or ST monthly disk

ARIZONA

Phoenix Area ST
PO Box 56413
Phoenix, AZ 85079
Mike Aubrey (602) 870-8360
Meet: Room #101, Devry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Sat. Time: 10-12PM
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225

South East Valley Atari Connection
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Sat. Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduced ST/8-bit library prices, club BBS access.

CALIFORNIA

ACC Encompassing Suburban Sacramento
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS BBS, (916) 428-8662

Atari Federation
PO Box 5367
Vandenberg AFB, CA 93437
Phil Rominger (805) 736-7147
Meet: Vandenberg Federal Credit Union, Vandenberg Village branch, Lompoc, CA 93436.
Day: 1st Mon. Time: 7PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/Mega/TT

Bay Area AUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara, CA.
Day: 1st Mon.
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

Bakersfield ACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

Diablo ACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

Fresno Regional Atari Computer User Support
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338 3/12/2400
Misc: Membership includes club disk of the month/newsletter and AtariUser

MIDI Atari User Group
1848 N. Gramercy #302
Los Angeles, CA 90028

Real Atari Maniacs
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: $25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

San Diego ACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157 3/12/2400
Misc: SDACE newsletter, increased BBS access

San Leandro Computer Club
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

Sacramento ST User Group
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: $24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk.

Salinas Valley ACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: $12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

The Educators' Atari Club
PO Box 1024
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

Yolo Atari Club
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5496
Meet: Call or write for meeting time/place
Dues: $8/yr
Misc: PD library access, Yackity-YAC newsletter.

COLORADO

Atari Clubs of Denver
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956 3/12/2400
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

Pikes Peek and Poke ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser BBS (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

CONNECTICUT

Central Connecticut Computer Club
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit and ST/Mega/TT

ST Atari Road Runners
15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: $20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

DELAWARE

Central Delaware ACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

FLORIDA

Atari Boosters League East
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sun. Time: 1:30-4:30PM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
Misc: Access to the ABLE Program Library (ABLE PLUS) and ABLE AID newsletter.

Pinellas ACE
2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

STARFACE
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st & 3rd Tue.
Dues: $15/yr
CPU: ST/Mega/TT, Mac and Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access, quarterly newsletter.

Tampa Bay Atari Addicts
5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly software & peripherals classes

GEORGIA

Middle GA AUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Warner Robins Public Library
Day: 2nd Sun. Time: 1PM
Dues: $30/yr and $4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club library use is free to all paid members. Participates in annual show at local mall.

ST Atlanta Roundtable
3069 N. Brook Rd.
Chamblee, GA 30341
Rick Ostapower (404) 487-4845
Day: 3rd Mon.
Dues: $30/yr
CPU: ST/Mega/TT

ILLINOIS

Champaign-Urbana ST User Group
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: $16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access, December MIDI concert/demo.

Eastside AUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room, Alton, IL.
Day: 1st Mon. Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618) 344-8466
Misc: EAUG-Log club newsletter Member of Midwest Atari Regional Coucil consortium

Galesburg AUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block sourth of downtown.
Day: 2nd Mon. Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

Lake County ACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244 O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus (708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90), ChicagoFest (Nov. '90) and the recent ChicagoFest by Atari (Nov. '91).

Rockford ACC
5430 N. 2nd St.
Loves Park, IL 61111
Cal Schafer (815) 633-1259
Meet: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
CPU: Atari 8-bit and ST/Mega/TT
BBS: (815) 226-2388

Suburban Chicago ATarians
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

ST Atari Resource
329 Sumter Drive
Belleville, IL 62221
Dennis Guthrie (618) 235-7871
Meet: Illinois Power Bldg., 1050 West Blvd., Belleville, IL
Day: Last Mon. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

INDIANA

Atari Computer Owners Resource Network
3627 Iowa Court
Fort Wayne, IN 46815
Meet: Shawnee Branch of the Allen County Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396 3/12/24/9600
Misc: Three Rivers Festival, PentaCon, ICE Kid's Conference Participant.

Calumet Region Atari Group
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT
Misc: ST disks $2.50 each for members, $4 non-members

KANSAS

Fort Leavenworth Atari Group
4016A 10th Ave.
Leavenworth, KS 66048
Jim Muri (913) 651-0600
CPU: Atari 8-bit and ST/Mega/TT

KENTUCKY

Atari Exchange of Louisville
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Subscribe to AELien Transmissions newsletter (6 issues) for $1.74/yr.

Bluegrass Region ACE
151 Todds Rd. #240
Lexington, KY 40509
Hal Nason (606) 269-8989
Meet: Conference Room B, Lexington Free Public Library, Downtown Branch Conference Room B
Day: 3rd Tue. Time: 7-9PM
Dues: $15/individual, $20/family, $10/associate
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate membership includes AIM but not library access.

LOUISIANA

Calcasieu Atari ST Enthusiasts
314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E. Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: $15/yr
CPU: ST/Mega/TT
BBS: General Store (14.4K baud) (318) 855-6939

MASSACHUSETTS

Western Mass AUG
285 Gates St.
Palmer, MA 01069
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch, Front St., Chicopee, MA
Day: 1st Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 283-4967

MICHIGAN

Cascade ACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

Genesee Atari Group
PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, Nine Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and 1989 WOA Detroit show

Great Lakes Atari ST Support
PO Box 99737
Troy, MI 48099

Grand Rapids Atari Systems Supporters
624 Dickinson SE
Grand Rapids, MI 49507
Meet: Wyoming Public Library, 3350 Michael S.W., Grand Rapids, MI.
Day: 1st Wed. Time: 7PM
Dues: $22/yr
CPU: Atari 8-bit

Michigan ACE
PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

Saginaw/Tri-Cities Atari User Group
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center and Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal, PD disks are $3 or 2 for $5. Participates in Community Fair at Fashion Square Mall each January

Washtenaw AUG
14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Michigan Student Union on State at S. University in Ann Arbor.
Day: 2nd Tue. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT, Macintosh and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem available for loan.

MINNESOTA

Ports ACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location.
Day: 3rd Sun. Time: 6:30PM
Dues: $30/yr or $9/quarter
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free copying of ST/8-bit PD libraries.

MISSOURI

ACE of St. Louis
12100 Spanish Blvd
St. Louis, MO 63138
Nick Barr (314) 741-1505
Meet: Thornhill Branch Library, Maryland Heights, MO.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter

Midwest STar
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

MONTANA

Rattlesnake ACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM
Dues: $16/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: Membership includes free PD disk.

NORTH CAROLINA

Raleigh ACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Announced on Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

NORTH DAKOTA

Minot Atari Computer Users Group
129-2 Sirocco Dr.
Minot AFB, ND 58704

NEBRASKA

Omaha ACEs
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

NEW JERSEY

Jersey Atari Computer Society
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser available at meetings Send SASE (business size) for copy of current ST or 8-bit disk catalog.

NEW MEXICO

Albuquerque ACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Company of New Mexico. 4625 Edith Blvd, Albuquerque.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
Dues: $20/yr payable in January
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of June and December.

NEW YORK

Atari Computer Owners of Rochester NY
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078 3/12/2400
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

Buffalo Region Atari Group for STs
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

Capital District ACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar in the Westgate Plaza, Albany, NY.
Day: ST: Last Wed., XL/XE: Qtrly. Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks $2, free XL/XE library access.

Long Island AUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
CPU: Atari 8-bit and ST/Mega/TT
BBS: STar Scan (516) 399-4252

Ol' Hackers AUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US user group consortium.

Western NY AUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

OHIO

ACC of Toledo
4487 289th
Toledo, OH 42611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.

Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru BBS, (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

ACE of Columbus
1287 Dennison Ave.
Columbus, OH 43201
Anthony Ramos

Cuyahoga Valley ACC
PO Box 9173
Akron, OH 44305
Don Crano (216) 376-7618
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club newsletter The Password

Mid-Ohio AUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield, OH.
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197 3/12/2400
Misc: Members can access AIM ST and 8-bit disk files on the BBS. AtariUser available free to members at A&B. Back issues of AtariUser available for $1 each.

ST Atari North Coast Enthusiasts
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/Mega/TT

OKLAHOMA

Tinker ACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

OREGON

Atari Computer Users NETwork
2662 E. Nob Hill Dr. SE
Salem, OR 97302
Ron Purdy (503) 588-7509
Day: 4th Tue. Time: 7PM
Dues: $15 with AIM, $10 without
CPU: Atari 8-bit and ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, The Jungle (503) 393-4274.

Central Oregon Atari Club
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.), Bend, OR.
Day: 1st Sat. Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/Mega/TT

Douglas County Atari ST Enthusiasts
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687
CPU: Atari ST/Mega/TT

Portland Atari Club
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417

PENNSYLVANIA

Nittany Atari Personal Computer Organization
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

Philadelphia ACS, Atari 8-bit SIG
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St., Phil., PA.
Day: 3rd Sat.
Dues: $25/year with an additional $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (9603/4 for 300 baud)
Misc: The DataBus newsletter, AtariUser

Spectrum Atari Group of Erie
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

Southcentral Pennsylvania ACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

Westmoreland Atari Computer Organization
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tue.
Dues: $24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

SOUTH DAKOTA

Rushmore ACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

TENNESSEE

Cookeville ACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library, Cookeville, TN.
Day: 1st Sat. Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

Memphis Atari Systems Hobbyists
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904 3/12/24

Nashville AUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (615) 383-0727 3/12/24/9600 Troll's Cave (615) 872-0757 12/2400

TEXAS

Alamo Area Atari User Association
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX. 107 Glenarm, San Antonio
Day: 1st Tue. Time: 6:30-9:30PM
Dues: $24; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

Austin ACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and Lynx
Misc: Newsletter, C classes, library access.

ACC of El Paso Texas
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
Dues: $20
CPU: Supports Atari 8-bit, ST/Mega/TT, Macintosh and IBM
BBS: STEP, (915) 755-STEP STE-EP BBS, (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

Golden Triangle AUG
2508 San Jacinto
Beaumont, TX 77701
Carl Neblett (409) 755-6535
Day: 1st Tue.
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/Mega/TT, Macintosh, IBM, MIDI
BBS: (409) 722-6526

Houston ACE
PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 West Loop S., Houston, TX.
Day: 4th Wed. Time: 6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/Mega/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops.

ST Atari League of San Antonio
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tue. Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/Mega/TT
Misc: Club newsletter, discounts, Disk of the Month for $2, New user classes.

UTAH

Layton ACE
3897 S. 2275 W.
Roy, UT 84067-3515
Irwin Brooks (801) 731-1516
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

ST Users Network
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

WASHINGTON

First ACC of Spokane
PO Box 5121
Spokane, WA 99205
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM
Dues: $15/yr family
CPU: Atari 8-bit and ST/Mega/TT

Starbase Atari User Group
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT

Southwest Washington Atari Group
PO Box 1515
Vancouver, WA 98668
Allan Coker
Meet: Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA.
Day: Last Sun. (exc. July) Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Bear Cavern (206) 574-1146

WISCONSIN

MilAtari Ltd.
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon
Dues: $22/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MilAtari hosts the Computer Gaming area at GEN-Con each year.

CANADA—ONTARIO

Kent AUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tue., Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: KAUG (519) 351-3901

National Capital AUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/Mega/TT, Macintosh

Thunder Bay Atari ST Enthusiasts
185 Varsity Row
Thunder Bay, Ontario P7B 5P2
CANADA
Dues: $25/yr Canadian
CPU: ST/Mega/TT

Windsor AUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr., Windsor, Ontario, Canada.
Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM
Dues: $25 Canadian
CPU: Atari 8-bit and ST/Mega/TT

CANADA—QUEBEC

Atari ST/Mega Users of Montreal
PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631
CPU: ST/Mega/TT, MIDI Specialists
Misc: Emergency repair, laser printing & graphics services, discounts on computer and MIDI equipment, Audio Recording & Music Tech course discounts and MUCH MORE!

Montreal Atari Club Atari de Montre'al
PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thu., ST: 3rd Thu.
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit and ST/Mega/TT
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

ENGLAND

Bournemouth and Poole AUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Fri. Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT
Misc: 8:16 Newsletter

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SC1224 (12" Color)	249.00
PTC1426 Multi-Sync	479.00

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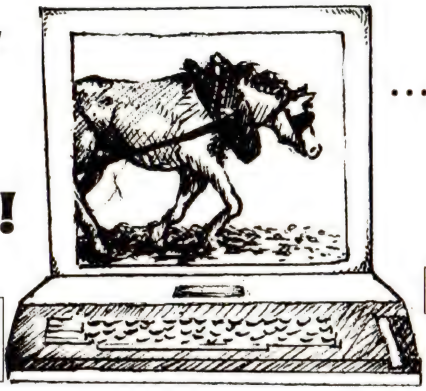

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- Compatible with 40 OR 80 track drives

Included with the upgrade is a utility program capable of reading IBM and/or ST disks, so you can import text or binary files to your 8-bit (text conversion routines are included). Minimal soldering is required; but we provide free installation for any of our products! Only $99.95 plus $8 S/H/I. If you already have a 3.5" drive, you may obtain the single drive upgrade without the Sony drive for $59.95 plus $5 S/H/I.

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Our XF Dual drive upgrade allows you to **add** a 3.5" drive to your XF551, while keeping the 5.25" mechanism. This is a totally **switchless** upgrade that turns your XF into two disk drives! The added 3.5" drive assumes the next drive number higher than the 5.25" and is totally independent, so you can copy between drives, even mixing densities! This product has all of the features of the above single drive upgrade, available for **both** drives! Complete with Sony 3.5" drive, only $139.95 plus $8 S/H/I. The upgrade without the drive is $79.95 plus $5 S/H/I. A special version to handle dual 3.5" mechanisms is available for an additional $20.

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The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

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Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

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Please refer to color chart.

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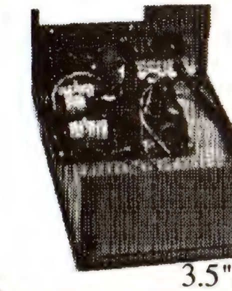

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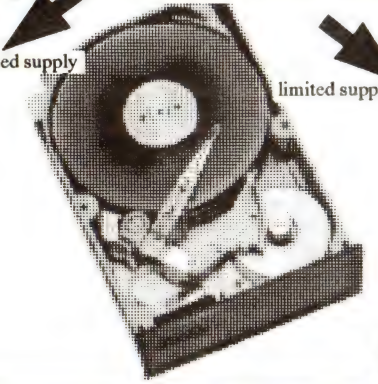

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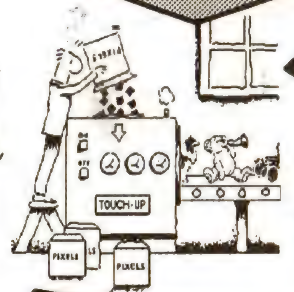

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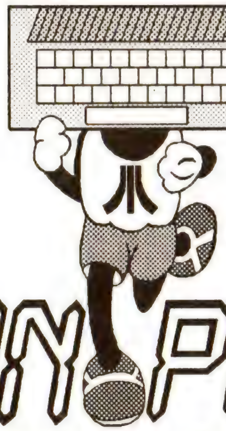

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Editorial Ramblings

This issue is getting to you a little later than we had planned. Because we were going to the Toronto show and had a very good chance of getting a peek at the Falcon 030, we decided to hold the issue for a week. That way, we could get a show report and a Falcon preview article into this issue.

Well, we did go to the Toronto show and we did get to see the Falcon 030 (see the write-ups in this issue). But, we both also caught a *very nasty* flu bug that wiped us out for a whole week-and-a-half.

So, this issue you now hold in your hands is a few weeks later than normal, and at least a week or two later than we would have liked.

We hope you'll find that the issue's contents, especially the Falcon 030 article and show report, more than make up for the delay. While the Falcon 030 is definitely not a replacement for the Atari TT, we think Atari has one heck of a great product for the home computer market in the Falcon. For multi-media, entertainment and other areas relying heavily on graphics and sound, Falcon 030 simply can't be beat.

Bill & Pattie Rayl

ATARI INTERFACE

Volume 4

Your Connection to the Atari User Community

May 1992

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This month we look at graphic packages on the ST. Background image and EPS artist come from Soft-Logik Publishing's collections. Monochrome monitor graphic comes with Arabesque, and the lake picture is a GIF image courtesy CompuServe.

From The Reader's Viewpoint

Dear AIM,

I guess the only certainty in life is the certainty of change. So it is with me. After twenty plus years of career, a veritable lifetime of success in a highly technical area and learning all the myriad rules of a very bureaucratic, far-flung system, the time has come to move on. With budget cutbacks, promotion slow downs, and the "downsizing" in the wake of the Kuwait adventure, the time has come.

Paraphrasing the words of Paul Simon, "I guess my life of education hasn't hurt me...I can read the writing on the wall." The writing was clear and succinct. It said, "Get the hell out of here." I'm on my way out the door.

I haven't had to go looking for a job since 1972, when I got my draft notice. I've always known what to wear, how to wear it and how to interact with the people I meet in my profession. Now, I haven't a clue to what's going on. I can't even tell who's who by the ornaments on their shirts. It's scary.

I haven't moved since 1985, and I've never traveled with a horse before, much less two of them. I've never had to move my own stuff further than across town. And, I always knew that, when I got there, my paycheck would be waiting and I'd have something to do. It's just not that way anymore.

Oh, everything hasn't been sweet. Civilians seldom get shot at, get to shoot back even less, and almost never get *told* to stay in one place, get shot at and don't shoot back! Civilians get to choose their clothes, for the most part. And, they don't get in trouble if they forget some ornament, or wear the wrong socks or forget their hat. (Who wears a hat in America anymore?) Civilians almost never have to pick up cigarette butts in the dark, or spit shine a toilet at 2AM, or watch a friend get shot to death, mutilated or blown apart.

Part of the human condition is that we adapt. That may be why we run the planet, instead of the ants and cockroaches (although that is sometimes questionable). And I'm sure I'll adapt. It will be painful, and I'll make some mistakes, but I'll adapt.

So it is with computers. Time brings change, and change hurts. My old Mega, with all its cheats, add ons and adapters, just wasn't a challenge anymore. The software just wasn't there. It was too complicated and expensive to upgrade. And, it was just tooooo annoying to deal with the Hitler complex of our local dealership.

Here's an example. I go in and ask for a 2400 baud modem. "We don't have any and haven't had in months," I'm told. "We have some 9600's for X dollars." Well, says I, can you get me a 2400 baud modem? "Maybe, but does this show you what we think of 2400 baud modems?"

I think about it, and the next day I call back and tell them to forget it, I'll get the modem elsewhere and I don't like the way they treated me. "If you don't like it, then don't come back," I'm told. With support and service like this, is it any wonder Atari stays in last place?

The last six months I had the Mega, I ran strictly as a Mac, thanks to Spectre GCR from Gadgets by Small. The Mac environment is a "mature" version of GEM, loosely speaking. It is awesomely "user friendly," and it's simple to install and operate. It is the best compromise between Atari and MS-DOS I've seen.

There are more places to buy software and hardware (I can avoid the Hitlers and Goerings), and developers don't go out of business with the amazing rapidity Atari developers do. And the big developers don't drop Mac support because of lack of sales. Apple doesn't make hardware changes and then keep them secret.

So, I sold the Mega. I made the guy who bought it a good deal. Then, I bought a Mac. I'll miss the Atari. It did some great things, and it taught me a lot. But, the time has come to move on. Change rushes in on us and we all must change or perish.

I'll miss all the friends I made in Atariland—Tim, Bob, Steve, and Brian and his dad. But, a lot of my old friends are here in Macland—WordPerfect, Timeworks and others—sometimes under different names or logos, but still the same support.

Many ST people have gone to the Mac; maybe it's a logical progression. At any rate, good bye and God bless you all. Should you ever get back to God's country, give me a call. I promise I won't answer the phone in Spanish.

Paul Stampfli,
author of The Right Brain,
(ACCEPT)

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Dear AIM,

As spring approaches, and Atari Corp. has once again failed with many of their promises, I hear many of my friends talking about switching to IBM or some other computer....

IBM with all it glitz and glamour, seems to be the computer of the future. But is it really what anyone really needs?

Definitely *not!!!*

So many people get caught up in this keeping up with Joneses syndrome. Before you think about switching computers due to Atari's lack of customer support ask yourself a few simple questions, you may be very surprized at your answers.

What are *'my'* needs for a computer? Most people will choose either word processing or playing games.

Can an IBM do word processing better than your Atari? Certainly not! Can it play games better? Nope. Does your Atari do these things satisfactorily for you?

Yes, but... *But What?* But the IBM has so many new things coming out for it all the time.

Ah Ha!!! Now we have gotten down to the real bottom line, in why you are considering switching computers. The IBM has new stuff coming out all the time. If it wasn't for this fallback, you would be perfectly happy with your Atari, right?

Ok, now is the chance for you to make a difference, and make Atari know how you feel. Most all of us are in sincere agreement, that we love our Atari's, and would never switch if Atari would just start listening to our wishes.

The Solution:

Write to Atari Corp., Attention Jack Tramiel, Sam Tramiel, and Bob Brodie.

Send *each* of these three a copy of your letter, and tell them in no uncertain terms, that if they don't wish to lose all of their loyal Atarian following, they need to bolster their support in both hardware and software for both the 8-bit and ST line of computers. Tell them we are tired of waiting, and we want action *now!!!*

If each and every Atarian in this country would take the time to write to these guys, and tell them this, maybe we would start seeing the new releases here in the US instead of them all going overseas.

The time to act is now, and if *you* don't do it, then you are not a true Atarian. *Do it!* We can make a difference!

Write to these guys at:
Atari Computer Corp.
1196 Borregas Ave.
Sunnyvale, Ca 94089-1302

Jason, Vancouver, WA

MAST

THE MILWAUKEE AREA ST USER GROUP

PROUDLY ANNOUNCES...

THE SECOND ANNUAL MILWAUKEE ATARIFEST

Join us on June 14, 1992 for the 2nd annual AtariFest in Milwaukee, WI.
The show will be held at Bowlero, Red Carpet Lanes, 11737 W. Burleigh Ave. The doors will open at 10:00 A.M.
Ticket price: 3.00 dollars
For more information please call (414) 463-9662 or leave e-mail for R. Carpente18 on Genie, R.Laudenbach on Delphi, or call the MAST BBS (414) 461-1730. You also can write to;
MAST, P.O. Box 25679, Milwaukee, WI 53225

The following companies will be at the show... Apple Annie, Compu-Seller West, ICD, MegaType, Missionware, MS Designs, Paper Express, SKWare One, and Gadgets By Small
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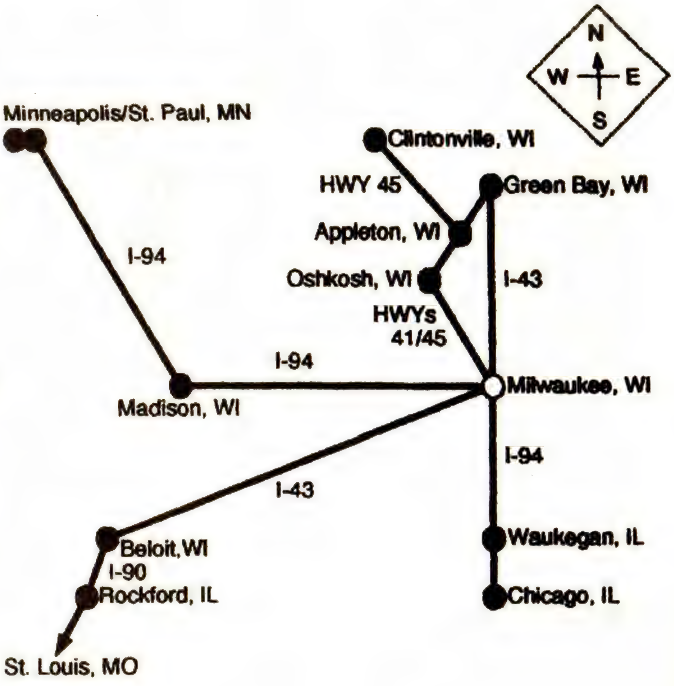

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Lexicor Recalls Software

Lexicor Software has recalled all copies of both Rosetta and Prism-Render being sold by RIO Computers. Lexicor alleges that RIO is selling illegitimate copies of these packages. If you purchased your copy of either package from RIO or the package has a "RIO" stamp on the disk or "RIO" appears in the "ABOUT" dialog, send your original diskette to Lexicor Software, ATTN: Rosetta/Prism-Render Recall, 58 Redwood Rd., Fair-Fax, CA 94930.

All recalled copies will be examined for authenticity. If the package is legal, it will be returned to you with a $25 coupon good towards any Lexicor product. If the copy is illegal, Lexicor will keep the package and send you a "legal courtesy copy" of the software and a choice of registering the software for full warrantee and upgradability or the $25 coupon. For more details, call Lexicor Software at (415) 453-0271.

64 Megs!

Gadgets by Small has confirmed that they are developing a 64 megabyte memory upgrade card for use with the SST 68030 accelerator. The board, which will plug directly into the SST's processor-direct slot, will give you access to a full 64 megabytes of system memory. The board will reportedly use standard one or four meg SIMMs and will act as "very fast, burst mode compatible" RAM! No price or shipping date was mentioned.

Warp 9 Ships

CodeHead Technologies (formerly CodeHead Software) has released Warp 9, the upgrade to Quick ST. Over three months of coding has gone into the update. Literally dozens of bugs and compatibility problems have been eradicated in Warp 9. It now works fine with FSM GDOS, and problems have been eliminated with Touch-Up, PageStream, and many other programs where redraw and other problems existed.

Additional features over Quick ST 3.0 include a built-in, customizable mouse accelerator and the ability to use function keys to select buttons in alert boxes. Warp 9 speeds up most processes anywhere from four to 12 times! Retail price is $44.95. Owners of any version of Quick ST or Turbo ST can purchase Warp 9 for only $20 by sending in their original disk. CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004, (213) 386-5735 (Mon-Fri 9AM-1PM Pacific Time).

Gribnif News

Gribnif Software has released Convector Professional, an auto-tracing package that converts raster (bitmap) images to vector graphics. The package can load IMG, Degas, IFF, TIF, PCX, PIC, Arabesque, MegaPaint, NeoChrome and other bitmap graphic formats. Vector graphics can be saved in a variety of formats, including Arabesque, Calamus CVG, GEM, GEM/3, Encapsulated Postscript (EPS) and MegaPaint.

Convector also runs a desk accessory, allowing it to be used as an Arabesque module or to vectorize any GEM screen display. It can even be used as a MegaPaint module. The program includes special support for the vectorization of entire fonts and symbol tables, which can then be saved in individual vector files for easy importing into most popular font editors. Convector also generates single vector objects (as required by most font editors). Suggested retail is $149.95.

The Gribnifs have also brought Pure C to the North American market. Pure C is the latest version of Turbo C Professional, previously released by Borland Germany. The system includes an editor, compiler, linker and debugger. It works on all Atari ST and TT computers, fully supporting high resolution and extended color displays.

The ANSI standard compiler supports type checking and function prototyping. When an error is found during compiling, simply double-clicking on the error message places the cursor directly on the offending source code line. Libraries are included for the TT's math co-processor, FSM-GDOS support, and the Borland BGI Graphics Library for compatibility with PC programs.

The Assembler is five times faster than before, and supports local labels and longer symbol names. It can also generate code for all 680x0 processors, up to the 68040. It also generates code for the 68881 and 68882 FPUs. The Debugger is a full source level debugger with its own graphical environment.

It allows any number of windows to be open at once. Windows can include source code, variables, assembly, CPU/FPU registers, memory dumps, watched expressions and the system stack. Breakpoints can be configured for a variety of specialized situations. There's even a special "animation" mode, where you can watch the program execute one line at a time.

Pure C requires at least 1 megabyte of memory. Retail price is $275 US (with $7 s/h in US, $10 US in Canada). Turbo C owners can upgrade for only $175 plus shipping (must include original Turbo C master disks). Gribnif Software, PO Box 350, Hadley, MA 01035, (413) 584-7887.

Flash II Released

Missionware Software released Flash II at the Ace '92 show in Toronto. The long awaited "upgrade" to the most popular telecommunications package on the ST is finally available.

The package boasts full compatibility with Flash's old DO files, with the addition of many new scripting features for added flexibility. The software also supports up to 30 function keys, 10 of which are global and the other 20 specific to each system.

Flash II supports TTY, VIDTEX, VT52, ANSI, VT100, VT101, VT102, VT200, VT300 and Prestel modes. Built in file transfer protocols include ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXModem, CIS B+, Kermit, SEAlink and Telesoftware (for Discovery/Prestel systems).

The type ahead buffer supports up to three lines of text which is fully editable using the cursor, delete and backspace keys. The Return and Enter keys perform different functions, depending on the configuration. One can be used to enter forced carriage returns into your message, while the other is used to send the message.

The 226-page manual includes a tutorial, detailed section on all functions of the program and a 50-page section explaining (with examples) the DO scripting language. Retail price is $49.95 US plus $4 shipping and handling. Upgrading from any old version of Flash is $30 plus $4 shipping. You must include your original Flash disk as proof of ownership (the disk will be returned to you). Missionware Software, 354 N. Winston Drive, Palatine, IL 60067-4132, (708) 359-9565.

MacRead

MacRead is a new utility from Goldlead Publishing that lets you read data files directly from a Macintosh formatted HFS hard disk or a Spectre formatted HFS floppy disk. You can then store these data files on an ST disk. HFS is Apple's current disk format, and is much faster and more flexible than the older MFS format.

MacRead lets you work with both Macintosh and ST/TT computers. Use your Macintosh (or Spectre emulator) to create your artwork or other files, then copy them to your ST/TT. Images, illustrations, text, data, PostScript files, and more can easily be read from a Mac disk for loading into an ST/TT software program. MacRead is available now for $49.95. Goldleaf Publishing, 700 Larkspur Landing Circle, Suite 199, Larkspur, CA 94939, 415/257-3515.

I-Koen Design News

I-Koen Design, publishers of Radical Type magazine, has moved from Canada to the US. Publication of Radical Type will continue after a two month break following the March/April '92 issue. Radical Type is the only magazine dedicated to Amiga and Atari publishing, with an emphasis on PageStream, ProPage and Saxon Publisher (the latter two being Amiga packages). Subscription rates for 1 year (6 issues) are $18.95 US ($24.95 US for foreign subscribers).

The I-Koen Design Guide to PageStream is available. The Guide contains reference charts for fill styles, halftone screens and other effects at 300 and 1200 DPI output. Help on writing macros is included, as are font samples, character set comparison charts and keyboard reference charts for graphic characters. The 20-page guide retails for only $6.95 US.

Finally, I-Koen has released Idea Forms One, a package of over 200 templates and forms for personal or small business use. The templates are divided into 11 design series, allowing you to maintain a uniform appearance over a range of documents.

Requires PageStream 2.1 or higher. Includes 3 disks and a 24-page manual. Retail price is $39.95 US. Contact M.LOADER1 on GEnie or look for Mike Loader in the Soft-Logik area in CompuServe's Atari Vendor Forum (GO ATARIVEN).

STacy Battery

DragonWare Software announced the Dragon Batter Kit, an internal battery for the STacy portable. The kit adds only 2.2 pounds to the STacy and includes a dealer-installed cable and jack and one 2.2 amphour battery. On a stock STacy, this gives over two hours of use on one charge.

The battery has a fast charge option that recharges the battery in about two to three-and-a-half hours *while* you use the computer. The Dragon Battery Kit has a suggested retail price of $94.95. DragonWare Software, PO Box 1719, Havre, MT 59501-1719, (406) 265-9609.

SilkWare

If you purchased a graphics tablet from EI/O or QMI and find your tablet no longer workes when you upgraded your TOS, SilkWare has just what you need. If you want to add a graphics tablet to your ST, SilkWare to the rescue again.

SilkWare has announced a pair of graphics tablet drivers for the ST. One driver supports the Mitsubishi tablet (as sold by QMI) and the other is for the Summagraphics tablet (which EI/O supported). Both drivers are "painstakingly TOS-legal," so as to work with all TOS versions, all processor speeds and all resolutions. Price, including shipping, is $29.95 for either driver. SilkWare, ATTN: Mark Slagell, PO Box 3260, Madison, WI 53704.

MIDI Maze for Lynx?

A recent reply to a letter in Video Games and Computer Entertainment indicated that while MIDI Maze was once under consideration for development on the Lynx, Atari's Entertainment division is not currently pursuing the idea. VG&CE magazine has proposed a letter writing campaign to help get Atari "off the fence."

If you would like to see MIDI Maze on the Lynx, write to Atari Entertainment, 330 N. Eisenhower Lane, Lombard, IL 60148.

If anyone asks, tell 'em you saw their ad in AIM!

Right on Target

David Plotkin
Contributing Editor

There is something of a "Catch 22" in becoming a new Atari dealer which may account for the lack of enthusiasm.

I was recently reading my copy of AtariUser, an ST Magazine that manages to do a pretty good job of covering events in the Atari world. In this particular issue, the staff of AtariUser had undertaken to identify all the Atari dealers in the US.

They had, after some negotiating, received from Atari a "highly confidential" nationwide list of about 1,000 dealers (I have to wonder why the list is confidential). They were initially encouraged by the numbers—1,000 dealers works out to at least one dealer in every major city. They were, however, suspicious, as we all have heard of large areas with no dealer and stories of having to drive five hours to the nearest Atari dealer.

They decided to try verifying that the list was accurate by phoning as many of the dealers as they could. Pretty soon, the awful truth began to dawn, and by the time they had worked their way through the list, it was as clear as a spring day.

After eliminating "dealers" who were no longer in business, dealers who may have at one time queried Atari on what it took to become a dealer, stationary stores that sold Atari brand calculators, a variety of stores that had nothing to do with computers, private residences who were not amused by the phone call and at least two empty lots, they had the numbers at last.

There were, by AtariUser's count, between 100 and 200 bonafide dealers. Think about that for a minute. That is between two and four dealers *per state.* A whole raft of states didn't have any dealers at all. When you realize that some cities have as many as three dealers, you can see that the "network" of Atari dealers is stretched pretty thin.

It doesn't take a rocket scientist to figure out that a computer you can't buy will never catch on. And remember, technically, you can't buy these computers by mail order—you have to go to a dealer. Kind of makes me sad.

The More Things Change...

The whole business of the number of dealers takes me back a few years. I don't remember the exact year, but it was about the time Atari decided to take its stock public. One of the things you have to do to meet the SEC's requirements for selling your company's stock is disclose a lot of information. This is so people deciding whether or not to buy the stock are well informed.

One of the things Atari had to disclose was the number of dealers they had selling their computers. As I recall, the number they published was about 1,000 (does this sound familiar?).

At that time, I was doing a column for STart magazine, probably the most widely read magazine for the ST until its demise in February of last year. The column detailed emulators—the Spectre GCR and several PC emulators, including Avant-Garde's pc-ditto were the primary focus of the column.

I did a lengthy interview with Bill Teal, president of Avant-Garde, and the results of that interview were published in my column. In the interview, Bill told me of an effort by several developers to try and figure out how many Atari dealers there were. Starting from a list of dealers provided by Atari, Bill and several others began phoning.

The results, as you have probably guessed by now, were significantly different from what Atari claimed. They found, at that time, about 250 dealers. This is what I published in my article.

Then the fun began. Apparently, someone at the SEC read STart (who would have guessed it—Atari owners turn up in the weirdest places). They compared the number in my column with the number in Atari's officially filed documents and had some very hard questions to ask of Atari.

I don't know how it all worked out, except, of course, that Atari was eventually able to satisfy the SEC, because Atari stock did go on sale. Needless to say, neither Bill Teal nor myself were particularly popular with Atari at that point!

That column happened to appear in the issue of STart that was sold at the World of Atari in April of that year. I was there—so I heard the whole story from Bill Teal firsthand.

It was also there that I happened to be sitting at breakfast in the Disneyland Hotel restaurant when Sig Hartmann (president of Atari Software then, and since retired) joined me at my table. He was very diplomatic and admitted that Atari did indeed need to straighten out the number of dealers they had. Sig didn't blame me for letting the cat out of the bag (which I didn't do with any malice toward Atari). But then, Sig always was a gentleman.

Dealer Drought

There is something of a "Catch-22" in becoming a new Atari dealer which may account for the lack of enthusiasm. For one thing, setting up a dealership takes considerable resources (time and money), as well as determination. If you intend to service the machines, you also need to find a qualified technician—they are scarce, I can tell you.

In order to stay in business, you need to sell machines and software—*a lot* of machines and software. Of course, this presupposes that a lot of machines and software are available to sell.

Software there is—powerful stuff, too. Much of the new stuff depends to a great extent on European manufacturers. Many of the overseas companies are not particularly interested in distributing in the US, even assuming they bother to translate their manuals into English. Fortunately, of course, we can use the British manuals (do you know what a "full stop" is?).

Machines are more problematic. Nothing I have seen Atari do has accounted for much increase in production, which was inadequate in the first place. The new machines are certainly impressive, especially the TT and the little STBook portable. But, Atari needs production quantities an order of magnitude greater than they are providing to really crack the market. In order to create that many machines, they are going to need new production facilities.

And even if Atari could produce the necessary quantities, they would need to get the word out. And they need four to five times the dealer base they have now. I don't see people flocking to sign up. I don't say its hopeless, but Atari just doesn't seem to be making much of a concerted effort. Changing officers and reorganizing every few months just doesn't cut it. They have to *do* something. As it is, I think the number of dealers will continue to shrink—and Atari computers will get ever-harder to find. I don't like it, but I don't see the situation changing anytime soon.

See you next month.

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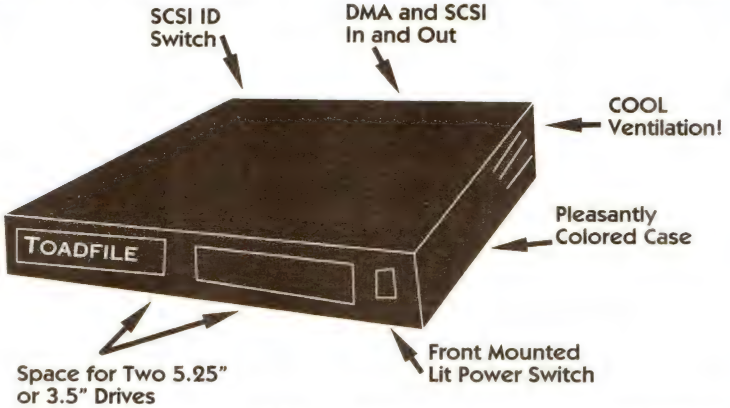
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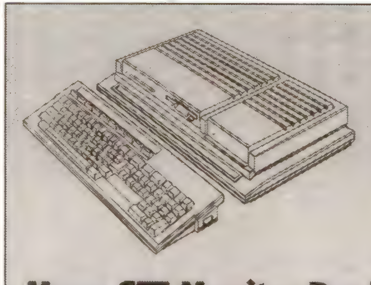

Mega STE Monitor Deals!

☛ We're hereby announcing a deal that will make your teeth sweat. Now, with the purchase of any Mega STE, in any memory or hard disk configuration, you can get a color or monochrome monitor at a substantial discount. And not only that, prices on the Megas have dropped anyway, so you can get a complete Mega STE system, with hard drive and monitor for the price you probably paid for your 1040ST system! Consider it. To upgrade your existing ST, you might have to spend as much as $1500 to get comparable RAM upgrades, accelerators, new TOS versions, hard drives, and detachable keyboards. For well under that price, you can get a brand new Mega STE, which includes all of those upgrades, not to mention the VME card slot (for expanded video) and Appletalk compatible network port. And it includes a monitor! Why don't you give your old ST to a friend or family member, or keep it as a spare. Remember, an upgraded ST is never as reliable as a new machine. Isn't it about time you stopped cramming things under the hood and thought about buying a new car? Now you can – *without feeling guilty!*

Mega STE Deals!

• **Mega STE** 1MB RAM	$849
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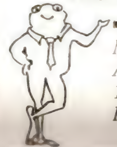

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#4 Atari Standard Mouse	$41
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#6 Alpha Data Trackball	$53
#7 Wico Command Control Joystick	$23
#8 Atari CX40 Standard Joystick	$7
#9 Atari CX80 Trackball (For ST)	$39
#10 Golden Img Mouse & Deluxe Paint	$79

Items Are Listed In No Particular Order.

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"Use your head instead of a hat rack." – J.E.D.
"A foolish consistency is the hobgoblin of little minds." – R.W.E.
"The wise man built his words upon the rocks, but I'm not bound to follow suit." – R.E.M.

Our logo's running for president. Support the TOAD-IN-92 write-in campaign!

Haven't You Always Been Playing with Power?

(An Alternative ST Advertising Strategy)

Tim Holt
ACCEPT

Billy Bob and I were getting ready for the January meeting of ACCEPT, and we had a few minutes to kill before we went to the meeting. Did we discuss computers? Did he tell me all about the latest news in the Mac world? No, we did what any true Atari computer enthusiast would do with some time to kill on a Saturday afternoon—we watched American Gladiators. Now, I don't know if you are familiar with American Gladiators, but it is basically a step above Championship Wrestling and a notch below MTV on the old intellectual meter scale.

We sat there, waiting for ICE—a woman who obviously started taking steroids as a child—to do battle with some poor moron the producers had taken off the street.

Right as I was finishing the last of my Peanut Butter Fudge Sundae ice cream, Larry Czonka, former has-been in the NFL, let us know what was coming up: "In a few minutes, Ice, who broke her ankle in the Balls of Death competition just five minutes ago, has made an amazing recovery and will take on Mildred Johnson, a mother of five and part-time rodeo bull rider, in the Nintendo Wall of Doom."

"By the way," Larry went on to tell us, "the Wall of Doom is sponsored by *Nintendo. Nintendo,* now your playing with *power!!*" And so it went. Ice was able to catch up with Mildred, even though Mildred has a good 30 second lead, and Ice threw her off the Nintendo Wall of Doom.

Throughout the show, there was a barrage of Nintendo this; Nintendo that; the Nintendo halftime score; the Nintendo interview with Moose, the American Gladiator from the Yukon who had no body hair; and so on.

Billy Bob and I looked at each other. Every commercial for Nintendo was pretty much the same. Now, you have 16-bit power! Now you have *stereo* sound! Now you have 3D graphics. *Wow!* (Being a school teacher, I can tell you that most kids—and that is who this was aimed at—have absolutely no idea what 16-bit anything is. Half might figure out 3D graphics and I'll guess 60% get the stereo sound part right.)

Billy Bob looked at me. "Isn't that what we have had for the last 6 years?"

"Yep. Sure have. But these kids, looking at these commercials think that 16-bit power, stereo sound and 3D graphics were invented by a little old Japanese guy named Mr. Nintendo."

Commercials for the *Sega* this and the *NEC* that were on the second portion of American Gladiators. (Apparently, the producers haven't heard of the concept of product loyalty, and pretty much take any commercial. Who cares if they are for competing companies?)

We saw the Sega "At Home with the Gladiators" and the NEC "Win a Date with the Gladiator of Your Choice" essay contest (Dear Moose, I would love to date you because I never met a man whose pecs were four times my bust size. Love, Jenny.)

Then, they trotted out the *newest* Nintendo offerings. Hmm. SIM City, F-16 Flight Simulator, Golf, Championship Chess. We've been playing those games for years! And, from the looks of the graphics, I would say the ST versions beat those *Super* Nintendo versions by a mile.

Which leads me to my thesis: Why doesn't someone advertise the ST to these kids who are buying up these Nintendo systems like they are manna from heaven?

I know. We've been trying to get out of the game machine image for years now. And I think that, by and large, those that are still buying STs are not buying them because they are game machines.

But, our numbers are shrinking. It's about time, and I never thought I would say this, that we swallow our pride and just say "Look, this *is* a great game machine! It kicks Nintendo's butt!"

Any game on Nintendo looks 1000 times better on an Atari STe. C'mon kid, get your tush over here and play Falcon for a few minutes. Ever see that on Nintendo? Noooooo! Mig 29? Kick your little fanny, bub. And it's got, get this kid, 16-bits! Stereo sound! 3D graphics! And you can even use the darn thing to do your homework on if you wanted to. Can't do that on a Nintendo. See that Nintendo hooked up to an electronic piano over there? Come look at this Atari ST. It's hooked up to an entire orchestra! Let's see your Super Nintendo do that.

Why do I recommend selling our beloved Ataris as game systems? Well, actually, there are several reasons:

The user base is shrinking. We simply cannot rely on DTPers and musicians to keep our computer alive. *It doesn't matter who is buying the machine, as long as someone is buying it!* We could have alien technology super computers the size of a wristwatch, but if no one buys them, what good is it? Thirteen-year-old kids buying $600 system are just as good to the bottom line as 55-year-old business types.

David Plotkin, in the January AIM, stated "Atari needs to get more machines sold and build their user base or 1992 may be the end of it." I know you hear that every year, but someday, those gloom and doom guys just might be right. Selling to the "Game Crowd" is just as good as selling to the Music or DTP crowd.

"Well, someone buying a machine for Desktop Publishing will spend more money," you might say. Wrong-o. A person that buys a computer to do a specific task, say Desktop Publishing, may have an initially larger investment than a family that might buy the computer for entertainment.

However, once the DTP guys buy the system and the program or two that goes with it, they are through. No more investment. Billy and his friends, however, will continue to purchase the latest software as soon as it comes out. How many families do you know of that have a Nintendo with a zillion cartridges? I know a family that was robbed, and the bandits took off with over $2500 in Nintendo games!

Large game sales make other companies look at the market. Don't you think the computer software wizards have tried to figure out ways to get into Nintendo's market? Why? Because of the kids? No, because they have seen the number of systems out there!

If some company sold 500,000 copies of a game for the Atari, don't you think companies like WordPerfect and Spectrum Holobyte and Broderbund might take notice? *Who cares* if it was a game that sold? Five hundred thousand copies means that there are at least 500,000 machines that can run that game! Get it? Five hundred thousand potential WordPerfect, Carmen San Diego or MS Works users! Money talks. Numbers talk.

Games, er, entertainment software is no longer looked at as the stepchild of computers. All those folks with their Messy-DOS systems can't wait to get super VGA graphics. Why? Not because WordPerfect looks better in VGA. It's because all those new games require VGA or Super VGA graphics. IBMers are buying *games.* Millions of games! IBM clones have become *the* game machines! Why? Because they now have graphics that are *catching up with* the Atari world.

Games now have credibility, simply because of the numbers in the MS-DOS world. Atari is no longer the game machine. All those clones out there are the true game machines, and as such, have given the term "Electronic Game" new respectability.

So what if people call Atari a "Game Machine"? If we can use that image to sell Atari's, then USE it!

Game Machine!
Game Machine!
Game Machine!

Imagine this commercial, during a break in American Gladiators:

A little kid playing a game on his Super Nintendo. He shows his friend his "latest game". His friend tells him "I finished that game last year."

"Well, what about this game, it just came out last week?"

"I finished that game three months ago."

"Three months ago? It just came out for the Nintendo."

"That game came out two years ago for my Atari ST."

"I didn't know that."

"And the Atari had 16-bits, stereo sound and 3D graphics even before Nintendo was a company in America. Besides, my dad uses our Atari for business, and Mom does all the house stuff on it...when I let them use it."

"Gee, you can't do that on a Nintendo."

Fade out to black. Then the screen shows the Atari STe and MegaSTe computers. Fade again. The Atari logo comes on, and the voice over says "Atari: We've always been playing with the power."

Game machine? Yeah.

Rasters and Vectors

A Review of

Arabesque MegaPaint Silhouette

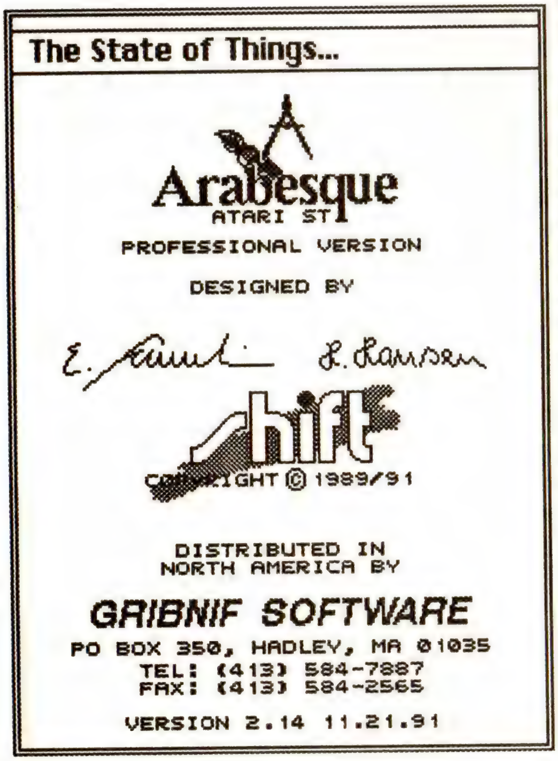
Bill Rayl

Drawing programs that handle both vector and raster graphics are one of the newest, and most important, types of graphics software to be released for the Atari ST.

These graphic creation packages are invaluable to desktop publishers and graphic artists. Along with auto-tracing programs—which automatically convert raster graphics to vector formats—raster/vector drawing programs are an essential part of any complete DTP platform.

This article looks at the three best packages in this category. Arabesque Professional is produced by Shift GmbH and marketed in North America by Gribnif Software. MegaPaint II Professional from Tommy Software (also in Germany) is marketed by CodeHead Technologies. The only "made in America" entry is Silhouette from Maxwell CPU of Louisville, Colorado.

All these packages are *monochrome only* drawing packages, although you can colorize vector images from within your favorite DTP package.

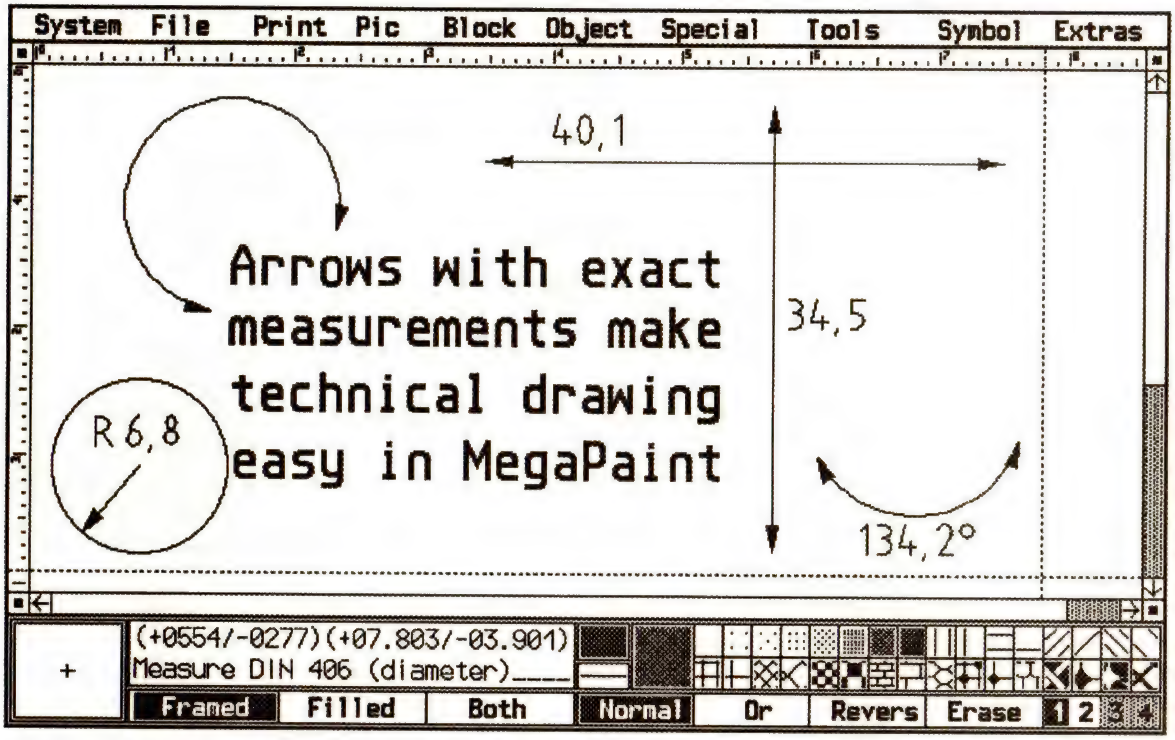


The State of Things...

Arabesque
ATARI ST
PROFESSIONAL VERSION
DESIGNED BY
E. Faust L. Ramsen
shift
COPYRIGHT © 1989/91

DISTRIBUTED IN
NORTH AMERICA BY
GRIBNIF SOFTWARE
PO BOX 350, HADLEY, MA 01035
TEL: (413) 584-7887
FAX: (413) 584-2565

VERSION 2.14 11.21.91


System File Print Pic Block Object Special Tools Symbol Extras
40,1
34,5
R 6,8
134,2°
+
Framed
Filled
Both
Normal
Or
Revers
Erase
1
2

Arrows with exact measurements make technical drawing easy in MegaPaint

(+0554/-0277)(+07.803/-03.901)
Measure DIN 406 (diameter)____

Each of these packages have a lot in common, and for general illustration purposes you would most likely be happy with any one of them. However, each package does have specific functions and features that the others do not. Depending on your needs, these extras may tip the balance.

Rasters versus Vectors

Before getting into the specific virtues of each program, it's important that you understand the difference between a raster and a vector graphic.

Raster graphics are made up of many tiny *pixels*. Drawing a raster graphic is, in actuality, drawn pixel by pixel—if you use a circle tool in a raster drawing program, the computer places the pixels appropriately, but it does so one pixel at a time. Modifying these graphics is, as you might expect, also done pixel by pixel. Raster graphics are also often referred to as bitmap graphics.

Most paint programs you are familiar with—such as DEGAS, Suerat or Prism Paint—are *raster* graphics drawing programs. Scanning/drawing programs such as Touch Up and MultiViewer Graphica are also raster packages.

For professional DTP work, raster images have a number of limitations. The most noticeable of these is that raster graphics tend to become "jaggy" when enlarged beyond a certain point. Also, fill patterns contained in raster images change as the graphic is resized, often causing unwanted "moire" patterns. Finally, scanned images of 300 DPI or higher, which are necessary for quality output, can take up enormous amounts of disk space and memory when loaded into DTP packages.

Vector graphics are geometric shapes made up of mathematical points and calculations. With various drawing tools, you can create anything from a simple line to very complicated polygons.

Editing these graphic objects is done by modifying specific points. For instance, look at a simple line. As a vector graphic, a line is made up of a starting point and an ending point (plus information on the width and length of the line, fill pattern used, etc.). To modify the direction or length of the line, you would, for instance, select the ending point and drag it to the new location. Once you set the point, the line would redraw. If you're familiar with the way lines are drawn in DTP packages like Calamus or PageStream, those are vector graphics.

The very first vector graphics drawing package for the ST was Migraph's Easy Draw, which saved in the popular .GEM format. Since then, other packages have appeared, most notably Calamus Outline Art from ISD, which supports the .CVG (Calamus Vector Graphics) format.

The benefits of vector graphics for DTP work have nearly a one-to-one correlation to the drawbacks of rasters. Vector graphics do not lose any of their quality when resized, their fill patterns remain unchanged and they usually take up considerably less memory than an equivalent raster image.

Vectors also have the additional benefit of being far easier to edit and manipulate. Since a graphic can be produced from many independent pieces and these pieces can be layered, drawings can become quite complex and detailed.

Now That That's Over...

Arabesque, MegaPaint and Silhouette all have the "standard" features you would expect to find in a drawing package. These include tools such as flood fill and spray can, as well as cut and paste functions. Anyone who has used any paint program is already familiar with basic drawing tools.

This article won't dwell on those. Instead, we'll discuss some of the similarities of the packages (and differences) in such areas as file format support, printing and text capabilities. Then, we'll take a look at the unique features of each program.

While the user interfaces for each package are somewhat different, it is quite easy to switch from one to the other without any trouble. This is, in part, because these three programs all attempt to make the drawing process as intuitive as possible.

Arabesque's interface is via a toolbox containing icons, with keyboard equivalents for every available option. Silhouette also has a toolbox for selecting drawing tools, but drop down menus are used for option and mode settings. MegaPaint has extensive use of both drop down menus and an icon toolbox, and you can even customize the toolbox to your own needs.

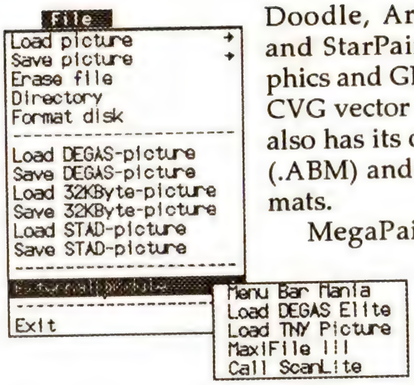
Of course, Silhouette and MegaPaint also have keyboard equivalents for many features. But neither comes close to Arabesque, which lists seven pages of hotkeys in the manual!

The raster and vector graphics drawing modes are separate from one another in all the programs. You switch from one mode to another via a drop down menu option, keypress or whatever. In Silhouette, the exact same tools are available in both modes. Arabesque and MegaPaint have some different options depending on the drawing mode.

File Formats

One important consideration that has nothing whatsoever to do with the drawing capabilities of these packages is what kinds of graphics can they import and export (load and save).

Arabesque supports the most file formats, allowing you to load and save IMG, Degas, IFF, Neochrome, Doodle, Art Director, STAD and StarPainter ST raster graphics and GEM/3 and Calamus CVG vector images. Arabesque also has its own special bitmap (.ABM) and vector (.AOB) formats.


File
Load picture
Save picture
Erase file
Directory
Format disk
Load DEGAS-picture
Save DEGAS-picture
Load 32KByte-picture
Save 32KByte-picture
Load STAD-picture
Save STAD-picture
Exit
Menu Bar Mania
Load DEGAS Elite
Load TNY Picture
MaxiFile !!!
Call ScanLite

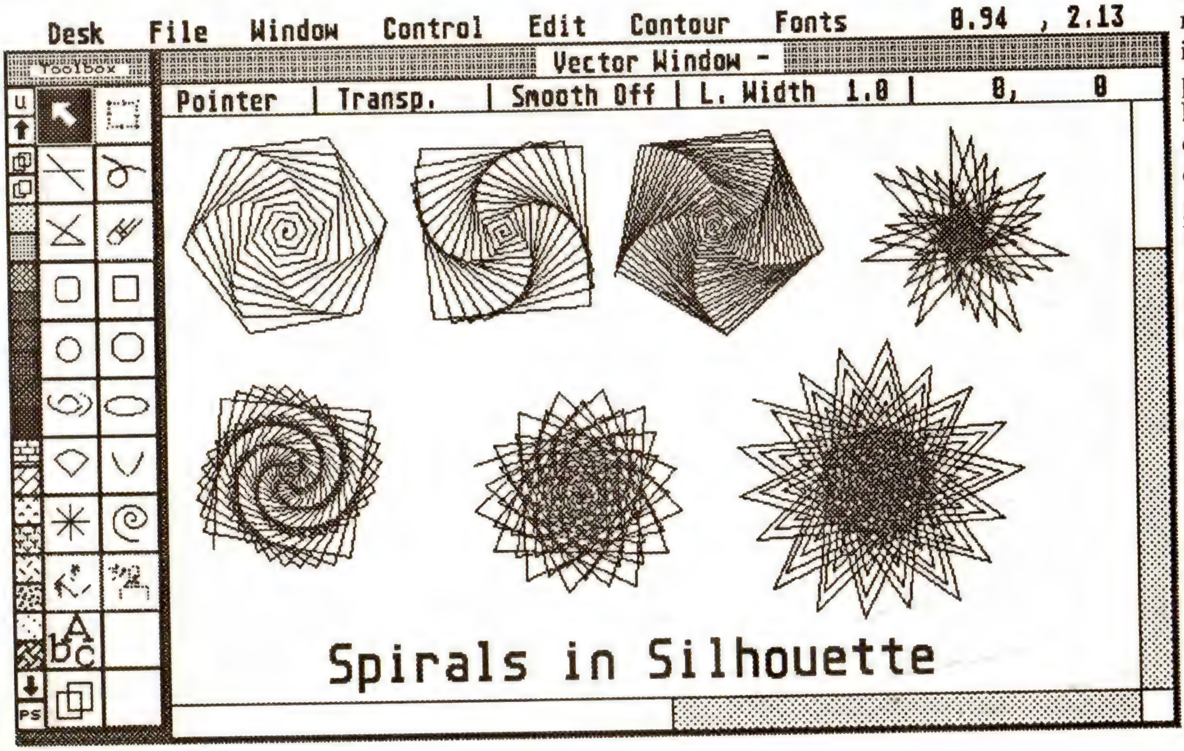
MegaPaint allows loading and saving of IMG, Degas, STAD and raw 32K screen image formats, as well as the popular PCX format from the IBM world. With external modules (available free from CodeHead), you can also load Degas Elite, TNY and CVG formats. MegaPaint also has load and save options for its own raster .BL? format (.BLD or .BL1, .BL2, etc. for "subdivided" images).

On the vector side, MegaPaint is the least flexible of the three packages we're looking at, loading only its own proprietary .VEK format and saving only VEK or CVG formats. The CodeHeads do promise future support of other formats via external modules.

Silhouette's raster support includes the loading of IMG, Degas, Degas Elite, Tiny and MacPaint graphics. A grayed out TIFF button indicates this scanned image standard will soon be supported as well. When saving a raster, the only supported format is IMG.

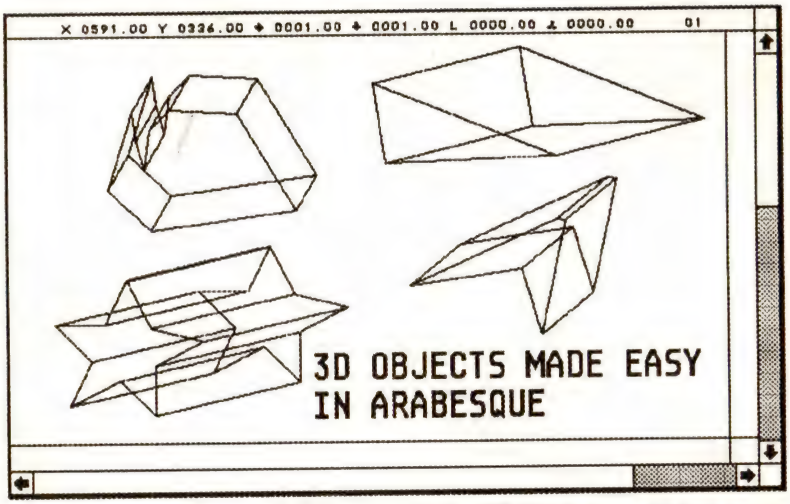
The only choices for loading vector graphics in Silhouette are GEM format and Silhouette's own .SGF format. However, when it comes to supported vector formats for saving, Silhouette beats both Arabesque and MegaPaint. Support includes GEM and GEM/3, EPS (Encapsulated PostScript, Illustrator compatible), and DXF format for loading into CAD programs like DynaCADD or AutoCAD on the IBM. A grayed out button here indicates Calamus CVG format is also coming.

For users of PageStream (or other PostScript systems), Silhouette's EPS support is an important consideration. Now, the graphics saved


Desk
File
Window
Control
Edit
Contour
Fonts
0.94 , 2.13
Toolbox
Vector Window -
Pointer
Transp.
Smooth Off
L. Width 1.0
0, 0
U
PS
Spirals in Silhouette

are imported into PageStream only as ASCII EPS (the picture doesn't show and can't be manipulated inside PageStream). Tim Reyes, Silhouette's author, says full "Illustrator 2.0 compatibility" for the EPS files is a high priority.

While Calamus (pre SL) owners can use GEM format graphics, the CVG format is far superior. Hence, Silhouette's current lack of that format is a detriment, while both MegaPaint and Arabesque score a plus in this category. The new Calamus SL supports the newer GEM/3 format, making Arabesque and Silhouette attractive options.


X 0591.00 Y 0336.00 ◆ 0001.00 ◆ 0001.00 L 0000.00 ⊥ 0000.00 01
3D OBJECTS MADE EASY
IN ARABESQUE

Finally, MegaPaint's support of the PCX format is very important to anyone dealing with graphics coming from the IBM world. Nearly all scanning packages on the IBM have PCX support, as do many IBM-based drawing packages.

Text Support

All three packages have text support that is above and beyond what you might expect in a drawing package. MegaPaint comes with the Helvetica font in 18, 24, 30 and 36 point sizes and has a built-in standard text font besides. A separate utility bundled with MegaPaint allows conversion of Signum fonts from the popular German-based product. Fonts can be used in both raster and vector modes. Up to eight external fonts can be loaded.

Arabesque also comes with a utility for converting Signum fonts to its font format. Fonts that ship with the package are Courier (9, 24 and 30 pt.), Micro (30 pt.) and Roman (9, 24 and 30 pt.). Not counting the built-in System font, you can have up to five external fonts loaded. If you have and use GDOS (not supplied with Arabesque), you can use those fonts at various point sizes. GDOS fonts are not, however, usable in vector mode.

Silhouette's text support is entirely via GDOS, which is supplied with the package. Both Font GDOS and the newer FSM-GDOS are supported (only Font GDOS is supplied). The package comes with Swiss, Dutch and Typewriter fonts, and multiple point sizes from six to 72 point are available with Font GDOS. These GDOS fonts can be used in both raster and vector modes.

Printer Support

While usually not a very important consideration for DTP users, graphic artists often like to have the ability to get hardcopy results directly from their drawing packages.

While Silhouette does not have a built-in printing option, a companion program called OUTPUT uses the GDOS output driver indicated in your ASSIGN.SYS file. Using the OUTPUT program, you can get printouts of your graphics, but you must exit from Silhouette to run OUTPUT. Silhouette only comes with an Epson FX-80 compatible GDOS driver. Drivers are available from other sources for Atari and HP lasers, and FSM-GDOS comes with a host of printer drivers.

The printing options of Arabesque and MegaPaint are much more extensive. Arabesque comes with printer drivers for the Atari laser, HP laser, Cannon Bubblejet and various 9-pin and 24-pin dot matrix printers. A section of the manual details how to build your own printer driver.

Arabesque's built-in print option allows printing of multiple copies. You can print the whole page, just what appears in the screen area or only a selected area. Portrait or Landscape (sideways) printing and opt to print the graphic at full or half size.

MegaPaint ships with drivers for Atari laser; HP LaserJet II, III and IIID; HP DeskJet and DeskJet Plus; and various 9-pin and 24-pin printers (including a specific driver for Panasonic KX-P series printers). MegaPaint even has color support for printers such as the Star LC10 and NEC P6+. Up to four colors can be printed at one time, one for each "plane" that makes up a picture in MegaPaint. These planes can be thought of as separate layers, similar to an architectural blueprint. MegaPaint also offers the ability to create and save your own custom printer drivers.

Actual printing options in MegaPaint are quite similar to those in Arabesque. You can print the full page or just a section, Portrait and Landscape modes are supported and multiple copies can be printed. MegaPaint does have the added option of printing multiple copies of up to 16 different graphics. (Note: You can't print multiple pictures and use MegaPaint's color printing option at the same time.)

Manuals

The manuals that ship with each package are, by and large, excellent. At 88 pages, the Silhouette manual is the smallest of the three. It does, however, cover all the program's features quite nicely. The only complaint with the Silhouette manual is the lack of an index.

The MegaPaint manual is, at once, the best and the worst of the manuals. It contains far more detailed description of the program's functions and contains a wealth of extra information. It does suffer from one flaw, though. The translation from German to English left this manual with some rather awkward sentences.

At times, it seems the translator had to make a choice between words with very different meanings... and s/he sometimes made the wrong choice. The translation was obviously done by someone who used English as a second language. (Of course, his/her English is far better than my German!)

Here's an example. On page 101 when introducing the topic of scanners, the manual states "MegaPaint disposes of a variable scanner interface." The actual German word for *to dispose* that was probably in the original is *einrichten,* which also translates to *constitutes* or *establishes.* To say that Megapaint "establishes a variable scanner interface" is probably closer to what was meant. What it boils down to is that "MegaPaint can interface with a number of scanners."

Thankfully, these mental exercises are not too strenuous; I have yet to find any phrases that are so convoluted as to totally lose the reader. There are a few times when you'll have to do a double take, though.

The English version of the Arabesque manual was written by Gribnif's Rick Flashman here in the US. Hence, it does not suffer from a translation problem. In fact, I can find no fault with the Arabesque manual whatsoever. It has a good index and the chapters are organized in a logical fashion.

Arabesque

Well, we've probably dealt enough with the similarities between these packages. Now, it's time to get to the real interesting part—the features and capabilities that each program boasts. We'll start with Arabesque.

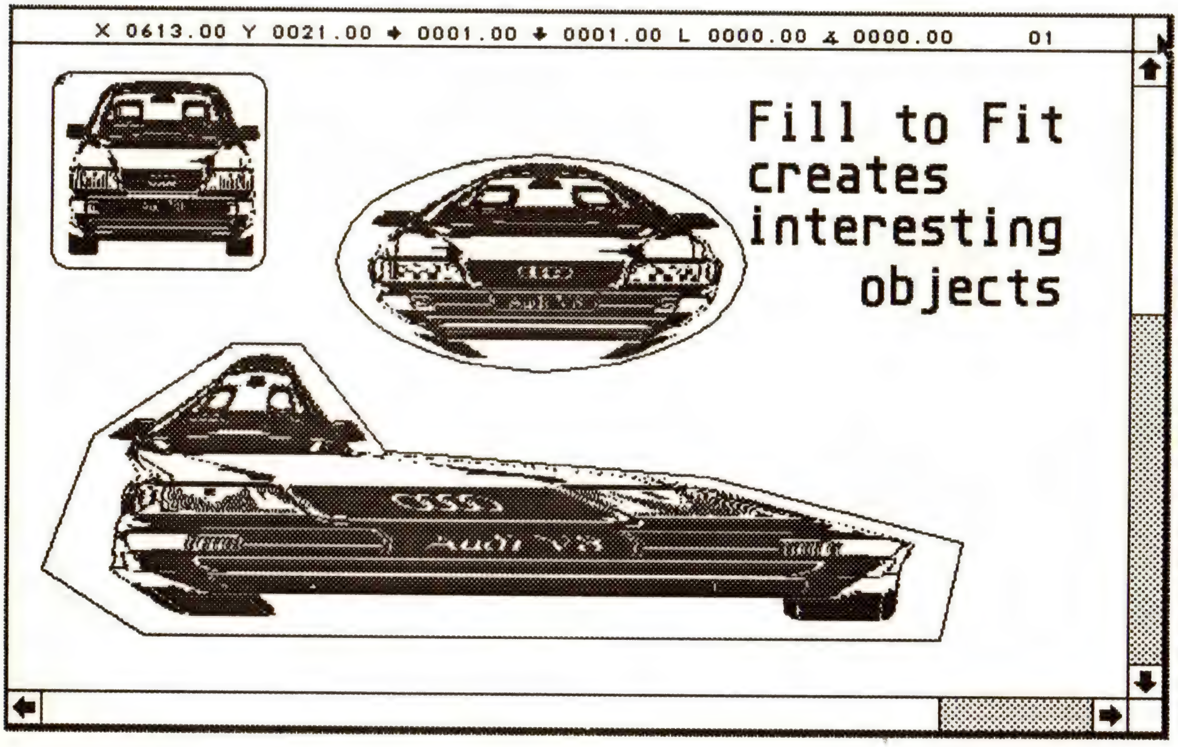
The most impressive feature Arabesque has that the others don't is a Buffer Fill to Fit option. Once you have copied some graphic to the buffer, Arabesque gives you many manipulation options for that graphic. The most striking is the ability to use the buffer as a fill. The Fill to Fit option actually stretches or skews or otherwise contorts the buffer's content to fill whatever object you choose. The results of such a tool can be seen in the example where an Audi has been used to fill various polygons.

Another nice fill option is that Arabesque supports gradient fills—automatic gradation from black to white. While not very sophisticated—you cannot specify gray scale percentages, increments or starting and ending values—it is nonetheless a welcome addition that is sadly lacking in most ST drawing packages.

Nearly as impressive as Fill to Fit is Arabesque's ability to generate 2D or 3D polygons. Drawing 3D polygons is as simple as drawing the polygon, with the extra step of adding depth to the object by moving the mouse. The results are excellent. A special "conic" option draws the endpoints of all lines into a single point, making it easy to create "zoom boxes" or other fading effects.

Arabesque's extensive block operations include such items as Contour, Smooth, Bend and Pull. Contour drops out the filled part of a block, leaving only the outline. Smooth is a wonderful option that lessens the jaggies that occur when enlarging bitmap images.

Bend allows you to bend or distort a block, with the option of Linear, Arbitrary, Ellipse or Sinusoid bending path. The Pull option lets you select the corners of the block and stretch them independently from one another.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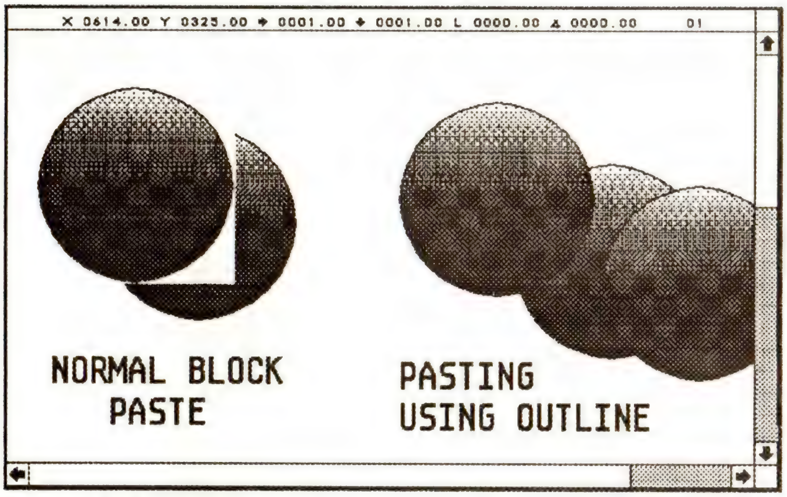
Fill to Fit creates interesting objects

Pasting of irregularly shaped bitmap blocks on top of one another in most paint programs includes pasting part of the background as well. Arabesque has a special masking procedure that allows you to paste objects according to the outline. If you've ever pasted objects on top of other objects and then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NORMAL BLOCK PASTE
PASTING USING OUTLINE

had to do lots of cleanup of individual pixels, you'll find this capability extremely important. (See the example graphic screen comparing a normal block paste to Arabesque's irregular paste option.)

The final unique feature we'll touch on here is that Arabesque can actually combine raster and vector graphics into one picture. Unfortunately, you can only save these combined graphics in Arabesque's own internal file format. That format is not supported by any other programs at this time.

MegaPaint

MegaPaint has a number of very interesting capabilities not found in the other packages. The first of which is direct scanner support. The package comes with built-in support for the Hawk CP14 and Print-Technik Universal or Professional scanners. With the ScanLite module (free from CodeHeads) and ScanLite from Wiz Works, nearly every hand scanner on the market can be used to directly scan into MegaPaint.

A number of MegaPaint's features make the package very suitable to technical illustration. A "measure" feature allows you to insert a line or arrow along with a textual measurement of distance, radius, angle, diameter or arc length. The use of up to four "planes" lets you create multi-level drawings, similar to floor plans and blueprints. There is even an option to show the planes at varying intensities, which is perfect for technical drafting or animation work.

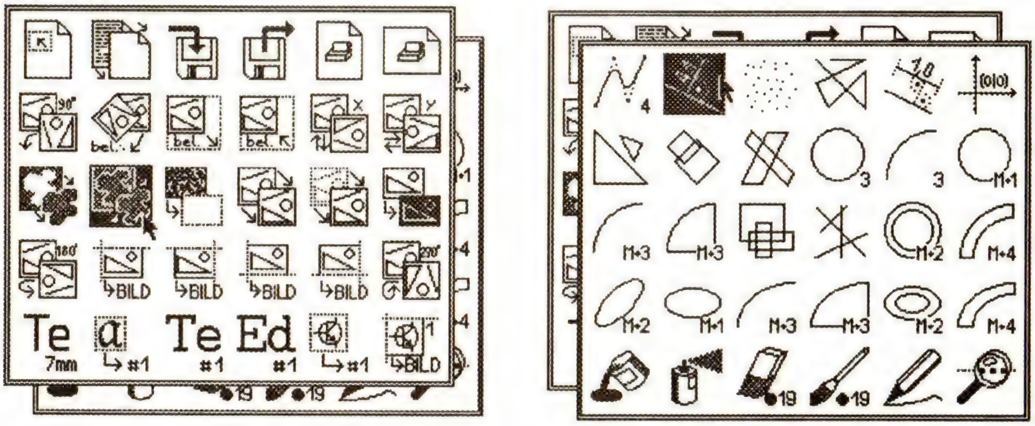
MegaPaint also supports "symbols libraries" and comes with two raster libraries of electronic symbols and two vector libraries of text objects.

MegaPaint has, by far, the most built-in object drawing tools of any ST paint program on the market. The Objects drop down menu has over 20 entries, including Point, Line, Triangle, Rectangle, Rhomboid, Parallelogram, Polyeder, Circle and Ellipse Rings, just to name a few. While you can create many of these objects in the other packages, MegaPaint makes it a snap.

The external modules support in MegaPaint has already been mentioned a couple times. While Arabesque supports the "GEM pipeline" for possible future enhancements via desk accessories, MegaPaint has a number of add-ons already available. Many of these available external modules from the CodeHeads have been released on the online services. And the CodeHeads promise there are more to come.

While all these programs have fill pattern support, MegaPaint is shipped with some custom fill patterns. The *pinprint* patterns are specially designed for dot matrix output up to 240 DPI, while *laser* is optimized for 300 DPI and higher output. There are also special fills containing 32 gray scales, 32 coarse gray rasters and 32 hatching patterns.

Probably the very last thing you would expect to find in a paint program is built-in database and mail merge capability. Well, MegaPaint has it! You can actually create graphic-oriented form letters and use a mailing list to do a mail merge from within MegaPaint. The software directly supports Adimens, dBase and Lotus 1-2-3 compatible lists, as well as gives you the option to define your own import format. I tested this feature using an address list exported from SuperBase and it performed flawlessly. Simply amazing. What will they think of next?



MegaPaint's Customizable Toolbox

Silhouette

As of version 1.36, Silhouette has matured into one of the premier graphics packages available on the ST. With version 1.5 scheduled for release in early May, the package promises to be even more stable and more powerful.

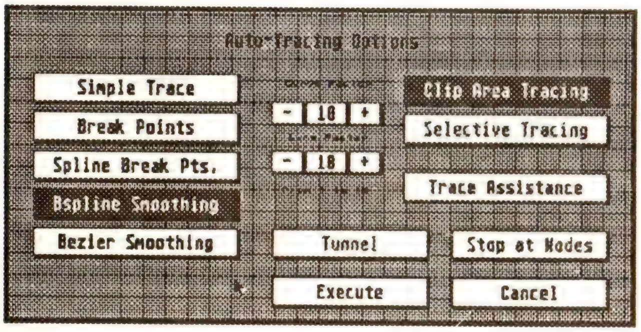
Probably the biggest feature unique to Silhouette is its built-in auto-tracing capability. Auto-tracing is pretty much what the name implies—the automatic tracing of a raster graphic, creating a new vector graphic in the process.

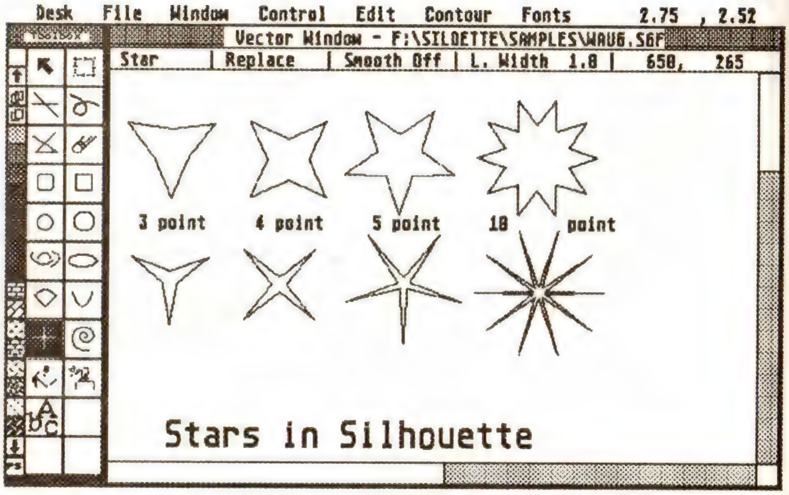
While the more sophisticated stand-alone packages like CodeHead's Avant Vector or Gribnif's Convector are far more powerful, Silhouette's auto-tracing features may be all the average user ever needs. Silhouette performs extremely well with tracing straight black and white images with little or no gray scales. Complex graphics with lots of fill patterns are far less successful and usually require some clean up work to get the desired results.

I have personally had quite a bit of success using Silhouette to auto-trace Degas and MacPaint black and white clip art. Options range from a simple trace up to tracing using Bezier curves, and numerous other smoothing and tracing settings complement the process. You often get very good results when mixing different tracing options for different parts of an image.

Another very nice feature, primarily because of its powerful implementation, is the Duplicate option. Selecting Duplicate brings up a dialog box crammed full of options. You can, for instance, duplicate an object 100 times. With each duplication, you can rotate the object by degrees, increase/decrease the object's height and width and apply an incremental gray scale all at the same time.

You can select Free Style, Radial Offset or Cartesian Offset duplication. With the Cartesian setting, you supply the actual X and Y offsets. Radial Offset presents you with an arrow. By increasing or decreasing the length of the arrow (as well as the angle from origin), you determine how loosely or tightly the duplicate are packed. Free Style creates as many duplicates as there are points in a "polyline" that you create. Basically, with Free Style, you determine the exact path for the duplication. Experimenting with the options available here is highly recommended. You can create some spectacular corkscrew or spiraling effects with this feature.





Star | Replace | Smooth Off | L. Width 1.8 | 658, 265

Two of the other impressive tools found in Silhouette are the Star and Spiral drawing tools. Using the Star tool, you can create star-shaped objects (or other polygons) with anywhere from three to 99 points. Pressing the left and right arrow (cursor) keys modifies the star's inner radius.

The Spiral tool is one of the cleverest drawing tools I've ever seen. It's like having a Spirograph on your computer! The more spirals you add, the more complicated the object becomes. You control the "pitch" (tightness) and "roll" of the spiral. When the spiral is ready to be set, you have the option of setting the spiral exactly as shown on screen or allowing Silhouette to complete the drawing process as would occur on a Spirograph.

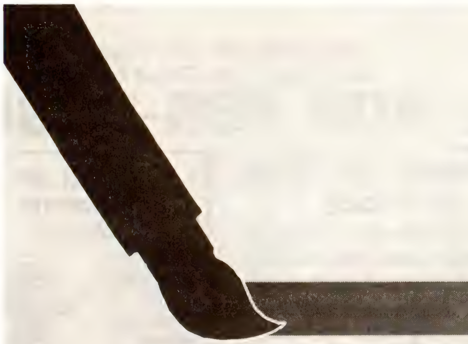
Observations

As you can see, each of these programs has a lot to recommend them. In using all three packages, there are some general observations I can make that may help you choose the one that's right for you. First, if you're looking for basic drawing capability, you will be happy with any of these packages.

As a generalization, I would say the following: Arabesque is the strongest raster drawing package of the three. Silhouette is the best on the vector drawing side, offering some powerful tools and more file formats. MegaPaint is the most balanced of the three, handling raster and vector drawing equally well.

For technical illustration and/or direct scanning support, MegaPaint is the clear choice. If converting of raster images to vector formats is important to you, Silhouette's auto-tracing options are far better than doing it by hand in the other packages. For creation of 3D images with depth and texture, Arabesque has the tools to do the job most efficiently.

Unless you've made up your mind which package best suits your needs by now, making a decision is going to be tough. Personally, I'm glad I have all three packages and don't have to make such a hard choice. If you can afford that option, I heartily recommend it as each package offers some very useful options the others don't.



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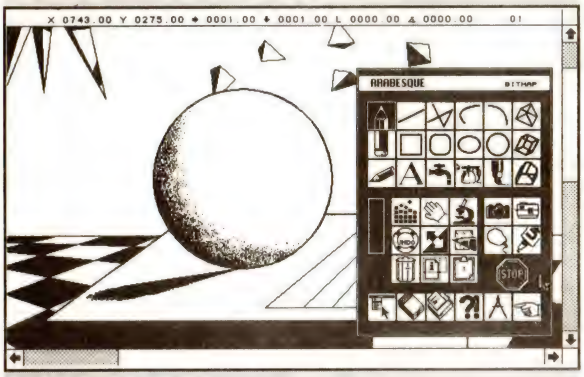
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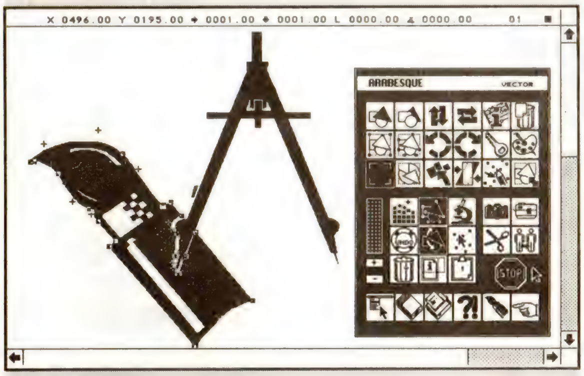
STOP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ARABESQUE
VECTOR
STOP

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- Edit up to 20 drawing pages in memory.
- Draw points, lines, Bézier polygons, B-splines, circles, ellipses, arcs, 2D/3D, and rectangles (with or without rounded corners) in Bitmap or Vector mode.
- Choose from various line end styles, thicknesses, drawing modes, etc.
- 108 different fill patterns, edit your own or use an image block.
- Block operations (rectangle or arbitrary shape) including: cut, paste, mirror, rotate, bend, increase contrast, contour, smooth, enlarge, save and load.
- Outputs to 9- and 24-pin dot matrix, "Bubblejet", as well as Atari and HP laser printers.
- All functions operate rapidly in magnification mode.
- A complete UNDO feature.
- Load and save various graphic types including IMG, IFF, Degas, NeoChrome, Doodle, Calamus CVG, GEM/3 and Arabeque's own compressed formats.
- Configurable "spray can" feature.
- Complete selection of drawing modes, including: replace, XOR, AND, transparent, reverse, and more.
- Easily convert Vector graphics to Bitmap graphics, with optional use of gray scales.
- Fully illustrated manual.

Arabesque is also a program with an incredible amount of attention to detail. Its speed will amaze you, while its ease of use will astound you!

Arabesque is compatible with all Atari computers. It supports large display screens, like the Moniterm. Requires at least 1 megabyte of RAM and a monochrome monitor.

GRIBNIF SOFTWARE

P.O. Box 350 • Hadley, MA 01035 • USA
Tel: (413) 584-7887 • FAX (413) 584-2565

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SHAREWARE SHARE-PAY

DALE WOOSTER

NWPAC

Share-Pay is part of my personal campaign to keep the Atari 8-bit computer alive, but it will also work for *any* computer groups.

Share-Pay is designed to help computer user groups everywhere in the world *support our shareware authors* and let them know we want them to continue writing new programs and improving the existing ones.

I will list just a few authors here to remind all you readers out there just how important these people and their programs are to our 8-bit world of computers—Ronnie Richie, Bob Puff, Roy Goldman, J.D. Potter, Don Davis, John McGowan. I could go on and on with hundreds of others. Just the few mentioned here have given us dozens of programs, including TextPro, MyDOS, BobTerm, Discomm, SuperARC/UNARC, Daisy Dot, and APACView.

Well, you get the idea. Without these folks, and others just like them, you really would have "just a game machine." I only hope each person that reads this can truly say that they have supported these authors by sending a donation after using (and continuing to use) their programs.

But, as president of NWPAC (North West Phoenix Atari Connection), I conducted my own small survey just to see how many members had sent in donations to various authors. I am ashamed to say I will not reveal the results.

That is one of the reasons I am proposing that *all clubs* take action to correct this problem *now* before we lose more of our fine software writers.

My proposal, put before the NWPAC membership, includes the following:

1. Raise the price on *all shareware disks* to members by $1 or $2 and keep records of each sale. Set aside the $1 (or $2 depending on what is voted in). Every 90 days, tally up the totals and mail a check to each author involved.

2. Suggest to every person who buys a disk or anyone that's using the program now that they send whatever they can afford right away—$5.00, $10.00 or even $20.00.

3. Include a *nice* Thank You note and advise the author what you liked or did not like about their program and that you would like to see more from them in the future.

4. I also propose that the club will totally support AIM and also include the club's AIM disk sales in this Share-Pay.

I am submitting this article to Atari Interface in the hopes that they will print it. I also hope they would be willing to become the "hub" for Share-Pay by printing author's addresses, etc. on a monthly basis, just like they do for the clubs.

I have never been "published" before except in newsletters, so I do hope you are reading this in AIM. No matter how or where you got this article, *please* distribute it to *any* BBS and in your own club newsletter and/or send copies where ever you think it will do some good. Do your part to keep the 8-bit alive and well!

Thank you for your support.

By the way, I am a registered owner of SuperDOS, TextPro and other programs, so I do practice what I preach. Please feel free to contact me and let me know how this works for your club. Our club BBS is PAUGS, (602) 278-8505, 24 hrs.

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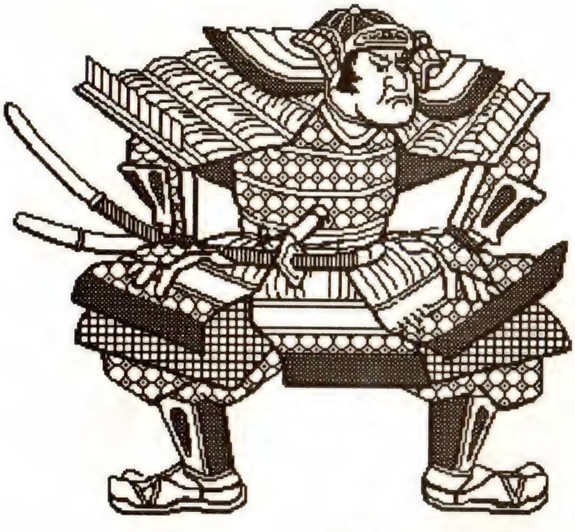

TECNO NINJA
AN 8-bit GAME FROM SOFTWARE INFINITY

Ed Hall
AAAUA

Tecno Ninja is one of the new KE-Soft games imported from Germany by Software Infinity. While most of the offerings in this line are strategy games, Tecno Ninja is a futuristic action-adventure.

Its premise hawks up some rather lugubrious, hopefully tongue-in-cheek names. *Tecno* Ninjas (untroubled by the missing "H" in their names) live on the planet *Trivator.* One day, the magic stone of *Sassafras* is stolen, and the warrior *Garagon* must travel to *Sarcendor* to recover it. Luckily he has his, um, *Vaginator Shield* to protect him. Really.

There are 10 scenarios to puzzle through—an old temple, a lost city, an underground lake, an alien spacecraft, a crystal cave and others. Each has 10 screens, and your Tecno Ninja must find an eye-shaped stone before he can advance to the next level. The screens are interconnected in various ways, but since there are only 10 per level, mapping is not necessary.

The play-action resembles a maze-and-platform game with the emphasis not on hair-trigger reflexes, but on locating strategic items. Garagon (an agile, somewhat hyperactive fellow) responds quickly to the urgings of your joystick.

The graphics are excellent. Screens are well-drawn and detailed, enlivened with spot animation. Mysterious discs rotate, energy fields coruscate and terminals with lines of scrolling static are like eyes rolling endlessly upward in their sockets. Everything gleams with a metallic, high-tech sheen.

The sound effects are convincing, and each level has its own musical theme. The best piece greets you at the game's title screen, and is good enough to cause you to linger there. Unfortunately, the screen itself is a muddy disappointment—an anomaly among the otherwise fine graphics. A simple keypress banishes it from view.

The only other complaint I have is the color selection used on some of the playscreens. Occasionally I found them a bit garish.

But these are quibbles. Tecno Ninja is one of the best games in the KE-Soft stable, and it delivers hours of enjoyment. I have no problem in recommending it.

A point of interest about this game is that it's in compiled Turbo-Basic. Readers who wish to advance beyond BASIC, but are not quite ready to take on assembly language, would do well to take a look at Tecno Ninja and see what can be accomplished with Turbo-Basic (a PD language!).

The disk directory is not hidden, thus giving you access to portions of the game. For example, the title screen is in 62-sector Micro-Painter format, so you can replace it with one of your own (as I did). However, the color registers are set by the main program, restricting you to the same ugly combination as the original screen.

If you want to hear the complete musical score, know that RENDESV4.MUS is the name of the theme for level 1 (the airport). A bit of renaming will accomplish the rest.

The disk comes enclosed in a folded card with a pen-and-ink drawing on the front and instructions inside. To play, you'll need an XL or XE machine and a drive capable of reading enhanced density. The cost is $14.50 plus $3 shipping & handling. Order from:

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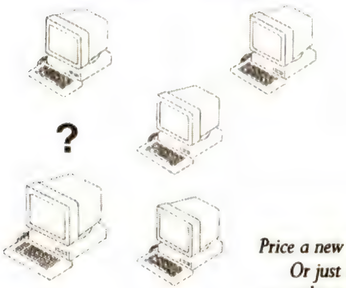

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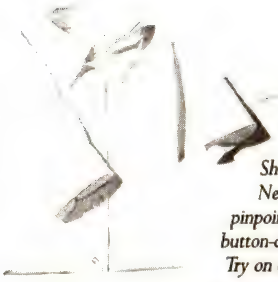

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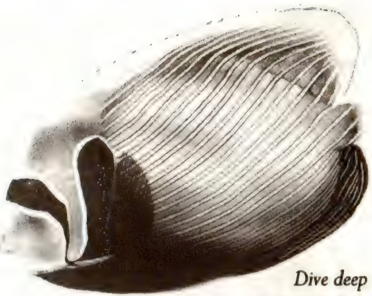

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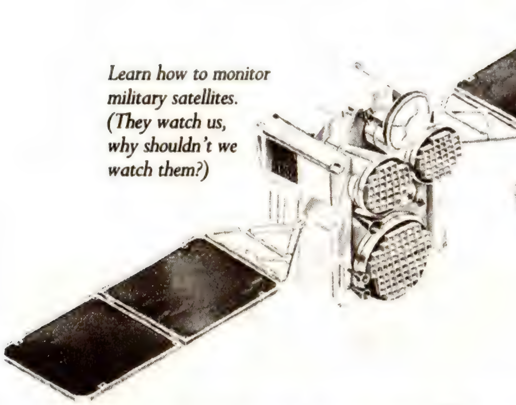

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The Atari Portfolio Palmtop

The ads are enticing: save precious time, buy a laptop for $1,595. It makes sense...but unless you're bucks-up, it's just one more item to lust after. There *is* a way, though, to extend your business day with a portable computer at just a third of the going laptop price, even with a complete set of accessories. Just purchase an Atari Portfolio palmtop, an almost unknown $200—yes, $200 at discounters—real MS-DOS computer that's compatible with your IBM and Mac desktop systems.

Zane Binder

Wait, how can tiny Atari, better known for Pole Position than anything else, undercut the industry giants? What's the catch? Well, there isn't one! The Portfolio's not as convenient as a "full-size" laptop, but its price, portability and size advantages are overwhelming.

The Portfolio, in keeping with its palmtop designation, has the dimensions of a video cassette tape and weights just 15 ounces. That means it's small and exceptionally portable ...but also indicates the QWERTY keyboard (you can reconfigure to DVORAK) is tiny and the LCD monochrome screen is just eight lines deep by 40 characters wide (though it adjusts to scroll to more than 200). The remainder of the Portfolio's design—aesthetics, key feel, quality of materials, etc.—is absolutely top notch.

That's an extremely important concept: it doesn't look or feel like a toy. Someone considered these items as well as strict functionality when the Portfolio was designed. It's an indicator—as in testing autos—of what lies "under the hood" in the items you can't easily see or assess. As mentioned above, the Portfolio uses MS-DOS...but not the current version 5.0.

Built-in (actually burned into ROM), as distinguished from loaded through software, is a modified version of 2.1. Why? Because it's much, much smaller than 5.0 and works well with the Port's internal 128K memory. That figure, to those accustomed to 4MB RAM and more, may seem absurdly small. But it's all according to how you view this tiny computer's mission ... and just as importantly how you count RAM. The Port's primarily designed to use its five built-in ROM applications: an ASCII word processor that types in three languages, a Lotus 1-2-3 compatible 127 column by 255 row spreadsheet, a gigantic diary/appointment book/clock with

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alarms and graphic calendar, a sophisticated calculator with statistical functions, percentages, square roots, five separate memory banks and print capability, and a complete address/telephone book with automatic tone generator and dialer. None of the above is to imply outside programs can't or shouldn't be used... only that this three AA battery or AC powered unit isn't, and never will be, a complete substitute for your desktop unit!

In the Portfolio's circuit-board heart beats an 8088 processor, famous as this was the engine that powered the original IBM PC. Though slow by today's standards and eclipsed years ago, in this application it possesses almost all the computing power you could want. By now you're probably asking how the Port stores its data. Very well, thank you, on tiny wallet-size, self-powered, metallic RAM cards of up to 128K (512K is coming). Each 128K card holds between 50-60 typewritten text pages by actual test. No more room on one for a really large application? Just switch cards! Decide you need more internal memory for a program? A half-megabyte upgrade's available from a licensed Atari vendor!

Transferring data to desktop units is easy, too. Parallel and serial adaptors are supported, but the easy way is through a "card drive" (less than $100) that allows your main PC to read and write the memory cards exactly like a disk drive. You can run hard drives or even regular disk drives with the Portfolio, but not quite as conveniently. Printing documents with the Port is a snap, too, either from your office unit or tiny Bubblejet printers.

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What kind of software or ROM cards are available for or usable on the Port? An enormous variety, including BASIC programmers, spell checkers, chess, stock/bond/option trackers, numerous special medical programs for busy doctors and nurses, check-writers and too much else to name. I've been informed even the old Wordperfect Jr. program works on the Port, but I didn't have a chance to test it.

One of the unit's best features is its support within a special Portfolio Forum on CompuServe (yes, you can mate it to a modem). Atari monitors CompuServe daily, there are numerous programs to download, and fellow Port users are always available for the tips these mechanical wonders always seem to require to extract their fullest potential. Atari also sponsors a Technical Support Line, and even out of warranty Portfolios can be repaired for a flat fee.

Aside from the limitations already mentioned, does the Port have any other drawbacks? Just that its documentation is dismal (though books are available).

What's the bottom line? The diminutive Portfolio is the best bargain in the palmtop field. Yes, some have more capability, but also cost considerably more. The Port's size, as with all palmtops, is both a fantastic asset and a liability. But, without a doubt, this tiny, sophisticated wonder will vastly increase productivity while on the go—and won't cost you or your firm a fortune. Atari Corp. of Sunnyvale, CA has sold 250,000 Ports since introduction day, but to say the unit's "invisible" in the US market would be an understatement.

You probably *have* seen it, though: it was the computer young John Conner used to empty a bank 24-hour cash machine in Terminator II.

In reality, with its low cost and relatively high power, the Portfolio will help keep cash *in* your wallet... all the while tremendously increasing your productivity.

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So You Want to Start a User Group? Part V

Tim Holt
ACCEPT

In the past four articles, we have looked at the pros and cons of getting a user group started, and what it entails to do so. You, as a club founding member, must realize several things by now:

1. You will spend money on the club from your own pocket.
2. You will spend lots of time getting people to just show up at the meetings.
3. You will run into members that don't agree with you and won't help you.
4. You will run into members that want to pirate programs at the meeting.
5. You will "burn out" mentally if you do not get help.

In this column, we will look at how to solve problems 4 and 5.

Aye, Mate! Got any new Programs???

It will happen. Some of the members of your club will try to use the club meetings as monthly copying parties. These people don't care if it is the latest programs, 10 year old programs, or programs that haven't even been released yet.

Our club once had a member that prided himself on the number of programs he had that were still in the beta test version. This guy had every thing. He had a software version of the Spectre GCR! I don't know how he did it, but it worked somehow...

And don't just assume it's the kids that act this way. Our Blackbeard was about 55 years old!

There is only one way to deal with pirating in your club: *sternly.*

From the very outset, your club should have some type of anti-pirate statement, either in the bylaws, in the newsletter, or somewhere. Every member should be made aware at the time of getting a membership that pirating activities will not be allowed.

Plain and simple: The board, the president or some club officer, should have the authority to dismiss a member for pirating during club activities. The member shall forfeit any and all membership fees, and will be dismissed from the club forever.

I know this sounds harsh, but face the music folks; pirating killed many a company's interest in the Atari. Just ask the folks at Spectrum Holobyte. Your club is a forum to support the ST/TT, not a place to do it more harm.

Please note, however, that your authority is limited to the club only. What members do outside the club meetings, however unfortunate, is their business. Billy Bob may be the world's biggest owner of non-purchased software, but if he keeps his nose clean during the meetings, then you cannot take any actions against him.

Also, be on the guard for rumors. Seeing is believing, and that's the only way it should be. There will be times when someone will offer you a program. Politely state that as an officer of the club, you cannot possibly copy software. Set the example for the rest of the club. It may not impress everyone, but that kid in the back might remember it, and that makes your example worth it.

HELP!

There will be times when you simply need help in the club. Here are a few hints and tips to keep things moving smoothly...

1. Remember that the ST/TT line of computers can emulate the Macintosh and MS-DOS worlds very easily.

Therefore, any demo that has been placed out for the IBM and Mac world is fair game. Believe me, almost any Macintosh program released has a demo that the company released for it. All are disabled somehow, but all can be used for your next club's meeting. Where do you get these demos? Simple. If your town has a Mac club, they have Mac PD software and demos. Ditto for the MS-DOS world (No pun intended).

The online services are also a good source. All the big name Mac and IBM developers, for instance, have areas on CompuServe and many of them are also on GEnie. Via CompuServe, you can also access an area run by Ziff-Davis, publisher of many Mac and PC magazines. America Online has a strong and growing Macintosh support. Another good, and cheaper, source is local BBS systems supporting the Mac and IBM. While they may not have as many different files as the pay services, they don't usually charge for access.

2. European magazines always have demo disks with them.

ST Format, ST User, etc., always come with a disk full of demos...lots of them games. You can get these magazines from your local dealer or through the mail order places. Also, the magazines themselves make nice reading for members.

3. AtariUser magazine is one of the best buys a user group can get. Why? Because it's FREE!

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4. Make a magazine, such as AIM, your newsletter.

You save tons of time, and the product is probably a zillion times more professional looking than you could do. Of course, you lose some of the intimacy associated with a locally produced newsletter, but the members in our club howl like coyotes if they don't get the monthly AIM.

5. Remember to go for the unusual speaker.

Have a policeman give a demo on home security, have a computer scientist give a speech on the history of the computer, have a local computer store owner demo his wares, even if he doesn't sell Atari. (He may change his mind after seeing 50 computer users sitting there with checkbooks in their hands...) Get a musician to give a concert at your meeting, or have an artist come in and try some art programs with the computer.

6. Use Atari.

Atari has this guy named Bob Brodie that can answer all types of questions, may be able to point you in the right direction, or will darn near kill himself trying to find out something for you. Drop him a line at Atari or leave him a message on GEnie (to BOB-BRODIE). Really, for all their faults, Atari does sometimes, every once in a while, send out warm fuzzies to user groups. Who knows, it may be your turn to get a fuzzy.

By getting help, you will feel a lot better about the club, and you will avoid getting burned out by doing all the work yourself.

Well, I hope this series of articles has helped you set up a user group in your town. Drop me a line sometime, and let me know how your club is getting along. I would like to know any unusual ideas your club has used successfully in the past for a future article. My address is:

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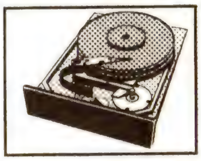

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ST VERSUS IBM HARD DRIVES

ERIC SCHOFIELD
RACE-NC

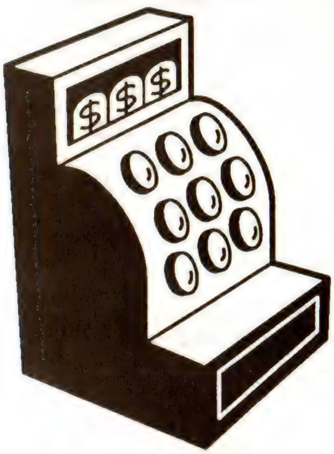
Purchasing a hard drive for the ST seems to cost so much more than purchasing one for IBM compatibles. Over the past 6-7 years, I've heard this gripe numerous times. Even I have said this. But, after working in the PC industry for several years now, I realize that this simply isn't true.

What misleads people are the prices of the bare hard drives boldly printed in the PC magazines. These prices only reflect the price of the hard disk. Once you add all the other goodies, the price of the system is considerably more.

The prices I'm quoting in this article are actual street prices. You can flip through the pages of Atari Interface or any Computer Shopper and get the very same figures that I'm getting.

One of the more popular hard drive configurations is an 80 megabyte hard drive using a Seagate mechanism running at 28 milliseconds. In order to assure that the ST hard disk and IBM hard disk perform as identically as possible, the equipment purchased must be near identical in performance.

There are numerous interfaces available in the IBM world such as IDE, RLL, MFM, ESDI and SCSI. Some are better than others and SCSI would have to be considered one of the best simply due to its versatility and speed. SCSI interfaces are the standard interface used on Macs, STs and Amigas. For this article, I use SCSI interfaces for both machines.



STs use the DMA port to interface with the SCSI host adapter. Due to this fact, the STs have *blazing* hard drive transfer speeds that are far faster than your standard IBM hard disk. In order to match the speed of an ST hard drive system, the IBM system must be configured with a 16-bit controller rather than an 8-bit. This obviously pushes the price up. Here are the results of what I found.

IBM Compatible System

Case & power supply	$100
ST1096N 80Mb hard drive	$300
16-bit SCSI interface	$200
Total	$600

Atari ST System Do-it-yourself

Case & power supply	$100
ST1096N 80Mb hard drive	$300
SCSI-DMA host adaptor	$100
Total	$500

Atari ST System Ready-to-Go

Pre-assembled & tested	$550

As you can see, the cost of the ST system is *less* than the cost of the equivalent IBM hard disk system. Even if you were to exclude the case and power supply from the IBM system (you would do this if you had room inside your case and simply needed to add a hard drive and controller), the price is comparable.

If you're in the market for a hard disk, don't feel jealous of all those IBMers out there. You can actually spend less for *great* performance. (Note: To build your own hard disk system, cables are also necessary. These cables shouldn't cost more than $20 total for either platform.)

Advanced Gravis MouseStick

Jim Trageser
SDACE

For the past few years, the debate on input controllers has consisted of "Mouse or trackball?" Now, Advanced Gravis, a Canadian firm known for its line of joysticks, has upped the ante by introducing its MouseStick programmable optical controller.

The Atari platform was one of the first that the Gravis MouseStick supported, and my review copy has been bug-free (although the first unit they sent me was non-operational, they quickly replaced it with profuse apologies and a fully working unit).

The main selling points for the MouseStick are its programmability and the fact that it emulates an analog signal on the ST line of computers. Both are likely to be of interest to Atari users, especially since analog input allows for vector modes, and the programmability allows for custom-designing your own vector. In addition, the MouseStick has a built-in setting that acts as a straight Gravis Switch Joystick.

Atari ST computers use digital input—the mouse sends a signal that it is moving in one of eight directions, and how far it moved in pixels. The MouseStick sends an analog signal, which is non-digital. This means that, in vector mode, you can have a variable rate of cursor movement, depending on how far in any direction you push the stick handle. Of course, in joystick mode, the MouseStick sends a digital signal.

How the Gravis MouseStick Works

The MouseStick comes in two pieces: the stick itself, which looks just like the Gravis Switch Joystick for the Atari, except in a light gray instead of black; and the Gravis MouseStick Processing Unit (GMPU), which is a small (3x5 inch) box with an LCD display that connects the stick to your mouse port. It is the GMPU that both emulates the analog signal and allows the MouseStick to be programmed.

There is no external power source—the MouseStick draws its energy from the mouse port.

As with the Switch Joystick, the stick unit has three buttons—one on top of the joystick and two to the left side of the top of the base. Each of the buttons has a function-selecting dial on the left side of the base which allows any button to be manually set for, in the case of the MouseStick, right or left mouse button or editor button. For most applications, each button will be set to a different mode, giving you all three options.

In programming the MouseStick, you enter the editor mode by clicking five times quickly on the editor button (which otherwise acts as a second "left" mouse button). The LCD display then indicates "Entering Editor." At this point, you access your different menu choices (shown on the GMPU LCD) by moving the joystick through the bottom half of its range of motion (if the range of motion is pictured as a clock face, the menu ranges from 4 to 8). To facilitate programming the MouseStick, Gravis includes a quick-reference menu chart.

The programmability feature allows the MouseStick user to pre-save up to six customized settings. The first variable likely to be entered is the monitor size; one can pre-set and save—by pixel resolution—low-rez, medium-rez and high-rez settings for the ST. While the GMPU includes some of the more common resolutions built-in (low-rez and high-rez for the Atari; other resolutions apparently common on the Amiga platform, which shares the same MouseStick model with the Atari), one can also custom-set the X and Y axis within the editor, allowing any monitor resolution to be used.

Other options within the editor mode include designating one of the buttons as

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"turbo," or auto-repeating. This mode also allows you to set how quickly the "fire" mode will be repeated, in increments from 0.1 to 5 seconds. There is also a "null" mode in which you can create a dead zone around the "centered" position so that small, accidental motions to the handle don't affect the cursor. A "priority" setting makes sure that small movements of the handle when clicking the cursor on a GEM icon don't accidentally cause the wrong program to be loaded.

Admittedly, it took some getting used to when I first hooked up the MouseStick. In high-rez mode, it is very sensitive—far more so than a mouse with the Atari accelerator (which has to be disabled or the MouseStick won't work).

I also found the auto-centering feature was annoying and the GMPU apparently does not let you turn it off. Thus, I found the best way to deal with it was to loosen the adjustable spring on the joystick handle all the way, thus mechanically bypassing the auto-centering.

I now find that I prefer to use the MouseStick for almost all applications. Using the MouseStick requires far less arm and hand motion than a mouse or trackball and results in less fatigue. I simply point the stick handle in the direction I want to move the cursor and hold it steady until the cursor gets there. If I'm in vector mode, the cursor gets wherever I am pointing very quickly.

More importantly, I find I have more control with the MouseStick and am more productive. Using PageStream with the MouseStick is a dream compared to my stock Atari mouse. And while artists may prefer the more "natural" feel of a mouse for drawing programs, I like the control I get with the MouseStick.

For drawing programs, flight simulators, etc., the vector capability can make a dramatic difference in performance and handling. The vector mode allows you to set up the MouseStick so that the rate of cursor movement varies with how far you push the stick away from center.

The instruction book is easy to read and understand, and the menu chart doesn't take long to memorize. All in all, the MouseStick, for all its options, is easy to learn, making it an effective tool.

A Gravis spokesman said there have been problems with Mega STs, and was unsure how the MouseStick would interface with the TTs. But he assured me the Mega bug was easily fixed with a program Gravis would send free to any Mega user. Also, 8-bit owners using a GUI program may not be able to use the Gravis.

The price is steep; manufacturer's suggested retail price is $99.95. But, for those who are uncomfortable with a mouse or trackball, or who simply find they don't have the amount of control or options they would like, the MouseStick may be the answer.

[About the Author: Jim Trageser is a 10-year user of Atari computers, and he currently owns an Atari 800 and a 1040STfm.]

A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

ULTRA SPEED PLUS

Paul Alhart (AFED)

One of the most cherished things we have is time. It seems we never have enough of it, so whenever something comes along that promises to helps us save time we jump at it. Be truthful now, why else would you have bought that super-duper dicer/slicer Veg-O-Matic that is stored over the refrigerator? OK, but that microwave oven sure is a time saver.

Well, in the computer world where time is measured in microseconds, faster is definitely better. After all, a big selling point of any computer is how it will help you get organized and save you lots of time.

Sooner or later though, time seems to lose its relevancy. Two minutes to do a former 30 minute job seems much too long if the same task can be done in one minute. This is the main reason I was anxious to try out the Ultra Speed Plus from CSS.

US+ is designed to be installed in an 800XL or 130XE computer and gives you three different operating systems (O/S) that are switch selectable. (More on those later.)

Installation requires some soldering, but the instructions and diagrams are clear and easy to follow. Installation takes about an hour from start to system checkout. If you don't feel at ease inside your computer, CSS offers free installation for this, as well as any of their other products.

As mentioned above, the US+ has three switch-selectable operating systems. Following is a description of each.

XL-FIX Plus—This O/S makes your XL think it is a 400/800. This eliminates need for Translator programs and still allows you to use a RAMdisk on machines with extended memory. A Binary file loader is built in, the key repeat rate has been speeded up, and the effect of the Option key has been reversed when booting. (Hold down the Option key to enable BASIC.)

Standard XL/XE—This O/S is the same as what is in your computer now.

Ultra Speed Plus—This O/S gives your computer more speed in several ways. Disk I/O is about three times faster than normal when used with XF-551 drives or modified drives like Happy (810/1050) or Super Archiver, US Doubler, Klone, Duplicator or Density Doubler (all 1050 mods). The key repeat rate has been increased for faster editing. The Faschip math routines have also been included for faster and more accurate floating point math which increases program execution speed.

Although the speed is what sold me, US+ has many more great virtues. Any one of them could be a good enough reason to purchase US+. *Some* of them are:

A built-in RAMdisk handler allows a RAMdisk to be used with any DOS
Several functions such as key click, background color, screen DMA, I/O sound and more can be toggled via the keyboard
Drive numbers can be reassigned using a drive configuration menu, so you can boot from any floppy, or even from your RAMdisk
Cold Boot without losing RAMdisk contents, even if the system is locked up
A sector copier is included that uses no program memory
The OPTION key is reversed during boot. (Hold down OPTION to enable BASIC)

So what do I think of US+? I couldn't live without it. I get this warm feeling whenever I hear my programs loading in at Hyper-Speed. My wife thought the faster I/O sound was the phone ringing. Although it's still not as fast as hard disk, it sure is a lot more affordable.

I have used the drive configuration menu to make my RAMdisk Drive #1. That way, I can run programs out of RAMdisk that only support one or two drives. You may not associate this with speed, but it is a real time saver. I copied AtariWriter's dictionary to RAMdisk, made the RAMdisk Drive #2, and watched it *fly* through documents as it checked my spelling.

Another time saving use is with disk/sector editors. I can search or scan a whole disk in seconds if it is first copied to RAMdisk. Making the RAMdisk Drive #1 allows me to cold boot from the RAMdisk to verify my changes. I then can set any other drive to be Drive #1, reboot any DOS with my RAMdisk still intact, and copy the RAMdisk back to floppy. All this copying may sound time consuming, but it isn't with US+ fast I/O.

I have found no compatibility problems with any XL/XE software using US+. However, the original XL/XE operating system is always just a switch click away just in case.

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CSS claims that, with US+, powering down to recover from a lock up is a thing of the past. So far, I have proved them right. No matter how bad I freeze up my system, pressing HELP/RESET always initiates a cold boot without erasing my RAMdisk or clearing any extended program memory.

Is there anything I would change? Sure, but only out of personal preference. Both the XL-FIX and US+ operating systems reverse the effect of the OPTION key at boot up, while the standard XL/XE O/S does not. To avoid confusion, I would make them all the same. Since I will probably spend 99 percent of my time using only the US+ O/S with all its neat features and speed anyway, forget I mentioned it.

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THE GOOFY GURU

Space Bars and Peripheral Switch Boxes

Charles Kelly (SNACC)

Atari 800 Space Bar Repair

If the space bar on your Atari 800 has broken in any way, the space bar is probably hanging. If not, the plastic piece of the bar is easy to pop out.

Pop it out. Look at the white plastic square in the center of the exposed area. Press the square. If it moves up and down, go on to the next paragraph. Otherwise, take a firm grip with a pair of needlenose pliers and pull out the white plastic piece. Use a firm, even grip.

You should find a spring that is snagged. Snip out the metal pieces other than the spring and reassemble. The white plastic piece should now work and come back when pressed (those metal pieces are usually the actual switch, but we are bypassing them altogether).

Now, look at the two exposed wires on both sides of the black square that the white piece was in. Cut them with a razor blade or knife as close to the front as is exposed. Solder a 4-inch length of insulated wire to each. Tack these down, where soldered, with Krazy Glue or a similar product.

Take the left wire and strip back about 1.5 inches. Do the same on the right. Wrap six to nine turns of the left wire around the piece the space bar snaps into. Take the right wire and Krazy Glue the end just under the right end of the same mounting wire on the right end. This end should rest on black plastic. Take out some of the slack on the righthand side by tacking down the middle of the wire to the off-white or beige board.

You should add a first step if the tongue where the space bar presses the switch is broken also. Just glue it back after checking and/or repairing the spring action. Then go ahead with the wire cutting steps. *Note:* In some rare cases, the colors mentioned here will be different on your computer, but this is not too critical.

The Mucho Simpler Peripheral Switch

Forget all of the complicated articles you have seen about building peripheral switching boxes. But, do call in any old 810 rear boards or finally dead 835 or 850 boards you can find. Bless their little hearts, but some of the articles published on this topic have been too complicated. Start by looking at whatever old peripheral board you have and examine all of the traces that connect to both CIO ports.

It does help if you have a good diagram of the port connectors. You begin by marking the traces between the port connectors and drawing a line around all of the traces that join the ports. You want them left totally intact. Now, take a serial connector and snip off one end. Take one probe of a VOM and put it in Pin 4. Find the wire that goes to Pin 4 and mark it. Do the same for Pin 6. Solder the wire to Pin 4 to the wire for Pin 6.

Plug in the cable end to one of the serial ports. Test for continuity between the remaining wires and the port with the cable left plugged in. Skip the wires for Pins 4 and 6. Where the wires show continuity, solder them to the board at the appropriate pins of one port.

Unplug the connector. It will be the input to your switch box. Now solder a wire to where you joined the wires for Pins 4 and 6 and wrap tape around the connection. Take this new lead and solder it to the center pole of a normal two-position selector switch (SPDT type). Be sure to use a switch that is small enough to fit on top of one of the connectors.

Now, examine the port connectors themselves. There will be a series of leads that curl down from the connector to the board. As close to the board as you can, cut the leads for Pins 4 and 6 that come off the connectors. While both connectors must have these leads cut, only one pin has to be used to supply the ground signal. You are unlikely to cut both pins too short or to break them both. Pins 4 and 6 will be joined in almost all Atari serial peripherals down the line. Try to use both pins, though.

Solder leads from these pins, at the connector, to the switch contacts of your selector switch. The leads from one connector go to one of the outer contacts. The opposite switch contact is then wired to the opposite port connector. Each switch contact should be wired to 2 pins, but breaking one pin will still leave you with a working switch system.

You should now have a decapitated serial cable wired to one connector and a switch wired between the ground pins. Now, cut the port connectors free along the line you drew along the outside of the traces that go between both connectors. Use a saber saw and try not to damage the board or the cable you soldered to the pins of one connector.

Glue the switch to the top of one connector. Check for shorts and other defects. Finally, wrap with electrical tape, leaving the switch lever exposed.

This is so much simpler than other articles that would have you adapt RS-232 switch boxes or wire in 9-pole double throw switches. The cables don't need extra shielding and only the ground signal leads need to be switched. There is even an advantage in that switching the ground signal avoids some handshake problems, etc. Those other articles also leave out several steps that are needed with a project like this.

You should end up with a cable that has a fat end with two connectors and a switch exposed on top of one connector at the fat end. The critical step, sawing the board around the traces that link both port connectors, is always tricky.

A similar approach can be used to make a new cable that has two regular connectors with two port connectors in the middle. Just go ahead and split a cable and connect all leads to the proper pins of one port and repeat with the other half of the cable and the opposite port. This and other super simple serial cable projects are possible because the Atari serial system has such low noise to start with.

[The Goofy Guru series originated in the Southern Nevada Atari Computer Club newsletter and continues to irritate all. Topics covered are varied and obscure. In other words, this column is devoted to topics no one else seems to write about.]

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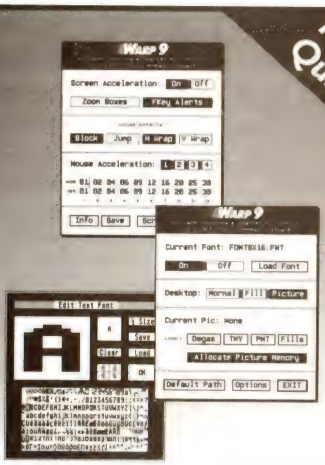
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Info
Save
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Current Font: FONT8X16.FNT
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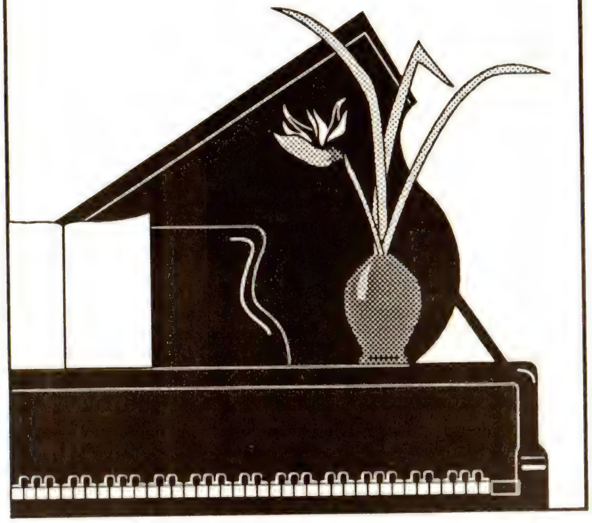

The Chicago Show
Parts 2 & 3

Kest Carter-Morgan
ASTMUM

First, let me answer a few questions some readers have asked concerning my previous article: *What were the "unlikeable aspects" of the pre-show reception, mentioned in Part I of your series?*

Intended for Atari developers, exhibitors and show organizers, that reception sent conflicting messages. Although it was held in the hotel's Penthouse Ballroom, someone forgot to make more of the intended guests aware of when and where it was happening. No one posted signs that would have helped them find the place (after riding the elevator to the top, many returned to ground level assuming it was cancelled).

Those that made it were confronted, at the door, by a lil' old lady selling tickets for drinks (even the soft drinks!). The free food consisted mostly of those things that are supposed to be good for us (raw broccoli, cauliflower, carrots and celery). No one seemed to be in charge. Our music helped, but I would have liked to have planned music for the occasion. The vastness of the room, coupled with the small attendance, robbed the reception of its warmth. It wasn't intolerable; it just wasn't comfortable.

Atari and the Chicago ComputerFest organizers could learn from the WAACE show organizers. They hosted a very hospitable reception last October! Perhaps, through experience and attention to detail, the WAACE people developed a formula for success. Listen up, Atari!

Why do you feel it's so important to videotape everything at these shows?

It's true that a lot of the information we tape could be obtained through print and telecommunications media, but it's that personal touch I'm after. It gives our members a better sense of the Atari community and the forces that effect its stability. They appreciate the work developers put into their products and, after video demos, I'm pleased to find that members are sending in their shareware payments and taking advantage of special offers. One example is a demo of Gribnif's product line by Rick Flashman. It impressed our members enough to stimulate orders. I'm sure Rick is pleased!

Is There a Montreal Show?

One of our group's objectives at the show was to distribute, from our booth, maps and tourist information promoting Montreal's 350th anniversary in 1992 (from May 15 to October 12) and to suggest Montreal as the site for a large-scale AtariFest!

By now, readers must be aware of the Atari Canadian Exposition (ACE '92) held in Toronto, Ontario, this April 4th and 5th. ASTMUM was assigned booth #316. Even though we're mostly MIDI musicians, we asked to be located away from the MIDI area so that our music would not conflict with the 'round-robin' music demos and stage performances slated for that area. Since I'm writing this, weeks before the show, I can't report anything till later. Writing this stuff is like time travel!

Something important is slated for the end of May. It's *"The Largest And Most Innovative Trade Show In Canada For Sound And Image Professionals."* Production '92 will be held in Montreal, Quebec, at Place Bonaventure, May 29, 30 and 31. This year, emphasis will be placed on European and Asian interaction with the North American communications market, demonstrations and workshops highlighting the newest products, combined with the sixth Festival International du Film par Ordinateur de Montreal (FIFOM '92), the second International Competition of New Media Technologies and much more! For show hours, details and information about participating, please contact Mr. Martial Brissonnet at: (514) 842-5333, or Fax: (514) 842-6717.

At Production '92, some ASTMUM members may be present, at one or more of the participants' booths, to help explain how Atari ST and TT-based equipment perform—in music, sound and image production. It is hoped that Atari Canada will also be there.

Let's get back to the show. We jump back in time, now, to Saturday, November 23, 1991.

Many musicians are computerphobes. Historically, they bought computers disguised as "hardware sequencers," often at prices higher than complete Atari systems! Even though musicians have become more sophisticated lately, many simply cram their sequencer program disk in and boot up without useful AUTO folders or desk accessories; they don't even date-stamp their files. This show, like many shows, was a gold mine of goodies useful to musicians, from the clearly evident to the obscure. I'm hoping such handy items won't be ignored.

Let me whet your appetite by listing the exhibitors most relevant to our MIDI pursuits:

- Atari Corp.
- Guitar Plus
- Roland Corp US
- C-Lab Software
- Hybrid Arts
- CodeHead Software
- Atari Explorer Magazine
- Oregon Research Associates
- Lake County Atari Computer Enthusiasts
- Atari ST/Mega Users (Montreal)

Since I'm reporting on the MIDI (Musical Instrument Digital Interface) aspect of the show, let me get one non-musical MIDI application out of the way—Games! The Milwaukee-based user group, MilAtari Ltd., set up 32 STEs in two groups of 16 players and MIDIed them together to play MIDI MAZE. It was one of the many activities they supervised in the large Gaming Area, just a step away from the main exhibition floor.

Guitar Plus

It's encouraging to see a music store chain participate in shows like this, and with MIDI being one of Atari's strong suits, it's essential that everyone pitch

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in. Bob Lytle, of Guitar Plus (a Chicago area chain with 3 locations), gave two MIDI seminars at the show. One seminar was for the home MIDI hobbyist and the other was geared to professional studio applications.

Bob was also kind enough to provide some of the sound equipment presenters (myself included) needed for seminars held in other parts of the hotel. Chasing around with one video camera, I wasn't able to capture all seminar contents, but reports were positive. At intervals during the show, I stopped to visit at the booth areas Bob managed (Guitar Plus, Roland and C-Lab booths were side-by-side). Most of the products displayed were available in Montreal music stores, but, admiring a C-Lab wristwatch, I filled out and deposited a slip for the random drawing, hoping to win it.

Explorer's MIDI Issue

You're reading AIM right now, but if you're a musician, you should seek out the MIDI issue of *Atari Explorer,* which came on the stands this February. It can serve as a good reference. The Atari Artist supplement to that issue shouldn't be missed.

Interestingly, I got some informative video footage during John Jainschigg's seminar on "Atari Journalism," in which Bill and Pattie Rayl were comparing their editorial policy with John's. One way to see more MIDI-related articles is to write them yourself!

Hybrid Arts

Hybrid Arts has been a long-respected Atari developer. I, personally, know some ASTMUM members that, daily, crank out their work (television music tracks, jazz arrangements, etc.) using Hybrid Arts' sequencing software and their famous device that you connect to the DMA port for up to 64 MIDI channels (the MIDI-plexer).

In recent years, C-Lab, Steinberg and others dazzled musicians with their improved user interfaces and features while Hybrid Arts retained their stodgy, but functional, front end. For a while, it seemed that they were falling behind as they struggled to gain market acceptance with their ADAP Sound Rack hard disk, digital audio recording system. It was expensive and, reportedly, not trouble-free.

As long as Atari Megas (with the internal, Bus Extension slot) were plentiful, their competitor, DigiDesign, made incursions into their territory. But, as the supply of Megas began to dry up, dealers began to push DigiDesign's version for the MAC. This was bad for Hybrid Arts *and* Atari (the new MegaSTEs lack that slot)! From a marketing perspective, things seemed somewhat grim.

Now, Hybrid Arts was back with a vengeance! I was there, capturing all I could on video tape.

Note: In the Atari Artist *section of the Feb. '92* Atari Explorer, *on pages 12 and 13, you'll find James Port's write-up of SmpteTrack Gold, Hybrid Arts' new, flagship sequencer. Their patch editor/librarian, GenEdit, is noted on pages 17 and 18. Music scoring, limited to three parts, is accomplished with their Easy Score Plus notation software, mentioned on page 23. Digital Master, the talk of the Chicago show, and its more expensive relatives, ADAP II and ADAP IV, are detailed in an unattributed write-up on page 22.*

Feeling the camera's weight on my shoulder, I tried to get a stable position as Hybrid Arts' Sales Manager, Jeff Naideau, triggered an impressive demo on their $4500 (excluding the outboard controller) 2 track Digital Master hard disk recording system. With this basic system, the 105 Meg drive provides 10 minutes of stereo recording at 44.1 kHz. Jeff alerted us to calculate about 10 Meg for each minute required to determine hard drive choices meeting users' needs.

Before launching the second segment of music, he stated that the recording (taken from a CD) was 64 times oversampled during record and 8 times oversampled during playback, obviating the need for special apogee filters. To extend sampling time, the lowest selectable rate is 22 kHz; not the figure given in Atari Explorer.

Up to 200 markers can be placed, visually, in each sound file as "auto-locators" (edit points) using the Atari's function and Tab keys. He demonstrated the ease of marking two points in a musical phrase and "looping" that section to play over and over.

The markers also allow anyone to reorganize the order segments are played (with noise-free, electronic splices) through an easily accessed, programmable play list. With the ability to have up to 8 files open at the same time, the possibilities are endless for manipulating large and small segments of files, and creating new ones, in the digital domain.

Jeff made the point that Quebec's Celine Dion, and her keyboard player, use this equipment in live shows and vary the play list, nightly, to keep things fresh.

Although the demo was conducted on a color monitor, the software works with mono monitors as well.

They had not yet launched their 4 track version (it was planned for a March debut) but Jeff mentioned future "software links" with SmpteTrack Gold for interaction with the 4 track version. By now, all of this should be available.

In order to highlight important details about their multi-tasking environment and give proper coverage of their products, I'll have to finish my Hybrid Arts profile next month. In the meantime, here's their address: Hybrid Arts, 8522 National Blvd., Culver City, CA 90232, (310) 841-0340.

If you think it's painful—not getting to the end of this in one shot—think of me. I'm still holding the camera!

See you next month.

[About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is one of the founding members of Atari ST/Mega Users (Montreal).]

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IN NEVADA

Diamond Back II

Bill Rayl

What would computers be without hard drives? I can remember, barely, the days before I had a hard drive connected to my computer. It's like a bad dream that's nearly gone from my memory.

Seriously, though, hard drives are very nearly an essential part of any productive computer setup nowadays. Their relatively low cost and ease of use make them a high priority peripheral purchase. For DTP, animation, MIDI or graphics design work, a hard drive is practically a requirement.

With all their convenience, hard drives do have a drawback—you can come to depend on them too much and not back them up often enough. Backing up a hard drive is probably one of the most *boring* things you can do with your computer. It ranks up there (or down there) with watching integrated circuits oxidize.

Of course, if you don't back up your hard drive, you're just asking for trouble. I personally believe there is a chip somewhere in each computer that monitors hard drive backup frequency. If a certain period of time goes by without a backup, *whammo.*

OK, maybe I'm being a little paranoid here. Paranoia is, after all, what makes you back up your hard drive. It's like buying life or health insurance. You hope you never have to use the insurance, but you sure feel a lot safer when you have it.

Insurance Policy

Continuing the insurance policy analogy, some policies give you better coverage than others. When it comes to insuring the health of your hard drive data, Diamond Back II from Oregon Research is one of the best options available.

Diamond Back II can handle all your hard drive backup needs. From full or partial file backups to GEM or Spectre image backups, Diamond Back offers more backup options that any other competing product on the ST. It even handles partition sizes larger than 16 megabytes.

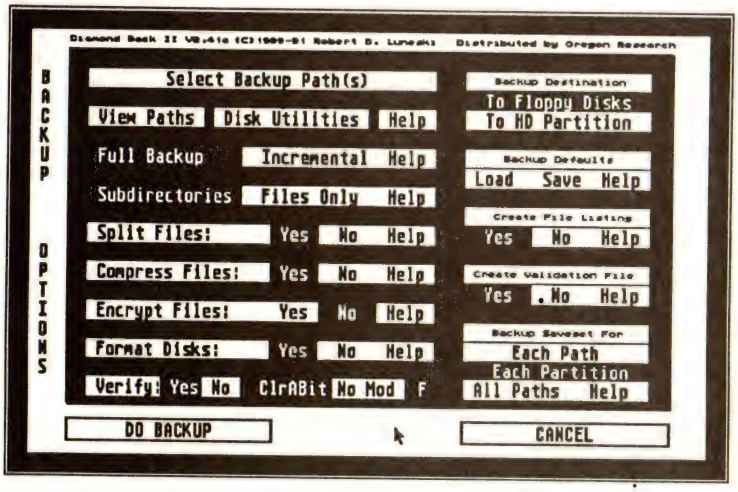
When you first run the program, you're presented with a dialog box from which you make four main choices—File Backup, Image Backup, Full Restore or Partial Restore.

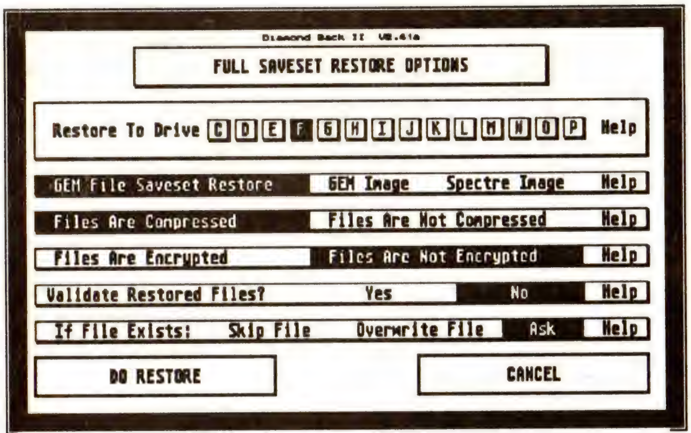
File Backup

The File Backup option leads you to a dialog box where you set the various backup parameters. The options here are numerous. You can choose full or incremental backup and to include subdirectories or only files in the backup. You can opt to split files across backup disks, compress the files while backing them up and even encrypting the backup for greater security.

The ability to split and compress files are useful options that translate into using less floppies to complete the backup.

Diamond Back II also lets you define the path(s) to be backed up. You can select multiple hard drive partitions, multiple individual subdirectories within partitions and even specific file masks. An "exclude paths" option lets


Diamond Back II V2.41e (C)1989-91 Robert D. Luneski Distributed by Oregon Research
BACKUP OPTIONS
Select Backup Path(s)
View Paths
Disk Utilities
Help
Full Backup
Incremental
Help
Subdirectories
Files Only
Help
Split Files: Yes No Help
Compress Files: Yes No Help
Encrypt Files: Yes No Help
Format Disks: Yes No Help
Verify: Yes No
ClrABit No Mod F
Backup Destination
To Floppy Disks
To HD Partition
Backup Defaults
Load Save Help
Create File Listing
Yes No Help
Create Validation File
Yes No Help
Backup Saveset For
Each Path
Each Partition
All Paths Help
DO BACKUP
CANCEL



Diamond Back II V2.41a

FULL SAVESET RESTORE OPTIONS

Restore To Drive C D E [✓ F] G H I J K L M N O P Help

[✓ GEM File Saveset Restore] GEM Image Spectre Image Help

[✓ Files Are Compressed] Files Are Not Compressed Help

Files Are Encrypted [✓ Files Are Not Encrypted] Help

Validate Restored Files? Yes [✓ No] Help

If File Exists: Skip File Overwrite File [✓ Ask] Help

DO RESTORE

CANCEL

you skip individual folders. For instance, you could choose to back up all *.DOC and *.TXT files on Drive C:, all files on Drive D: excluding those in the TEMP folder and all files found in the E:\SAVEME\ subdirectory.

Unlike many backup programs, Diamond Back II gives you the option of backing up to either floppy disks or another hard drive partition. This is a useful option for SyQuest owners or people who use a second hard drive for backup. *[For owners of a SyQuest as their only hard drive, the Hayai backup package from Machine Specific Software would probably be a better backup alternative to Diamond Back. Hayai allows switching from one cartridge to another .]*

Diamond Back further gives you the option to create a listing of all the files being backed up, including the backup disk numbers on which they appear. This listing is extremely useful for finding individual files for later restoration.

The Create Validation File creates a list of either 16-bit Checksums or 32-bit CRCs (your choice) for each file in the backup. Later, when restoring the files, you can use this list to verify the integrity of each file as it is restored.

Disk Utilities

Selecting Disk Utilities from the Backup Options menu presents a sub-menu with a number of useful choices. From here, you can create the above mentioned file list or validation file, view text files, get disk statistics and more.

Probably the most used option here is the one that estimates the number of floppy disks you will need for your backup. A nicely organized chart shows you how many disks are needed for each formatting option you can choose.

Formatting

Another area in which Diamond Back II excels is in disk formatting options. Available options include single or double sided, 80 or 82 tracks and 9, 10, 18 or 20 sectors per track.

How can you format a disk with 18 or 20 sectors per track? Well, you need a High Density (1.44 meg) floppy drive like the one Atari now sells for the Mega-STE and TT or like in the HDrive kit from Omnimon Peripherals.

You also have the choice of normal, Twister or Super faST skewing. Twister format is popular because it noticeably speeds up disk access. Super faST format is even 20 to 25 percent faster than Twister! If you have a lot of floppies to back up to, you'll appreciate the speed increase.

Image Backup

While image backups are not always the best of choices, they are extremely fast. When done in conjunction with full and incremental file backups, they offer an extra level of security...just in case.

Diamond Back II can perform an image backup of your GEM partitions that only backs up sectors actually in use on your hard drive. If you only have eight megs of files on a 12 meg partition, Diamond Back only backs up the eight megs. This gives you the ability to restore the image backup to a partition that is of different size than the original backed up partition.

Users of Gadget's Spectre GCR or Spectre 128 can perform an image backup of their Macintosh partitions. While it is preferable to do a file backup from within Macintosh mode, a Spectre image backup is far better than no backup at all. Diamond Back's Spectre backup is a full image backup—if you have eight megs of files on a 12 meg partition, you're going to backup all 12 megs. This is typically how image backups work.

Image backups have a number of drawbacks over file backups. First, you cannot restore individual files or subdirectories. Second, if your hard drive has any serious file errors at the time of the backup, those file errors will be backed up as well. Finally, disks containing an image backup cannot be read from the desktop. If you attempt to get a directory of an image backup disk, you will most likely have to reboot your computer.

For people who just don't have the time to do full file backups, image backups do offer a better alternative than no backup.

File Restoration

Restoring your files after a crash or just to defragment your drive is about as straightforward as it can possibly be. In fact, all of Diamond Back's functions are intuitive enough that you really could use the program without ever reading the manual. Built-in help for just about every option makes the software very easy to use.

For file restore, you can choose full or partial restore. The options here are numerous and correspond mostly to options available when backing up your files. You basically tell Diamond Back if the files are compressed, if they are encrypted, which files you want restored and where to restore them to.

Manual

While it's true that you might not need to read the manual to use Diamond Back II, there is a lot of useful info in it. The 40-page manual details all the options available in the program and is well written.

A section entitled Tricks and Tips on pages 30-33 gives you some hints on good backup strategies. It also tells you how to take advantage of Diamond Back's automatic disk switching capability and describes the automatic disk error recovery features of the software.

Support

The Diamond Back manual contains a step-by-step process for problem solving. Following these steps may fix your problem without ever having to contact the company. If, however, you still have problems, the staff at Oregon Research is very helpful. As the manual states, they "will do everything in [their] power to assist you."

The program's author, Bob Luneski can be contacted on GEnie, CompuServe or Usenet.

The support offered by Oregon Research for this product is superb. Fairly regular upgrades are often made available via patch programs available for download from the online services.

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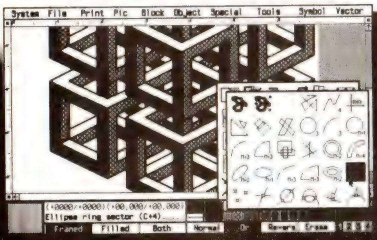
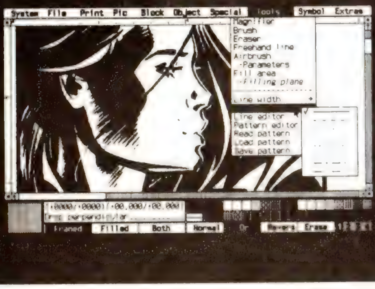

System File Print Pic Block Object Special Tools Symbol Vector
Ellipse ring sector (C+4)
Framed Filled Both Normal Or Revers Erase


System File Print Pic Block Object Special Tools Symbol Extras
Magnifier
Brush
Eraser
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MegaPaint was designed with the artist in mind. The list of tools is incredible: connected lines and bezier curves, ring sections, parallel and perpendicular lines, rhomboids, polygons, concentric circles and ellipses – and all tools work in both bit-map and vector modes!

You can work on up to four pictures at once, even show them all in the same window at varying intensities. Unbelievably fast block and lasso functions include rotating and scaling. MegaPaint can import Calamus outline fonts, and use them with its text editor and mail-merge features. A module is included to access several popular scanners; the ability to call external modules means that MegaPaint will never go out of date.

With all this power, you might expect an equally enormous price tag; but perhaps best of all, MegaPaint II Professional is priced well under $200!

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ACE '92

The Atari Canadian Exposition

Mark Pierro
BRAG*ST

ACE '92, the Atari Canadian Exposition, was held in Toronto on April 4th and 5th, 1992. A group of BRAG ST members made the one and a half hour trip from Buffalo on Sunday, April 5th. We had a great time!

Overall, the tempo of the show was upbeat. Throughout the day, all the vendors I talked to were very pleased with their sales. The show also had some exciting events: the world's fastest ST, MultiTOS, and the debut of Flash II, GEMulator and STraight FAX. Early attendance figures were 2,000 people on Saturday and 1,000 on Sunday.

My first stop was the CodeHead Technologies booth. I had never met the CodeHeads before, but as I approached their booth, there was no mistaking them. John Eidsvoog was furiously taking orders and upgrades (and this was only five minutes after the show opened!). When it was my turn to upgrade my Quick ST to Warp 9, they ran out. But John promised it would be in the mail as soon as they got back home. (Sure enough, several days later, my software arrived.) Charles Johnson was enthusiastically demonstrating MegaPaint Professional on a TT (there were TTs and MegaSTEs everywhere). With great satisfaction, I personally gave Charles a shareware payment for his Little Green Selector and Pinhead programs.

Next it was on to Dorothy Brumleve's booth to upgrade my kid's Kidpainter disk. Dorothy was showing her latest educational program called Multiplay, a program that makes math fun.

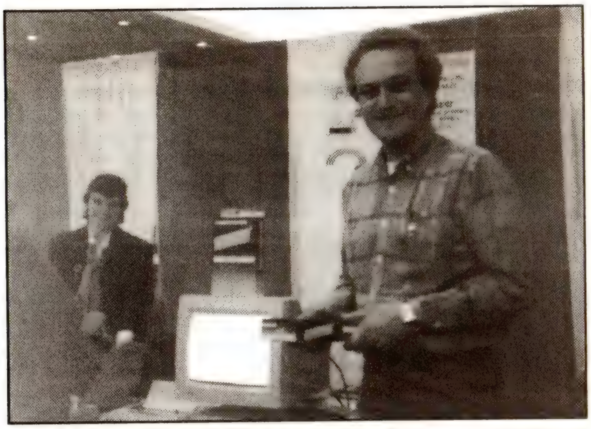
Next, I wandered into the Atari booth in the center of the room. There they had Portfolio, Lynx, ST and TT displays. But what caught my attention was the much talked about ST Book. This notebook computer impressed me with its small size and very readable screen. The "vector" touch mouse pointer controls were unusual, but once you got the hang of it, the pointer was easy to control.

Atari's Bill Rehbock was demonstrating MultiTOS on a TT in the center of the booth. He said Atari is working on this multitasking operating system (based on MINT) and it should be available for all ST users sometime this fall.

Goldleaf was showing their high-end graphics and DTP software. An impressive demonstration of the capabilities of their Retouche Professional, a 24-bit color photo retouching and digital lithography program, continued throughout the day. A photo was scanned, output to a thermal wax printer and then the image was transferred onto a T-shirt. They were also demonstrating MacRead, a program that lets you read data files from a Macintosh formatted HFS hard disk or Spectre formatted HFS floppy disk and store them on an ST disk.

Atari's Bill Rehbock showing MultiTOS

Phil Comeau was demonstrating his Grammar Expert and GramSlam programs. Gribnif Software and Double Click Software were running show specials on their software line. British Magazine Distributors were offering



John Trautschold

subscriptions to ST Format, Atari ST User, ST Action, ST Review and ST Applications.

Missionware Software was busily selling Flash II, the long awaited update to the very popular ST terminal program. John Trautschold was offering an upgrade from Flash to Flash II for only $29.95 as long as you brought your original disk.

It was a pleasure to meet Darlah Potechin, Atari ST sysop on GEnie. She was able to answer a few questions about Aladdin by showing me while she was online to GEnie. Rod Coleman's demonstration of his new text editor, Sudden View impressed me so much that I bought a copy. This program is amazing—it really is "like a paint program that uses text instead of colors". The Toad Computer booth was so busy that it was one o'clock before I could get near enough to see what they were selling. Bill and Pattie Rayl were there, taking subscriptions for Atari Interface, selling AIM disks, giving away CompuServe signup kits and selling Silhouette for Maxwell CPU who couldn't attend the show.

Dave Small had "the world's fastest ST" on display, a Mega ST2 with a monochrome monitor and a SyQuest drive running at an incredible 46MHz!

Joppa Software introduced the STraight FAX software, an ST/TT communication package which allows sending and receiving of FAX documents to and from any Group III compatible FAX machine. Requirements are 1 MB of RAM (minimum) and an industry standard Class 2 FAX modem.

Darek Mihocka was showing his GEMulator for the first time. The GEMulator is a software/hardware combination that runs your ST software on an IBM compatible PC. Darek was running on a 33MHz 486 and inviting show goers to pop their ST disks into the drive and test their favorite software. The screen display was a little slow (Darek says 100% compatibility was his first goal and now he'll start speeding it up), but everything seemed to work fine that was thrown at the GEMulator.

Cybercube had a booth at the show and they were demonstrating their CyReL Sunrise M16-1280 true color, high resolution graphics card for the MegaSTE and TT. The graphics were truly astounding, with resolutions from 256x200 to 2048x1024 supported! The guys at Cybercube Research have had the board and VDI driver in beta test for months and are getting ready to ship.

ABC Solutions was selling the newly updated Timeworks Publisher 2 which is being imported from the UK. ABC also had Home Accounts 2 and the whole line of the latest Kuma Software releases from overseas. Timeworks Publisher 2 looks to be a big improvement over the original Timeworks Publisher ST.

All in all, there were about 70 booths and nearly 50 companies at this show, including a separate area for MIDI applications. The MIDI area had such big name companies as Korg and Steinberg-Jones represented, as well as area MIDI dealers. There was also a Lynx gaming room where the kids could rent a Lynx and let the parents browse the show. Seminars were also offered throughout both days.

On our return trip to Buffalo, we were stopped at the US Border and asked to declare our purchases. As the customs inspectors looked at our software packages, they noted that the items were all American goods (and therefore no duty was required). But it was difficult to explain to them that we had to travel to Toronto to buy software for our computer. Hopefully that will change soon. From the experience of ACE '92, it looks like things are starting to improve in the Atari ST world.

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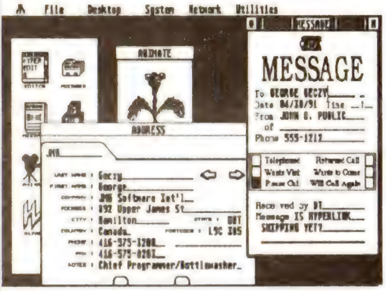
File
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System
Network
Utilities
ANIMATE
ADDRESS
MESSAGE

MESSAGE

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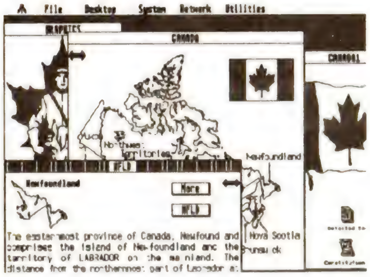
As a simple example of a Relational DataBase, HyperLINK can be set up to "link" any given field in a database with a field in another database. In the Message HAP for instance, there is a link to the Address HAP and HyperLINK performs a search for a matching record.

Example # 1 : The Canada HAP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FALCON 030

A Preview of Things to Come

Bill and Pattie Rayl

To steal a line from the great H.G. Wells, we have seen the future and it works! At the recent ACE '92 show in Toronto, we had the privilege of seeing Atari's newest machine, talking to developers about their impressions, and discussing with Bill Rehbock Atari's plans for production and marketing of the Falcon 030.

We can't disclose all the details of what went on in those meetings. (Well, we could, but Atari would never let us into another such showing.) We can, however, tell you a bit about the computer, since a few other reports have already been made public.

We have to warn you that this is going to be a very positive, upbeat article about Atari's future. If you're a constantly pessimistic doom-and-gloomer when it comes to Atari, this article could be hazardous to your view of reality.

Before we delve into details of the Falcon 030 and its capabilities, we must emphasize that what we saw was a pre-production module. Anything and everything we say here could change by the time the Falcon 030 is on the shelves (including the name).

General Overview

The Falcon 030 is planned as Atari's new low end model of a family of computers. As already disclosed on the major computer networks, the machine comes in a case almost exactly like that of a 1040STE. The only visual difference is the color—a dark charcoal gray that matches Atari's new monochrome monitor and the Portfolio.

As the name implies, the CPU at the heart of the Falcon is a Motorola 68030. The actual speed of the 030 was not disclosed as final, but the slowest a 68030 runs is 16 MHz. The machine will reportedly be available in several RAM options, with 14 megabytes being the top end.

All the standard ports you would expect to find on the machine are there—modem, printer, MIDI, etc. A true SCSI port can also be expected, as well as a High Density 1.44 meg floppy internal drive. Atari has publicly announced that all new machines will have HD drives and true SCSI support. The model we saw had a 2-1/2" (tiny!) internal hard drive as well.

Sound and Graphics

The sound and graphics capabilities of the Falcon 030 are impressive. The phrase heard most often from Atari representatives was "more colors than you can see and more sound than you can hear."

The graphics demos shown to developers were of a photographic quality that surpassed VGA on a PC or even the capabilities of an Amiga. While Atari gave no exact specifications, the graphics were definitely better than 256 colors would make possible. Reports that the Falcon 030 supports 16-bit color (32,000 colors) are probably right on the money.

Atari has confirmed publicly that the Falcon 030 supports "True Color." What this means is that there is no color palette on the Falcon. Instead, each pixel on-screen can be any color that the hardware can produce. You are not limited to only a handful of the possible colors. In contrast, the STE supports 4,096 colors, but you can only have up to 16 of those colors on-screen at one time. The True Color standard, which is gaining popularity on other platforms like the Macintosh, is a definite plus for the Falcon 030.

On the sound side, you get CD-quality stereo sound built into the system. It's probably safe to assume the Falcon 030 supports 16-bit stereo sound.

There are a few other surprises in the Falcon 030 that we can't discuss. The Falcon 030 is definitely going to be a big hit in the Multimedia, video and animation markets. Expect to see lots of high quality entertainment software as well.

The Bottom Line

As you can probably guess from the computer's enclosure, Atari plans to sell the Falcon 030 as a fairly low cost home computer system. Rumors abound concerning the actual retail price for these machines. While Atari has mentioned a couple of prices as possibilities, you will most likely see the Falcon 030 selling for well under $1000 US. Prices as low as $800 might even be realistic. "Incredible," you say? Time will tell. People will definitely be saying that "Power without the Price" is back in a big way.

Atari has also not announced an exact shipping date for the Falcon 030. It is reported that developers will begin receiving machines soon (if not by the time you read this even!). Expect to see the Falcon 030 available to the public before the end of this year. (That's right, 1992!)

Production and Marketing

Unfortunately, we can't tell you any of the specifics of Atari's production and marketing plans for the Falcon 030. Not because we don't know, but because Atari doesn't want us to spill the beans just yet.

The Falcon 030 is the most impressive machine for the home computer market that Atari has probably ever released. Their production and marketing plans reflect that they fully comprehend just how promising this machine is.

Atari has put into motion a plan that offers a great deal of hope for the future of the company, for Atari developers and for all of us as Atari users. While we can't reveal the details, we can assure you that the details are there.

Atari ST and 8-bit PD Disks $3 ea.

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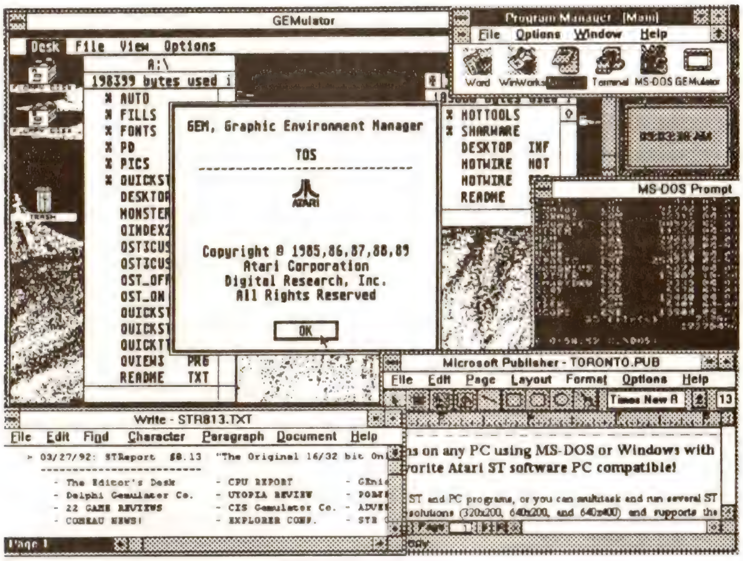
GEMULATOR

The Atari ST Emulator for MS-DOS and Windows



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Page 1

GEM, Graphic Environment Manager
TOS

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OK

With *Gemulator*, you can run your favorite Atari ST, MS-DOS, and Windows software on the same PC!

The screen dump on the left shows the monochrome ST desktop and several DOS and Windows programs, all running at the same time!

Now almost any 386 or 486 based PC clone can be turned into a virtually 100% compatible ST system!

From the people that brought you ST Xformer II and Quick ST 3.0...

Gemulator is a software/hardware combination that runs on any PC using MS-DOS or Windows with a 386 or 486 processor. Gemulator makes your favorite Atari ST software 100% PC compatible!

Now you can run your ST software *at full speed* on your PC at work or at school.
Share text files, pictures, spreadsheets, and databases between ST and PC software.
Multitasks ST software and PC software when used with Microsoft Windows.
Supports all 3 Atari ST screen resolutions and the STe's 4096 color palette.
Supports all versions of ST TOS (including TOS 1.0, TOS 1.4, and TOS 2.06).
Reads all ST disks, even Twisted disks and TOS 1.0 formatted disks.
Compatible with any PC mouse and VGA monitor.
Easy to install. All you need is a screwdriver.

Gemulator includes a board which allows you to plug in any version of TOS, from TOS 1.0, to TOS 1.4, to the new TOS 2.0. Two versions of TOS may be plugged in at once for improved compatibility with some ST software. You can even run two different ST programs at the same time, each one using a different version of TOS and running in a different screen resolution! Gemulator eliminates the need for having separate color and monochrome monitors and allows you to switch between color and monochrome modes without rebooting.

The following are just a few of the hundreds of Atari ST programs which can now run on the PC: **Pagestream, Calamus, ST Writer, Neodesk, Prism Paint, Flash, Tempus, Word Writer, First Word Plus, Degas Elite, Hotwire, Multidesk, Maxifile, GDOS, G+PLUS, Quick ST, Turbo ST, Word Flair, LDW Power, EZ Calc, Madmac, GFA Basic, Sudden View, and Laser C.**

For a complete software compatibility list, hardware requirements, pricing, and ordering information write to:

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14150 N.E. 20th Street, Suite 302, Bellevue, WA 98007 U.S.A.

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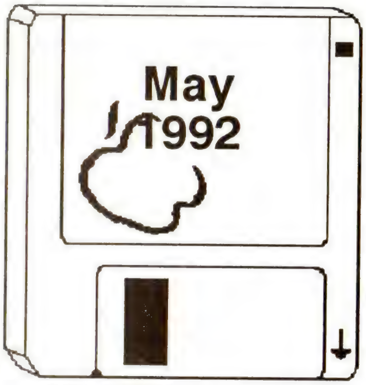


AIM Mac/Spectre Disk of the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

Here is a short description of the files contained on the May '92 Mac/Spectre Disk of the Month:

Disinfectant 2.6—Disinfectant is the premiere Macintosh virus detection and eradication program. It features its own built-in help file which includes a rather extensive section on different Mac viruses. It also includes an option to install a protection init to guard your system from future attacks.

There is a new virus infecting the Mac community called MBDF-A. This virus was first detected in Wales and was later discovered on Internet hiding in a couple of games. The games are "Ten Tile Puzzle" and "Obnoxious Tetris". In addition to these two games, another game called either "Tetricycle" or "Tetris Rotating" has been found to be a Trojan horse that installs the virus. As far as anyone can tell MBDF-A is not destuctive. It does, however, make changes to the System file and seems to take such a long time writing itself that many people reset their computer thinking it's hung. If the reset takes place while the System file is being written to, it will cause the file to be damaged. If this happens, your only option is to reinstall your System files.

Disinfectant combats this, and many other, Mac viruses. We encourage you to use this program to scan your Mac disks. In addition, if you happen to have any of the games listed above we strongly suggest you get rid of them as quickly as possible. You'll be doing yourself, and everyone else, a big favor.

Z-Term 0.9—This archive contains the latest version of a very popular shareware Macintosh terminal program. Z-Term 0.9 contains just about every feature you could want including auto dialing/redialing, macros, logon scripts, ascii capture, X-modem, Y-modem (including batch), Z-modem and CompuServe Quick B protocols.

ASCII Chart 4.2—This archive contains a very useful desk accessory that allows you to view every character in the current font set at one time. This includes all those special characters you can never remember how to make. You simply move the mouse pointer to the desired character and click. ASCII Chart will display the key combination needed to produce that character. There are many more features in this great DA.

miniWRITER—This archive contains the latest version of a great text processor desk accessory. As the name suggests, miniWRITER is small. But don't let that fool you. This DA has become a must have for many Macintosh users. It's great for jotting down notes while working on your computer.

MICN—This archive contains an init/CDEV that replaces the text in your menu bar with icons. Just the thing for cutting some of those long menu bars down to size. The CDEV comes with its own set of menu words and icons, but you can add your own words and icons to the list. It even has a built-in icon editor.

World Time—The CDEV in this archive can display the time and date for a number of cities around the world. You can even add your own cities to the list. World Time takes into account whether it's daylight savings time or not when making its time/date calculations. This useful little control panel device will also adjust your Mac's clock automatically for daylight savings time or standard time as needed.

Kidpix—This archive contains a cute drawing program for kids. It was designed to be easy to learn and use. There are no complicated key sequences to remember and parents can choose to disable the menu bar so desk accessories can't be run. All documentation is included within the program.

Slime Invaders—This archive contains a game which is somewhat like space invaders except that you're fighting slime and toxic waste (yum) rather than aliens.

Macman—This archive contains a very good clone of an old arcade favorite. There are some differences, though. In this version you can choose to make Macman invincible! There are lots of other features as well, such as being able to run the game in slow motion, etc.

Readers can purchase this disk by sending $6 ($5+$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard ready. Please specify the May '92 Mac/Spectre Disk and which format when ordering.

AIM

ST/Mega/TT

Disk of the Month

All files on this disk are self-extracting archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the May '92 disk. For more complete docs, see the text files contained in most of these archives.

ALICE_12.APP—Version 1.2 of the Alice text editor. Alice stands for Another Little C Editor, is fully GEM-based, supports multiple windows and lots more. Written by Ralf Kaufman of Germany.

BOBBLE.APP—Bobbles is a great game of Tetris with a twist. Arrange the jewels into rows of three to clear them. Great graphics and very playable. Novice, Easy and Arcade levels. Created with GFA Basic using the GP libraries available from DSA. Low rez ST color. Runs great on TT in ST low rez.

CAMELS.APP—Revenge of the Mutant Camels, a fast paced arcade game. One or two player. As a mutant camel, you have to run the guantlet and get to the oasis. In two player mode, you take along your trusty goat friend who doubles as a gun turret. Beware the skiing kangaroos, evil walking sticks and lots more. Low rez ST color. Works fine on TT. Shareware from the UK.

DD10BDMO.APP—Demo version of Double Click's Data Diet! Data Diet is a great commercial realtime compression/decompression program that can save you up to 50-60% of your hard drive's capacity. Using Data Diet is like buying a second hard drive.

FB_BNS09.APP—Basic Natural Science version of the Fleabyte accessory. Fleabyte is a calculator desk accessory that can automatically export its results into any standard GEM window. Fleabyte/BNS supports unbalanced chemical equations, as well as many other "standard" calculator functions.

MPMODS1.APP—A package of external modules for MegaPaint Professional from CodeHead Technologies. Included are import modules for TNY and PC3 pictures, a menu bar module to get at your DAs, a module to call MaxiFile III, and a module to call Wiz Works! ScanLite software to allow scanning directly into MegaPaint with various hand scanners. Also included is a program to let you change some module parameters and a READ_ME file explaining how to set up and use the modules. You must have MegaPaint to use these modules.

MPMODS2.APP—Another set of external MegaPaint modules. This batch contains import modules for Calamus Vector Graphics (.CVG), Calamus Fonts (.CFN) and full pages printed TODISK from within Calamus. MegaPaint is required to use these modules.

MSPACMAN.APP—A great Ms. Pacman clone. One or two players (Player 2 gets to chase Ms. Pacman as the red ghost). Lots of fun. Created with GFA Basic using the GP libraries from DSA. Low rez ST color. Runs fine on the TT.

SELCTRIC.APP—Selectric 1.0 is a feature-full replacement file selector for theST/STE/TT. A nice interface, with many options and controls. Includes a desk accessory to call the file selector from within any GEM program. Shareware from Germany.

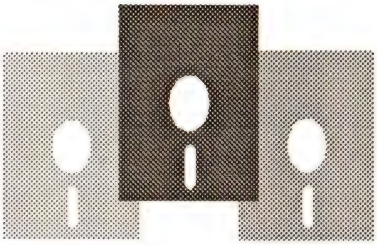
TLC_ATTR.APP—The Attributer runs as a program or accessory in color or mono. It allows changing file attributes (hidden, read-only, system, archive) as well as updating the date/time stamp and setting the fastload bit for TOS 1.4. It also allows deleting those pesky files that won't delete, changing filenames and disk volume labels. Shareware from TLC Software.

TLC_BOOK.APP—The TLC Address Book Version 2.01 has custom GEM editing routines, hot keys in all the dialog boxes, variable page and label size, and various other added features. This is the must-have version! Prints labels for addresses, occasions (birthdays, anniversaries, etc) by month or year, address book pages, date book pages by month or year, etc. It even allows multiple printing of one address (great for return address labels). Configureable for any printer. Shareware from TLC Software.

TLC_SHOW.APP—A simple viewer for compressed or uncompressed Spectrum pictures. No fancy slide shows and not a lot of parameters to worry about, just choose a picture then press a key. Great for quick viewing of Spectrum pictures. Color only. Shareware from TLC Software.

TRIPLES.APP—A Concentration clone. Match three of a kind to clear squares and reveal parts of a picture puzzle. Solve the puzzle to win the round. One to three players. ST low rez color only. Works fine on the TT.

Readers can purchase this disk from their local AIM Participating user group or by sending $6 ($5 + $1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825 and have your Visa or MasterCard ready. Please specify the May '92 ST/Mega disk when ordering.



8-bit (Classic) Disk of the Month May 1992

Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the May '92 8-bit disk:

Side 1

CGS091.ARC—Color Graphics System written by Tom Hunt. Lets you view online graphics while connected to a BBS supporting CGS. Works with BobTerm and possibly other packages. RAMdisk or hard drive required.

DASOMEN.DCM—The Das Omen demo from Germany. Use Discomm to uncompress, then reboot. Press 'A' to begin the demo once A:DAS OMEN appears on your screen.

Side 2

DIRPRINT.ARC—Diamond GOS Directory Printer accessory written by Kevin Packard (WNYAUG). Dumps DOS 2.x compatible disk directories to printer from within practically any program. Requires Diamond GOS cartridge from ReeveSoft.

MATRIX.ARC—A utility to help you create alternate character sets. The program presents a character matrix on-screen and lets you fill in dots. Then, Matrix prompts you to press the key of the character you wish to replace. Character data can be saved to disk. BASIC program.

FNTDSPLR.ARC—Font Displayer lets you preview your font library by displaying font names from disk in their actual fonts. A great shareware utility from Steve Walker (ACCD).

FONTLIB.ARC—In case you don't have many standard 8-bit fonts for use with Font Displayer (and other programs, of course), here is a library of over 70 fonts! Lots of great fonts.

Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 +$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825 and have your Visa or MasterCard handy. Please specify the May '92 8-bit Disk when ordering.

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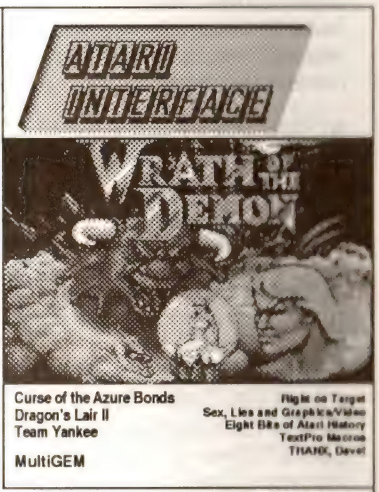

Your Connection to the Atari User's Community

Supporting Atari 8-bit and ST/Mega/TT computers

Alabama

BACE
5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Mon. Time: 7PM
Dues: $15/Regular, $25/Advanced
CPU: Atari 8-bit and ST/Mega/TT
BBS: Matrix Co. #7 (205) 323-2016, Matrix (205) 251-2344
Misc: Advanced includes AIM 8bit or ST monthly disk

Arizona

PHAST
PO Box 56413
Phoenix, AZ 85079
Mike Aubrey (602) 870-8360
Meet: Room #101, Devry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Sat. Time: 10-12PM
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225

SEVAC
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Sat. Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduces ST/8-bit library prices, club BBS access.

California

ACCESS
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS (916) 428-8662

AFED
PO Box 5367
Vandenberg AFB, CA 93437
Phil Rominger (805) 736-7147
Meet: Vandenberg Federal Credit Union, Vandenberg Village branch, Lompoc, CA 93436.
Day: 1st Mon. Time: 7PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/Mega/TT

AUGIE
3905 N. Lugo Ave.
San Bernadino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline County Branch Library, 27167 E. Baseline Rd., Highland, CA.
Day: 2nd & 4th Sat. Time: 2-4PM
Dues: $25/yr.
CPU: Atari 8-bit and ST/Mega/TT
BBS: StarLink (9600) (714) 688-3204

BAAUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara, CA.
Day: 1st Mon.
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

BACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

DACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

FRACUS
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338
Misc: Membership includes club disk of the month/newsletter and AtariUser

MITARI MIDI
1848 N. Gramercy #302
Los Angeles, CA 90028
Brian Valentine (213) 461-5407
Meet: Meets at club address, a MIDI sound studio run by Brian Valentine.
Day: Last Sun. Time: 2PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
Misc: MITARI supports audio creativity on the ST/STE. All current members are engineers or producers.

RAM
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: $25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

SBACE
4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA (near Long Beach)
Day: 2nd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
Misc: SBACE Gazette newsletter.

SCCAUG
5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SCCAUG (408) 971-9212
Misc: MIDI demos are held twice yearly.

SDACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157
Misc: SDACE newsletter, increased BBS access

SLCC
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

SST
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: $24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

ST ACE Sonoma
PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

SVACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: $12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

TEAC
PO Box 1024
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Day:
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

YAC
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5486
Meet: Call or write for meeting time/place
Dues: $8/yr
BBS: STeve's (916) 661-1538
Misc: PD library access, Yackity-YAC newsletter.

Colorado

ACCD
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

P3ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

Connecticut

CCCC
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit, ST/Mega/TT and Portfolio

STARR
15 John St.

Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: $20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

Delaware

CDACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

Florida

ABLE
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sun. Time: 1:30-4:30PM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
Misc: Access to the ABLE Program Library of User Software (ABLE PLUS) and ABLE AID newsletter.

PACE
2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

STARgroup
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st & 3rd Tue.
Dues: $15/yr
CPU: ST/Mega/TT, Macintosh and Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access, quarterly newsletter.

TBAA
5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly classes in software and peripherals

Georgia

MGAUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattnall Square Academy, Macon, GA.
Day: 2nd Sun. Time: 2PM
Dues: $30/yr and $4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club library use is free to all paid members. AtariUser. Participates in annual show at local mall.

STAR
3069 N. Brook Rd.
Chamblee, GA 30341
Rick Ostapower (404) 487-4845
Day: 3rd Mon.
Dues: $30/yr
CPU: ST/Mega/TT

Illinois

CUSTUG
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: $16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access, December MIDI concert/demo.

EAUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room, Alton, IL.
Day: 1st Mon. Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618) 344-8466
Misc: EAUG-Log club newsletter Member of Midwest Atari Regional Coucil consortium

GAUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block sourth of downtown.
Day: 2nd Mon. Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

LCACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244 O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus (708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90), ChicagoFest (Nov. '90) and the recent ChicagoFest by Atari (Nov. '91).

RACC
5430 N. 2nd St.
Loves Park, IL 61111
Cal Schafer (815) 633-1259
Meet: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
CPU: Atari 8-bit and ST/Mega/TT
BBS: (815) 226-2388

SCAT
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

STAR
337 N. 43rd St.
Belleville, IL 62223
Craig Carter (618) 233-6675
Meet: Illinois Power Bldg., 1050 West Blvd., Belleville, IL
Day: Last Mon. (exc. December) Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

Indiana

ACORN
3627 Iowa Court
Fort Wayne, IN 46815
Bob Kelley
Meet: Shawnee Branch of the Allen County Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396
Misc: Three Rivers Festival, PentaCon, ICE Kid's Conference Participant.

CRAG
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT
Misc: ST disks $2.50 each for members, $4 non-members

Kansas

FLAG
PO Box 3233
Fort Leavenworth, KS 66021
Jeff Yoe (913) 682-2883
CPU: Atari 8-bit and ST/Mega/TT

Kentucky

AEL
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members subscribe to AELien Transmissions newsletter (6 issues) for $1.74/yr.

BRACE
3209-B Baird Ct.
Lexington, KY 40515
Hal Nason (606) 269-8989
Meet: Lexington Free Public Library, Downtown Branch
Day: 3rd Tue. Time: 7-9PM
Dues: $15/indiv., $20/family, $10/assoc.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate membership includes AIM but not library access.

Louisiana

CASTE
314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E. Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: $15/yr
CPU: ST/Mega/TT
BBS: General Store (14.4K)(318) 855-6939

Massachusettes

WMAUG
285 Gates St.
Palmer, MA 01069
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch, Front St., Chicopee, MA
Day: 1st Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 283-4967

Michigan

CACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

GAG
PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, Nine Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and 1989 WOA Detroit show

GLASS
PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
Meet: Troy-Athens High School, 2 blocks north of Wattles on John R Rd.
Day: 1st Thur. Time: 7PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

GRASS
624 Dickinson SE
Grand Rapids, MI 49507
Meet: Wyoming Public Library, 3350 Michael S.W., Grand Rapids, MI.

Day: 1st Wed. Time: 7PM
Dues: $22/yr
CPU: Atari 8-bit

MACE
PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

STAG
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center and Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal, PD disks are $3 or 2 for $5. Participates in Community Fair at Fashion Square Mall each January

STING
PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
BBS: STING (616) 532-5736

WAUG
14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Michigan Student Union on State St. at the corner of S. University in Ann Arbor.
Day: 2nd Tue. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT, Macintosh and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem available for loan.

Minnesota

PACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location. Meetings are bi-monthly (Jan, Mar, May, Jul, Sept. and Nov.).
Day: 3rd Sun. Time: 1:30PM
Dues: $30/yr.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free copying of ST/8-bit PD libraries.

Missouri

ACE of SL
PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County Library, Fee Fee and Willowick, Maryland Heights, MO.
Day: Date and time varies
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter. Member of MARC.

KCAC
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

Montana

RACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM
Dues: $16/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: Membership includes free PD disk.

North Carolina

RACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Announced on Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

North Dakota
MACUG
129-2 Sirocco Dr.
Minot AFB, ND 58704

Nebraska

O-ACES
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

New Jersey

JACS
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser available at meetings Send SASE (business size) for copy of current ST or 8-bit disk catalog.

New Mexico

AACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Company of New Mexico. 4625 Edith Blvd, Albuquerque.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
Dues: $20/yr payable in January
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of June and December.

Nevada

HISUG
PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2081
Meet: Round Table Pizza, Baring Village, 1201 Baring Blvd., Sparks, NV.
Day: 3rd Thur. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: UNreliable (702) 358-6307

SNACC
48 Lafaette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 Mcleod
Day: 1st Thur. Time: 7-9PM
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SNACC (702) 438-2208

New York

ACORN
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

BRAG*ST
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

CDACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar in the Westgate Plaza, Albany, NY.
Day: ST: Last Wed., XL/XE: Qtrly. Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks $2, free XL/XE library access.

LIAUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Nesconset branch of the Smithtown Library, Nesconset, NY.
Day: 1st Sat.
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and Lynx
BBS: New Nest (516) 234-4943, Star Scan (516) 399-4252

OHAUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US user group consortium.

WNYAUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

Ohio

ACCT
4487 289th
Toledo, OH 42611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

ACEC
1287 Dennison Ave.
Columbus, OH 43201

CVACC
PO Box 9173
Akron, OH 44305
Don Crano (216) 376-7618
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club

newsletter The Password

MAUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield, OH.
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197
Misc: Members can access AIM ST and 8-bit disk files on the BBS. AtariUser available free to members at A&B. Back issues of AtariUser available for $1 each.

MVACE
PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
Dues: $20/yr, $12 for students or newsletter only
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE (513) 233-9500

NASAC
1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Meet: Vandalia Elementary School, Room #2, 333 Bohanan Dr., Vandalia, OH 45377.
Day: 2nd Thu. Time: 7:30PM
Dues: $12/yr
CPU: Atari 8-bit, ST/Mega/TT and IBM
Misc: Monthly newsletter "The NAS-HACKER."

STANCE
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/Mega/TT

Oklahoma

TACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

Oregon

ACUNET
2662 E. Nob Hill Dr. SE
Salem, OR 97302
Ron Purdy (503) 588-7509
Day: 4th Tue. Time: 7PM
Dues: $15 with AIM, $10 without
CPU: Atari 8-bit and ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, The Jungle (503) 393-4274.

COAC
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.), Bend, OR.
Day: 1st Sat. Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/Mega/TT

DCASTE
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

PAC
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417

Pennsylvania

NAPCO
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

PACS Atari 8bit
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St., Phil., PA.
Day: 3rd Sat.
Dues: $25/year with an additional $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (9603/4 for 300 baud)
Misc: The DataBus newsletter, AtariUser

SAGE
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

SPACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

WACO
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tue.
Dues: $24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

South Dakota

RACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

Tennessee

CACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library, Cookeville, TN.
Day: 1st Sat. Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

MASH
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904

NAUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (9600) (615) 383-0727, Troll's Cave (615) 872-0757

Texas

AAAUA
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX. 107 Glenarm, San Antonio
Day: 1st Tue. Time: 6:30-9:30PM
Dues: $24; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and Lynx
Misc: Newsletter, C classes, library access.

ACCEPT
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
Dues: $20
CPU: Supports Atari 8-bit, ST/Mega/TT, Macintosh and IBM
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

GTAUG
6621 Capitol St.
Groves, TX 77619
Ray St Cyr (409) 727-7215
Day: Usually 2nd Tue.
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/Mega/TT, Macintosh
BBS: (409) 722-6526

HACE
PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 West Loop S., Houston, TX.
Day: 4th Wed. Time: 6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/Mega/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops.

HASTE
4930 Shadowdale
Houston, TX 77041
Phillip Stojankik (713) 896-9131
Meet: Megabyte Plus, 5181 FM1960W, Houston, TX 77069.
Day: Last Sat. Time: 10:30AM
Dues: $20/yr
CPU: ST/Mega/TT and Portfolio
BBS: HASTE (713) 921-0550
Misc: Hosts the annual Atari Safari show.

SALSA
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tue. Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/Mega/TT
Misc: Club newsletter, discounts, Disk of the Month for $2, New user classes.

Utah

LACE
3897 S. 2275 W.
Roy, UT 84067-3515
Irwin Brooks (801) 731-1516
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM

Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

STUN
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

Washington

CACUG
Box 767
Chewelah, WA 99109
CPU: Atari 8-bit and ST/Mega/TT

FACCS
PO Box 5121
Spokane, WA 99205
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM
Dues: $15/yr family
CPU: Atari 8-bit and ST/Mega/TT

Starbase
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT

SWAG
PO Box 1515
Vancouver, WA 98668
Gary Lentz (206) 573-8224
Meet: Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA.
Day: Last Sun. (exc. July) Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Bear Cavern (206) 574-1146

Wisconsin

MilAtari
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon
Dues: $22/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MilAtari hosts the Computer Gaming area at GEN-Con each year.

Canada—Ontario

KAUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tue., Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: KAUG BBS (519) 351-3901

NCAUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/Mega/TT, Macintosh

TASTE
185 Varsity Row
Thunder Bay, Ontario P7B 5P2 CANADA
Dues: $25/yr Canadian
CPU: ST/Mega/TT

WAUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr., Windsor, Ontario, Canada.
Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM
Dues: $25 Canadian
CPU: Atari 8-bit and ST/Mega/TT

Canada—Quebec

ASTMUM
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Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631
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PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thu., ST: 3rd Thu.
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: Enchanted Realm (514) 366-4556
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

England

BaPAUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Fri. Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT
Misc: 8:16 Newsletter

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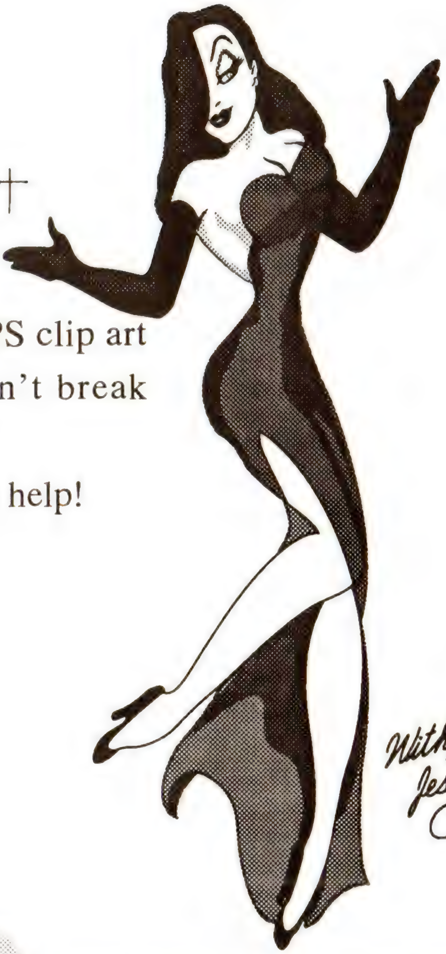

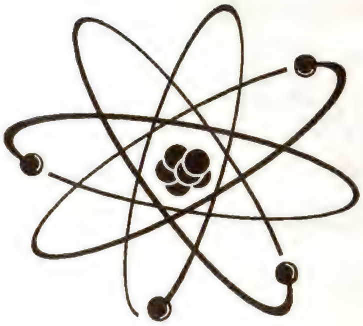

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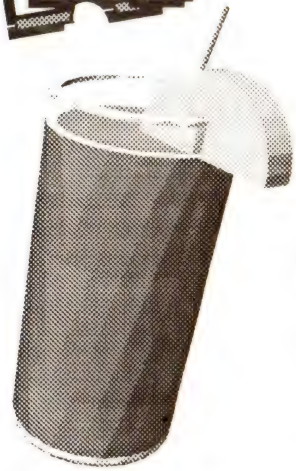

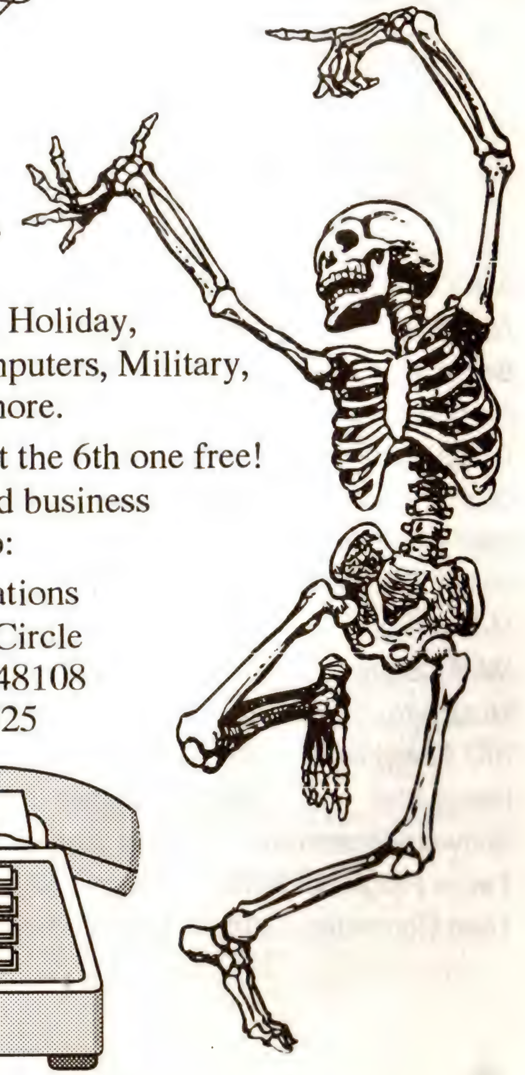

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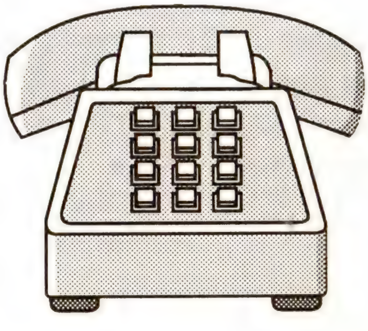

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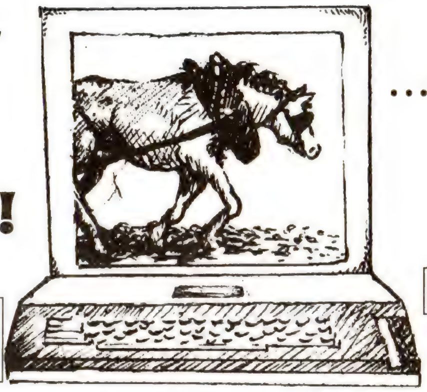

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Included with the upgrade is a utility program capable of reading IBM and/or ST disks, so you can import text or binary files to your 8-bit (text conversion routines are included). Minimal soldering is required; but we provide free installation for any of our products! Only $99.95 plus $8 S/H/I. If you already have a 3.5" drive, you may obtain the single drive upgrade without the Sony drive for $59.95 plus $5 S/H/I.

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THE FLOPPY BOARD $109/149

The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only $109.95, and the deluxe unit is only $149.95. Add $5 for shipping/handling.

Power products for your XL/XE computer

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- **RAMDISK** exactly duplicates floppy drive so sector copying and editing are possible

$199.95 THE BLACK BOX $199.95

The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program – undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the BLACK BOX with 64K of on-board RAM.Another amazing feature of the BLACK BOX is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is $199.95, and $249.95 with 64K RAM (for printer spooler). S/H/I is $8. An optional custom BLACK BOX case is available for $39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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Blue	**.42**	**.45**	**.49**	**.49**	**.53**
Colors	**.52**	**.55**	**.58**	**.62**	**.69**

Please refer to color chart.

3.5" DSHD

	BULK LOTS OF 50 EACH			BOXED/LABELED	
Quantity	500	100	50	100+	10-90
Black	**.68**	**.72**	**.77**	**.79**	**.85**
Colors	**.84**	**.88**	**.92**	**.95**	**.99**

Please refer to color chart.

5.25" DSHD

	BULK LOTS OF 50 EACH			BOXED/LABELED	
Quantity	500	100	50	100+	10-90
Black	**.42**	**.45**	**.48**	**.49**	**.54**
Colors	**.47**	**.51**	**.54**	**.59**	**.64**

Please refer to color chart.

5.25" DSDD

	BULK LOTS OF 50 EACH			BOXED/LABELED	
Quantity	500	100	50	100+	10-90
Black	**.25**	**.28**	**.30**	**.33**	**.36**
Colors	**.30**	**.33**	**.38**	**.38**	**.41**

Please refer to color chart.

PREMIUM COLOR CHART

	Red	Royal Blue	Green	White	Fog White	Grey	Yellow	Orange	Burgandy	Lt. Blue	Dk. Blue	Black
3.5" DSDD	X		X		X	X	X	X				X
3.5" DSHD	X	X	X	X		X	X	X				
5.25" DSDD	X	X	X	X		X	X	X	X	X	X	
5.25" DSHD	X	X	X	X		X	X	X	X	X	X	

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VOLUME 4
JUNE 1992

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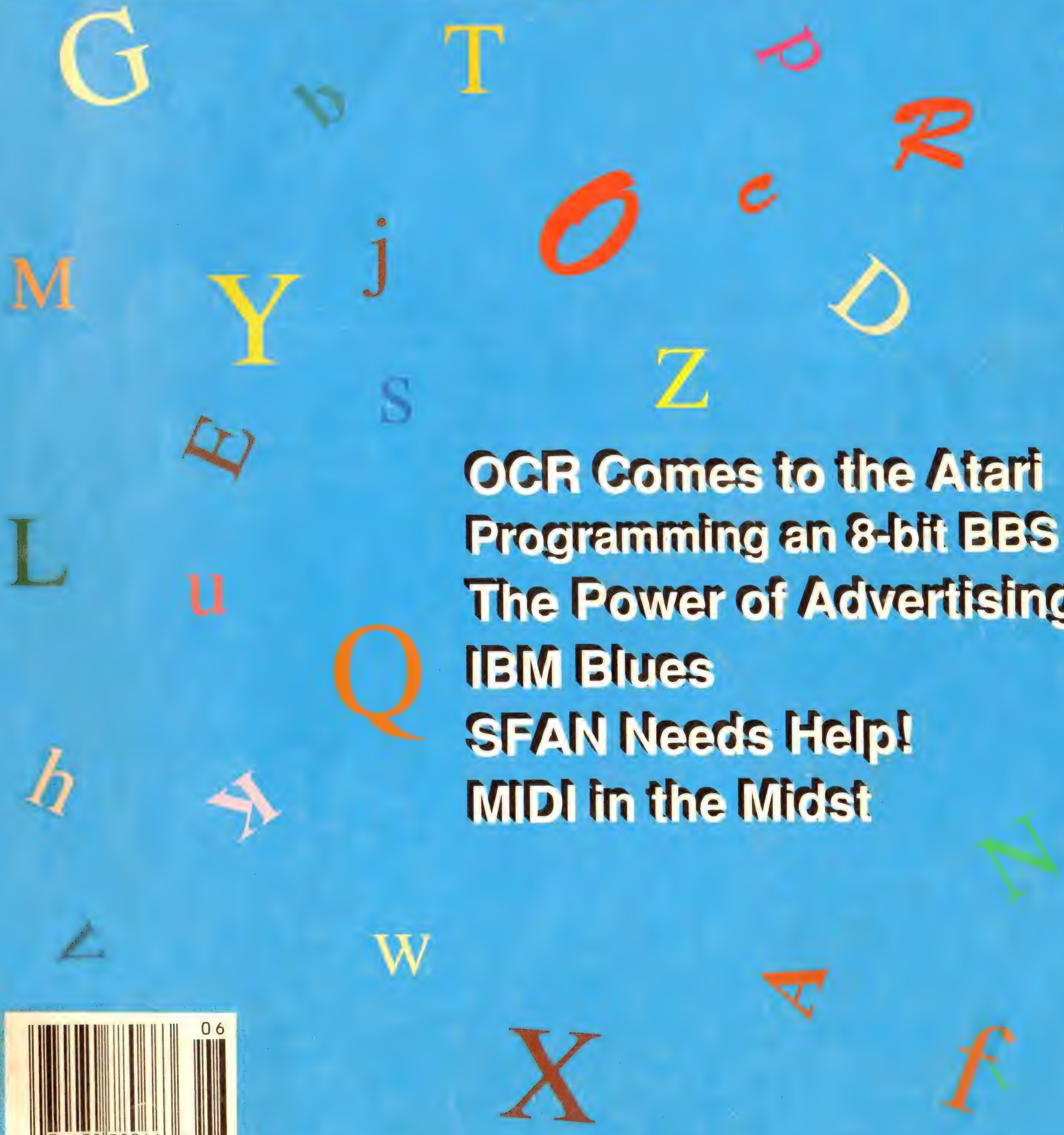

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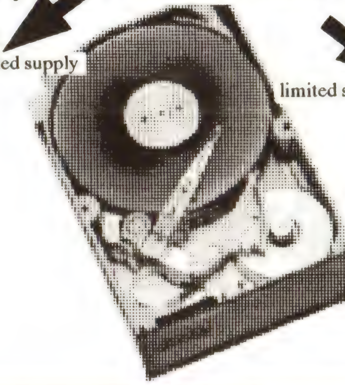

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330Meg - $1156 425Meg- $1219
520Meg- $1289 770Meg- $1325
SQ555- 44meg removable- $349 carts- $77
SQ5110- 88meg removable- $469 carts- $125

MEMORY UPGRADES

Z-Ram - 2.5 or 4 megs - $85
(Board w/chips 2.5Megs- $173 4 Megs- $261)
Z-Ram/2.5- 520 ST-2.5Meg - $75
(Board w/chips 2.5Megs- $163)
Z-Ram/Mega II- 4Megs - $75
(Board w/chips- $163)
1 Meg 80ns Chips $5.50 ea
JRI Memory Board(uses simms)- $99
SIMMS 1meg each - $45

MISC. ITEMS

AdSpeed- $239
Adspeed STE- $249
Blitz cable w/software - $46.95
Cleanup ST - $25
D.E.K.A. interface- $95
Drive Master - $32
Drive extension cable 6 ft - $13.95
DVT-VCR hd backup - $69.95
Flashdrive Portable HD case (for portfolio)- $139
Hand Scanner(w/Touchup) Migraph - $269
Hand Scanner Golden Image w/TOUCHUP - $215
HP Deskjet 500 printer - $469
ICD Advantage Plus w/clock - $93.77
ICD Advantage (no clock) - $83.77
50pin SCSI dual drive cable - $10
ICD Advantage Micro (Mega's) - $77
Lantech Local Area Network- $299
Mega Touch Springs - $9.49

MISC. ITEMS

Monitor Master - $32
Monitor Stand (adjustable) - $14
Monitor Stand w/power switches - $45.95
Mouse Master - $26 Mouse mats - $5
Mouse (Opto-Mech. w/Deluxe paint)- $45
Mouse (Opto-Mechanical) - $37
Mouse (Optical)- $53.95 Mouse (Cordless)- $80
Mousestick (Gravis)- $65
Multi Sync Switchbox - $53.95
Panasonic KPX-1124i 24pin - $319.95
Panasonic KPX-1123 24pin - $234.95
PC Speed- $199
AT Speed(16MHZ version)- $369
Speed Bridge (Mega or STE) - $65
Spectre GCR(cart)- $215
Printer or Modem Cable - $7
Star NX1001 9pin printer - $155
Star NX-2420 24pin printer - $279
ST/time (under rom clock) - $43
Supercharger W/1Meg - $419
Synchro II - $59
TC Power (software for IBM emulators) - $39.95
Trackball(Kraft)- $59
Trackball(cordless)- $88
Turbo16 Accelerator - $257
Tweety Board - $27
Vidi ST - $124.95 Vidi-Chrome ST - $34.95
Vidi RGB - $109.95 Vidi Color Kit - $259.95
Z-Keys (use IBM keyboard) - $59.95

MAST

THE MILWAUKEE AREA ST USER GROUP

PROUDLY ANNOUNCES...

THE SECOND ANNUAL MILWAUKEE ATARIFEST

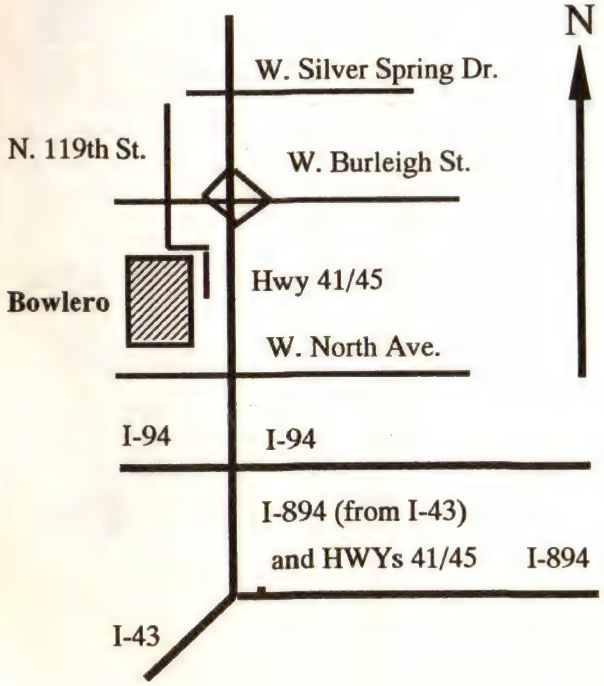
Join us on Sunday June 14, 1992 for the 2nd annual AtariFest in Milwaukee, WI. The show will be held at Bowlero, Red Carpet Lanes, 11737 W. Burleigh Ave. The doors will open at 10:00 A.M. Ticket price: 3.00 dollars For more information please call (414)463-9662 or leave E-mail for R. Carpente18 on Genie, R.Laudenbach on Delphi, or call the MAST BBS (414) 461-1730. You also can write to; MAST, P.O. Box 25679, Milwaukee, WI, 53225

The following companies will be at the show...

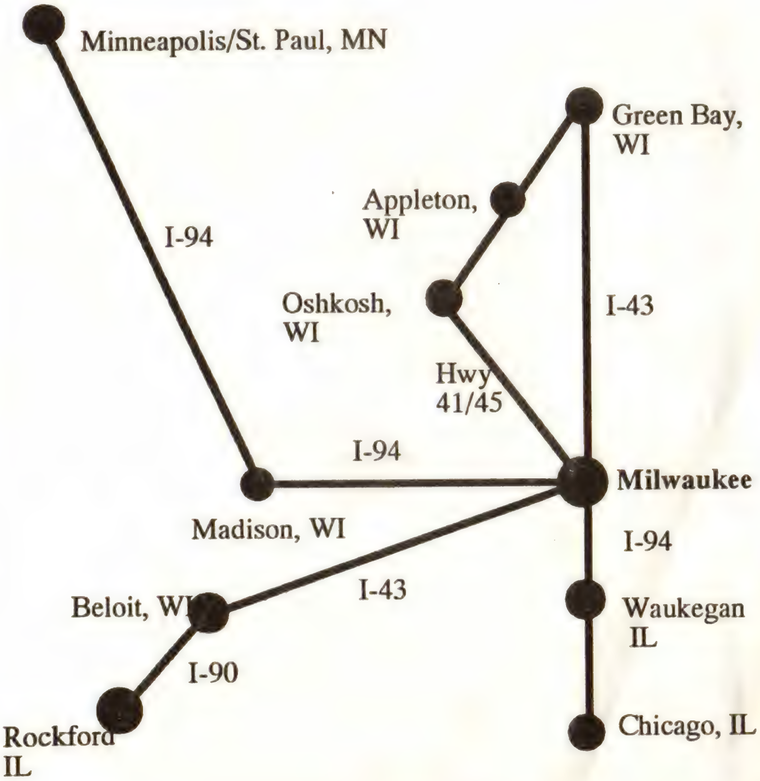
Gadgets by Small, Codehead Technologies, ISD, ICD, DA Brumleve, Wizworks, Atari Interface Magazine, Softlogik, ABC Solutions, Maxwell CPU, Clear Thinking, Electronic Spinster Graphics, Apple Annie, Compu-Seller West, MegaType, Missionware, MS Designs, Paper Express, SKWare One, and many, many more

How to make it to the show:

Milwaukee Area:


N
W. Silver Spring Dr.
N. 119th St.
W. Burleigh St.
Bowlero
Hwy 41/45
W. North Ave.
I-94
I-94
I-894 (from I-43)
and HWYs 41/45
I-894
I-43

Regional Map


Minneapolis/St. Paul, MN
Green Bay, WI
Appleton, WI
I-94
Oshkosh, WI
I-43
Hwy 41/45
I-94
Milwaukee
Madison, WI
I-94
I-43
Beloit, WI
Waukegan IL
I-90
Rockford IL
Chicago, IL

ATARI INTERFACE

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Unicorn Publications

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Submissions — Articles/submissions for inclusion in Atari Interface can be sent on disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Submissions can also be uploaded to the Treasure CheST BBS at (313) 973-9137. Standard ASCII text files set block left (ragged right) with no paragraph indents and a blank line between paragraphs are preferred.

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Editorial Ramblings

We've heard recently that Atari Explorer is about to be moved "in-house." John Jainschigg has shared with us his thoughts against moving out to Sunnyvale (into what some have called "the pressure cooker"). It is his decision to not accompany Explorer to Atari Corp. He will do only one more issue from New York.

As you may remember, John pulled Explorer out of the ashes after middle managers at Atari Corp. "fired" Betsy Staples and David Ahl. John kept improving Explorer, while STart folded, making Explorer the "flagship" of Atari-specific magazines. Explorer is the only other Atari-specific magazine next to AIM on bookstore shelves. Explorer is also the only glossy left in this market.

We feel Atari execs are making a bad decision by moving Explorer to Sunnyvale. It is very possible that Explorer won't last long in the political tug-of-war at Atari. If Explorer ceases publication, it will be a very sad day for all Atarians. It will be taken as a sign that even a glossy magazine supplemented by Atari itself can't make it any longer in the ever-shrinking Atari computer market.

Some may say Explorer's death would help AIM and other magazines. This is not true. Each time an Atari magazine dies, the market convulses; developers decide to move to other platforms; users decide, since they can't find an Atari magazine at a local bookstore anymore, to move to other computers.

We wish both John Jainschigg and Atari Explorer a long and prosperous life.

Bill & Pattie Rayl

ATARI INTERFACE

Volume 4

Your Connection to the Atari User Community

June 1992

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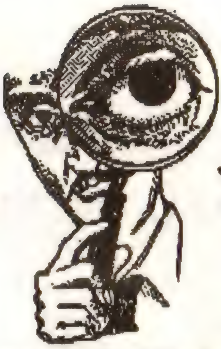
Taking scanned graphics and turning them into text is the purpose behind Migraph's OCR, reviewed on Page 33.

From The Reader's  Viewpoint

Atari Classics Campaign

My name is Roger Meston and I am the 8-bit librarian for the P3-ACE user group. If you have some time, would you address your feelings and concerns about the attempt by Jeff McWilliams to create a separate 8-bit magazine, presumably against your will?

The people in the club are rather divided over the ramifications of this attempt, but we don't even know if you wish to resist or whether you think it's a good move.

I for one feel he is off-base somewhat. I have been a dedicated Atari supporter since 1979, when I bought my first Atari 800. With an 810 disk drive, tape drive and one program, the bill came to around $1700, which is crazy by today's standards.

But I have never regretted buying it (I had to re-enlist in the US-AF to buy it with my re-up bonus). As I look back on my career, that was the one crucial decision that took me out of hands-on electronics repair and into the wonderful world of computers, space and all out technology stalking.

I've flown multi-gazillion dollar satellite systems, helped develop and deploy the GPS Navigation system, and handled some of the most incredible multi-media stuff you could imagine. I really feel that I owe it all to that one decision to buy an "over-priced video game."

I've said all that to say this—I really feel the remaining 8-bitters must, absolutely must, stop this ridiculous self-separation and join with the STers and kick the PCs butt! Ok, maybe not, but at least we should use the darn thing to improve our lives, enjoy using it, learn from it and knock off the stupid crap.

I have been following the 8-bit and ST Fidonet feeds for a while and some of those people are nuts! Whew, we gotta chill out. Anyway, I feel separating out the 8-bit stuff from the ST stuff will not help anyone.

Your publication is absolute genius, and it is an asset for 8-bit owners not to be segregated out. Delineating the platforms will just drive the wedge deeper between "family" members.

I own both, and I would not trade either machine off for anything. I don't favor one over the other as they both have different strengths. The ST has the big power and the pretty face and the 8-bit has affordability and access to zillions of programs. Regular people can get these machines and learn from them, grow with them, and enjoy it all. Man, I just love 'em!

Ok, I'll take my own advice and chill out (puff, pant, whew). Now where was I? Oh yeah, keep your great magazine just the way it is. You have achieved a fine balance between grass roots and high tech. Keep up the great work.

Thanks for listening.
Roger Meston

Dear AIM:

I recently became aware of an effort, headed by Jeffrey McWilliams, to start an 8-bit only magazine. As an avid 8-bitter, I was immediately interested. But what I read in Mr. McWilliams' information kit really disturbed me. His plan is not to just start a new magazine, but to petition AIM to split into two separate magazines.

There are just not enough developers and advertisers to support two separate magazines. Think of how many 8-bit only/16-bit only publications have gone under in just the last year.

Several times Mr. McWilliams implies that this new magazine of his is our last chance to keep the 8-bit alive. I say it would surely be the beginning of the end of our great support from AIM, and possibly the beginning of the end for AIM as well.

Bill and Pattie, I implore you, *do not* be persuaded to mess with your find, well-established publication.

Mr. McWilliams, if you really think you can make an 8-bit only publication fly, go for it. I'll buy it. But don't gamble with the future and quality of AIM to try and pull it off. If you have a base of writers, programmers and advertisers, we would all be ahead if you would encourage them to contribute to AIM. One strong publication is always better than two weak ones.

Paul Alhart
Lompoc, CA

Paul and Roger, having only just received a copy of the actual kit ourselves, we can see why we've gotten a number of responses from people who are against the Atari Classics idea as it is being approached.

Here's basically where we stand on all this. We are very supportive of the 8-bit market and any efforts to help that market survive. Jeff McWilliams, Ben Poehland and others behind the Atari Classics magazine campaign believe the 8-bit market needs some rallying place for developers and users. We agree wholeheartedly with that.

They believe this rallying place must be a national, professionally produced, 8-bit only magazine. While we don't agree 100% with that assessment, we would definitely give our support to such a publication if enough 8-bit owners out there also showed their support by indicating their willingness to subscribe. The recent write-in campaign run by Jeff McWilliams and Ben Poehland was designed to gauge how much support is really out there for their proposal.

Recent reports from Ben Poehland indicate they received over 500 *responses from people stating they would be willing to pay $25/yr for such a magazine. This 500 "target" was arbitrarily set by the people behind Atari Classics. While this might be a feasible number for a small, US-only magazine, a fairly large number of those people responding were outside the US.*

When Jeff McWilliams says in the kit that it would be "a little more" than $25 for non-US subscribers, he's being a bit misleading. It could actually cost close to twice *that amount, since Printed Matter mailing rates for a magazine like AIM comes close to $2 per issue to some countries.*

A magazine "like Atari Interface" would not be feasible at those kinds of numbers, even if it was only US-based. At least a couple supporters of the campaign have indicated to us they will only settle for a magazine that is nationally distributed to bookstores, like AIM. That's just not a feasible reality.

Regardless of what the kit from Jeff McWilliams indicates, Atari Interface is most definitely not *going to "split off what little 8-bit coverage it now offers" to create Atari Classics. In fact, they did get it right in the kit when they said AIM would "continue serving the 8-bit community as long as 8-bit users express interest."*

We have heard a lot of other people's opinions on this matter. Some are very *supportive of the separate publication idea. Others want us to persuade Jeff McWilliams and his helpers to focus their support into Atari Interface. We have not attempted to persuade Mr. McWilliams (or anyone else) to start, continue or abandon this effort. We also have nothing whatsoever to do with the form or substance of the campaign. We only indicated our support for the broad ideas on which the campaign was based.*

If, however, the Atari Classics people think Atari Interface is going to become an ST-only publication while they put together Atari Classics and we publish that magazine for them, they're wasting a lot of everyone's time.

We believe, as AIM illustrates, that it is better to have more interaction between ST and 8-bit owners, not less. We believe it is better to treat ST and 8-bit owners as equals rather than act as if neither exists in the same reality. We will not turn our backs on that belief just because the Atari Classics people think otherwise.

If the 8-bit community decides it's in their self interest to have an 8-bit only magazine and the Atari Classics people can get enough subscribers to pay for such a magazine, then we will do what we can to help make the publication a reality. But we will not sacrifice Atari Interface and abandon its 8-bit supporters in the process.

You can be sure we will continue to support the Atari 8-bit market in AIM as long as people like you support us. We currently have more 8-bit article submissions coming in each month than ever before and our 8-bit Disk of the Month is doing very well.

Bill & Pattie Rayl

Why Switch?

As summer approaches, and Atari Corp. has once again failed with many of their promises, I hear many of my friends talking about switching to IBM or some other computer...

IBM, with all it glitz and glamour, seems to be the computer of the future...but is it really what anyone really needs?

Definitely not!!!

So many people get caught up in this keeping up with Jones's syndrome. Before you think about switching computers due to Atari's lack of customer support, ask yourself a few simple questions. You may be very surprised at your answers.

What are *my* needs for a computer? Most people will choose either word processing or playing games. Can an IBM do word processing better than your Atari? Certainly not! Can it play games better? Nope. Can your Atari do these things satisfactorily for you? Yes, but.... *but what?* But the IBM has so many new things coming out for it all the time...

Ah HA!!! Now we have gotten down to the real bottom line as to why you might consider switching computers...the IBM has more new stuff coming out all the time. If it wasn't for this fallback, you would be perfectly happy with your Atari, right?

Now is the chance for you to make a difference and make Atari know how you feel. Most all of us are in sincere agreement that we love our Atari's and would never switch if Atari would just start listening to our wishes.

The Solution: Write to Atari Corp., Attention Jack Tramiel, Sam Tramiel and Bob Brodie. Send *each* of these three a copy of your letter. Tell them in no uncertain terms that if they don't wish to lose their loyal Atarian following, they need to bolster their support, in both hardware and software, for both the 8-bit and ST line of computers. Tell them we are tired of waiting, and we want action *now!!!*

If each and every Atarian in the US would take the time to write to these guys and tell them this, maybe we would start seeing more support here in the US instead of watching it all going overseas. The time to act is now, and if *you* don't do it, you are not a true Atarian. *do it!* We can make a difference!

Write: Atari Corp., 1196 Borregas Ave., Sunnyvale, CA 94089-1302

Jason
Vancouver, WA

MegaSTE System For Sale

MegaSTE 4/50 (4 megs, 50 meg internal hard drive)
TOS 2.02 with NewDesktop
MC68881 Math Coprocessor!
16MHz CPU, mouse, external keyboard
Atari SM124 monochrome monitor

Best mail order price we've seen for similar system is $1400. Asking $1,000 *firm.* Price includes shipping to anywhere in continental US. MasterCard/Visa, certified check or money order accepted. Personal or business checks welcome, but please allow 10 days to clear.

Bonus: System ships with the *entire* Atari Interface ST Disk of the Month collection on the hard drive! Approximately 20 megabytes of self-extracting archives, close to *80 megs when extracted!!*

Please contact Pattie Rayl at (313) 973-8825 or at Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

ATARI BULLETIN BOARD

Atari Corp. News

The major news this month was Atari's losing its $160 million antitrust case against Nintendo. Atari had filed the suit alleging that Nintendo's licensing agreements with video-game publishers constituted unreasonable restraint of trade. Atari claimed Nintendo had used its monopoly power to force independent software companies to agree to keep hit games from competitors like Atari, and to provide the games exclusively to Nintendo.

The jury found that Nintendo did not have any intent to monopolize the U.S. home video-game market. However, the jury found that Nintendo did have monopoly market power. The nine-member jury, following an 11-week trial, found that Nintendo's video game licensing program had not caused Atari any damages.

The jury was unable to reach verdicts on the question of whether Nintendo's licensing agreement was an unreasonable restraint of trade, or whether this program was the means by which Nintendo acquired monopoly power.

"We are disappointed the jury did not understand the negative impacts Nintendo's exclusive contracts had on competition because of Nintendo's power over its suppliers and customers," said William Jaeger, an attorney representing Atari. "The consumer also loses from this result because the antitrust laws have worked very effectively to maintain a strong competitive environment with lower prices and better choices for consumers," Jaeger said. "This decision will seriously weaken those vital laws."

The judge decided Atari also has to pay Nintendo's legal fees, something in the "six or seven figure range," according to Nintendo. Atari's subsequent appeal was denied.

MetaDOS

Atari's Bill Rehbock has announced that the current version of MetaDOS is available for developers to distribute free with their products. MetaDOS comes with a driver for the CDAR-504 and a driver for any Sony CDU-541-compliant drive connected to a TT. This includes the popular Chinon CDX-431, the NEC CDR-36, 73, and 83 as well as the Macintosh CD-ROM drive.

Anyone interested in connecting a CD-ROM drive to an older machine should contact ICD or BMS.

Developer News

CodeHead Technologies, under their Working Title US subsidiiary, has released Calligrapher Professional and Calligrapher Gold.

Calligrapher is a feature-packed document processor combining some of the best capabilities of word processors and DTP packages.

The CodeHeads are offering a special trade-in discount to owners of other Atari word processors—just send in your master disk for any one of these programs:

Word Writer
Word Perfect
WordUp
Wordflair
Regent Word
Microsoft Word
1st Word Plus
Signum
That's Write
Write On

and you'll get a $35 discount off Calligrapher's normal price. (You'd get Calligrapher Professional for $140 or Calligrapher Gold for $215.)

PostScript output support is included as a standard feature of either version! Calligrapher Gold adds such features as the ability to place text along a user defined path (FlexText), a grammar checker, thesaurus and barcode generator.

Calligrapher Professional and Calligrapher Gold each include ten outline fonts.

If that's not enough, there's an entire library of 60 high-quality outline fonts available from CodeHead Technologies. Font disks are $34.95 and each disk contains one main typeface (e.g. Garamond, Bold, Italic and Bold Italic).

Calligrapher uses G+Plus (like GDOS) so you are not required to purchase any of these fonts. You can use any GDOS-compatible font with Calligrapher.

For more information, contact CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004, Ph: (213) 386-5735, FAX: (213) 386-5789, BBS: (213) 461-2095.

ISAC Board Sale

Dover Research is now selling the ISAC graphics card for $299.95! If you use an Atari Mega ST2 or 4 for desktop publishing or CAD, you will *love* this card. ISAC delivers 1024x768 resolution with 16 on-screen colors.

Dover's Jay Craswell can't promise how long this will last, so get your order in *now*. This is a direct sales deal only from Dover Research. Call (612) 492-3913.

Upgrades Easy as ABC

ABC Solutions is now offering the K-Spread 4 spreadsheet in North America. KSpread 4 offers extensive spreadsheet and presentation capabilities with GDOS output. The Surround Rectangles function enables the user to surround cells or blocks of cells with boxes. By using these boxes, tables and forms can be designed, and shading can be used for added impact. Text can be added in a variety of fonts, styles and sizes. You can use this capability to design self-calculating forms, such as invoices or quotations.

In addition to the presentation features, KSpread 4 includes over 50 convert functions and more than 20 time & date functions in addition to extensive database, financial, logical, statistical and string functions. Date calculations, sorting, user defined functions and extensive macros (generated by either learning or programming) are among the features of this package. Lotus WKS and WK1 files can be loaded and saved directly, without the need for a conversion program, as can DIF and ASCII files. K-Spread 4 costs $169 US ($199 CAN).

Also available is K-Spread 4 Lite, with all the features listed above except Macros and the GDOS features. It is fully upgradable to the full K-Spread 4 program. K-Spread 4 Lite sells for $89 US ($99 CAN).

Owners of A-Calc, A-Calc Prime or any version of K-Spread may upgrade to K-Spread 4 by sending in your master disk and a check or money order for $79 US ($89 CAN). To order, send check or money order to ABC Solutions, 4040 Creditview Road, Unit 11-151, Mississauga, Ontario L5C 3Y8 or call (416) 824-8484.

PageStream Offer

Soft-Logik Publishing has announced a special PageStream upgrade offer for owners of other Atari DTP packages. Owners of any other Atari desktop publisher can upgrade to PageStream 2 for only $120. This offer expires on August 31, 1992.

To take advantage of this offer, send the following to Soft-Logik:

- Atari DTP manual title page (any Atari DTP program, but no photocopies)
- Your original program disk OR a photocopy of a disk or registration card showing your registration number
- Your name, address, telephone number
- The upgrade fee
- $5 for shipping ($15 outside of USA and Canada)

Upgrading from Publishing Partner is $100, and upgrading from any version of PageStream is $75. PageStream owners can easily upgrade over the phone. PageStream 2 retails for $299.95. Contact Soft-Logik Publishing at 11131 F South Towne Square, St. Louis, MO 63123, (800) 829-8608 or (314) 894-8608, FAX: (314) 894-3280.

Portfolio News

Atari has released a new software application for the Portfolio handheld computer. Hyperlist is a unique filing system which revolutionizes the way data may be organized in the Portfolio. Often described as an "outliner" or "database," Hyperlist provides the opportunity to create extensive lists, then attach "child" lists to each item in the "parent" list. On paper, the data flow resembles an organizational or flow chart.

"This new system on the Portfolio opens many doors of opportunity", states Donald A. Thomas, Jr., Portfolio Marketing Manager at Atari Computer Corp. "The software is easy to use, powerful and flexible all at the same time." Specific target markets include education, sales, medicine, law and just general purpose.

Hyperlist retails for only $49.95. For more information on the Portfolio and its applications, contact Don Thomas, Portfolio Marketing Manager, 1196 Borregas Ave., Sunnyvale, CA 94088, (408) 745-2000.

An on-line newsletter called Palm To Palm is available from Perfection Applied for those new to palmtop computing or those that have a palmtop future. It's available in the PALMTOP and APORTFOLIO Forums on CompuServe.

For palmtops users that want tips, tricks and help, Perfection Applied offers Take It With You, a bi-monthly newsletter for palmtop computing. Subscriptions to Take It With You are $18 a year. Send check, money order or cashier's check to Perfection Applied, 454 West 1010 North, Orem, UT 84057, ATTN: Palmtop newsletter.

People looking for a carrying case for their Portfolio may wish to check out Ultrasoft's deluxe case selling for $29.99. The case is described in their catalog as "black polyurethane outer shell, water-proof, reinforced wrist strap, nylon zippers, size 8.8 by 5.8 by 2.5." The main section holds the Port and spare batteries. An auxiliary compartment has document pouches, RAM-card pockets, and pen and business card holders. A pocket in the auxilary section adds space for a parallel interface and cable. To order, call (514) 487-9293 or write Ultrasoft at One Transborder Drive, PO Box 247, Champlain, NY 12919.

Upcoming Atari Shows

The 1992 Blue Ridge AtariFest will be held at the Westgate Shopping Center in Asheville, NC on July 18th from 10am to 6pm. Take any major highway into Asheville (US-19/23, US-26 or I-40) to the I-240 loop, then take the "Westgate/Hilton Inn Drive exit" into the Westgate Shopping Center parking lot. For more information, contact Van Estes (BRACE Pres.) at (704) 685-8358 or Sheldon Winick (Computer STudio) at (704) 251-0201.

The fourth annual MIST Atarifest will be held on Saturday, July 25. The show runs from 10am to 5pm and will be held at the Castleway Conference Center at 6385 Castleplace Drive, Indianapolis, IN. This air-conditioned location on the north side of Indianapolis has ample parking and is close to several major highways, many fine restaurants and hotels, and the largest mall in Indianapolis.

Public admission is $3 and includes a raffle ticket to win one of the many hardware and software items donated by attending vendors and developers. Vendors may purchase booths (8x8) at $50 each. User groups may purchase booths for $10 each. Only a limited number of user group booths are available. For more information, contact Dan Ward via GEnie at (D.WARD10) or give him a call at (317) 254-0031.

Weekend Shows

Several Connecticut Atari user groups are joining forces to stage a two-day show later this year in Hartford, CT. The event is scheduled for August 15 and 16 at the Sheraton Hotel at Bradley International Airport, Windsor Locks, CT.

The show showcases the latest Atari products and services and includes seminars on desktop publishing and video production, hands-on instruction from manufacturers and software developers, MIDI demonstrations, giveaways, 8-bit support, a swap room and much more.

For more information about Connecticut AtariFest '92, contact Brian Gockley at 18 Elmwood Avenue, Bridgeport, CT 06605, (203) 332-1721 or Doug Finch at (203) 637-1034.

The Washington Area Atari Computer Enthusiasts are currently planning WAACE Atarifest '92 for October 10th and 11th at the Sheraton Reston Hotel in Reston, Virginia.

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David Plotkin
Contributing Editor

I've been reading about Double Click Software's newest product, Data Diet. What it does, essentially, is automatically compress your data when it is saved to disk, and decompress it automatically when that data is loaded back in from disk. This can result in a significant savings in disk space, enabling you to save much more information on a hard drive (or floppy).

Disk compressors have been big business in the PC world, although, curiously, they have yet to make a big impact on Mac users. My suspicion is that, even though PC hard drives are cheaper than just about any other kind, replacing a PC hard drive is also a bigger pain than replacing a hard drive on any other kind of machine. This is primarily because most PC hard drives are internal, and changing drives thus requires opening up the machine and, occasionally, replacing an interface card or even the BIOS. Not easy or cheap.

Even though replacing an Atari hard drive is simply a matter of plugging a new one into the right port, I am still surprised it took so long for someone to come up with a disk compressor. Atari hard drives have been historically expensive. This is primarily due to the fact that they require a special adapter to turn SCSI signals into ACSI signals—and SCSI hard drive are among the most expensive kind.

At any rate, we now have a disk compressor, and by all reports, it is very solid—that is, no corrupted data. This is *very* important—it doesn't matter how fast or efficient a disk compressor is; if it fouls up the data, there can be hell to pay.

I remember using a PC disk compressor on my laptop computer. It worked fine until one day—*poof*—the entire hard drive was corrupted. I was able to restore everything from backup except for about two hours of work in WordPerfect. Needless to say, I never reinstalled that disk compressor (or any other one) on the laptop. Once burned, forever shy.

Disk compression can reduce the size of files by quite a bit. Exactly how much reduction occurs depends a great deal on the file, as we shall see shortly. However, on average, a set of computer files can be compressed to about 50% of their "normal" size. Program files reduce very little, while many database files can be reduced to less than 10% of their original size! For example, a dBASE IV file that was well over two megabytes compressed to 110K—a 95% reduction.

In order to understand how disk compression works, you need to understand that a data file on the disk is nothing more than a string of characters and numbers. In the case of a program file, these characters and numbers tend to have very little repetition, while data files for word processors and databases and spreadsheets tend to have quite a bit of repetition. The ability of a disk compressor to reduce file size depends directly on how much repetition of character strings there are in a file.

The most often used compression scheme is named for two Israeli mathematicians, Lempel and Ziv (and hence called Lempel-Ziv compression). Essentially, their scheme scans through the file to be compressed and identifies repeating strings of characters. Each string of characters is converted into a "token"—a smaller string (often just one or two bytes long) that represents the longer string in the file. Everywhere the long string occurs, it is replaced in the file with the token. A table is constructed that identifies the correspondence between the tokens and the repeating strings, and this table becomes part of the file.

This, by the way, is one of the advantages of Lempel-Ziv: it is self contained, and has all the information necessary to extract itself.

Of course, you would expect the act of compressing and decompressing a file would slow computer performance. It can, and often does slow the ST somewhat, but on machines with faster processors (such as the TT) you can actually get better performance with compressed files!

This is because there is a tradeoff in dealing with compressed files. The CPU has to do the work to compress or decompress the file—and that takes time. However, there is less data to move to and from the hard drive. Since disk access is quite a bit slower than the CPU, a significant reduction in file size can actually cause an overall increase in performance, especially when the computer is equipped with a fast CPU. Neat, huh?

Some PC compression packages even have coprocessor cards that speed up the compression and decompression steps further, but their increase simply isn't worth the loss of a "slot" in the PC.

At any rate, if you are running short on hard drive space, Data Diet from Double Click is certainly worth considering. It is virtually invisible to you—doing all its work in the background. There is even a set of utilities that tell you how much space you are saving. Even better, the setup utilities can compress the files you already have on your disk, so even that part is relatively painless.

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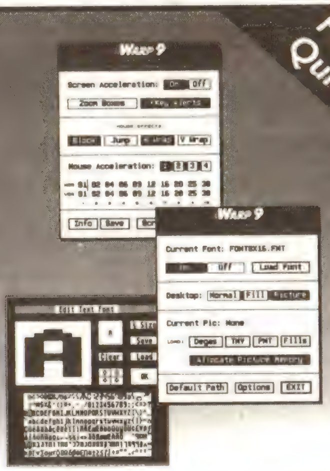
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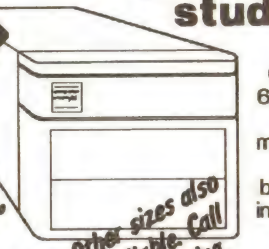

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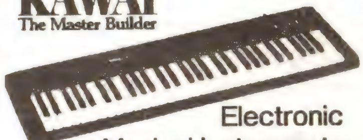

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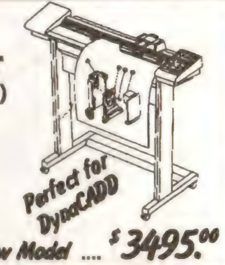

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’030: The New Standard

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George Richardson

The new standard in Motorola 68000-based family of personal computers seems to have become the 68030. Almost all of Apple’s current line of machines use at least a 68030 processor and Commodore’s Amiga line seems to be moving in the same direction. With the Atari Falcon ’030 machine that has been reported at various shows, and the already released TT030, it would seem the Atari line will also come to use this processor as its standard. Let’s take a close look at the 68030 and the capabilities it brings to the world of Atari computers.

The 68030 processor, as it was originally designed, incorporated all of the techniques Motorola’s engineers could think of to add more power to a microprocessor. Like it’s predecessor, the 68020, it has both a 32-bit addressing range and a 32-bit wide data path. It improved on the single cache in the 68020 by including separate caches for data and instructions.

It also has the ability to access memory in a number of ways, each of which makes a good compromise between speed of access and control of the memory, allowing the 68030 system designer to get the best speed where it is most needed.

Memory Interfaces

The 68030 was given an interface for standard 8-, 16- and 32-bit asynchronous memory accesses, to enable it to be interfaced to all standard memory and peripheral devices. The "asynchronous" refers to the fact that, like the previous members of the 68000 family, the 68030 can address memory that is not run on the same clock signal that it is. The 68030 will wait for the memory or device to signal that it is ready to send or receive information.

This is the slowest memory access method on the 68030, since it requires that the processor determine the memory size and address and set its control signals accordingly. In the Atari TT030, the so-called "ST RAM" is accessed this way.

The 68030 also has a special interface for faster memory accesses that are synchronized to the 68030 clock. This is called, strangely enough, the synchronous interface. This allows faster memory access than the asynchronous method, because less internal circuitry is involved. This interface requires 32-bit wide memory to work, since Motorola had to bypass the part of the circuitry that handles different data path sizes in order to increase the speed for these accesses.

The last external memory interface is a variation on the synchronous interface, and it is probably the one most people who have heard anything about the 68030 know about. It's the burst mode interface. This interface allows the system to fetch four 32-bit words from memory in less time than it takes to get two words by the asynchronous method, or three by the synchronous method, if the memory system is fast enough.

It does this by only sending out the first, or what's called the "opening," address of the burst mode access. The memory itself is then responsible for automatically incrementing the address and informing the 68030 that it's ready to send or receive data. Since the 68030 only sends out the starting address, the address circuitry is only used on the starting address of the burst. The next three accesses don't use it, eliminating any additional delay for them. This is what "Fast RAM" or "TT RAM" on the TT030 and 68030 SST board use to get their speed.

One interface that was present on the 68000 chip is missing from the 68030 (and the earlier 68020). It was referred to as the 6800 peripheral interface. This interface was used to allow the 68000 to easily interface to chips designed to run off of the phase 2 clock of the old 6800 microprocessor line. This allowed 68000 designs to make use of the plentiful 6800 family interface chips, since, at the time of its release, there were few chips capable of running at the 68000's 8MHz clock frequency.

In the Atari ST computers, the two 6850 ACIA chips used for the keyboard and MIDI interfaces use the 6800 peripheral interface of the 68000 chip. External circuitry is used to duplicate this interface for the 68030 chip in the TT and SST board.

Cache

Besides the external memory interfaces, the 68030 also incorporates control logic and 512 bytes of static data RAM for two internal memories—the data and instruction caches. These memories are used to store recently used data and instructions and supply them to the processor faster than external memory can.

Whenever the 68030 reads data from or writes data to an external memory location, it simultaneously stores that address into what is called an address tag memory in the data cache and writes the same data that comes from or goes into the external memory into the cache data location referred to by the address tag. The ability to put an address into the data cache during a write operation is selectable by a control register.

When a read or write of external memory is required, the cache system checks to see if there are any tag locations that match the address of the external memory being addressed. If there are, it reads the data in the cache location associated with the tag rather than waiting the extra time required for the external memory to supply the data.

On a data write, if the address is already in the cache, the system writes the data to both the cache and the external memory. The instruction cache only caches instructions read from memory. All writes to memory are considered data.

The cache in the 68030 can supply data to the CPU in one clock cycle, or less in many cases. Besides that, it is possible for the 68030 to fetch both data and instruction codes at the same time by fetching one from the cache and the other from external memory.

All of the previously mentioned methods of accessing external memory can feed information into the cache, but the burst mode method is set up only to feed memory into the cache. If the cache is not turned on, then the burst mode can't be used either. There are a number of methods of controlling the cache system. The two caches can be individually turned on and off by internal register bits.

Controlling Cache Usage

There are also some external signals that can be used to control and monitor the functioning of the internal cache system. The most important of these is the cache inhibit line, which external hardware (the system the 68030 is connected to) must use to prevent the 68030 from caching any memory locations that it should not.

On the ST, this line must be used to prevent the caching of any hardware registers like the serial port, parallel port or DMA hardware registers. If this isn't done, then the 68030 may end up fetching data from the cache rather than from, for example, the hard drive, resulting in a loaded file or program that consists of the same data repeated over and over. Considering most programs seem to be made up of more than one instruction, this does not turn out to be a good thing, so this line must be asserted during hardware accesses to prevent this.

Unfortunately, there is a small bug in the 68030 cache system that allows the 68030 to ignore the cache inhibit line during word wide (16-bit) writes to memory. Once the cache entry is made this way, the system will continue to use it regardless of the state of the cache inhibit line during an access. Fortunately, on the ST the hardware registers are all 8-bits wide, so this bug doesn't ordinarily affect the ST. At least it should not. It is possible to make a word wide write to the hardware, though, so this could cause a problem.

MMU

This brings us to the next major portion of the 68030, and the one that is the difference between the 68030 and all the previous versions of the 68000 family. This is the MMU or Memory Management Unit.

Don't confuse this with the Atari MMU (now called the MCU), because they have almost nothing in common besides an acronym. The ST's MMU is actually a DRAM controller; it is the "life support" hardware for the DRAM chips. It allows the DRAMs to be accessed by the rest of the hardware, including the video, DMA, DMA sound and CPU. The 68030 MMU is different. It is an internal 68030 system that controls how the 68030 interacts with external memory, rather than hardware for controlling and supporting external memory.

The 68030 MMU actually sits on the address lines between the 68030 CPU and the address pins on the chip itself. When it's turned on, it uses a set of tables to determine what action or address will result from the 68030 attempting to access a particular address. These tables can either be in external memory or in still another cache exclusive to the MMU called the Address Translation Cache. The purpose of this cache is to speed up the fetching of translation information from memory. If the number of translation tables is small enough, they can all fit inside the cache, which make the MMU translations completely invisible as far as speed goes. If the MMU must search external memory for the tables, then CPU memory accesses can be slowed down considerably.

The addresses generated by the 68030 CPU are referred to as logical addresses. For instance, the CPU may execute an instruction to read from memory location $10. Address location $10 is the logical address of the read. Depending on the setup of the 68030 MMU, however, the physical address generated at the output pins of the 68030 chip may be something completely different. For instance, it's possible to program the 68030 MMU to make the 68030 access location $1000010 whenever it tries to access location $10.

MMU Uses

The MMU can also be used to prevent the 68030 from accessing certain areas of memory at all. This is useful for implementing multitasking setups. The MMU can be set up to prevent different tasks from messing up each other's memory spaces. This can allow one task to crash without affecting others, thus allowing the other tasks to continue, or even crash on their own, if that's what they do.

The MMU can also be programmed to disable the internal caches on accesses to any or all memory locations. This is how it can be used to correct the bug in the cache inhibit line.

The MMU gives a programmer incredible control over the behavior of the computer. It can be used for simple debugging tasks by limiting the ability of a program to just access areas of memory and hardware that it's supposed to, and trapping for any unintended accesses to memory locations it should not touch.

It can be used to simulate memory or hardware that the system does not actually have. It can even be used to set up multiple "virtual machines" in a system—a "virtual Mac," "virtual Amiga" and "virtual Atari" could all be running at the same time on a system that was not any of the three. Of course, this all requires a great deal of programming, but it is all possible through use of the MMU in the 68030.

The 68EC030

All of the above information on the MMU does not apply to the 68EC030 chip. The EC chip, as I'll call it, is originally the result of Motorola's attempt to make use of 68030 chips that failed testing. In physical area, the MMU circuitry occupies more than two-thirds of the 68030 chip. This means, obviously, that the majority of

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68030 failures were likely to be in the form of some problem with the MMU.

Motorola decided to test the defective chips with the MMU disabled, meaning that only the two transparent translation registers in the MMU would function. As long as those functioned, it was still possible to correct the cache bug, although the 16 megabyte size of the block affected by the transparent translation registers was very coarse.

Since this "new" chip put some constraints on the design of any systems that used this subset of the 68-030's functions, Motorola called this the 68EC030. The EC is short for Embedded Controller, a name used to refer to microprocessors used in systems commonly designed to run software specially written to control industrial equipment or other dedicated systems. In this fashion, Motorola felt the designer who used the chips would not have to be concerned about software written by third parties that either assumed that any 68030 was the fully functional version or that attempted to access hardware in such a fashion that it got caught by the cache bug.

An EC running in an Atari, or other 68030-based computer, can still run safely either by switching off the data cache, which takes a sizable toll on performance, or by using the transparent translation registers (referred to as the Access Control Registers) to make all supervisor mode data accesses non-cacheable.

This takes a much smaller toll on performance on an Atari, but since the Macintosh runs in supervisor mode all the time, these two methods work out the same when the EC is used in the Mac.

Since the data cache must be disabled during these situations, burst mode is also disabled, since it requires the cache to operate. For systems that use burst mode accesses, this causes an even greater slowdown.

It's possible to run an EC chip without taking any precautions at all, but if some software goes directly to the hardware with a word wide write, it may cause problems.

This doesn't mean the 68EC030 should not be used for accelerators or computers; it just means that compatibility becomes the burden of the hardware designer rather than Motorola or the software developer. Atari does not currently plan to use the 68EC030 in a computer, so this doesn't seem to be something we have to worry about.

This should give you a taste of the features of the 68030. As you can see, it has the performance and capabilities to raise Atari computers to a new level of power. Once enough 68030 machine are out there to spur on developers, you'll see applications for your Atari computer that you've never seen before.

[About the Author: George Richardson of Merlin Group, Inc. is the designer of Gadgets by Small's MegaTalk board and SST 68030 upgrade. He can be reached via CompuServe at 75275,1363 or via GEnie at G.RICHARDSO1.]

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#639 Mammals #1
#640 Mammals #2
#641 School #1
#642 Ships #1
#643 Sports #1
#644 Sports #2
#645 Sports #3
#646 Sports #4
#647 Transportation #1
#648 Transportation #2
#649 Travel #1
#650 Travel #2
#651 Travel #3
#652 Travel #4
#653 Christmas #1
#656 Egypt #1
#657 Egypt #2
#658 Christmas #2
#659 Christmas #3
#660 Christmas #4
#661 Holidays #1
#662 Holidays #2
#663 Holidays #3
#664 Holidays #4
#666 Teddy Bears #1
#667 Teddy Bears #2
#668 Insects #1
#669 Famous Composers #1
#670 Sea Shells #1
#671 Men #1
#672 Houses #1
#673 Houses #2
#674 Faces #1
#675 Early Civilization #1
#676 Early Civilization #2
#677 Beatrix Potter #1
#678 Beatrix Potter #2
#679 School #2
#680 Birds #3
#681 Children #1
#682 Women #1
#683 Women #2
#684 Women #3
#685 Women #4
#686 Art Nouveau Nature #1
#687 Art Nouveau Nature #2
#688 Cats #1
#689 Food #1
#690 Food #2
#691 Food #3
#692 Food #4
#693 Food #5
#694 Gibson Girls
#695 Sea Life #1
#696 Birds #4
#697 Family #1
#698 Family #2
#699 Dinner Time #1
#700 Weddings #1
#701 Weddings #2
#702 Women #5
#703 Children #2
#704 Japanese Designs #1
#705 Holidays #5
#706 Flowers #1
#707 Cartoon Style #1
#708 Medieval People #1
#709 Music #1
#710 Music #2
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#712 Pictorial Frames #2
#713 Pictorial Frames #3
#714 Women #6
#715 Fish #1
#716 Chinese Designs #1
#717 Women #7
#718 Schools #3
#719 Fish #2
#720 French Revolution #1
#721 Text & Fancy Caps #1
#722 Men #2
#723 Men #3
#724 Men #4
#725 Ships #2
#726 Business & Industry #4
#727 Business & Industry #5
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#730 Oriental Motif #3
#731 Americana #1
#732 Reptiles & Amphibians #1
#733 Sea Shells #2
#734 Show Time #1
#735 Christmas #5
#736 Sports #5
#737 Tennis #1
#738 Tennis #2
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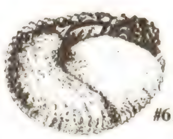
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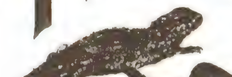
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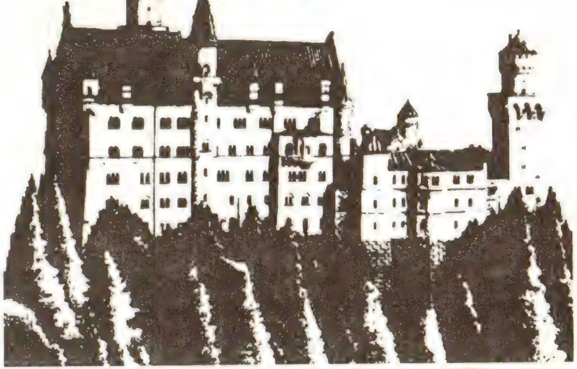
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The Power of Advertising?

Tim Holt
ACCEPT

I've never met John Scully, CEO of Apple Computers. I have also never met any of the Tramiels. I would venture to say, however, that if John Scully called up some company—say, WordPerfect—and said "Jump," the folks at WordPerfect would ask "How High and Where is the Hoop?"

If Sam Tramiel called up a company—say, WordPerfect—and said *"Jump!"* the people at WordPerfect would probably say something like "We'll have our people call your people, and we might do lunch. OK?"

Therefore, when I hear or read an article about John Scully, I will venture to say a lot more people pay attention to it than a Sam Tramiel article. With that in mind, I relate a recent item I saw involving John Scully.

While looking through a recent *Newsweek,* I ran across an ad for the American Association of Advertising Agencies (AAAA). The ad contained some quotes from John Scully about the effectiveness of advertising in today's market. I got to thinking about the Atari advertising campaign that seems to be getting off the ground now, and what might have happened if Atari had advertised a few years ago.

> *"The landscape is strewn with the wreckage of fine companies who built great products—that no one ever heard about."*

Do you *still* have to explain to your peers that Atari is not a game machine? I do. Just recently, I was trying to convince a fellow teacher to look at an Atari MegaSTE, like I own. He looked at the Atari brochure I handed him—it even had a pop up of the MegaSTE/4. The title of the brochure was "Mega STE: Business Computer."

After looking at the brochure, he asked, "But does it run *real* programs?" Real programs?!? I couldn't help but think that if Atari had really pushed the ST line of computers a few years earlier, I still wouldn't have to be answering questions like that.

> *"Advertising builds brands."*

I recently got into a "friendly" discussion on a local BBS about MIDI music and Atari. A fellow BBSer said he started out with an Atari for MIDI, but he switched to an IBM because his fellow students all used IBM machines.

I replied that Atari cannot be beat for MIDI, but he put up a decent argument that since no one else at his entire University music department used an Atari, he felt like an odd ball.

Peer pressure is very important in the world of computers, and although word of mouth is important, there has to be a first person to buy a computer. That "first" person will, more likely than not, be influenced by advertising.

It was nice to see the ads in *Discover* magazine in the last few months, and I hope that type of advertising continues. However, I must confess I was a bit confused as to why Atari would run a MIDI-oriented advertisement in a science/education magazine. Who are they trying to target here? Do a large number of professional musicians read *Discover: The World of Science?*

Would not an ad that demonstrated the educational benefits of the ST/TT be more appropriate here? Discover is published by the Walt Disney Corporation, so how about an ad showing how easy it is to draw and animate Mickey Mouse?

Who is Atari advertising to? Granted, the same MIDI ad ran in *Keyboard Magazine,* and that was a very appropriate place to put a MIDI ad. But a MIDI advertisement in a science magazine? I wonder...

"Most of our competitors of 1981 no longer exist. Some had great products. What they forgot to have was great advertising."

How long will Atari advertise? How long will Atari exist? I believe those two questions go hand-in-hand. Have you ever seen an advertisement for the TT? Have you seen an Atari ad in a place where you really did not expect to see one? Unfortunately, all the ads I have ever seen for the Atari line of computers were ones where I had to actually go out and look for them.

Have you seen any recent Atari ads in *BYTE?* In *Newsweek?* In *Time?* Sure, for the Portfolio, but what about the computers? We have been told the MegaSTE and the TT are the "flagships of the fleet," the pride and joy of Atari Computer.

Okay, let's put the money where the mouth is. Sam, Leonard, time to call up *BYTE* magazine—or have Bob Brodie do it, since that's now part of his job. Tell *BYTE* you will spend $X million in advertising in 1993 if *BYTE* starts running some decent articles about the Atari line of computers.

And I don't mean Jerry Pournelle telling us how he hasn't had time to look at the TT or that the boot up time is 12 seconds too long for his taste. I'm talking *real* articles, about productivity, hardware, etc.

By the way, if you think it sounds a little immoral to demand good press for advertising bucks, welcome to the real world folks. I don't think I have ever seen a bad review for a movie in *Newsweek* if the movie had a full page ad running there.

Demand the coverage. Let us see that Atari's management is as proud of these computers as the users who still buy them. Let us see that you are truly behind the "flagship" of the fleet. I challenge you to start advertising. Big time!

If you people in Sunnyvale still think advertising is not the way to go, consider that Coca Cola and Pepsi spend *billions* a year on advertising. Why? Surely they have worldwide name recognition. Surely the product pretty much sells itself. Why would they advertise so much? Because they know that even the slightest edge can translate into big bucks. A one percent increase in sales, due to an advertising campaign, easily pays for the ads. Profits increase. Sales increase. Everyone is happy.

"Advertising lets you express not only what you are, but what you are trying to become. It's not just a selling tool, it's a leadership tool—a flag on the mountain to rally and inspire your people."

It is time to rally and inspire. Let's get some severe ads going. Not just MIDI...not just DTP...but ads for everyone. Put them in *Good Housekeeping, Playboy, Life, Time, Newsweek!* All are very nice vehicles to take the message out to the world that "the Atari is a kick butt computer, and if you don't own one, you are falling behind the rest of the world." No more excuses about lack of product. No more excuses about this shortage and that shortage. The only shortage coming from Atari now is advertising. We're at the correct spot in the correct medium. The US is ready. The question is: is Atari ready?

"Only advertising can communicate not just information, but emotion and soul."

I know of no other product that inspires loyalty like the Atari computer. There are thousands of us out here that, through richer, poorer, sickness and health, have stuck by these machines. Surely, that emotion, that loyalty, that love, can somehow be communicated through an advertising campaign. I look forward to seeing it.

This is your invitation to the 1992 Connecticut AtariFest

Date	August 15th & 16th
Time:	10:00AM-5:00PM
Place:	Sheraton Hotel at Bradley Int'l Airport, Hartford, CT
Price:	$5.00 for a 1 day ticket $8.00 for a 2 day ticket

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F-19 Stealth Fighter	43
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Frenetic	25
Gauntlet 3	39
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DC Data Diet	48
DC Shower	19
DC Utilities 2.0	25
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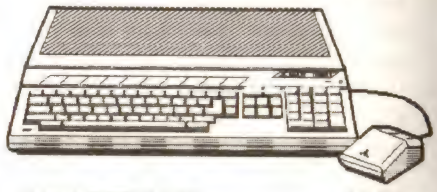
Atari Computers!



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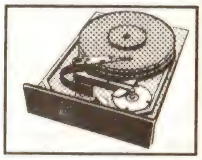

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Big Box	**$42**	Teen Queen, CPT Blood, Safari Guns, Bubble +, Tintin on the Moon, Purple Saturn Day, Jumpin Jackson, Hostages, Bobo & Krypton Egg
Challenges	**$35**	Stunt Car Racer, Kick Off, Super Ski, Fighter Bomber, Pro Tennis Tour
Coin Op Hits 2	**$45**	Ghouls and Ghosts, Vigilante, Ninja Sprit, Hammerfist, Dynasty Wars
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Bentley Bear General Store	21
Bentley Bear Magical Anagrams	21
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Bentley Bear Memory Master 1	21
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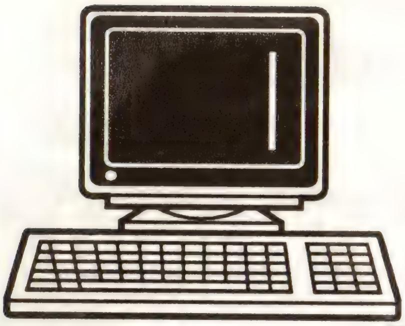
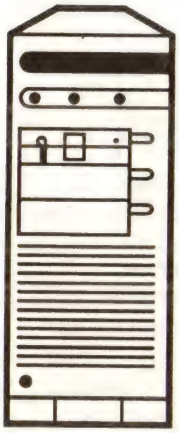
Kid Talk	19
Kidpainter	24
Kidpublisher Professional	24
Kids Stuff	19
Kinderama	23
Linkword: French	19
Linkword: German	19
Linkword: Spanish	19
Magical Anagrams	37
Magical Myths	24
Maps and Legends	22
Math Blaster Plus	24
Math Talk	19
Math Talk Fractions	19
Math Wizard	23
Mavis Beacon Teaches Typing	36
Mixed Up Mother Goose	22
My Letters, Numbers & Words	19
Physics, Vol. 1	21
Pre Calculus (True Basic)	31
Probability Theory	29
Read & Rhyme	23
Read A Rama	29
Speller Bee	19
Statistics, Vol. 1	14
Super Kidgrid	17
Telegram	17
Trigonometry (True Basic)	31
Typing Tutor/Word Invaders	24

Next Month Look for MIDI Software!



IBM Blues

Michelle Gross
Milatari



The declaration "Atari users are dropping like flies around here lately" was recently posted on our own Milatari BBS. It can hardly be argued. User groups are folding. Many who are still in existence are cutting back on services.

I'm sure you have noticed the advent of MAC and IBM public domain collections being offered by AIM and other user groups, including my hometown club, MilAtari. This indicates the more widespread use of emulators.

Disgruntled 8-bitters who have held out upgrading for so long are not upgrading to the ST, STe or TT and longtime Atarians are buying IBM compatibles or Macintoshes. Yes, the Atari user base is shrinking.

A fellow user group member was heard to say "I would not recommend an Atari computer to a friend. There just isn't enough software available out there." I can understand his attitude. I was recently in a position to promote the use of an Atari Computer, and I resisted because of that same uncertainty.

Not long ago, I became involved in a newsletter committee at our church. Church leaders were interested in starting a monthly newsletter to improve communications and reach out to the poinsettias and Easter lilies of the parish. They wanted the newsletter to be put together in-house, and they were considering similar changes with their weekly bulletin. Computerizing parish records was also in the works.

A separate committee was formed about that time to purchase the computer for the parish. Naturally, I joined that committee as well. (MilAtari members would appreciate this, as I seem to be know for my propensity for joining committees). It was assumed from the onset that the computer would be an IBM compatible. One committee member owned a Macintosh and I own an Atari, but the assumption was still IBM. For a variety of reasons, I bit my tongue and resisted the urge to recommend looking at alternatives.

Eventually we purchased an IBM compatible, an overpriced and overrated church census program, and desktop publishing software. I was offered the position of Newsletter and Bulletin Editor, and I took the job. I've now had firsthand experience using the "other" computer.

In the meantime, my dad developed a need for a home computer. Again, I felt that twang of guilt, and the hesitation in recommending the Atari for all the right reasons: you can't find many dealers, the software is drying up, no local stores carry Atari software, there are no glossy magazines, etc., etc., etc.

Dad lives in South Carolina and we had planned to pay him a visit right after the Chicago ComputerFest by Atari. After having been to an all Atari show, we were all pumped up over our own brand of computer. We then thought we would take the opportunity to visit the "infamous" Atari store, Computer Studio, in Asheville, North Carolina, a mere hour from my dad's home.

On our initial visit to Computer Studio, Dad took along some MS-DOS software he had received as a result of his own volunteer activities. Because he expressed an interest in being able to run the software, Sheldon Winick, the store's owner, showed him the IBM clone he carries for just that type of customer. My heart sank. However, after careful evaluation of what exactly his needs would be during the drive home, we came to the conclusion that Dad didn't need to run that software at all.

Meanwhile, I had gained more and more experience on the IBM clone at the office. Although I initially welcomed the thought of learning a new operating system and getting a feel for the IBM world, I quickly became disillusioned with Big Blue. I acquired a new appreciation for my little orphan at home. Once, after an especially difficult day at the office, I came home and blurted out, "If we had bought an IBM, it would be upstairs collecting dust!!"

My frustrations lie with the complexity of basic operations such as copying and deleting files, formatting, and even viewing directories. For seasoned 8-bit users, perhaps the MS-DOS environment is like a summer home, but for people who have never used a computer, or for ST-only users, this DOS is a nightmare come to life!

Installing programs is not simply a copy and run operation as it is with the Atari. Many programs require a change to the CONFIG.SYS or AUTOEXEC .BAT files, which the computer reads at boot up, similar to our own AUTO folder programs and accessories in an odd sort of way.

Are you used to loading your favorite accessories and fond of some of the AUTO folder programs on the ST, like Universal Item selector, Image Viewer, or the countless others available to us commercially and in the public domain? Well, forget them all...in fact forget the concept of accessories and boot disks in the IBM world. There are no boot disks, item selectors, or accessories as they exist on the ST (except under PC GEM, which is pretty much unsupported on the IBM, or under Windows, which is extremely slow on most systems).

While we're on the subject of item selectors, the MS-DOS way of handling files is unbelievably lacking...at least in the software I'm running. I found out very quickly why hard drives are not partitioned into smaller, manageable sections in the IBM world.

In my mind, there is something very logical about the use of directories and subdirectories for managing your programs and files. I rather like the use of partitions on my hard drive, so I don't have to wade through endless folders and files to find something. Having drive partitions set up—one for DTP, another for CAD, a small partition for games, and of course your boot drive partition—with folders/subdirectories for various programs is a neat and organized system.

The IBM item selector does not allow you to read the contents of floppy drives (or partitions) by the click of a button. Instead, one is reduced to command line entries while in the item selector to see what is on drive A or B. Yuk! None of the replacement item selectors I've seen within programs or shells or Windows even comes close to the ease of disk and file management from the Atari desktop.

Support is not what you would think in the IBM world, either. I was amazed to find that many support lines are...would you believe...900 numbers!?! Could you imagine the uproar if ISD, Codehead, or any of our other favorite developers announced that they would be instituting a 900 number, at a cost of $2.00 a minute for technical support on a $100 software product?!!!

We Atarians are spoiled. Not only do we enjoy a level of third-party support like no other, but we often are offered that support by the author of the software. I like the closeness and personal touch the smaller TOS market has to offer. MS-DOS, no thank you!

All the frustrations of the past months came to mind when I spoke to Dad about his impending computer purchase. I envisioned the problems he would encounter as a novice. Perhaps I was wrong in thinking that if I, an intermediate computerist with a working knowledge of basic disk operations, was frustrated by the MS-DOS environment, then it would be even more difficult for my Dad to deal with as a new user. How long would it take before the CPU became an oversized paperweight on the desk in his den?

After considering my own experiences, and knowing exactly what Dad would want to do with his computer, I decided I had no choice but to suggest he look at the Atari. The software he would need is out there... after all, how many word processors does a person really need? I have been using Word Writer since I bought the computer and have yet to find it lacking, in terms of my needs. From ST Writer to WordPerfect and now Calligrapher, the entire range of wordprocessor capability is available on the Atari ST/TT computer. The same is true of every other computer software category—spreadsheets, databases, DTP, etc.

Dad's needs were not much different than my own. Yes, I feel a little twinge of guilt when he has noted the masses of MS-DOS titles at stores all over town. But, I have seen the titles too, and I would answer that 90 percent of them are junk. We have junk on the Atari platform as well, but overall I firmly believe that our available software has the most bang for the buck: Calamus, PageStream, DynaCADD, WordPerfect, D.A. Brumleve's Kidprgs, Word Writer, etc., etc., etc. Besides, what is currently available in the ST line would keep the most industrious of users busy for years!

Dad did buy the ST and already has joined a user group. I've been able to help him get going over the phone, as has Sheldon Winick and his new-found friends in the Greenville Atari Computer Enthusiasts (thanks guys!). He's now online on GEnie (B.SCHLAEGER1). I do not regret making the recommendation to buy Atari. I often consider what Dad would now be doing if he had purchased a PC clone.

I now regret that I didn't speak up at my church. Never again will the argument "that's what everyone else is using" wash with me. I have promised myself that never again will I pass up another opportunity to introduce the family of Atari Computers to a new or seasoned user...for whatever reason.

(Announcement)

SFAN NEEDS HELP!

Mike Kelley

The Space, Fantasy & Adventure Network (SFAN) is the first and only satellite/cable television channel devoted entirely to the SF and Fantasy genre. The Atari community could benefit greatly from the existence of this channel, since Atari computers, especially the TT, would be used extensively onscreen and behind-the-scenes at SFAN.

SFAN is ready to debut to the world, and they want *your* help! Here's an excerpt from a recent SFAN press release sent to AIM:

Begin with Walter "Chekov" Koenig as a spokesperson and host/producer of a movie/TV oriented talk show, throw in Bjo Trimble (whose letter-writing campaign saved *Star Trek* in 1968: she afterward worked with Roddenberry), add *High Frontier* space advocacy group, stir in a bit of Atari Computer Corporation, mix with our slogan from Arthur C. Clarke ("Science fiction is the only genuine consciousness-expanding drug!"), throw in some serious industry personnel (including development, executive, marketing, and engineering professionals), fold in programming content and format nothing like "a cross between MTV and The Disney Channel," and put it in the determined hands of a Science Fiction, Fantasy, Adventure, and Horror devotee. Combine it all and you have SFAN.

At this moment, we are in the final stages of negotiation with another *Star Trek* original cast member and anticipate an initial meeting with yet another shortly. After face-to-face meetings, cooperation from a number of renowned science fiction writers awaits only our successful acquisition of funding.

SFAN is in negotiation for funding this project and we have taken this opportunity to give *Star Trek* and other enthusiast groups a "sneak preview" of our forthcoming public announcement and ask for your support. We need you to help convince the cable industry of the existing audience and the support we can expect...they only understand the concrete reality of numbers.

Successful negotiation for funding can result in the money necessary to enable SFAN to launch promptly, but that does not guarantee carriage by the largest cable multi-system operators (MSOs). The top five MSOs constitute almost 40% of the nationwide cable systems and are on record as doubting the audience and the availability of programming for a channel like ours.

Back in 1968, NBC received over one million letters to save *Star Trek* from cancellation after its second season; a half million letters resulted in the naming of the Space Shuttle Enterprise; and a half million letters to President Reagan twice helped save the space program. The source for all of these letter-writing campaigns has been, and continues to be, dedicated fans. Bjo Trimble was pivotal in all these efforts and, as our Director of Viewer Relations, has made our goal delivery of a half million letters demanding SFAN to each of the five top cable multi-system operators: the sort of reality they understand.

However, "writing to your local cable company" is a waste of your time and money. Your letters serve only to fill their wastebaskets. You have to hit the cable MSOs at the executive level.

When the word to "engage" is passed, you can make yourself and your friends part of the success of SFAN by writing to the cable MSOs, proving you do exist and that you demand more than "The Persian Shopping Channel." We look forward to hearing from you and serving you for years to come. The addresses and names of the top five cable MSOs is provided here for your convenience.

It can *only* happen with you.

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Fax: 203-328-0690
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James L. Gray, Pres. & CEO
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Dublin, OH 43017
Phone: 614-792-7000
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Phone: 203-328-0600

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Comcast Corp.
Ralph J. Roberts, Chairman
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Philadelphia, PA 19107-3723
Phone: 215-685-1700

Cox Cable Communications
James O. Roberts, President
1400 Lake Hearn Drive
Atlanta, GA 30319
Phone: 404-843-5000

SAMPLE LETTER

MSO Address
XXXXXXXX
XXXXXXXX

Dear____________;

I support The Space, Fantasy & Adventure Network (SFAN), a new cable television channel about to launch its services. As an enthusiastic viewer of this type of programming I urge you to carry this service as soon as possible.

Based on the success of science fiction, fantasy, adventure, and horror movies, box office revenues as well as the amount spent on books, souvenirs, and collectibles, SFAN is an obvious choice for your systems.

I again encourage you to immediately make SFAN available to your subscribers.

Sincerely,

Your name
Address

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TOS 2.06

"The TEC has given my computer a new lease on life … it's a 'must-have' for any ST owner!" – Ron Luks, Founding Sysop of the Atari Forums on Compuserve

CodeHead Technologies is proud to announce the TOS Extension Card! This amazing device lets you install the very latest version of Atari TOS (2.06) in your 520ST, 1040ST, or Mega ST!

That's right! Now, you can have the same excellent system software that owners of Mega STes and TT030s are enjoying, without spending megabucks for a whole new computer system.

TOS 2.06 includes a totally redesigned GEM desktop that has most of the features of the popular alternative desktop programs, but with two big advantages: it doesn't gobble up large chunks of memory, and because it's in ROM it takes no time to load from disk!

The TEC fits in any model of ST computer, regardless of design, and it works with existing upgrades like MS-DOS emulators or hardware accelerators.

There's even a "switch" option that lets you return to your older TOS at any time. And the low price of $139 includes the official Atari ROM chips!

Step into the future of Atari computing – order your TEC today!

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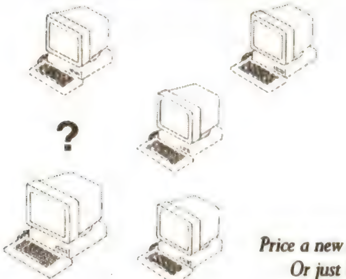

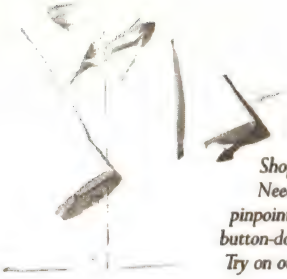

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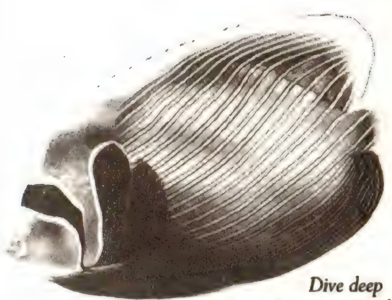

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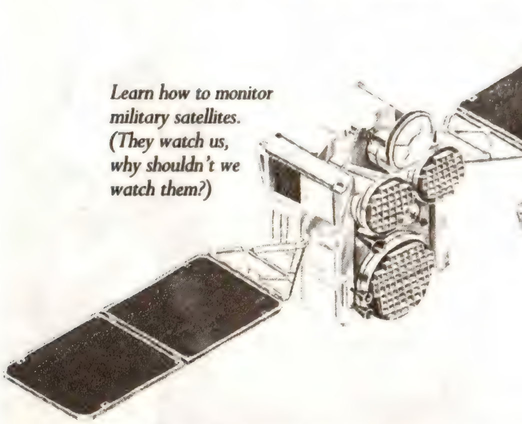
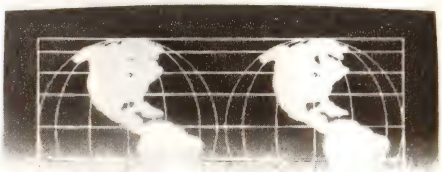


Find out just what the heck a zither is.



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Handheld TOS?

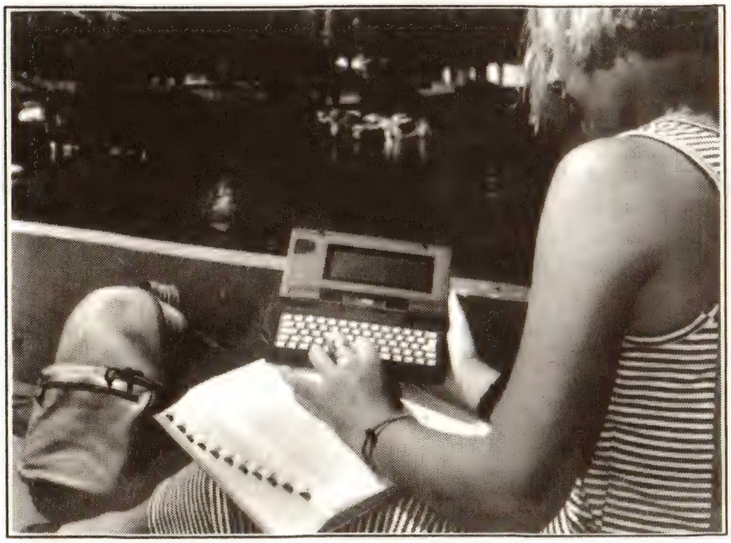
Portfolio by Atari for Atarians

Donald A. Thomas, Jr.

One of the most popular features of Atari Computers' products is the ease of use. From the instant they are switched on, users find the operating system to be as compatible to their needs as a pond is to ducklings. But when designers of the Portfolio handheld computer went designing, they opted for a non-graphics operating system and installed an enhanced emulation of DOS 2.11.

The reasons for PC DOS are multifaceted. One is that a 256K ROM and 240x64 resolution screen is hardly adequate for state-of-the-art TOS (Atari's operating system) with GEM. Another is that it may not be practical to require a mouse in order to drive a computer which is not much larger than a video cassette tape. The reason for DOS 2.11 is to provide essentials, while leaving room for enhancements and the five built-in applications.

The enhancements to the DOS 2.11 emulation of DOS deal with battery conservation and, more importantly, a menu system. Having a built-in menuing system means software can be, and is, written to offer commands and options by "point and click" operations. To accentuate this, Atari provides File Manager with every Portfolio. File Manager is a RAM-based program that allows DOS options through this menu system. Files may be copied or deleted and programs may be activated with this system.



It is easy to resent the DOS-based Portfolio after experiencing the benefits of the popular Atari systems. What may not be immediately clear is how compatible the Portfolio is to TOS.

Actually, any DOS-based clone is compatible to Atari desktop computers. For instance, run WordPerfect on a DOS-based PC, save a document to a 3.5" diskette, move the disk to an Atari TOS system and the Atari's version of WordPerfect will read the document just fine. ASCII files are 100% compatible between systems also. Spreadsheets on the Atari ST/TT support Lotus 1-2-3 files and many ST/TT databases can import files directly from popular IBM packages. This universal compatibility of many file types is how major on line services such as CompuServe and GEnie thrive...how all kinds of different computer systems may use the same service.

Most knowledgeable Atari TOS users will rightly argue that it makes a lot of sense to not buy the IBM—to pay less and get a lot more with an Atari desktop computer system. This same Atari philosophy can be extended to apply to the Portfolio. The Portfolio is value priced (less than $300). It may be used with an "anti-DOS" menu system called "File Manager." It has five useful software applications built-in, and every file may be exchanged with an Atari TOS system.

To transfer files with an Atari desktop computer (ST/MEGA/STE/TT), the user needs to have a Serial Interface ($79.95 MSRP) for the Portfolio. It easily snaps into an expansion bus on the right side of the Portfolio and provides an industry standard 9-pin RS-232 serial port.

From that port, a null-modem serial cable is required to make a connection directly to the desktop computer's industry standard serial port. Most electronics and computer stores sell the RS-232 cable and null-modem adaptor. The connection allows the two computers to "think" they are connected via modem over the phone lines.

Once connected, Xmodem file transfers can take place using communications software on both computers. The user prepares an Xmodem "upload" on one computer and an Xmodem "download" on the other to initiate the transfer. Popular communications programs are Flash, STalker or Interlink for the desktop TOS machine and Xterm2 or ACOM for the Portfolio.

It does require a little set-up to perform the first file transfer between a Portfolio and an Atari desktop computer, but it is a lot like riding a bike—once you learn, it's easy to do over and over. There are commercial packages available to assist novices to accomplish this with least aggravation. One example is "TransporT" by Artisan Software.

Now that we have established that the Portfolio *is* file compatible with Atari desktop PCs, we may see a greater value in what the Portfolio has to offer. From daily schedule planning to memos, reports and database management, the Portfolio offers a powerful punch within a package weighing less than one pound. With the same Serial Interface required for file transfers, Atarians can link with any Hayes-compatible modem and remain in touch with the world even while on the road.

Other Portfolio accessories include a Smart Parallel Interface which enables direct printing access. Desktop DOS users may also use the Parallel Interface as an additional way to transfer files. Memory Cards are available for the Portfolio which behave exactly as floppy diskettes do for desktops. Most users acquire and only need one or two Memory Cards and occasionally backup critical data to their larger desktop system. For those who want the added storage, there are even hard drives available that connect to the Portfolio via the Parallel Interface.

There are numerous third party supporters of the Portfolio, and Atari has introduced several software titles, too. Popular titles include PowerBASIC, Instant Speller, Chess, Physician's Desk Reference II, DOS Utilities and more. A complete catalog is available for just $1 from Atari. Ask for the APB Catalog, Portfolio Marketing Department, Atari Computer Corp., 1196 Borregas Avenue, Sunnyvale, CA 94089-1302.

For 24-hour support of the Portfolio, users are encouraged to join Atari experts and avid users in the Portfolio forums of GEnie or CompuServe. There are well over 750 Portfolio files on CompuServe and many are ready to run programs. User contributions of quality public domain and shareware applications are growing fast due to the Portfolio's ease of development.

With PowerBASIC for Portfolio by Atari, users can write program source code on their Atari TOS desktop if they want. Source code is generated using an ASCII text editor, then the code may be transferred to the Portfolio using the Serial Interface for compiling and runtime testing.

Possibly the nicest feature of the Portfolio is how it widens the Atari marketplace to absorb avid PC users. They have come to enjoy what the Portfolio has to offer and each Portfolio used is a walking advertisement to help inspire that next Atari purchase.

[About the Author: Don Thomas is the Portfolio Marketing Manager for Atari Corporation. He is also president of Artisan Software, producers of a number of products for the Atari ST and Portfolio computers.]

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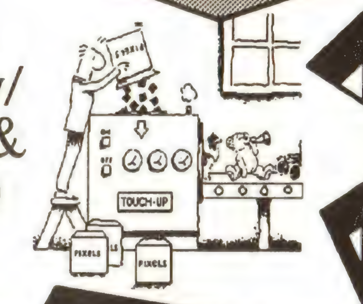

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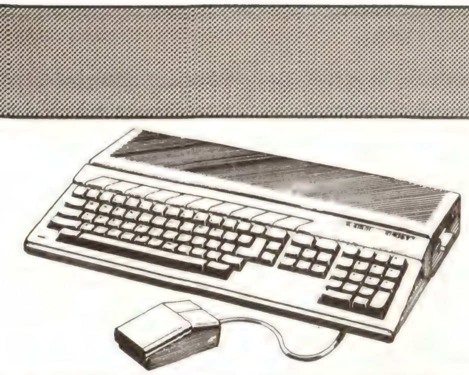

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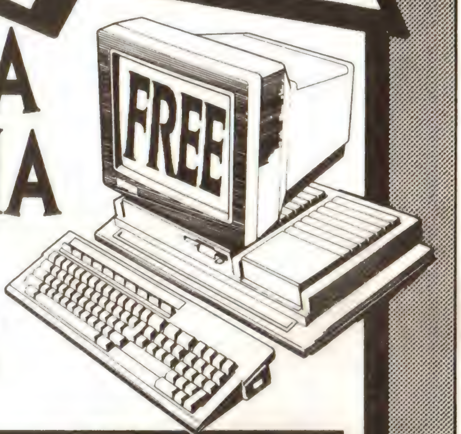

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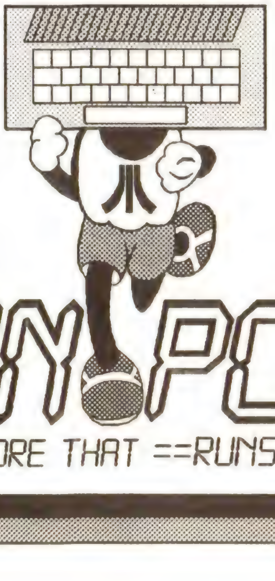

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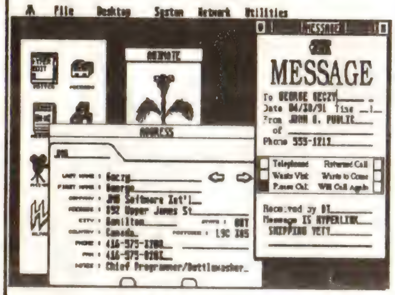
Example # 4 : Relational DBase

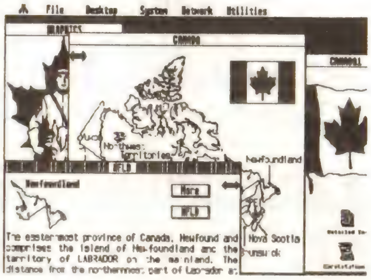

File
Desktop
System
Network
Utilities
MESSAGE
ADDRESS
Telephoned
Returned Call
Wants Visit
Wants to Come
Please Call
Will Call Again

To GEORGE GECZY
Date 04/30/91
From JOHN Q. PUBLIC
Phone 555-1212
Received by DT
Message IS HYPERLINK SHIPPING YET?

Chief Programmer/Bottlewasher

As a simple example of a Relational DataBase, HyperLINK can be set up to "link" any given field in a database with a field in another database. In the Message HAP for instance, there is a link to the Address HAP and HyperLINK performs a search for a matching record.

Example # 1 : The Canada HAP


File
Desktop
System
Network
Utilities
GRAPHICS
CANADA
Northwest Territories
Newfoundland
Newfoundland
More
NFLD
Nova Scotia
Brunswick

The easternmost province of Canada. Newfoundland comprises the island of Newfoundland and the territory of LABRADOR on the mainland. The distance from the northernmost part of Labrador at

One of the most popular, and common uses for any Multi Media product is Education. The Canada HAP illustrated here, is an example of how Text, Data, Graphics, and Sound can be combined for an interactive educational tool. eg. Click on a Province get a text file on that Province etc.

Watch for more example HAPs (HyperLINK Applications) to further show the unlimited power and flexibility of HyperLINK !!!

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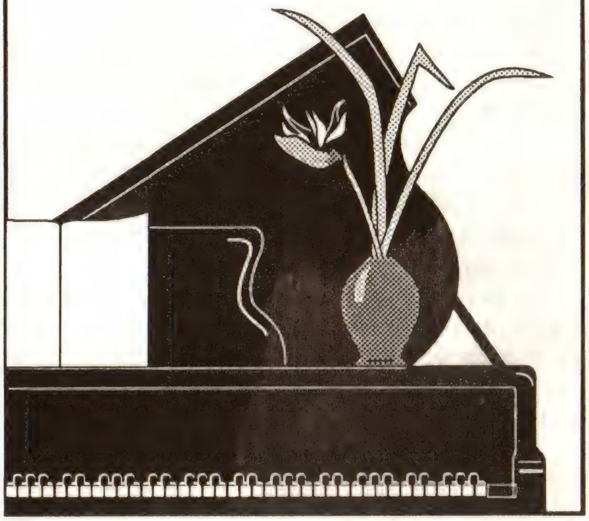

Before jumping back into my Hybrid Arts profile, I must report, briefly, on a recent event:

At the Atari Canadian Exposition (ACE '92) held in Toronto, Ontario, on April 4th and 5th, our users group, ASTMUM, manned booth #316. We gave advice on the art of making music, conducted MIDI demos and displayed the productive output (sheet music, cassettes and CDs) of our members.

The most popular activity, at our booth, was showing beginners how they could get started in MIDI on a shoestring—with excellent results! Most gratifying was meeting some terrific techies and musicians who came out of the woodwork for this show. Many were interested in our chosen method for expanding older STs RAM to 2.5 or 4 megabytes, so we kept popping our computer open to show 'em!

I managed to get away from the booth long enough to buy CodeHead's newly released TOS Extension Card. Since videotaping a "New TOS" seminar at the WAACE show last October, I've taken a great interest in this topic. I'll install it, run tests, and probably do an article about it. Readers in the Northeast who are reluctant to solder in or handle these sensitive devices could contact me about installing their TOS Extension kits (and our preferred RAM expansions!) for them.

Kest Carter-Morgan
ASTMUM

About 10 of our members made the trip from Montreal; they fanned out and garnered a lot of goodies and information.

Visitors kind enough to leave their addresses at our booth will receive follow up letters. In fact, any AIM reader interested in our group's activities should write (ASTMUM's address can be found in the Users' Group list at the back of this issue). Above all, it was people's open appreciation that made it worthwhile for me.

While the event is fresh in our minds, we'd like to post our heartfelt thanks to Atari, the Toronto Atari Federation, the show's organizers and volunteers, other exhibitors, and the Skyline Hotel for putting together and running such a fine exhibition!

Now, let's get back to Hybrid Arts.

The significance of direct-to-hard-disk, digital recording is lost on many non-musicians. Some musicians aren't even aware of the impact this relatively new technique is having on their industry.

Traditional, analog, audio tape recording, when done well, has delivered excellent results. It's when you have to overlay or "bounce" multiple tracks, that the "noise floor" begins to rise.

Shuttling tapes back and forth, snipping out bits of dialogue, trying to fix a sour note after the artist has left the scene, trying to correct timing errors—all these are aspects of the engineer/editor/producer's craft. These chores require a gutsy mix of patience, skill, acute perception, nerve and, yes, *luck*. That's why traditional engineers' eyes pop (and jaws drop) when they see how easily those tedious, difficult (sometimes even impossible) tasks are dealt with in the digital domain.

Suddenly, you have *random access!* No waiting! You can retire your splicing block. To a greater extent, you can construct things without having to consider the penalties for your actions (e.g., noise buildup). However, along with this alleviation of tedium comes something that is paralytic for some: *unlimited choice!* Suddenly, the world becomes your sonic oyster.

How Hybrid Arts innovates in cost effective technology would be wasted if they didn't keep track of the user interface. In this regard, they have done well, by consulting users as their Digital Master system evolved.

Although I will, near the end of this segment, convey information on their new, 4-channel version, allow me to finish describing the demo of the 2-channel system which I began in the May issue.

If you haven't seen it (or pictures of it), the system is contained in a hefty-looking box, resting on, and apparently blocking, the entire length of a STE's ventilating grid. The box extends, and is supported, a considerable distance behind the computer.

Closer inspection reveals two analog and two digital inputs in back, with one or more fans, and an opening in the bottom to prevent heat from the ST's power supply from piling up. Almost any 520 or 1040 ST will do, as long it has been expanded to four megabytes (needed when accessing the EDIT page).

The massive, color-matched case (mated to the computer) can accommodate most smaller hard drives (around 120 megs). Larger banks of drives must be housed externally, however. The visual impression is formidable, but functional.

A strap-like, flat cable extends down from the left side to connect at the ST's cartridge port and, of course, the inevitable connection is made to the DMA port. These connections explain the need for the unit's intimacy with the computer; they must be kept as short as possible. However, if you want to extend the distance between units, ask Hybrid Arts about how they've dealt with this.

A suite of programs comes with the system:

The Digital Recorder/Editor (DRE), for recording long sound files (limited by the capacity of your hard drive(s)

The EDIT program, for "microscopic" editing, retuning or reversing of sounds (limited by capacity of the computer's RAM)

The CUE LIST, an edit decision list that runs concurrently with SMPTE sync. in order to trigger events (on the hard drive) at selected SMPTE numbers (for video, post-production use)

The MIDI program, for MIDI control of events on the hard drive

Due to space constraints, I won't cover all utilities and functions; I'll try to keep it neat.

Now, envision if you will, that we're immersed in that demo with Jeff Naideau, Sales Manager for Hybrid Arts. He has just shown how items on the playlist can also be played via MIDI; you can set them up to be triggered, by notes of your choice, from your keyboard or sequencer.

Moving on to the EDIT page, he displays (from left to right) the varying envelope of a section of music. This resembles an enlargement of an optical, movie soundtrack. A vertical, hairline cursor travels across the envelope, during PLAY, giving your exact location in the piece.

You left-click and drag the mouse to create a "range" (Hybrid Arts' expression for a working increment). This could be an entire song, a musical phrase, or a tiny blip of sound; you define it. Then, you do things to the range: cut it, copy it to somewhere else, retune it, etc. To visually emphasize details, you can zoom in on, or enlarge, a range, and if you've saved a particular view of it, you can snap back to it any time.

When it comes to precise editing, the system can be made to behave in a manner similar to an open reel, analog tape deck, which, by hand-rocking the reels, back and forth, in PLAY/PAUSE mode, used to reveal where (on or near the beat) to mark the tape with a grease pencil for splicing.

Digital Master emulates this by employing an optional, outboard controller—the J.L. Cooper CS-1 (about $500 list). It has a rotary knob, just large enough to effectively "scrub" a phrase or beat (e.g., a snare drum) *Paiowww - wwwoiaP*, back and forth, until your ears, and the on-screen cursor, confirm the desired spot. Very gratifying!

The CS-1 is great, but when I saw Jeff Naideau do this same operation, easily, with the mouse, I started laughing so hard I almost dropped the camera.

Where this system really shines is in pitch and time correction. Jeff played an example in which a repeated guitar figure retained its pitch, while the backing rhythm was artificially and steadily increased. Vocals were retuned with ease. Even during extreme examples, and when doing the previously mentioned "scrub" edits, the sound was natural and free from aliasing or spurious noise.

I won't elaborate on the digital filtering functions at this time. It's also important to note that the lack of programmable equalization doesn't seem to hamper people in getting work done.

I'd say that if I wasn't obliged to complete other, important projects, I'd drop everything, now, and get involved with this system, particularly the new, EX version.

As promised, here is the latest information gleaned from a telephone conversation with Brad Eisenhower of Hybrid Arts:

The 4-channel, 16 virtual track, "EX" version, though delayed, should be available in June. You can also order the software update and a rack-mount unit to add the two extra channels to the existing system.

Retuning and sample rate conversion (on both versions) is no longer limited by the computer's RAM. What used to be done with the EDIT program can now be done (within the Digital Recorder/Editor program) to an entire song or hard disk file (in cents, half-steps and octaves).

Advantages, in the software, allow you to work more organically: writing elaborate crossfades to the hard drive; doing "destructive" cuts to a file and not losing track of your important markers; being able to mark, cut and paste between many different windows while retaining the thread of your intent.

The number of sound files you can open is no longer limited to eight—it's unlimited! The new software works on the large Moniterm and Atari monitors, providing a much bigger work surface on which to manipulate files. There have been improvements in how the system locks to SMPTE; moreover, in how it "chase-locks" to SMPTE.

CHAOS, Hybrid Arts' proprietary multitasking operating system, allowing true, simultaneous operations, will be released with their new EX version. Brad Eisenhower wasn't apprised of the degree that this involved Atari's new multitasking TOS (Multi-TOS).

A small line driver (buffer) box now plugs into the cartridge port, enabling the new EX version to be placed up to 10 feet away from the computer.

Additionally, they've come out with a DMA to SCSI adapter which enables the new system to use standard SCSI drives directly.

For some reason, the favored "Quantum" 105 Meg drive, combined with the ICD host adapter, conflicts with the digital recording system. If, when you're at the point of placing your order, no cure has been announced, then you'd be safer sticking with a Fujitsu, Maxtor, Hitachi or other drive, proven in this application. Avoid the Connor drives, too, they say.

They are enthusiastic about their new Sample Playback Module. It offers 12 audio outputs; 16-bit, 24 dynamically allocated voices (at 44.1 kHz); effective interaction with the Digital Master, SMPTE timecode and S-MIDI specs.; and one to 16 Megs of SIMM RAM space. It can load samples through SCSI and conforms to the "Sound Designer" format.

Also announced is their new ST-MAC CD-ROM software which, with the above, reads and accesses all Macintosh sound libraries for the Atari ST.

Stephan Daystrom is writing an update of Smpte-Track Gold, which should also be ready by press time. Not having heard from him, yet, I've decided to delay my sequencer segment in this series of articles, until the multitasking details get clarified. I'll try to put together a Smpte Primer for beginners, as well.

Note: The lowest selectable sampling rate figure, given in Atari Explorer, was technically correct. They were just repeating information given in Hybrid Arts' brochure. You can obtain that rate from the EDIT page. However, in the DRE program, the lowest selectable rate on its menu is 22 kHz. It is not common practice to use such low sampling rates when making a high quality, wide bandwidth recording.

Now, which breakfast cereal should I choose?

Until next time...

[About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is one of the founding members of Atari St/Mega Users (Montreal).]

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Pictures to Text
OCR Comes to the Atari

Bill Pike
PAC

[Review copy of Migraph OCR 1.05 loaned by IB Computers, 9244 SW Beaverton, Hillsdale Hwy., Beaverton, OR]

What does OCR from Migraph do? OCR—Optical Character Recognition— has one purpose and that is to change "text" in an IMG or TIFF monochrome scanned image into of a page of text. Currently the only output available is ASCII text, but almost every wordprocessor imports this type of file. How does it work? It works very well!

The manual isn't kidding when it tells you to disable all auto programs and accessory programs. This program does use all the memory it can get. (Also, on general principles, don't set the Fastload bit, telling the program to skip fast loading. This is something I routinely do with a program that uses all available memory.)

The requirements for using this program are:

Some way of getting a picture of the page into the computer in IMG or TIFF format. This usually means, you need some type of a scanner—flatbed, sheet-feed or hand.

Two or more megabytes of memory—the more the better. If you don't have enough memory for the document, OCR will use "Hard Drive Caching" to store the extra data. Using this virtual memory feature is much slower than using existing RAM.

A hard disk

Nearly $300 for the program

Who Needs OCR?

You are probably asking yourself who needs this program? People doing extensive DTP work need this program. OCR allows them to scan in text from *any* hardcopy and create a disk file that can then be edited, spell and grammar checked, popped into a DTP package and output to a printer.

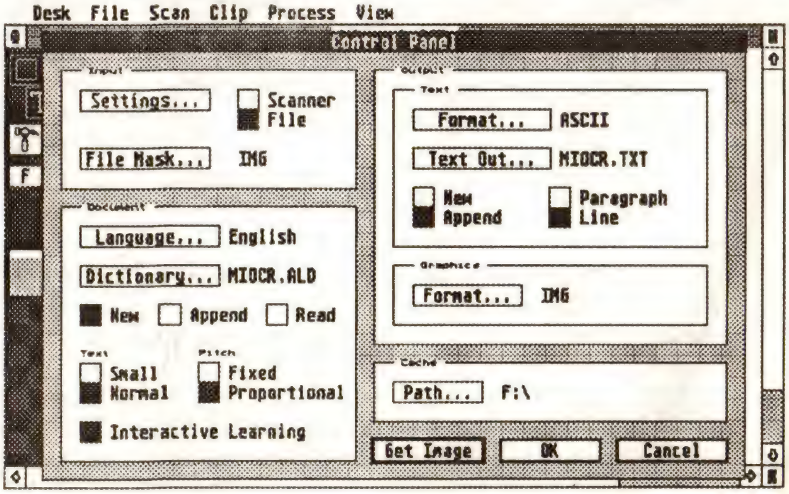
What if you're a poor, forgetful person writing the Great American Novel. You didn't make floppy disk backups of the text you saved to hard disk, and the hard disk crashes. Oh, @#%%#@! Now you have to retype the entire thing? If you have hardcopy and Migraph OCR, though, you are able to scan the text back in and recreate the original files with a little effort—a *lot* less effort than retyping the original.

Anyone who needs to transfer something from a written page to a computer text file needs Migraph OCR.

Font Recognition

OCR already recognizes Artisan, Bookman, Brougham, Caroll Pica, Courier, Courier Italic, Delegate, Elite Modern, Helvetica, Herald Elite, Letter Gothic, Lori, Lubalin, OCRB, Pica, Prestige Elite, Prestige Italic, Prestige Pica, Times, Titan and Title typefaces.

If the document you are scanning contains a font other than a pre-recognized one, you can rename the .ALD file (from the control panel)



Input
☐ Scanner
☒ File
File Mask... IMG

Document
Language... English
Dictionary... MIOCR.ALD
☒ New ☐ Append ☐ Read
Text: ☐ Small ☒ Normal
Pitch: ☐ Fixed ☒ Proportional
☒ Interactive Learning

Output
Text
Format... ASCII
Text Out... MIOCR.TXT
☐ New ☒ Append
☐ Paragraph ☒ Line
Graphics
Format... IMG

Cache
Path... F:\

and OCR creates a dictionary of the new typeface. You can save this new dictionary for use the next time you scan a similar document.

OCR also creates a dictionary for letters it doesn't understand within these typefaces; this dictionary is overwritten the next time you use OCR if you don't rename it.

I strongly suggest you name your dictionaries by the type of document you work with rather than by typeface. For example, name them ST-Informer, Computer Shopper and Newsweek rather than Times, Helvetica and so on. The same typefaces in different publications aren't always consistent enough to allow full recognition of all characters from one publication to another. The dictionaries are around 100K long.

Scanner Support

Let's get down to the nuts and bolts. Migraph's OCR takes direct input from any of the following hand scanners: Migraph (you knew that it would support that one didn't you?), AlfaData , and Golden Image . OCR also accepts monochrome IMG and TIFF format files, for those that have full page or flatbed scanners.

There is a problem in using a hand scanner image—the scan is only four or so inches wide. If you are trying to scan large areas of text, this is a problem. Needless to say, Migraph has a cure for that. They recommend scanning directly into the OCR program and processing each scan independently. OCR can then construct a text file for the first scan and append the later scans to it. There is also a scanning frame available to facilitate scanning.

If you input from a flatbed or other full page scanner, you must first save each page as a IMG or TIFF file. You then load the file into OCR.

Text vs. Graphics

Once you have an image in the program, you are almost ready to start converting it to text. First, you need to define what is text (or what part of the text you want) and what is graphics (if you want to save out the graphic as a file). This helps the program to keep things on track.

If text has been "flowed" around graphics, you can use a polygon to define the text area—you aren't stuck with defining only a rectangular area. If the text is broken up all over the page, you can define a number of text areas and tell OCR what order in which to processed them.

If your scanned image is rotated a little off center, OCR can perform very minor rotation of the image so imperfections in the scan are taken into account. If too much rotation is necessary, you will need to rescan the document. Also, OCR will perform major rotations in 90 degree increments you can even scan something sideways or upside down.

You can also scan white text on a dark background. OCR doesn't care and handles it just fine. Sometimes it may be advantageous to work from a black/white inverted image; the program inverts images on request. Text from 10 to 18 point sizes are accommodated directly. Letters of larger sizes also work OK, and scans of smaller text is taken into account by setting the smaller text option. I have found that a 150-200 DPI scan is adequate for 12-18 point text and 300 DPI is good for 10-15 point text. It is recommended that 400 DPI be used for text smaller than 10 point, though I have been able to use 300 DPI for 8 point type without too much trouble.

Once you have scanned the hard copy, loaded the image into OCR, rotated the image as needed, defined the text and graphics areas (you only need to define the text areas unless you also wish to output the graphics), set the output file for the dictionary (if the typeface isn't one already recognized by OCR), and set the text output file. By the way, if you forget any of these steps, OCR will muddle through on its own and pretty much get things right (idiot proofing).

Tests and Checks

For the actual conversion to text, OCR checks the typeface against its dictionary, then runs the text through 25-100 or so linguistic tests, as needed. If it doesn't recognize the typeface, OCR asks for help from you.

OCR then checks for English, German, Dutch and French letter combinations, according to your settings (you can only have one linguistic base at a time active, but you can have all the various bases on the drive). These checks have to do with the words, letters and types of letters OCR is expecting to find. OCR also does a very good job at differentiating between 1 and l, 0 and O, and such—one of the things OCR does very well is keeps numbers separated from letters. OCR can even be trained to recognize Handwriting if the letters are consistent!

Problem Scans

One thing that causes OCR to have fits is printed copy where segments of the letters are not connected, such as a xerox of a xerox or printouts that are too light and the letters are fragmented. This is also a problem if the scan is too dark and letters are not separated.

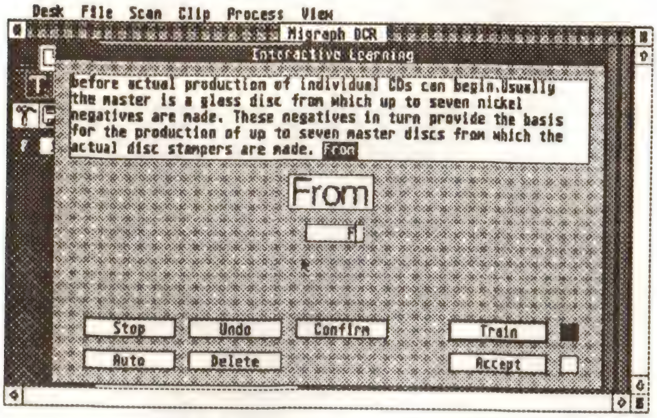
This problem is due to the method of character recognition OCR uses, that of using a mathematical description of the letters rather than a bitmap. The mathematical method picks up letters that bitmapping chokes on, however, it needs the complete form of the letter to work properly. The point of this whole discourse is to make sure you have a good printed image to scan from and that you do a good scan.

A way around this problem is during the "Interactive Learning Stage." When OCR sees letters (usually a,u,o,b,d), most fonts have thin and thick sections to these letters. These thin sections will sometimes be broken, and where lines are broken OCR will try to make letters out of the parts it sees. There is no way of combining these parts back together in OCR.

In the Interactive Learning Stage, you can define the most characteristic portion of the letter as the letter. Then, you can either delete the remaining "meaningless" sections or let the program do its thing. Once the text file is created, do a spell check to correct the errors. This will take care of 99.999% of those extraneous letter sections.

Installation

The installation of the program couldn't be simpler. You put the first disk in the floppy drive and click on the Install program. Then, you pick the hard drive partition on which you want OCR installed and what language to use as a default. The Install program does all the rest of the work. The Install program also gets deleted at this time, so only install from work disks (the work disks should be full disk copies, not file copies), not your original disks or backups.



before actual production of individual CDs can begin.Usually the master is a glass disc from which up to seven nickel negatives are made. These negatives in turn provide the basis for the production of up to seven master discs from which the actual disc stampers are made. From

Summary

I am using a four meg 520ST, a Canon page scanner and a hard drive. I would suggest a monochrome monitor (OCR also works in medium resolution if you don't have a monochrome monitor). It just looks nicer in monochrome to me.

The only problems I have had are ones of my own impatience while in the learning phase of the program, pushing the button too fast.

Early versions of OCR (prior to 1.05) had a bug involving the paragraph setting for output. If you have an older version, Migraph automatically ships the upgrade to version 1.05 when you send in your registration card. Future versions of the program will incorporate direct input support for various full page and flatbed scanners.

The program is quite goof-proof and very well done. The manual is small, but everything is covered in it. If you have need for Optical Character Recognition, I strongly suggest the purchase of Migraph's OCR. The program is simply excellent.

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From the desk of the developer: Update Alert!
'GEnie and Compuserve registered users receive V1.37as a free update. V1.37 offers newly advanced bezier curve editing functions, printout directly from Silhouette, and shipping with the new FONT-GDOS! Arriving very soon as updates: CVG output, Illustrator EPS, TT Medium Rez (640x480 duochrome)."

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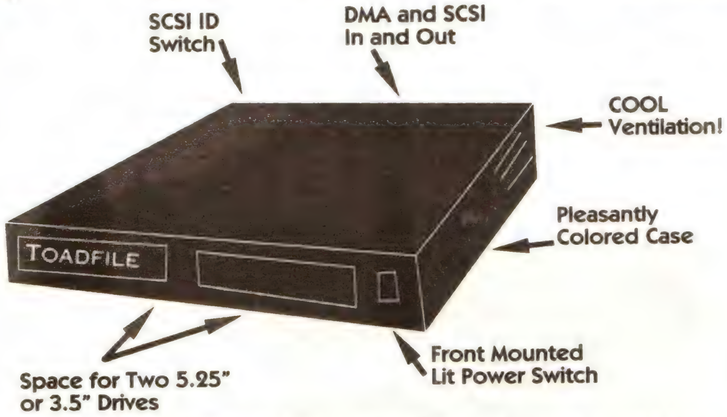
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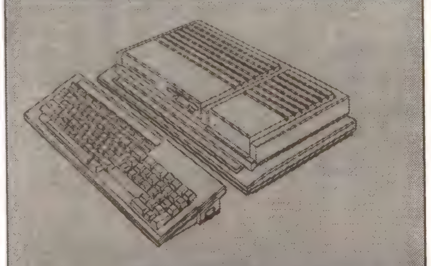

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WRITING A BULLETIN BOARD ON THE ATARI 8-BIT, PART 2

James Bastable (BaPAUG)

In this second article, I will show you how to access the RS-232/modem port by means of XIO commands. XIO commands may seem, on the surface, to be complex but they are very easy to use. The fact that one XIO command can perform many functions often leads the programmer into believing XIO usage is confusing.

I will deal with each necessary XIO command in some depth and my lengthy explanations may appear to contradict my above statement. I can only repeat that, once studied, the XIO commands are very straightforward.

To illustrate this article, I have put together a short program which contains the necessary XIO and OPEN commands you need to write your Bulletin Board.

There is no need to type the program in if you do not wish to, as it does nothing spectacular. It is important, however, for you to study how each line of the program works. (See the program listing at the end of this article.)

Let's go through the program line by line:

Line 90 CLOSEs the channel, which is a very good habit to get into, especially when using the 850 Interface as you will see later.

Line 100 OPENs channel 1 to Port 1 of the 850 in Read Only mode (similar to the disk OPEN). It could have been set to Write Only (OPEN #1,8,0,"R1:") but not to Read/Write (OPEN #1,13,0, "R1:") as the following line would not work.

Line 110 is XIO command 34, which switches the DTR (Data Terminal Ready) and RTS (Request to Send) lines on. Unless this XIO command is issued, a lot of modems on the market will not enter into Auto Answer mode.

The number 240 in AUX1 in the XIO command sets this up. Again, this command is explained in greater detail later.

LINE 120 issues the STATUS command, the X variable being a dummy. When STATUS is issued, information about the condition of the port is updated in memory location 747.

LINE 130 PEEKs location 747 and checks whether it is equal to 253. If it is, the modem has made a successful connection. If not, the program loops back to line 120.

In LINE 210, the channel is again closed, because the port is going to be reconfigured.

LINE 220 is the XIO 36 command. This takes a little bit more explaining. All XIO commands have two auxiliaries in this form:

```
XIO COM,#CN, AUX1,AUX2, "Rx:"
```

COM equals the XIO number, in this case 36. CN equals the channel number, AUX1 and AUX2 are auxiliary 1 and 2 respectively.

In the case of XIO 34, auxiliary 2 did nothing and can do nothing. With XIO 36, both AUX1 and AUX2 are important in configuring the RS232 port.

Let's look at AUX1 of XIO 36 first. The value placed here tells the RS232 port what baud rate to work at.

The list at the top of the next column contains the corresponding values for the various baud rates.

Value	Baud Rate
0	300 BAUD
1	45.5 BAUD
2	50 BAUD
3	56.875 BAUD
4	75 BAUD
5	110 BAUD
6	134.5 BAUD
7	150 BAUD
8	300 BAUD
9	600 BAUD
10	1200 BAUD
11	1800 BAUD
12	2400 BAUD
13	4800 BAUD
14	9600 BAUD
15	9600 BAUD

A zero (or 8 in this case only) in AUX1 configures the port to 300 baud. To this AUX1, a second value can be added which tells the port the word size (the amount of bits in a single character) that will be used. You need not worry about this, as 99% of Bulletin Boards use 8-bit word length.

Value	Word Size
0	8 BITS
16	7 BITS
32	6 BITS
48	5 BITS

You would add the value from this table to the value for the baud rate you wish to work at. Now, to this value you can add yet another to tell the port how many stop bits must be sent with each word (99.999% of the time it's 1 stop bit).

Value	Stop Bits
0	1 STOP BIT
128	2 STOP BITS

In the program, I set the baud rate to 300 (value 0), the word size to 8 bits (value 0) and the stop bits to 1 (value 0). 0+0+0=0.

The second auxiliary of XIO 36 specifies which lines are to be monitored. The following chart indicates which value needs to placed in AUX2:

Value	Lines Monitored
0	NONE
1	CRX
2	CTS
3	CTS, CRX
4	DSR
5	DSR, CRX
6	DSR, CTS
7	DSR, CTS, CRX

CRX equals Carrier Detect, DSR is Data Set Ready and CTS is Clear To Send. In the program, I have opted to monitor all three. Why? Simple. By doing this, whenever someone drops carrier (disconnects unexpectedly), an error is produced which can be trapped in BASIC. This is very handy when you think about it, which I hope you do.

Once an XIO 36 has been issued to a port, it is remembered until you switch off the computer or reconfigure the port again.

Line 230 OPENs the port for input and output, which is what we need for sending and receiving data during the normal running of the Bulletin Board.

LINE 240 uses the XIO 38 command, which tells the RS232 what type of ASCII/ATASCII conversion you want, if any, and whether the RS232 will append line feeds. Both AUX1 and AUX2 are used.

Let's look at AUX1 first. The value placed here tells the RS232 whether you want *No Translation* (as in file transfer or if your Bulletin Board is going to work in ATASCII mode), *Light Translation* (which is the normal setting for standard ASCII communication) or *Heavy Translation,* which I never use because it tends to disallow some characters that may be needed.

Here is a list of values and their meanings:

Value	Translation
0	Light Translation
16	Heavy Translation
32	No Translation

Both Heavy and Light translation will convert ATASCII carriage return (155) to ASCII (13). They will also ignore the 8th (most significant) bit as all standard ASCII characters only use 7 bits. *No Translation* means exactly what it says.

To this value we can add another which sets the input Parity mode. A listing of these values can be found at the top of the next column.

Value	Effect On Input Parity
0	Ignore and Do Not Change
4	Check for Odd Parity and Clear
8	Check for Even Parity and Clear
12	Ignore and Clear

The first option (value 0) is the most common. To effect the Output Parity you can add one of the following values:

Value	Effect On Output Parity
0	Do Not Change
1	Set to Odd
2	Set to Even
3	Set to One

Once again, the first option (value 0) is most common.

AUX1 of XIO 38 can also instruct the RS232 whether to send a Line Feed character (ASCII 10) after a carriage return or not. Atari 8-bits don't need this, but there are some computers that do, so it really should be sent. Most computers that don't need the character appended ignore it anyway, so it does no harm.

So, having taken two values from the three tables and added them together, you can now add to this new value a 64 if you wish Line Feeds to be sent or 0 if not.

AUX2 of XIO 38 is only used when *Heavy Translation* is set. In this mode, whenever the RS232 ports receives data which cannot be converted to a recognized ASCII character, the RS232 changes it to a *won't translate character.* This character is set by placing a value in AUX2. On the very rare occasions when I have used this mode, I have placed a value of 126 (ATASCII Backspace) in this auxiliary, but any value between 0 and 255 can be placed here.

LINE 250 configures the port to Concurrent mode. AUX1 and AUX2 serve no purpose, so they are set to zero. Once Concurrent mode has been made active by XIO 40, the Break key is disabled, which is helpful as long as you are confident you won't need it. You can always press the Reset key if you get into trouble, but this can sometimes play havoc with the port configuration.

Annoyingly, you cannot access any other external device such as disk drives, cassette players, printers, etc. while the program is in Concurrent mode. There is no way around this, I've tried. Remember me saying it was important to get into the habit of closing a channel before using OPEN?

LINE 310 loads some text into the string BUF$. This isn't necessary in this case, the text could have just been PRINTed out to the port without being entered into the string first. When you come to actually programming a Bulletin Board, you will be reading text from the disk drive. Since you cannot have Concurrent mode active while reading from the drive, you will be pushing text into a string anyway.

LINE 320 PRINTs the contents of BUF$ to the RS232. Using the trailing semicolon suppresses the carriage return from being sent. This is not echoed onto the computer screen which, in the real world, would be so. A simple PRINT BUF$; placed here would do the job nicely.

LINE 370 and 380 clears the values in locations 747 and 748. These locations now have a different meaning when in Concurrent mode. Remember location 747 was used earlier for detecting a successful modem connection. I have not found a use for location 748, but the 850 manual says clear it, so I clear it.

In LINE 390, CNT is set to one, which is used to keep track of the amount of data that has been received and ANS$ is set to a null string where the incoming data will be placed.

LINE 400 issues STATUS, which updates location 747.

LINE 410 PEEKs location 747. Why? I wondered when you were going to ask! In Concurrent mode, location 747 contains the amount of bytes in the buffer. By checking if this is greater than zero, we know if data is coming into the RS232 port. As a matter of interest, the standard buffer size for the RS232 handler is 32 bytes, and if you don't get the data out quick enough you start to lose it. More about that later.

LINE 430 GETs a byte from the buffer, which must be available otherwise the program would not have reached this far.

LINE 440 checks to see whether the value gotten in line 430 is 155, which is an ATASCII carriage return. If the value is 155, then the program knows the caller has finished typing.

I know what you're thinking! You're saying to yourself, "All very well checking for a 155, but what if someone calls who is not using an Atari 8-bit and they send an ASCII 13, which is a standard code for Carriage Return?"

I say, "Aha, but the RS232 interface, being a clever little devil, knows this and converts it to a 155, so there." It also converts it back when sending. This option was set in line 240 using XIO 38.

LINE 450 places the data gotten in line 430 into the string BUF$.

LINE 460 increments variable CNT, which is done every time data is received other than ATASCII 155. Then, it loops back to get more data if possible.

LINES 520 to 590 simply loads text into BUF$ and PRINTs it out to channel 1. This time, no trailing semicolon is used, which means that a Carriage Return is sent (and a Line Feed, if a 64 was added to AUX1 of XIO 38).

LINE 640 CLOSEs the channel, as it is going to be altered. As a matter of great interest, whenever the RS232 port is CLOSEd, all the contents of the buffer is wiped. I sometimes close a port whenever a large amount of data corruption has been detected, just to clear out the rubbish...

LINE 650 OPENs the channel in Write Only mode. This is used because the following XIO command cannot be used in Concurrent mode.

LINE 660 turns off RTS and DTR control, which forces the modem to drop carrier. This is the opposite to the XIO 34 used in line 110. To calculate the values used, here is yet another table:

Value	Control
32	Turn RTS Off
48	Turn RTS On
128	Turn DTR Off
192	Turn DTR On

So you see, by adding two values together—128 and 32 equalling 160—both DTR and RTS controls are turned off.

Confused? Don't worry about it, so was I at first. But, I soon learned that a lot of the settings are unnecessary when operating a standard Bulletin Board. If you are planning on using RS232 for more specialized applications, I would suggest you study the matter more by obtaining the excellent manual for the 850 Interface. But general communications is nothing out of the ordinary, and so does not require you to know everything there is to know.

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In the next article, I will be offering hints and tips on how to speed up data transfer from BASIC. When I was writing my first program, I was told BASIC could barely handle data at 300 baud, let alone 1200 baud which my own Bulletin Board runs at. I admit that I use Binary GET, which is built into BASIC XE, but I'll give you a Machine Code routine that simulates this command.

Before I go, a word of warning to Turbo BASIC users. When TB is loaded, it wipes the 850's RS232 handler, thereby preventing the use of any programs that use the RS232 ports. I will give you a program that will boot the 850 after loading.

Until next time.

```
10 REM A simple example of input &
20 REM ouput to the RS232 interface.
30 DIM ANS$(40),BUF$(500)
40 REM ----------------------------
50 REM -This routine detects if the-
60 REM -Modem has made a successful-
70 REM -connection.                -
80 REM ----------------------------
90 CLOSE #1:REM To be sure.
100 OPEN #1,4,0,"R1":REM Port 1
110 XIO 34,#1,240,0,"R1:"
120 STATUS #1,X
130 IF PEEK(747)=253 THEN 210
140 GOTO 120
150 REM ----------------------------
160 REM -If the program reaches here-
170 REM -the Modem has answered. Now-
180 REM -configure port 1 to enable -
190 REM -input and output.         -
200 REM ----------------------------
210 CLOSE #1:REM To be sure.
220 XIO 36,#1,C0,7,"R1":REM Set to 300 Baud.
230 OPEN #1,13,0,"R1:":REM Open for input &
    output.
240 XIO 38,#1,64,0,"R1:":REM Tells RS232 to
    send line feeds.
250 XIO 40,#1,0,0,"R1:":REM Start Concurrent
    Mode.
260 REM ----------------------------
270 REM -Now we can send some data  -
280 REM -to the RS232. We,ll ask for-
290 REM -the name of the caller.    -
300 REM ----------------------------
310 BUF$="What is your name caller?"
320 PRINT #1;BUF$;:REM Send Data
330 REM ----------------------------
340 REM -Now we'll check for data   -
350 REM -Incoming                   -
360 REM ----------------------------
370 POKE 747,0:REM Clear the memory
380 POKE 748,0:REM locations to check
390 CNT=1:ANS$=""
400 STATUS #1,X
410 IF PEEK(747)=0 THEN 400
420 REM Line 430 waits until data is in
    buffer.
430 GET #1,X:REM Pull one byte from buffer.
440 IF X=155 THEN GOTO 520:REM 155=return key
    pressed.
450 ANS$(CNT,CNT)=CHR$(X):REM Store data in
    string
460 CNT=CNT+1:GOTO 400
470 REM ----------------------------
480 REM -Should now have a name in  -
490 REM -in ans$. Now we will send  -
500 REM -a welcome message.         -
510 REM ----------------------------
520 BUF$="Welcome ":BUF$(LEN(BUF$)+1)=ANS$
530 BUF$(LEN(BUF$)+1)=" to my Bulletin"
540 PRINT #1;BUF$
550 BUF$="Board. As this is only an example,"
560 PRINT #1;BUF$
570 BUF$="I will log you off now. Goodbye."
580 PRINT #1;BUF$
590 PRINT #1:REM sends a carraige return
    only.
600 REM ----------------------------
610 REM -Now we will force the modem-
620 REM -to drop the call.          -
630 REM ----------------------------
640 CLOSE #1
650 OPEN #1,8,0,"R1:"
660 XIO 34,#1,160,0,"R1":REM this line does
    the job.
670 RUN
```

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SpartaDOS 3.2 and Turbo BASIC XL

An 8-Bit Atarian's Dream Comes True!

John Kasupski (WNYAUG)

It seems as if I've been lamenting the fact that SpartaDOS 3.x and Turbo BASIC XL are incompatible since it was still possible to step in fresh dinosaur droppings.

Actually, of course, it hasn't been quite that long. It only seems like it to me each time I had to read any text that explained why the two are not compatible and never will be (because both use the RAM under the BASIC ROMs in the XL/XE computers).

Then, the SpartaDOS X cartridge came out.

I recently had the chance to play around with a friend's X-cart and found you can run Turbo BASIC XL on an extended-RAM Atari by telling the DOS to use the extended RAM instead of the RAM under the BASIC ROMs.

At that point, I began lamenting my lack of an X-cart of my own, and my lack of the funds necessary to purchase one.

My lamenting ended the evening of October 19, 1991 when I logged onto the Wizard's Attic BBS. A version of Turbo BASIC that was supposed to work with SpartaDOS 3.2 had been left for me as F-Mail! Needless to say, I downloaded it, hoping it wasn't an early (or late) April Fool's joke.

It was not an early April Fool's joke. It was an early Christmas present!

And, judging from the number of people who have written letters to magazine editors and users' groups wondering if anyone knew of a way to get Turbo BASIC to work with SpartaDOS, this is pretty big news. It is possible to run the 400/800 version of Turbo BASIC XL with a modified version of SpartaDOS 3.2!

Everyone who said it would *never* be done, put that in your disk drives and boot it!

It seems John McGowan (author of some recent articles on TextPro that appeared in AIM) had a version of Turbo BASIC that works with the Atari 400/800.

Since these machines don't even *have* any RAM under the BASIC ROMs, John reasoned maybe it would be possible to use this version of Turbo BASIC with a disk-based version of SpartaDOS. But, alas, his initial attempts at doing so failed.

So, he uploaded the 400/800 version of Turbo BASIC to the Closer To Home BBS, where SysOp Tom Hunt had been working on a disk-based version of Atari BASIC (mainly due to the bugs in Atari BASIC Revision B)—a project which so far has produced CTH FastBasic.

Tom, not one to rest on his laurels (he's already written SnapShot, MTOS and other programs), was able to convert the 400/800 version of Turbo BASIC into a version that runs under a modified SpartaDOS.

This is only an alpha-test version, but I now have 22766 bytes available in Turbo BASIC on my 800XL. Considering that each of my attempts to run Turbo BASIC XL under SpartaDOS resulted in a total and immediate system crash, I'm quite satisfied with 22766 bytes.

I have yet to write a program that big anyway, except for when I was first learning to program in BASIC and everything I wrote was an unbelievable kludge.

I can now develop and use my Turbo BASIC XL programs under my favorite DOS.

My hat is off to Tom Hunt and John McGowan for their collaboration on putting the best BASIC for the Atari 8-bit on working terms with the best DOS for the Atari.

And, if by chance this article manages to find its way to those two gentlemen, here's one enthusiastic volunteer for beta-testing when the time comes!

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Spelunker from Brøderbund
Revisiting a 1983 Atari 8-bit Game

Dale Wooster (NWPAC)

Webster's Dictionary says a Spelunker is "one who explores caves." Well, you can try to find the treasure at the bottom of this cave and not even get dirty.

Of the thousands of games that have come along for the Atari 8-bit over the past 10 years or so, only a few can truly be called *classics.* Spelunker from Brøderbund is one of those near the top of the list. It is a tough and challenging game for one player, with super scrolling graphics, some unique sounds and positive crisp play action.

Listen to the patter of the Spelunker's feet as he/she scurries throughout the cave picking up all the flares, picks, keys, dynamite and a couple items I'm not too sure about—but get them anyway as their point values count towards your point total.

You learn where to use the items you find as you get farther down into the cave, so *never leave anything behind!* You can use the elevator to start at any level you wish, but I found it's best to start from the top and *never go back up the elevator.*

Spelunker requires a *good* joystick.

There are also a few keyboard commands you will need to use. The spacebar, for instance, is used to kill the Ghost. You will hear the eerie sounds of the ghost approaching. It can come from *any* direction, so don't get caught on a rope or near the screen edge. Turn to face the ghost while standing on the dirt floor, and when he is a few inches away, hit the spacebar.

A blast from your air tank will blow him away. Use this sparingly as it reduces your air supply faster.

Another key fires a flare above your head. You use this when you hear and see the vampire bats flying above you. They live in the dark and hide from the flares. I think they are dropping "acid bat guano" on you because if it touches you, *you are dead.* Sending off a flare gives you enough time to run safely under them. If you feel *daring* you can run under most of them without a flare.

You set off dynamite charges by pressing yet another key. Get close to one of the mounds you can't jump over, set your charge, and then *turn* and *run like heck* the other way! If you place the charge in the right place, the mound will be gone and you can continue along that passage.

The lower left corner of the screen shows the items you have picked up along the way. At the bottom of the screen, a red "thermometer" gauge shows how much air you have left. There are plenty "air pump bellows" throughout the cave, but you will have to watch the gauge and move about carefully to avoid running out of air.

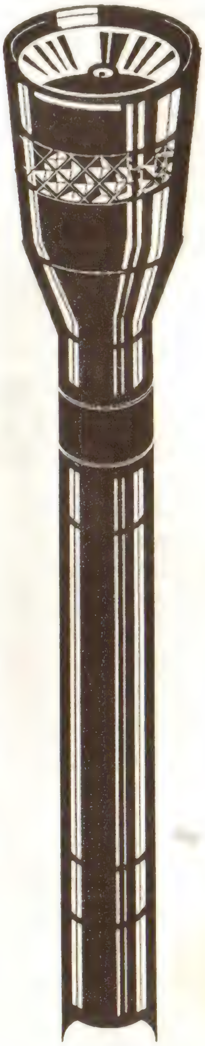
As you play, you will learn where the dead end tunnels are. Sometimes, you can pass by one of the pumps if you have plenty of air and you know you are coming back that same way, anyway.

You also must watch out for the smaller mounds that shoot out puffs of steam that can kill you. Some of the small holes will also kill you if you step in them.

In Spelunker, you earn extra lives by scoring points. As you get deeper into the *Ropes,* and then the *Falls,* the points you earn increase.

This game is so challenging that you will keep coming back to it as you learn all the twists and turns. I suppose you think I am going to tell you how to get through the Ropes and the Falls? Guess what! You're wrong. Have fun with this one.

Oh, one more thing. The disk will run a demo if you just let it load and go (boot without BASIC).



A-T-A-R-I

ANSWERS, TIPS AND RELEVANT INFORMATION

Paul Alhart (AFED)

This month I have several subjects to cover to bring things up to date. In the December '91 issue of AIM, I introduced MagiCalc XL. You can find this program on the March '92 AIM 8-bit DOM. Due to popular demand, I have since created a new version of MagiCalc. MagiCalc 800 looks exactly like MagiCalc XL, but was written for those of you using Axlon-type memory upgrades (Switching address $CFFF). As an added bonus, I have included a short BASIC program with MagiCalc 800 that allows you to pick the extended memory bank in which MagiCalc 800 will hide itself.

MagiCalc 800 is shareware and appears on this issue's AIM DOM (June '92). As with MagiCalc XL, you can also order directly from me. The registration fee is $6. For $10, I will include the complete, heavily commented, MAC65 source code. Please specify which version (XL or 800).

I want to take this opportunity to say "Thank You" to Jake Olbrich of RACC. In my A-T-A-R-I column (AIM Feb. '92) I told you about my handicapped friend, Jeff. In response to that article, Jake donated several disks of educational software. He also included valuable information regarding other sources of educational software that can be used by the disabled/handicapped. This is just one more example of the thoughtfulness of people in the Atari community. Thanks again, Jake.

In March '92, I told you about The Atari Federation Hackers Challenge and The Challenge appeared on the AIM disk that month. If you are still working on The Challenge you may want to stop reading here, for I am about to divulge its deep, dark, diabolical, hidden secrets.

You must have noticed things were not right when you first looked at the disk's directory from DOS and found nothing there but DUP.SYS. The Challenge makes use of several hidden directories. They are accessed by changing the values stored in memory locations 4226 LSB and 4229 MSB to point to the sector where the directory is to be found.

Their default values are 105 and 1. Therefore, the start of the Atari default directory is located at sector (105 + 1*256) or sector 361. This is the directory where I put DUP.SYS. Everything else is in other (hidden) directories.

After the title screen appears when you boot from this disk, you are given the prompt to *Let The Challenge Begin*. At that time, press and hold down the START key. At the READY prompt you will be able to LIST the program.

Line 500 of the listing gives you the first piece of the secret message *The Atari Federation*. Line 510 tells you (in a rather cryptic way) where the current directory is located, how to get to the next directory, and the name of the program you will be using. Type POKE 4226,110:LOAD "D:CLUE".

If you RUN "D:CLUE" you will be presented with a Graphics 7+ screen which will just make you see red. Instead, after CLUE has been LOADed, LIST it and change the first number in LINE 35 from 64 to 4. This changes color register 1 to a gold color. Also, it helps to change LINE 40 to read 40 FOR I = 1 TO 2000: NEXT I: STOP. This keeps the picture on the screen longer and keeps the program from sending you back to DOS.

Now type RUN to see the next part of the secret message—*Brings You*. Now LIST the program again and get your next clue from LINE 42. Type NEW to clear CLUE from your computer's memory and set up to use the directory hidden at sector 720. Type POKE 4226,208:POKE 4229,2.

Now you are ready to ENTER "D:ROOM". Don't type RUN yet or you will get the message ERROR- 9 AT LINE 9. LIST the program and you will see why. There is nothing but DATA statements and the instruction ?A$ in LINE 9. The trick here is that you are not in the ROOM you ENTERed anymore. ROOM is a magical little BASIC program written with Immediate Mode commands (No line numbers). ROOM DIMensioned, and put the next part of the secret message into, A$. It also changed the directory locations again and sent you to another ROOM, the program you just LISTed.

As soon as you ENTER "D:ROOM" type ?A$ or type GOTO 9 to see the third part of the secret message—*More For Your Atari*.

But what about all those DATA statements? And where is the next clue? Change line 9 to 9 READ D: ?CHR$(D);:GOTO 9. Now type RUN and you will see that all those DATA statements are the next clue, which is RUN "D:around".

The problem here is that DOS won't allow you to have lowercase characters in a filename. To get around this, POKE 3822,123. This patches DOS to allow all alpha characters from A-Z and a-z. Now type RUN"D:around" and you are on the final leg of your quest. Answer all the questions correctly and you are done. The correct answers are:

720 Sectors, 5 Players (The missiles can be combined to form a 5th player.), 2 Years, 64 Files, 65536 Bytes, 6502 CPU, 14 = $0E, 0 0 PAGE

That wasn't so hard now, was it? I had a lot of fun putting together The Challenge. I had even more fun listening to the exploits of my fellow club members as they tried to solve it. Most of them learned a great deal about their Atari 8-bits in the process. I hope you did, too.

By the way, did you really want to see what was in all those hidden directories? Without DOS, you couldn't just ask for a directory list like you are used to doing. Instead, type in and RUN this short BASIC program to see the contents of any directory you are using.

```
10 DIM A$(20):OPEN #1,6,0,"D:*.*"
20 TRAP 30:INPUT #1,A$:?A$: GOTO 20
30 CLOSE #1
```

Paul V Alhart
524 North Zee St.
Lompoc, CA 93436

AVALON HILL'S COMPUTER THIRD REICH

A WORLD WAR II GRAND STRATEGY GAME

DAVID ELMORE
ACCT

I began my Wargaming hobby almost 20 years ago. Fifteen years ago, I purchased a board game called "Third Reich." Ten years ago, I purchased my first Atari computer system, using it mostly as my opponent for wargames. When I read last year that Avalon Hill was releasing Third Reich for the Atari ST, I was more than happy. Last month, it was finally released. I'm thrilled, but I'm not sure you will be.

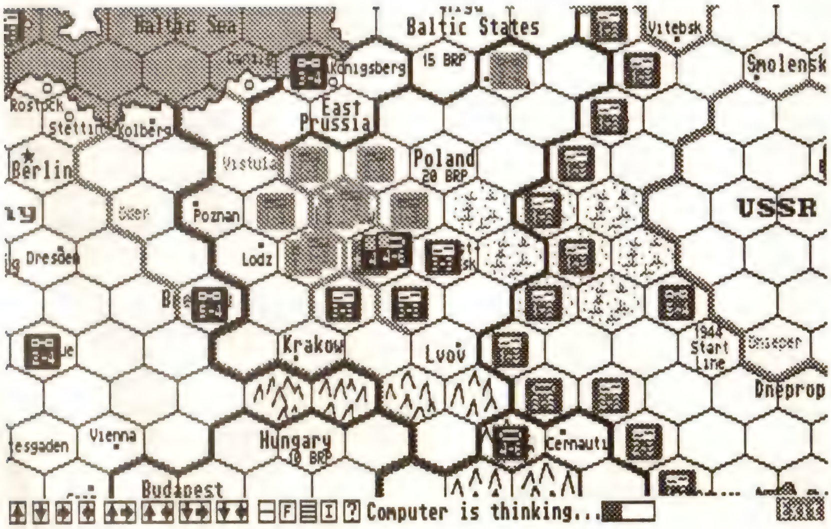
Display

Let me begin by stating this is graphically the finest computer board game I have ever seen. The designers have captured the game board almost exactly on the screen, down to the Combat Result Charts in the corners.

The map is of Europe from Spain in the West to the Ural Mountains of Russia in the East. Scandinavia is in the North, while the Sahara Desert of North Africa is in the South. The map scrolls 8 different directions using arrows located on the bottom of the screen.

You may split the screen, moving either the top or bottom half independent of the other. Other icons on the screen allow you to call up information about the game in progress to either screen half.

So, you can have information displayed on the top of the screen while you move your units on the bottom of the screen. You may also compress the map to get "the big picture," but I've found this to be useless. If you're paying attention, you'll already know what the "big picture" is. The Unit colors are bright; the map is very readable.



Computer is thinking...

Game Play

Game play is almost exactly like the board game. All the turn phases are still here. Each country (Germany, Italy, Great Britain, France, U.S.S.R. and the United States) take turns, first deciding what type of operations they wish to carry out (Pass, Attrition or Offensive) on each front (Western, Eastern or Mediterranean). Then, they move their units, conduct combat, build and place replacements, and finally conduct Strategic Redeployment.

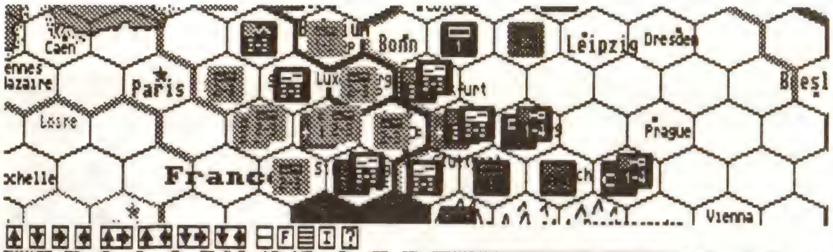
Unlike other games about the Second World War, this is no abstraction. The capabilities of each country are represented by its Basic Resource Points. These allow a country to build units and conduct operations. When you run out of points, you can't go on the Offensive or build replacements, so you must manage your resources wisely. Capturing other countries builds up your BRP base, making you stronger, but Bombers and U-Boats destroy BRPs, knocking you back down.

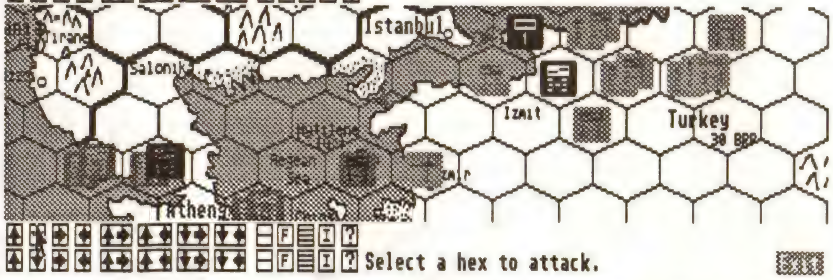
There are four scenarios in the game: the 1939 Scenario (Fall '39 to Summer '42), the 1942 Scenario (Spring '42 to Winter '44), the 1944 Scenario (Spring '44 until Berlin falls), and the Campaign Scenario (Fall '39 to Summer '45). Depending on the scenario, you can play the game against the computer in about 4-6 hours, longer against a human opponent.

Nice Touches

While playing against the computer, you hear pleasant "Thinking Music" when the computer is thinking. When the music stops, the computer begins to take its turn. During the Strategic Warfare phase, and during the game results, you listen to a *great* Boogie Woogie. The music is available on machines with one meg or more memory. On a basic 512K machine, the gameplay is silent.

This game feels like the original board game. You can see yourself moving the counters across the board, sipping Hot Cocoa while planning your next move. The die roll has been eliminated from combat. In its place, the appropriate Combat Odds column is displayed in the lower right corner and a bar slides up and down, stopping randomly on a result. The computer automatically keeps track of supply for you, surrounding units to destroy them through lack of supply is so much easier to keep track of. And you cannot make a mistake moving or in combat—the computer won't let you. *I really like this game!*





Select a hex to attack.

As far as game play goes, the first couple of times you play the computer, it'll sometimes do things you never thought of. It doesn't play very smart, pretty much straightforward. It doesn't even do things it should. But if you make a mistake, it will exploit it. If you leave a hole in your lines, you'll have enemy units swarming in your rear areas the very next turn!

Documentation

On the down side, if you don't know the board game, you're in trouble. First off, the Instruction Manual leaves *much* to be desired. As a matter of fact, it tells you if you really want to learn how to play this game, Avalon Hill recommends you either buy the Player's Manual or a copy of the board game itself! Put simply, without a copy of the 4th Edition Third Reich rules, you will be lost.

The instructions fail to tell you things like Terrain affects defensive combat values; or who the German minor allies are; or how Air and Naval combat works. Or even how to do Breakthrough and Exploitation, this being a *major* part of combat.

The instructions also fail to tell you how to get various country information to appear on the screen. Matter of fact, the docs fail to mention this information exists at all! I discovered it by playing around with the Information icons. Basically, the instructions fail to tell you not only how to play the game, but how to use the program. I strongly recommend buying a copy of 4th Edition rules from Avalon Hill through the catalog included with the program; the cost is $5.

Problems

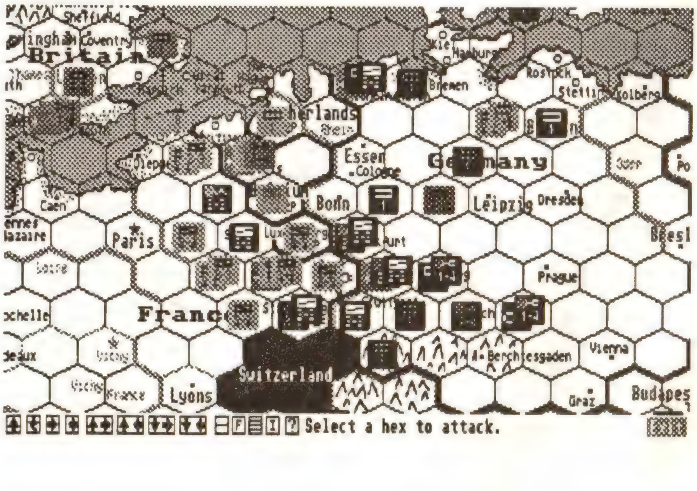
Also, I've had the game lock-up or bomb. Three times on a one meg machine, the game has bombed. The game has locked up numerous times on both the one meg and a 512K machine. Clicking the left mouse button starts the game back up again, but the computer opponent has been removed. You can place him back in the game, but this is an annoyance. Saving the game often is a way to make the lock-ups and bombs less aggravating, but for a commercial piece of software,we shouldn't have to worry about this kind of thing.

I've personally called Avalon Hill on the phone and FAXed them a letter with my gripes. I feel they have a quality product that has a few bugs left in it. They seemed to be responsive to my call and letter, thanking me for notifying them of my complaints and letting me know they are working to fix the problems.

Summary

In closing, if you know Third Reich and are willing to overlook the documentation problems, I strongly suggest buying this game. I've had hours of fun with it, against both a human and computer opponent. If you enjoy computer wargaming, are willing to spend $5 to get a complete set of rules, and can overlook the software problems, buy this game. You'll like it.

But, if you're a casual game player, you'll probably be too frustrated to enjoy the game.



Select a hex to attack.

REALISTIC
VIDEO POKER ©
3.0

Tim Bowles
CASTE

When I was a kid, I used to play Poker with friends. We used pennies as chips and it was our way of keeping score. We didn't know exactly how to play, so we sometimes made up our own rules, like "My married pair (King and Queen) beats your two Jacks." Nowadays, the friends are not always available to play, so I sit down with my Atari ST and play Realistic Video Poker from Micro Creations.

What's the Deal?

According to the manual, Realistic Video Poker (RVP) "was designed to be as close to the casino game as possible in both play and graphics." I have never played a real video poker machine, but this game seems realistic to me, except for the fact I have not been able to collect my winnings. (grin) RVP uses keyboard input rather than the mouse and this works well. There is no time-consuming "cute" stuff like picking up a coin with the mouse and dropping it into the slot.

You start out with a bank roll of 80 coins with which to play. You may insert up to five coins into the video poker machine. The payoff chart at the top of the screen is highlighted according to how many coins you insert. For those who like to play for the big bucks, pressing a key automatically inserts five coins and deals the cards.

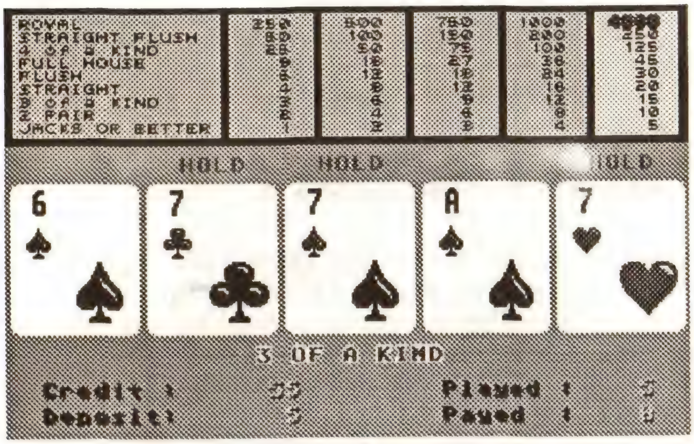
After the computer deals the cards, you may choose which cards to hold by pressing 1 through 5 on the keyboard. If you get a hand that's worth something, the computer tells you with an on-screen message such as Straight, Two Pair, etc. After you have chosen which cards to hold, pressing the Space Bar discards the rest. RVP then deals the new cards and will payoff on any winning hand as shown in the on-screen chart. When you win, you hear the digitized sound of coins falling out of the machine. Nice touch.

Other Features

If you wish to try to double your winnings, you can turn on the Double Down option. When you get a winning hand with this option on, you are asked if you want to try for Double Down. If you agree, the computer will then deal one card and you must pick a card of greater value to win. If not, then you lose it all.

If you feel like the machine you're using is not treating you right, you can switch to a new video poker machine with a freshly shuffled deck of cards.

High scores are listed in the "Tycoon Top Ten." There is also a Payout Report which keeps running totals on winning hands and how many hands have been played thus far.



Conclusions

The RVP manual is nothing more than a sheet of paper with a quick explanation of the game and a definition of hands. It gives no video poker strategies except to say get "one of the many books available on how to play video poker."

RVP is not copy protected, so it can be installed on a hard drive. It runs on any ST in low resolution only. Also, RVP has no problems with being DC Squished.

Realistic Video Poker is fun to play and would be good practice before you go to a real casino. It's better to lose imaginary money than real money.

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TripLink

A BBS and a Whole Lot More

David Scarpa
WMAUG

There are quite a few BBS systems available for the Atari ST. When I was looking for a good, solid BBS for our users' group, I decided to try some Shareware efforts.

There are numerous commercial BBS software programs. But, I believe in supporting shareware whenever possible, it being the real backbone of our software line. This search turned me to the online services, from which I downloaded and tried several BBS systems. None of them satisfied what I was looking for—ease of use for the users and ease of setup for me. None of them, that is, until I happened onto TripLink 3.5. I am now using version 3.7 and I am a registered user.

More than a BBS

The first thing that attracted me to TripLink was that it is more than just a BBS. Sure, it has that capability in spades, but it is also a front end file manager.

TripLink gives you control over your entire system through drop down menus and a command line environment. Via this software, you can run programs, move files and perform all the basic things you need to keep your system humming.

One of the very best things going for TripLink is the ease with which it is set up, a definite plus for Sysop novices such as myself.

The initial set up of the BBS requires you to create a TripBBS directory and place TRIPEDIT.TOS and TLINKxxx.PRG inside of it. You then must run TripEdit, answer the basic questions regarding your particular system and hit return. You then copy all the Data, Menu, and AD LZH files into their own folders. Finally, you run the TripLink main program and you're done! The initial BBS setup takes about three minutes and the program is automated to do most of the setup itself!

Features

An easy to set up BBS would be nothing if it did not have features, and TripLink does have lots of features. The newest version supports two sets of up to 32 message bases. The message bases set themselves up when you run TripEdit and answer a few parameter questions. These bases have all the usual features, including extended messages for long-winded folk, like myself.

In addition TripLink supports 32 files areas, all of which can be linked to specific message bases. The program uses the external XYZ program (itself a Shareware endeavor by Alan Hamilton) to allow Xmodem, Xmodem 1K, Ymodem Batch, Zmodem and Zmodem Batch downloads. Users with a specific access level can also be allowed to extract files from archives online.

TripLink also supports online games very nicely. I use both the Games area and a Doors Interface Program (DIP) to allow usage of games designed for FoReM and Turbo BBS systems. You can have as many as 32 games online in the Games area, and that's not including the ones handled by the DIP!

One of the nicest features of TripLink is the built-in TinyTerm program. With it, Chat mode is clean and effortless. TinyTerm can be used as a mini-terminal program, allowing you access to other BBSes. Using TinyTerm to connect to other TripLink BBSes gives you the ability to pull the user on the other end inside your own BBS. Also included in the latest version of the program are TRIPHOOKS. These are global switches that allow you to do numerous nice little tailoring things on your board.

This is just the tip of the iceberg when it comes to describing the features of TripLink. There are many others. While FidoNet and Binkley Terminal support is presently lacking, it could probably be added by an enterprising Sysop. If you are looking for a BBS with an easy to use interface, that allows for easy setup, and has all the message bases and file areas you could need, I heartily recommend that you consider TripLink. The program can be downloaded from the online services or from the author, Mike Caldwell, on the TripLink Support BBS at (916) 349-8517.

CSS Super E-Burner for the Atari 8-bit

A First Impression

Barry Gordon (ACCESS)

I was overwhelmed with excitement the day the UPS man delivered the box from Computer Software Services. I had very good reason to be. After all, I had recently ordered one of their most technically oriented devices, the "Super E-Burner." This device reads and programs (E)rasable (P)rogrammable (R)ead (O)nly (M)emory or EPROMs for short.

Whoa! That's jumping in a bit too fast. How about we take a few steps back and run over some basic concepts first? OK, here goes...

ROMs vs EPROMs

Inside your computer is a ROM (Read Only Memory) chip which holds the instructions that tell your computer what it is and how to operate. This Operating System chip (OS ROM) is a permanent component which does not need energy to maintain its data integrity. In other words, it doesn't go blank when the power is removed like a RAM chip.

The OS ROM chip is programmed with instructions when it is manufactured, and those instructions cannot be changed at a later time. An EPROM chip also retains its programming when power is removed, however, its programming can be changed.

An EPROM has a small window in the center of the top side of the chip. Erasing an EPROM is done by simply exposing this window to a high intensity ultraviolet light (Don't ask how, or we'll be here all day talking about transistor gate depletion levels and photo-electron velocities). But programming (commonly called "burning") an EPROM chip requires a special device. Enter the Super E-Burner.

Let's Get Physical

I had never seen a picture, nor heard a description of the physical aspects of the Super E-Burner. All I knew was that it plugged into the cartridge port of the Atari 8-bit computer and was incredibly fast.

After tearing the shipping box open, I pulled out a rather odd-looking device. The main unit of the Super E-Burner is a 5"x5" PC board which holds one power connection, four IC chips, 48 miscellaneous electronic parts, one 34-pin port and one ZIF socket.

What's a ZIF socket? Well, it stands for (Z)ero (I)nsertion (F)orce. It's an expensive socket that puts no pressure on the pins of an inserted chip. The socket has a small lever on its side. After placing a chip in the socket, pressing the lever down causes a metal plate in each hole to clamp down on the pins, thus making a solid electrical contact. Coming off the 34-pin port is a two foot ribbon cable that connects to the cartridge interface board. This board resembles a disassembled game cartridge, and is used in a similar manner.

Using the E-Burner

Despite the rather sparse and inadequate documentation which accompanies the Super E-Burner, operating the device is quite simple. The cartridge interface board plugs into the cartridge port and you then boot your computer with your favorite DOS. (For reasons unknown to myself and Bob Puff, this device does not work properly with SpartaDOS X). Upon entering the cartridge via a DOS command, the following menu screen appears:

```
+--------------------------------------+
| CO:01 NU:00  File:                   |
| Prom:0  Loc:00000  Write:00 Read:00  |
| Type:          Retries:0000   Speed:1 |
+--------------------------------------+
|       The SUPER-E BURNER 0.7         |
|  By: Robert Puff  (C) 1991 by CSS    |
|                                      |
|       [A] 2732     25V               |
|       [B] 2732A    21V               |
|       [C] 2764     21V               |
|       [D] 2764A    12V               |
|       [E] 27128    21V               |
|       [F] 27128A   12V               |
|       [G] 27256    12V               |
|       [H] 27512    12V               |
|       [I] 27C101   12V               |
|       [J] 27C301   12V (or mask ROM) |
|                                      |
| Select PROM type >                   |
+--------------------------------------+
```

From this menu, the EPROM size and programming voltage is entered. On this subject, the docs say nothing more than "Select the proper EPROM type. An incorrect selection of types can damage your EPROM."

I recommend you find some other references to help determine the proper setting.

Once the EPROM type is chosen, the main menu is presented:

```
+--------------------------------------+
|        Select Operation:             |
|[R] Read EPROM     [B] Burn EPROM     |
|[V] Verify EPROM   [E] Verify erase   |
|[N] # of copies    [Q] quit to DOS    |
|[S] Change speed   [ESC] New PROM size|
|[1-9] Disk directories                |
|                                      |
|Please Select >                       |
+--------------------------------------+
```

Although these menu selections are basically self explanatory, we'll run through them quickly. [R]ead copies the information from a programmed EPROM onto a disk file. [B]urn writes information from a disk file onto a blank EPROM. [V]erify compares information on a programmed EPROM to a disk file. [E]rase checks to make sure an EPROM is blank. [N]umber sets the number of EPROMs to be burned from a single disk file. [Q]uit exits to DOS. [S]peed alters the programming speed for older and slower EPROMs. [ESC] goes back to the previous menu.

Documentation Details?

Four stapled pages accompany the Super E-Burner consisting of a title page, a warranty page, a VERY oversimplified page of instructions and a page showing the orientation of different sized chips in the ZIF socket. I immediately called CSS and asked Bob Puff, "Is this it!?" He assured me they would be revising the documentation soon and talked me through the necessary concepts and instructions.

Within the documentation, a handwritten note says that CSS is working on a built-in editor which will support XE memory. This would make the Super E-Burner one of the most powerful firmware devices I've seen. A ROM chip could be read, disassembled, modified, and rewritten without loading up any other programs. Bob said the revised documentation would be included with the enhanced editor.

Observations

Now that I've had the Super E-Burner for about a month, I find myself rather comfortable with it. I have managed to backup every single ROM chip in the house onto my hard drive. That's over thirty chips including nine different Operating Systems for my 8-bit!

But the real fun of owning an EPROM burner is in firmware modifications. By disassembling, modifying and rewriting parts of ROM code, I've managed to make my 130XE run in high speed mode with my US Doubler drives, regardless of what disk/DOS I boot; I've made a stock 1050, US Doubler 1050 and an XF551 all respond to drive numbers higher than D4:; and I'm working on modifying my SpartaDOS X cartridge to use the standard SIO vector so it will work with a Multiplexer.

All things considered, I am very impressed with the Super E-Burner. It is a well built, extremely fast, and (so far) reliable unit. In my opinion, it is well worth the price (which, as of this writing, is $169.95 + $8 S/H). Kudos to Bob Puff and the gang at CSS!

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That Pesky 8-bit Disk Drive Pad Problem

Charles Kelly (SNACC)

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Now, folks, please don't get cheap and use any pen you happen to have lying around. You want a new pen that has not yet been chewed on. Chewing on a pen will ruin the surface of the part we want. You are going to use the little piece that covers the end opposite the ball point. It is the *perfect* size for replacing just about any pressure pad, for any single-sided disk drive.

The Procedure

Just remove this "plug" from the pen and press fit it into the pressure bar on your drive. About the only problem is on a Tandon mechanism 810 drive. For this drive, you should drill a small 1/8-inch hole at about the same position as the old pad. Place a small board under the pressure arm to protect the drive head on these drives. Be careful. Don't drill very deep at all. You can use a small knife to expand the hole safely. All others—including the Trak, Indus, MPP 810s, 1050s, etc.—will already have such a hole where a very similar piece was fitted.

What makes this repair possible is a change in the plastic piece on newer BIC pens that is pretty close to the plastic pad that came with these drives. The change is important because you need a fairly hard plastic that will still not gouge holes in your disks.

A little problem like this can lead to foolishly sending your drives away for repair. Simply removing the cover and opening the drive up is usually more trouble than the rest of this repair. Just keep in mind that covers on Indus and Percom drives slide off while the other drives' covers usually pull off in two halves.

Charles Edward Kelley
27 N. 2nd Ave. E. #201
Duluth MN 55802-2122

[The Goofy Guru series originated in the Southern Nevada Atari Computer Club newsletter and continues to irritate all. Topics covered are varied and obscure. In other words, this column is devoted to topics no one else seems to write about.]

Spreadsheet Design

Michael Bennett

Effective spreadsheet design includes the arrangement and format of cell entries, the grouping of cell entries into sections and the use of formulas so the spreadsheet can do the job for which it is prepared. Screen appearance, ease of data entry and printed reports are all purposes for design.

Figure #1 is an example of a spreadsheet that was entered with little attention to design.

FIGURE #1

```
           A              B            C            D            E
1                             Car Wash Profits
2.                    Fri nite          Sat          Sun        Total
3cars                       12           24           19           55
4price                    2.20         2.20         1.95
5sales                   26.40        52.80        37.05       116.25
6soap                     8.10                      4.15        12.25
7sponges                  3.85                                   3.85
8signs                       3                                      3
9expenses                14.95         0.00         4.15        19.10
10profit                 11.45        52.80        32.90        97.15
```

Figure #2 shows the same spreadsheet as Figure #1, but it has been formatted and arranged so it is easier to understand. These design features can be incorporated either when the spreadsheet is first entered or after the basic data has been entered and the calculations performed. You can save time, however, if you pay attention to the design of your spreadsheet before you enter it.

Figure #2 shows all dollar amounts with two decimal places and dollar signs (some spreadsheets do not have the dollar feature, but two decimal places still looks nice). Amounts that do not represent dollars are integers (no decimal places). Labels above columns are right justified with the numbers in the cells below. Different sections of the spreadsheet are separated and the column labels are underlined to make it easier to read.

Spreadsheet Uses

Spreadsheets may be used for many purposes. Your objective will determine the design. The three major purposes for spreadsheets are record keeping, analysis and forecasting.

Record keeping applications are the easiest to design because they show only the most basic data with just a few calculations. Fig. #2 is an example of a record keeping spreadsheet.

Analysis applications usually build upon the record keeping style of spreadsheet. In addition to simply recording data, though, they require you to analyze the results. Analysis applications often include functions such as finding percentages. Figure #3 expands on the previous example to include a percent of sales column.

Several formulas are included in column F to show each expense as a percentage of sales. Each formula divides the expense and profit by the sales amount. For example, the formula in cell F11 is E11/E8. The formula in cell F12 is E12/E8. Each of the formulas in column F use the cell contents of E8 as the denominator. When you copy formulas, you must be careful to specify whether the cell reference should be copied relatively or absolutely. Different programs use different methods for this, so check your instructions.

Forecasting

Forecasting applications use estimates to forecast future results. This type of spreadsheet takes advantage of the program's ability to perform "what if" analysis. With "what if" analysis, the user changes the input data and analyzes the various results. When you design

FIGURE #2

```
           A             B           C           D           E
1                             Car Wash Profits
2
3                   Friday
4                    Night    Saturday      Sunday       Total
5              ----------------------------------------------
6Cars                   12          24          19          55
7Price               $2.20       $2.20       $1.95
8Sales              $26.40      $52.80      $37.05     $116.25
9
10Expenses
11  Soap             $8.10                   $4.15      $12.25
12  Sponges          $3.85                               $3.85
13  Signs            $3.00                               $3.00
14Tot. Exp.         $14.95       $0.00       $4.15      $19.10
15
16Profit            $11.45      $52.80      $32.90      $97.15
```

FIGURE #3

```
           A             B           C           D           E           F
1                             Car Wash Profits
2
3                   Friday                                            Percent
4                    Night    Saturday      Sunday       Total   of Sales
5              ------------------------------------------------------------
6Cars                   12          24          19          55
7Price               $2.20       $2.20       $1.95
8Sales              $26.40      $52.80      $37.05     $116.25     100.00%
9
10Expenses
11  Soap             $8.10                   $4.15      $12.25      10.54%
12  Sponges          $3.85                               $3.85       3.31%
13  Signs            $3.00                               $3.00       2.58%
14Tot. Exp.         $14.95       $0.00       $4.15      $19.10      16.43%
15
16Profit            $11.45      $52.80      $32.90      $97.15      83.57%
```

FIGURE #4

```
        A             B            C            D          E          F
1                          Car Wash Profits
2
3-----------------------------------------------------------------------------
4INPUT SECTION
5Price              $3.00
6-----------------------------------------------------------------------------
7RESULTS SECTION
8                 Friday                                           Percent
9                  Night   Saturday     Sunday      Total     of Sales
10                -----------------------------------------------------------
11Cars                10         20          15          45
12Price            $3.00      $3.00       $3.00
13Sales           $30.00     $60.00      $45.00     $135.00     100.00%
14
15Expenses
16  Soap           $8.10                  $4.15      $12.25       9.07%
17  Sponges        $3.85                              $3.85       2.85%
18  Signs          $3.00                              $3.00       2.22%
19Tot. Exp.       $14.95      $0.00       $4.15      $19.10      14.15%
```

the forecasting spreadsheet, you should place the input data that will change in a separate part of the spreadsheet. That way, you can change data easily. Other cells may refer to your input cells, so you can simply change the input data to see the results, instead of changing all the cells individually.

As an example of a forecasting application, suppose you want to forecast the results of changing the price charged for a car wash. See Figure #4 and notice the changes to make forecasting easier.

Cells B12, C12 and D12 contain an absolute reference to Cell B5. So, when the user changes the price in Cell B5, all of the results change appropriately.

Another way of designing this situation on a spreadsheet would be to label all the input values in a separate section and label the profits as the results section, as in Figure #5. It is often difficult to separate input values from the results. For example, the Percent of Sales column actually contains the results instead of the input data. Fig. #5 shows that the user may change any of the expenses, the number of cars, or the prices to easily see the resulting profit.

When a large spreadsheet contains separate sections, it may be helpful to place separate column headings in each section. Fig. #5 can be displayed on one screen and probably does not need to have the column headings repeated in the Results section.

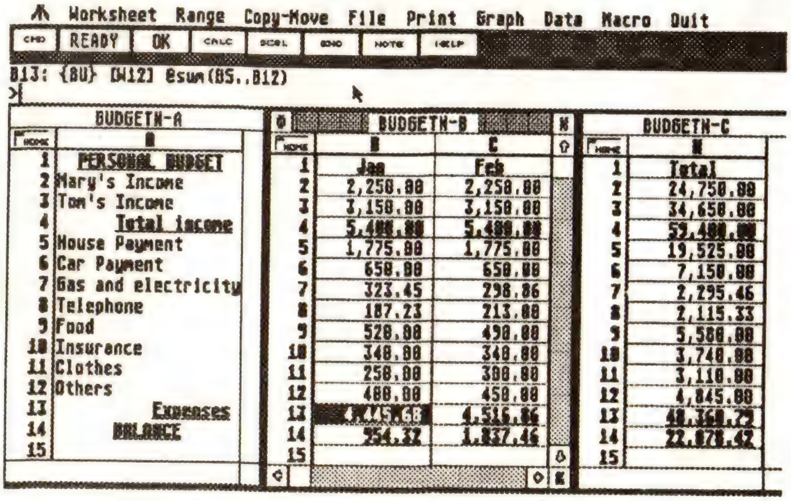
When you design a spreadsheet, you should enter information that will identify the spreadsheet to others who may view the report. You should also enter any other information that may be helpful to you. The upper left and right sides are good locations for such data entry. Proper design may also involve explaining the formulas, assumptions and inputs to be used. These explanations should be placed directly on the spreadsheet. Without explanatory notes, you may have to spend needless time reacquainting yourself with the spreadsheet when you return to it later.

Here are some good principles of spreadsheet design to help you produce effective spreadsheets:

1. Set objectives for the spreadsheet.
2. Plan and arrange the layout on paper first.
3. Set aside sections for the different parts of the spreadsheet.
4. Format the sections according to screen display considerations.

FIGURE #5

```
        A              B            C            D           E            F
1                          Car Wash Profits
2----------------------------------------------------------------------------
3INPUT SECTION
4                   Friday                                             Percent
5                    Night    Saturday      Sunday       Total      of Sales
6                  ----------------------------------------------------------
7Cars                  15          24          19          58
8Price              $2.00       $2.50       $1.95
9Sales             $30.00      $60.00      $37.05     $127.05       100.00%
10
11Expenses
12  Soap            $9.00                   $4.15      $13.15        10.35%
13  Sponges         $3.85                               $3.85         3.03%
14  Signs           $3.00                               $3.00         2.36%
15Tot. Exp.        $15.85       $0.00       $4.15      $20.00        15.74%
16---------------------------------------------------------------------------
17RESULTS SECTION
18Profit           $14.15      $60.00      $32.90     $107.05        84.26%
```


Worksheet Range Copy-Move File Print Graph Data Macro Quit
CMD READY OK CALC SCRL END NOTE HELP

```
B13: {BU} [W12] @sum(B5..B12)
>
```

BUDGETM-A

	A
1	PERSONAL BUDGET
2	Mary's Income
3	Tom's Income
4	Total income
5	House Payment
6	Car Payment
7	Gas and electricity
8	Telephone
9	Food
10	Insurance
11	Clothes
12	Others
13	Expenses
14	BALANCE
15	

BUDGETM-B

	B	C
1	Jan	Feb
2	2,250.00	2,250.00
3	3,150.00	3,150.00
4	5,400.00	5,400.00
5	1,775.00	1,775.00
6	650.00	650.00
7	323.45	298.86
8	187.23	213.00
9	520.00	490.00
10	340.00	340.00
11	250.00	300.00
12	400.00	450.00
13	4,445.68	4,516.86
14	954.32	1,837.46
15		

BUDGETM-C

	N
1	Total
2	24,750.00
3	34,650.00
4	59,400.00
5	19,525.00
6	7,150.00
7	2,295.46
8	2,115.33
9	5,500.00
10	3,740.00
11	3,110.00
12	4,845.00
13	48,360.75
14	22,878.42
15	

ST/TT Disk

All files on this disk are created with Double Click Software's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the June '92 disk. For more complete docs, see the text files contained in most of these archives.

ASTEROID.PRG—A great Asteroids game clone from the UK. Color only.

AUTOCPU.APP—Auto sets Mega/STE's CPU speed. Drops to 8MHz for "flaky" software, then jumps up to 16MHz with Cache when you exit back to the desktop. MegaSTE only.

FMTCPX.APP—Disk formatting CPX from Germany, with English documentation. You must have XCONTROL.ACC to use this extension.

HCOPY.APP—HCOPY from Germany is a disk copier that supports HD disks, 3.5" or 5.25" disks, up to 92 tracks and 21 sectors, backwards formatting for safety and virus protection. Shareware. Docs are in German, but the program is in English. Mono or Color, including TT resolutions.

ICCA.APP—I Can Capture Anything (ICCA) is a program to redirect output streams to files. You select the output device to redirect and the filename to which the redirected output will be stored.

JCLABELD.APP—An excellent label printing utility from the UK. Shareware. ST medium or high resolutions on ST/TT.

JOUTE.APP—Two player modem-to-modem tank combat game with a one player "practice" mode. ST low or medium resolution on ST/TT. Great graphics. Shareware from Canada.

JUMBLE.APP—ABC Jumble is an educational game that lets kids sort the letters of the alphabet after the computer jumbles them up. Point and click GEM interface.

MANYGOGO.APP—Similar to the Mac DA, this DA gives you your own personal GoGo dancer—up to seven of them, actually. For Adults ONLY. Do not use this DA if blatant male chauvinism or semi-nudity offends you.

MNET103.APP—Michtron NETwork by Jeff Wells networks your MBBS with other systems. Very easy to set up. Shareware.

OPLACE11.APP—Other Place is a one person asteroids-like arcade game. Mainly shoot and dodge with a little maze action. All ST resolutions.

RUSSIA.APP—Two utilities from Russia! A_Format is a floppy disk formatter with some interesting options. BootInst installs a smart boot sector allowing you to enter time and date at bootup, continue boot process from Drive B and more. English prompts in both programs.

SEARCHME.APP—Word search puzzle generator. Save and load or print puzzles. Create custom word lists, use the supplied dictionary or use the dbWRITER wordprocessor dictionary. ST mono only on ST/TT.

STARNUKE.APP—StarNukers 1.02D, a two-player, real time, modem-to-modem space war game. ST medium or high resolution on ST/TT. Shareware.

Mac/Spectre

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

Here is a short description of the files contained on the June '92 Mac/Spectre Disk of the Month:

AltCDEF—This init modifies the scroll bars in all of your Mac's open windows to have double arrows at each end. No more moving back and forth from one end of the bar to the other when making fine adjustments!

CarpetBag 1.1—A utility that works in much the same way as Suitcase II or Master Juggler. That is, it allows you to use fonts and DAs without actually installing them in your System file. CarpetBag doesn't have as many features as the commerical programs, but it's a lot cheaper.

SmartKeys 2.1—Init/CDEV typist's assistant that can be configured to help prevent common typing errors, such as typing two capital letters in a row. It also can be configured to change standard quote marks to smart quotes. A very useful utility.

eMACs 3.0—The latest version of the popular eMACs text editor for the Macintosh. All the standard commands are supported and most commands can be chosen by either a mouse click or from the keyboard.

Definitive Desserts 1.2—A HyperCard 2.1 stack full of great dessert recipes. If you've got a sweet tooth, you'll find something you like here.

Home Inventory—Another HyperCard 2.1 stack. This one can help you keep track of all your stuff. Very nicely done and easy to use.

DISKS OF THE MONTH

Disk

Stella Obscura—In this archive you'll find a great 3D space shoot 'em up game. To get the 3D effect, you need to make a special viewer from a cracker box (really!). The docs include instructions for making the viewer.

Bonk 1.2(b&w)—In this game you "bonk" a little guy each time he pokes his head out. Trust me, it's more fun than it sounds.

The Grouch—The init in this archive places Oscar the Grouch from Sesame Street in your Trash Can. Each time you empty the trash, Oscar raises his head and sings. A very nice animation and lots of fun. You may find yourself deleting all your files just to watch him do his thing!

> Readers can purchase this disk from their local AIM participating user group or by sending $6 ($5 +$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard handy.
> Please specify the June '92 ST, Mac or 8-bit Disk when ordering. When ordering the Mac/Spectre Disk, please indicate Mac or Spectre format.

8-bit Disk

Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the June '92 8-bit disk:

SIDE 1

CTH_FB.ARC—CTH Fast Basic will be a welcome addition to the libraries of BASIC programmers using SpartaDOS 3.2d. It's an extremely fast interpreter for XL/XE users. Fast Basic provides 28,119 bytes of free memory for your BASIC programs. Features include a screen accelerator and a customized, fast floating point package (based on code by Charles Marslett). Docs included. Written by Tom Hunt.

DEMO2.ARC—An excellent demo from overseas. Press RESET to move from one stage of the demo to the next.

FILEDEMO.ARC—Demo of the File Information Manager, a disk library database manager. Each file entry can include a 128-character detailed file description. Features include interactive search, two description fields, and ability to read disk directory into memory. Written by Larry Richardson (ACCD).

HVYMETAL.ARC—An excellent game from the UK and Page 6 magazine. Wander through the mazes and find the lost jems. To move from maze to maze, press the fire button while on the "pads." Joystick required.

MCALC800.ARC—MagiCalc 800 is a new version of MagiCalc XL. It is identical to the XL version, except it is written for machines that use Axlon memory bank switching instead of XL/XE bank switching. Includes documentation and a BASIC program to modify MagiCalc 800 to load itself into the extended memory bank of your choice.

SIDE 2

BGAMES.DCM—Three games—Catch 88, Knight Moves and Othello—written by Simon Trew of the LACE club in London, England. This discomm file includes drivers for joystick, mouse, touch tablet and trackball. Use Discomm to decompress to a blank SD disk, then reboot. Once at the DOS menu, load the appropriate driver, then run the games. NOTE: Plug your input device into Port 2!

LITTLE.ARC—This demo may be little, but it still is impressive. From the High Tech Team. START and OPTION keys move you from one stage to another.

VTEX11.ARC—VTEX is a utility that allows you to view any file on the screen. It's much easier to use than TYPE or COPY to E:. VTEX can page through a file, both forward or backward. Features include pseudo-word wrap, deletion of leading spaces from left margin, string search capability, ASCII CR/LF handling and built-in help. Written by Larry Richardson (ACCD).

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Alabama

BACE
5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Mon. Time: 7PM
Dues: $15/Regular, $25/Advanced
CPU: Atari 8-bit and ST/Mega/TT
BBS: Matrix Co. #7 (205) 323-2016, Matrix (205) 251-2344
Misc: Advanced includes AIM 8bit or ST monthly disk

Arizona

PHAST
PO Box 56413
Phoenix, AZ 85079
Mike Aubrey (602) 870-8360
Meet: Room #101, Devry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Sat. Time: 10-12PM
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225

SEVAC
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Sat. Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduces ST/8-bit library prices, club BBS access.

California

ACCESS
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS (916) 428-8662

AFED
PO Box 5367
Vandenberg AFB, CA 93437
Phil Rominger (805) 736-7147
Meet: Vandenberg Federal Credit Union, Vandenberg Village branch, Lompoc, CA 93436.
Day: 1st Mon. Time: 7PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/Mega/TT

AUGIE
3905 N. Lugo Ave.
San Bernadino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline County Branch Library, 27167 E. Baseline Rd., Highland, CA.
Day: 2nd & 4th Sat. Time: 2-4PM
Dues: $25/yr.
CPU: Atari 8-bit and ST/Mega/TT
BBS: StarLink (9600) (714) 688-3204

BAAUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara, CA.
Day: 1st Mon.
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

BACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

DACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

FRACUS
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338
Misc: Membership includes club disk of the month/newsletter and AtariUser

MITARI MIDI
1848 N. Gramercy #302
Los Angeles, CA 90028
Brian Valentine (213) 461-5407
Meet: Meets at club address, a MIDI sound studio run by Brian Valentine.
Day: Last Sun. Time: 2PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
Misc: MITARI supports audio creativity on the ST/STE. All current members are engineers or producers.

RAM
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: $25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

SBACE
4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA (near Long Beach)
Day: 2nd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
Misc: SBACE Gazette newsletter.

SCCAUG
5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SCCAUG (408) 971-9212
Misc: MIDI demos are held twice yearly.

SDACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157
Misc: SDACE newsletter, increased BBS access

SLCC
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

SST
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: $24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

ST ACE Sonoma
PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

SVACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: $12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

TEAC
PO Box 1024
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Day:
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter, 8-bit and ST educational disk library.

YAC
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5486
Meet: Call or write for meeting time/place
Dues: $8/yr
BBS: STeve's (916) 661-1538
Misc: PD library access, Yackity-YAC newsletter.

Colorado

ACCD
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

P3ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

Connecticut

CCCC
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit, ST/Mega/TT and Portfolio

STARR
15 John St.

Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: $20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

Delaware

CDACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

Florida

ABLE
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sun. Time: 1:30-4:30PM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
Misc: Access to the ABLE Program Library of User Software (ABLE PLUS) and ABLE AID newsletter.

PACE
2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

STARgroup
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st & 3rd Tue.
Dues: $15/yr
CPU: ST/Mega/TT, Macintosh and Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access, quarterly newsletter.

TBAA
5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly classes in software and peripherals

Georgia

MGAUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattnall Square Academy, Macon, GA.
Day: 2nd Sun. Time: 2PM
Dues: $30/yr and $4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club library use is free to all paid members. AtariUser. Participates in annual show at local mall.

STAR
3069 N. Brook Rd.
Chamblee, GA 30341
Rick Ostapower (404) 487-4845
Day: 3rd Mon.
Dues: $30/yr
CPU: ST/Mega/TT

Illinois

CUSTUG
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: $16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access, December MIDI concert/demo.

EAUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room, Alton, IL.
Day: 1st Mon. Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618) 344-8466
Misc: EAUG-Log club newsletter Member of Midwest Atari Regional Coucil consortium

GAUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block sourth of downtown.
Day: 2nd Mon. Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

LCACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244 O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus (708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90), ChicagoFest (Nov. '90) and the recent ChicagoFest by Atari (Nov. '91).

RACC
5430 N. 2nd St.
Loves Park, IL 61111
Cal Schafer (815) 633-1259
Meet: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
CPU: Atari 8-bit and ST/Mega/TT
BBS: (815) 226-2388

SCAT
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

STAR
337 N. 43rd St.
Belleville, IL 62223
Craig Carter (618) 233-6675
Meet: Illinois Power Bldg., 1050 West Blvd., Belleville, IL
Day: Last Mon. (exc. December) Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

Indiana

ACORN
3627 Iowa Court
Fort Wayne, IN 46815
Bob Kelley
Meet: Shawnee Branch of the Allen County Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396
Misc: Three Rivers Festival, PentaCon, ICE Kid's Conference Participant.

CRAG
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT
Misc: ST disks $2.50 each for members, $4 non-members

Kansas

FLAG
PO Box 3233
Fort Leavenworth, KS 66021
Jeff Yoe (913) 682-2883
CPU: Atari 8-bit and ST/Mega/TT

Kentucky

AEL
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members subscribe to AELien Transmissions newsletter (6 issues) for $1.74/yr.

BRACE
3209-B Baird Ct.
Lexington, KY 40515
Hal Nason (606) 269-8989
Meet: Lexington Free Public Library, Downtown Branch
Day: 3rd Tue. Time: 7-9PM
Dues: $15/indiv., $20/family, $10/assoc.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate membership includes AIM but not library access.

Louisiana

CASTE
314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E. Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: $15/yr
CPU: ST/Mega/TT
BBS: General Store (14.4K)(318) 855-6939

Massachusettes

WMAUG
285 Gates St.
Palmer, MA 01069
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch, Front St., Chicopee, MA
Day: 1st Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 283-4967

Michigan

CACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

GAG
PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, Nine Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and 1989 WOA Detroit show

GLASS
PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
Meet: Troy-Athens High School, 2 blocks north of Wattles on John R Rd.
Day: 1st Thur. Time: 7PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

GRASS
624 Dickinson SE
Grand Rapids, MI 49507
Meet: Wyoming Public Library, 3350 Michael S.W., Grand Rapids, MI.

Day: 1st Wed. Time: 7PM
Dues: $22/yr
CPU: Atari 8-bit

MACE
PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

STAG
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center and Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal, PD disks are $3 or 2 for $5. Participates in Community Fair at Fashion Square Mall each January

STING
PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
BBS: STING (616) 532-5736

WAUG
14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Michigan Student Union on State St. at the corner of S. University in Ann Arbor.
Day: 2nd Tue. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT, Macintosh and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem available for loan.

Minnesota

PACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location. Meetings are bi-monthly (Jan, Mar, May, Jul, Sept. and Nov.).
Day: 3rd Sun. Time: 1:30PM
Dues: $30/yr.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free copying of ST/8-bit PD libraries.

Missouri

ACE of SL
PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County Library, Fee Fee and Willowick, Maryland Heights, MO.
Day: Date and time varies
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter. Member of MARC.

KCAC
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

Montana

RACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM
Dues: $16/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: Membership includes free PD disk.

North Carolina

RACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Announced on Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

North Dakota
MACUG
129-2 Sirocco Dr.
Minot AFB, ND 58704

Nebraska

O-ACES
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

New Jersey

JACS
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser available at meetings Send SASE (business size) for copy of current ST or 8-bit disk catalog.

New Mexico

AACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Company of New Mexico. 4625 Edith Blvd, Albuquerque.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
Dues: $20/yr payable in January
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of June and December.

Nevada

HISUG
PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2081
Meet: Round Table Pizza, Baring Village, 1201 Baring Blvd., Sparks, NV.
Day: 3rd Thur. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: UNreliable (702) 358-6307

SNACC
48 Lafaette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 Mcleod
Day: 1st Thur. Time: 7-9PM
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SNACC (702) 438-2208

New York

ACORN
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

BRAG*ST
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

CDACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar in the Westgate Plaza, Albany, NY.
Day: ST: Last Wed., XL/XE: Qtrly. Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks $2, free XL/XE library access.

LIAUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Nesconset branch of the Smithtown Library, Nesconset, NY.
Day: 1st Sat.
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and Lynx
BBS: New Nest (516) 234-4943, Star Scan (516) 399-4252

OHAUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US user group consortium.

WNYAUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

Ohio

ACCT
4487 289th
Toledo, OH 42611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

ACEC
1287 Dennison Ave.
Columbus, OH 43201

CVACC
PO Box 9173
Akron, OH 44305
Don Crano (216) 376-7618
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club

newsletter The Password

MAUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield, OH.
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197
Misc: Members can access AIM ST and 8-bit disk files on the BBS. AtariUser available free to members at A&B. Back issues of AtariUser available for $1 each.

MVACE
PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
Dues: $20/yr, $12 for students or newsletter only
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE (513) 233-9500

NASAC
1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Meet: Vandalia Elementary School, Room #2, 333 Bohanan Dr., Vandalia, OH 45377.
Day: 2nd Thu. Time: 7:30PM
Dues: $12/yr
CPU: Atari 8-bit, ST/Mega/TT and IBM
Misc: Monthly newsletter "The NAS-HACKER."

STANCE
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/Mega/TT

Oklahoma

TACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

Oregon

ACUNET
2662 E. Nob Hill Dr. SE
Salem, OR 97302
Ron Purdy (503) 588-7509
Day: 4th Tue. Time: 7PM
Dues: $15 with AIM, $10 without
CPU: Atari 8-bit and ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, The Jungle (503) 393-4274.

COAC
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.), Bend, OR.
Day: 1st Sat. Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/Mega/TT

DCASTE
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

PAC
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417

Pennsylvania

NAPCO
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

PACS Atari 8bit
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St., Phil., PA.
Day: 3rd Sat.
Dues: $25/year with an additional $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (9603/4 for 300 baud)
Misc: The DataBus newsletter, AtariUser

SAGE
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

SPACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

WACO
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tue.
Dues: $24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

South Dakota

RACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

Tennessee

CACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library, Cookeville, TN.
Day: 1st Sat. Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

MASH
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904

NAUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (9600) (615) 383-0727, Troll's Cave (615) 872-0757

Texas

AAAUA
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX. 107 Glenarm, San Antonio
Day: 1st Tue. Time: 6:30-9:30PM
Dues: $24; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and Lynx
Misc: Newsletter, C classes, library access.

ACCEPT
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
Dues: $20
CPU: Supports Atari 8-bit, ST/Mega/TT, Macintosh and IBM
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

GTAUG
6621 Capitol St.
Groves, TX 77619
Ray St Cyr (409) 727-7215
Day: Usually 2nd Tue.
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/Mega/TT, Macintosh
BBS: (409) 722-6526

HACE
PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 West Loop S., Houston, TX.
Day: 4th Wed. Time: 6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/Mega/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops.

HASTE
4930 Shadowdale
Houston, TX 77041
Phillip Stojankik (713) 896-9131
Meet: Megabyte Plus, 5181 FM1960W, Houston, TX 77069.
Day: Last Sat. Time: 10:30AM
Dues: $20/yr
CPU: ST/Mega/TT and Portfolio
BBS: HASTE (713) 921-0550
Misc: Hosts the annual Atari Safari show.

SALSA
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tue. Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/Mega/TT
Misc: Club newsletter, discounts, Disk of the Month for $2, New user classes.

Utah

LACE
3897 S. 2275 W.
Roy, UT 84067-3515
Irwin Brooks (801) 731-1516
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM

Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

STUN
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

Washington

CACUG
Box 767
Chewelah, WA 99109
CPU: Atari 8-bit and ST/Mega/TT

FACCS
PO Box 5121
Spokane, WA 99205
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM
Dues: $15/yr family
CPU: Atari 8-bit and ST/Mega/TT

Starbase
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT

SWAG
PO Box 1515
Vancouver, WA 98668
Gary Lentz (206) 573-8224
Meet: Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA.
Day: Last Sun. (exc. July) Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Bear Cavern (206) 574-1146

Wisconsin

MilAtari
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon
Dues: $22/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MilAtari hosts the Computer Gaming area at GEN-Con each year.

Canada—Ontario

KAUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tue., Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: KAUG BBS (519) 351-3901

NCAUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/Mega/TT, Macintosh

TASTE
185 Varsity Row
Thunder Bay, Ontario P7B 5P2 CANADA
Dues: $25/yr Canadian
CPU: ST/Mega/TT

WAUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr., Windsor, Ontario, Canada.
Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM
Dues: $25 Canadian
CPU: Atari 8-bit and ST/Mega/TT

Canada—Quebec

ASTMUM
PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
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MACAM
PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thu., ST: 3rd Thu.
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: Enchanted Realm (514) 366-4556
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

England

BaPAUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Fri. Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT
Misc: 8:16 Newsletter

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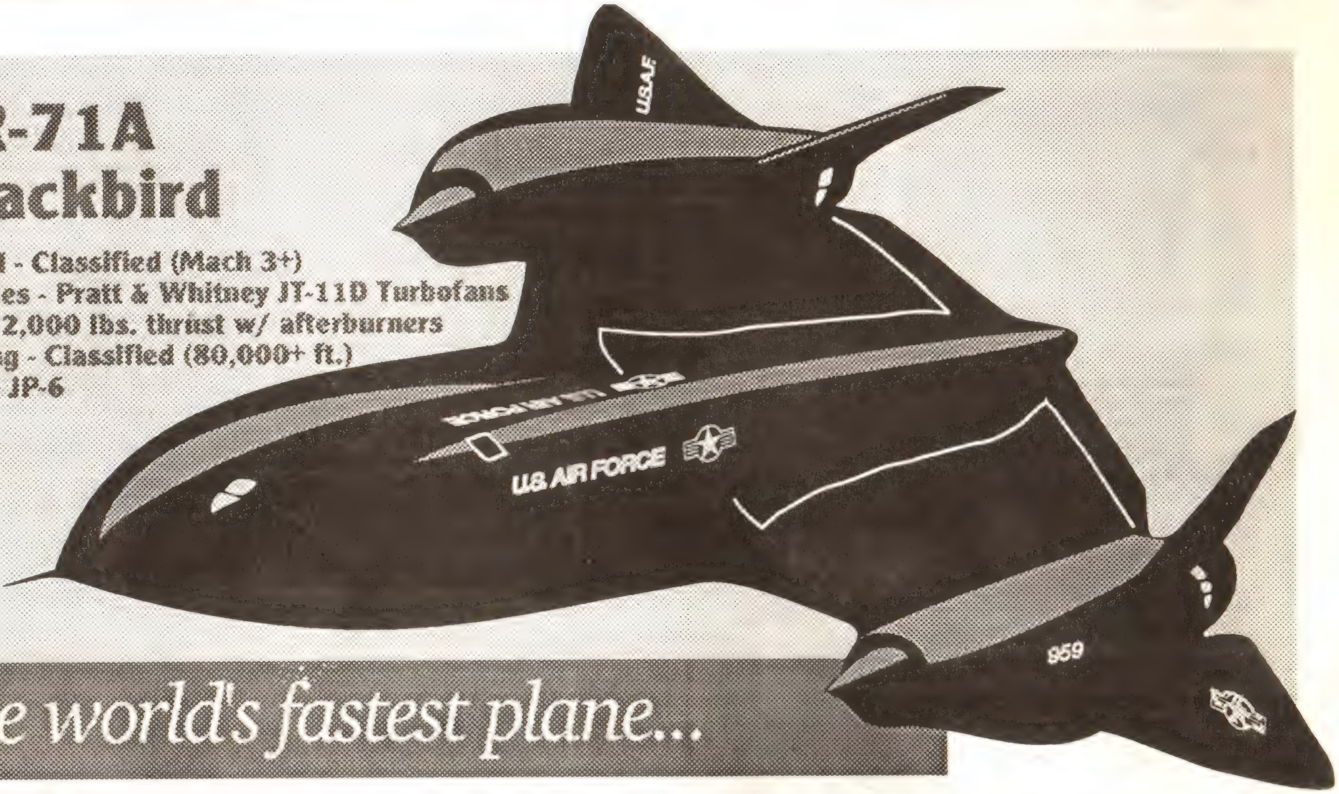

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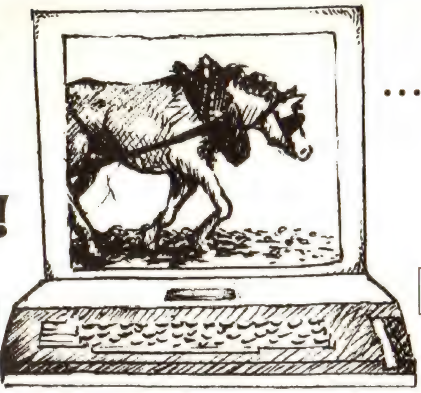

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- Compatible with 40 OR 80 track drives

Included with the upgrade is a utility program capable of reading IBM and/or ST disks, so you can import text or binary files to your 8-bit (text conversion routines are included). Minimal soldering is required; but we provide free installation for any of our products! Only $99.95 plus $8 S/H/I. If you already have a 3.5" drive, you may obtain the single drive upgrade without the Sony drive for $59.95 plus $5 S/H/I.

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THE FLOPPY BOARD $109/149

The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only $109.95, and the deluxe unit is only $149.95. Add $5 for shipping/handling.

Power products for your XL/XE computer

~~$69.95~~ THE ULTRA SPEED PLUS OS ~~$69.95~~

The Operating System that should be in every XL/XE computer! The **ULTRA SPEED PLUS** puts unbelievable speed and convenience at your fingertips. After using it a while, you'll wonder how you ever got along without it! Use **ANY DOS** to place **ULTRA HIGH SPEED** formats on your disks (with XF551 or modified 1050 drives), reconfigure and boot any drive (1-9 or even your **RAMDISK!**), sector copy single and double density disks to your RAMDISK, activate a built-in **400/800 OS** for compatibility, and much more! Below are a list of features. Only $59.95 + $5 S/H/I.

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- Toggle screen off for up to 40% increase in speed
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- **ENTIRE MEMORY TEST** that pinpoints defective RAM chips
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- **COLD-START** without memory loss
- Built-in mini sector copier
- **RAMDISK** exactly duplicates floppy drive so sector copying and editing are possible

$199.95 THE BLACK BOX $199.95

The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program – undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the BLACK BOX with 64K of on-board RAM.Another amazing feature of the BLACK BOX is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is $199.95, and $249.95 with 64K RAM (for printer spooler). S/H/I is $8. An optional custom BLACK BOX case is available for $39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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	Black	Colors	Black	Colors
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5.25" DSHD Please refer to color chart.	BULK LOTS OF 50 EACH		FLEX BRAND 10 PAK-BOXED	
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3.5" DSHD	X	X	X	X		X	X	X				
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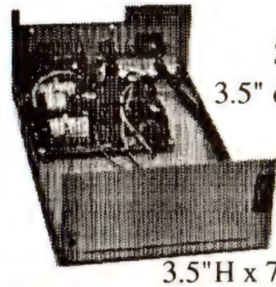

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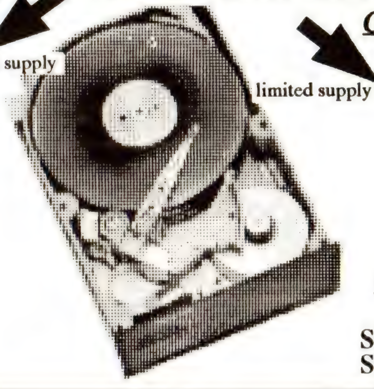

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ATARI
INTERFACE

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Editorial Ramblings

This is going to be a rambling editorial for sure! Instead of focusing on any specific editorial topic or discussing what's contained in this issue, we're instead going to jump around from topic to topic with wild abandon. Don't try this at home, kids!

First, we very much appreciate the letters we receive from our readers—positive or negative in content, they are always informative and helpful to us. From time to time, though, we receive letters from users asking for help or reply...but no phone number is given in the letter. We just can't possibly reply via US mail to the letters we receive. If you want us to reply—and we'd be happy to do so—please give us a phone number where we can contact you. Or, if you have an account on CompuServe, GEnie or Delphi, we'd be happy to reply online.

Speaking of the mail system, it's *very* important that US-based subscribers notify us (or your user group for participating club members) of *any* change in your address. If your AIM address label is incorrect in *any* way, the Postal Service will not deliver your issues.

Also, if you move and want to receive any copies of Atari Interface "in the pipeline" before we receive your change of address, you *must* fill out a form at your Post Office indicating that you are willing to pay to have your 3rd Class mail forwarded to your new address. If you don't do this, the Postal Service throws your issues in the dumpster.

Since we (or your users' group) cannot be held responsible for lost issues due to incorrect addresses, it's your responsibility to 1) let us know of your address change ASAP and 2) make arrangements with your Post Office to receive copies of AIM already in the mail system. It's much better to do this than to miss an issue or two (or end up paying $3 postage each for us to send you the issue(s) you missed).

Bill & Pattie Rayl

ATARI INTERFACE

Volume 4

Your Connection to the Atari User Community

July 1992

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On the Cover

Courtesy of CompuServe's Graphics Forums, this GIF image shows several "Prehistorik" petroglyphs.

From The Reader's Viewpoint

Dear Editors,

I have not subscribed to the disks on an annual basis because I receive so many magazines and disks each month, and there is a lot of duplication.

In the case of the 8-bit disks, they have been of excellent quality and variety. It just so happens that I have a great deal of the material covered or do not have/use such items as Diamond, GOS, Textpro or Basic XE. Nevertheless, the variety is extraordinary. Somebody's doing a very good job getting material together.

I have some programs I was going to send to Atari Explorer, but their info-pack for authors seemed to discourage the sending of any 8-bit type-in programs. Some of my programs are unique and original; some are conversions and enhancements of other programs. Most need some polishing or documentation.

I have a question for David Plotkin (or anyone else who might know). I, and many, many others had material published in STart/Antic and was not paid. I'm not interested in the money part so much, but I do wonder what the status of the material used is.

To Bill Rayl—I have been waiting for some reviews of Silhouette, MegaPaint and Arabesque. There have been some, and good ones too. However, it was very difficult to decide, with such a multiplicity of programs with overlapping capabilities.

Imagine my elation to find the near-perfect review which compares all three at once! I am overjoyed! However, my worst fears were confirmed when your conclusion was similar to mine. It's hard to choose one over any other. However, it is useful to be able to at least prioritize my needs a bit more efficiently.

I have a Star NX-1000 Rainbox printer and have been very impressed by a program called Flexi-Dump Plus, a demo of which was in a recent issue of ST Format. Nobody seems to have heard of it (I have no dealers near by).

The demo was spectacular in its capabilities even with a number of options crippled. Deluxe Paint allows you to print out your 16 chosen colors to see how they match your expectations. That is nice, but FlexiDump seems to match colors almost automatically. It is also very fast!

In the same vein, I have been interested in an HP Deskjet 500 printer. Computer Friends in Oregon offers replacement ink cartridges in multicolors (including CMYK). I wonder how plausible it would be to separate colors (PageStream) and run the same sheet of paper through four times to get full color?

On the other hand, there is the new HP Deskjet 500C color printer. I understand it uses CMY without black. I have seen no reviews on this yet. Unfortunately, other great looking color printers are priced too steeply for my needs.

As a former commercial photographer, I must compliment you on your excellent color covers. The era of the slick commercial magazines like STart seems to be over for the present. I find the usual computer magazines like Compute! and PC Home Journal full of incredibly boring material. Games are well covered by ST Action. ST Format presents a variety of material well, but again, there is not the depth in their reviews.

I see the push to get an 8-bit magazine is going just so-so at best. While I still use my 8-bit quite a bit, I question whether a whole magazine full of information will be that easy to come up with on a regular basis.

I continue to enjoy my Atari computers and look forward to the future. One problem...the new Falcon sounds so interesting, I will probably put on hold getting an AdSpeed accelerator for my STe! On the other hand, the STe has been out for a couple years, and not much software has taken advantage of it yet. I hope some developers can get a little ahead of the Falcon and have something for us to use in a reasonably short time. The TT or STT solution goes beyond what I need.

Thank you for a continually improving and always enjoyable magazine.

Sincerely Yours,
Frank Kweder,
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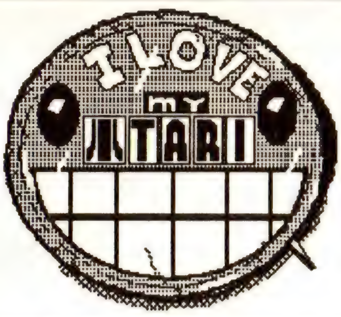

ATARI BULLETIN BOARD

Atari News

The word buzzing around the Atari community about the Falcon project is that everything is on schedule, if not running a little ahead of schedule. We've been able to confirm that selected US developers do have Falcons in their hands. So, things are looking up for the future!

DTP News

ISD Marketing has followed Soft-Logik Publishing's example, and is offering a trade-up offer to their Calamus 1.09N DTP package. For $95 (plus $5 shipping) and a photocopy of your current DTP program disk and registration card, you receive a registered version of Calamus and become eligible for future upgrades, including going to Calamus SL.

This offer is good until August 31, 1992. For more information, contact ISD Marketing, 2800 John St. Unit #10, Markham, Ontario, Canada L3R 0E2 or by calling (416) 479-1880.

MegaType Software has announced two new programs for the ST and TT: BitMaker v1.1 and MegaKern (and MegaKern Lite).

BitMaker allows users to convert fonts for PageStream into bitmapped versions to speed up screen redraws. Any version of PageStream screen fonts (.12H, etc) can be created from .DMF files, and for 2.x, screen fonts (.ABF) can be created from Adobe Type 1 .PFB files.

BitMaker also gives GDOS users access to all the fonts available for PageStream. BitMaker creates GDOS screen and printer fonts from PageStream .DMF printer fonts. According to MegaType, all bitmap font creation is done automatically with a few mouse clicks. No font creation knowledge is needed to create or use the rendered fonts.

Registered owners of the one or two module version BitMaker will automatically receive the updated version by mail. The price of BitMaker is $49.95.

MegaKern and MegaKern Lite allow PageStream owners to autokern both .DMF and Adobe Type 1 fonts. In a matter of less than five minutes (half that on a TT), you can have a precisely kerned font with more than 1200 kern pairs ready to use with PageStream.

MegaKern will even create kern pairs which make up for sloppy character widths within the font. The result is a perfectly kerned font, which is much more pleasing to the eye.

MegaKern kerns both Adobe Type 1 fonts and PageStream .DMF fonts. A special version that also kerns .ECF fonts for Font Designer will be available for registered owners of Font Designer or Font Designer Plus so both .DMF and Type 1/Type 3 fonts can be created from the same kern file. The price for MegaKern is $79.95.

MegaKern Lite, $49.95, kerns only PageStream .DMF fonts. This would be for UltraScript users who can't print Type 1 fonts from PageStream. For more information, contact MegaType at PO Box 645, South Bend, IN 46624 or phone (219) 288-7468

Computer Safari, a creator of unique and high-quality fonts for PageStream, is currently running a sale on their collections of fonts and clip art. Font disks that previously sold for $39.95 are now on sale for an incredible $6.88 a disk! Other collections are just $14.95. A collection of 250 Type 1 fonts is available on 14 disks for $119.95.

Computer Safari's collections of Star Trek PostScript clip art (over 100 images) and fonts (including title fonts from both The Next Generation and the original series as well as Klingon) are available for only $39.95 each. Also on sale is the Clipables collection of 600 EPS images for just $69.

For more information, or a copy of Computer Safari's sale catalog, contact them at 353 W. Main, Suite K, Woodland, CA 95695 or phone (800) 824-2547. Some quantites are limited!

Hardware News

Newell Industries recently announced an alternative to the TEC board from CodeHead Technologies. Newell Industries has produced an inexpensive hardware upgrade kit (TOS Adaptor Board or TAB for short) that allows users to install new TOS into an old ST—but, not without some hacking. The price is $29.95.

The TAB is a small circuit board that fits inside any ST, allowing the addition of any ROMS addressed in the E00000-EFFFFF range. TOS 2.06 is E00000-E3FFFF. Installation requires cutting 5-10 traces on the motherboard and possibly wiring up five jumpers, depending on your system. It is possible to leave the old ROMs installed with a switch to toggle back and forth between the two sets of TOS. For more information about the TAB and/or its installation, contact Newell Industries, PO Box 253, Wylie, TX 75098 or phone (214) 442-6612.

Gadgets by Small recently announced they have started shipping their long-awaited MegaTalk boards. The MegaTalk board connects into the Mega's expansion bus, and has two serial ports capable of up to 921,600 baud and a Mac SCSI port. The serial ports are both Atari and Mac compatible (for connecting to a LAN), and the SCSI port could be used to connect to a Mac CD-ROM or scanner, etc.

In a recent Gadgets by Small RoundTable Conference, George Richardson, of the Merlin Group, talked about the Chromax color board for Gadgets' SST. It seems a new graphics chip has come out that puts all of the power into one single chip, rather than spread over several as in the past. George indicated this would make the development of the Chromax a whole lot easier, and could make their color setup more affordable for the average ST owner.

He gave some specs for this particular graphics chip that sounded impressive.

With 16 colors, resolutions supported are:
800 x 600
1024 x 768
1280 x 1024

With 256 colors, the chip supports:
640 x 400
640 x 480
800 x 600
1024 x 768 (interlaced or non-interlaced)
1280 x 1024 (interlaced)

With 32,000/64,000 colors, the chip supports:
640 x 400
640 x 480
800 x 600

For comparison, the resolution for ST medium is 640 x 200, high res on the ST is 640 x 400, TT medium res is 640 x 480 and high res on the TT is 1280 x 960.

New Educational Software

D.A. Brumleve recently announced a new educational product for the ST—Multiplay! Multiplay helps children commit basic addition and multiplication problems to memory. Multiplay has three play screens: Pattern, Puzzle and Make Puzzle.

The program comes with an installation program allowing the parent or teacher to configure the disk to suit the skills of the child. Options that the child can see can be turned on and off using the installation program. The program is for children aged 5 to 11 and costs $40. For more information, contact D.A. Brumleve, PO Box 4195, Urbana, IL 61801 or phone (217) 337-1937.

Hybrid Arts Change

Barefoot Software, Inc. recently announced they now handle Hybrid Arts' MIDI product support and development. Products under development include SmpteTrack and EditTrack (platinum versions), and support of GenEdit v2.0 is now available. For more information, contact Barefoot Software, Inc., 19865 Covello St., Canoga Park, CA 91306 or phone (818) 727-7143, or type Go MIDIAVEN (MIDI A Vendor Forum) to get to Barefoot's online support area on CompuServe.

Lynx News

Atari recently announced a new ad campaign for the Lynx to coincide with the release of *Batman Returns*—including a new game by the same name! June 19th *Batman Returns* debutes both on the Lynx and in the theatres. TV ads will appear around June 15th, and a 32-page, full-color, glossy Lynx insert appears in with the latest Electonic Gaming Monthly magazine.

Two other titles, *Basketbrawl* and *Lynx Casino* are expected around the same time as *Batman Returns.* Also expected is the release of *Rampart*, a castle building/ battling game by Eric Ginner and Jerome Strach, who also did *Shanghai, Checkered Flag* and *Batman Returns.*

An announcement posted on CompuServe indicated that the Lynx version of *Eye of the Beholder* is *complete* and has been sent off for manufacture. That means it should hit the stores in late August instead of Christmas, as listed in Atari's CES press kit. *Eye of the Beholder* for the Lynx will be the first 512K (4 meg) Lynx game ever. It will also be the first to utilize battery back-up for game saves.

Another first for the Lynx comes from Telegames. Their game, *The Guardians: Storm Over Doria,* has been expanded and improved. Originally planned as a 256K (2 meg) game, Atari has decided to enhance the game significantly, bringing it up to 512K (4 megs) and using battery back-up. It will probably reach the stores in the fall. This will also be the first role playing game for any system that allows up to four people to play at the same time.

Show Announcement

Festival Atari de Montréal et Environs (FAME), organized by users' groups and dealers in the Montréal (Quebec, Canada) area, has been scheduled for September 26-27, 1992. Interested parties should contact either ASTMUM's Kest Carter-Morgan at (514) 272-6631 or MACAM's Terry Cowen at (514) 696-3773.

Right on Target

David Plotkin
Contributing Editor

A few issues ago, I remember reading an article from Dave Small graphically detailing some of the tribulations he went through to get the SST software going.

I have followed Dave over the years, as he has proceeded from one seemingly impossible project to another. Way, way back, he created the first Mac emulator, named "Magic Sac." This wonder allowed the Atari ST to imitate a Mac Plus.

I remember my first glimpse of Magic Sac. It was at an Atari show at the San Jose Convention Center many years ago. Dave was then working with a company called Data Pacific, and they had a booth to show off Magic Sac. I had heard rumors about the product, which Dave had been showing in various stages of completion at shows prior to the one in San Jose.

Previous to this, the product had been called MacCartridge (it was a cartridge that plugged into the cartridge port of the ST). I thought MacCartridge was a pretty good name—it seemed every other product for the Mac at that time had "Mac" in it somewhere.

Apparently, however, Apple didn't think it was a good name! They had been claiming for awhile that you couldn't use the phrase "Mac" in your product name without their permission. (I wonder what MacDonald's would have thought of that?) With literally hundreds of products for the Macintosh that had "Mac" in their name, this could have spelled big-time trouble for a lot of software vendors.

However, Apple chose, in most cases, not to enforce their God-given right (grin). In the case of MacCartridge, however, they decided they would not allow it.

Since Data Pacific didn't have the time or money to go up against Apple (who is not afraid to sue MicroSoft or Hewlett-Packard for using an idea they didn't even invent—the icon-driven desktop), they changed the name to Magic Sac—I guess because they were packaging and selling the product in brown paper bags!

Just as an aside, Data Pacific wasn't the first company to knuckle under to Apple. Digital Research, the inventors of the GEM desktop changed the design in later versions because Apple threatened to sue.

I am sure Apple would have *loved* to get Magic Sac off the market, for the simple reason that an Atari ST and a Magic Sac cost about half what a Macintosh did then. I even heard rumors of Apple personnel using Magic Sacs.

There wasn't much Apple could do, however. The Magic Sac needed the Mac ROMs to work, but Dave didn't supply the Mac ROMs with it. You had to go to a Mac dealer and buy the ROMs separately. These were easy to find in those days, in contrast to today. But the Mac ROMs were genuine Apple (in most cases—more on that in a moment), so Apple really couldn't do anything except tighten up the supply of Mac ROMs.

Apple managed to do this quite successfully by lowering the boom on dealers who sold the ROMs (most of which were obtained from Macs that came in for upgrades to the then new 128K ROMs).

What was interesting was that, for a time, even though Apple was tightly controlling the supply of ROMs, there seemed to be plenty of them around. Of course, it wasn't that hard to make your own copies of the Apple ROMs with a device called an EPROM burner (this is illegal by the way, just like copying software)—but these ROMs appeared to be genuine Apple, with the silkscreened logo and everything.

Apple investigated, with a little help

from the FBI (copyright violation, you know?), and eventually tracked down a gentleman in the Midwest who was making a handy profit making and selling "Apple" ROMs. When they arrested him, they found a house full of automatic weapons—he was expecting trouble, I guess.

At any rate, none of this had anything to do with Dave Small, who continued to refine the software driving the Magic Sac. He worked very hard at it, turning out many revisions that were made available to registered owners at a very reasonable upgrade price.

And, Dave struggled mightily to make the Mac software work with Magic Sac, learning more about the ST (and probably the Mac) in the process than he probably ever wanted to.

You see, it turns out to be *very* hard to make one computer imitate another exactly. Primarily, this is because Dave read all the programming guidelines Apple gave the developers for the Mac and believed those developers would follow those guidelines. If they had, Magic Sac probably would have worked flawlessly.

The problem was, many developers took liberties with the guidelines. The programs still worked on the Mac, but broke when you tried to run them on a Magic Sac-equipped ST. Even Apple broke its own rules.

Of course, this had dire consequences when Apple upgraded the Mac from the original 64K ROMs that Magic Sac used to the 128K ROMs in the newer monochrome Macs and the 256K ROMs in the color Macs. Apple also assumed the rules had been followed, and the programs that broke the rules stopped working on the newer Macs.

In fact, as the Mac software vendors scurried to fix their software to work on the newer Macs, many of these programs also began to work on the Magic Sac! Of course, software that was written to only work on the newer 128K ROM Macs didn't work on Magic Sac at all, and thereby hangs another tale in the saga of Dave Small.

But I guess that will have to wait 'til next month. See you then...

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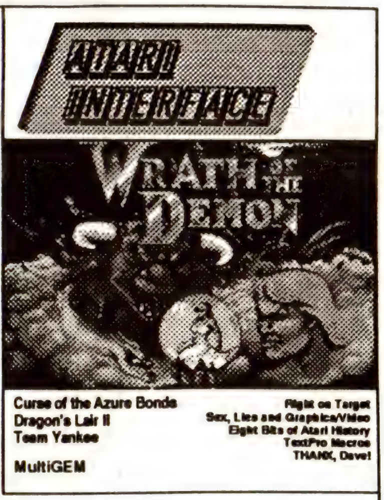

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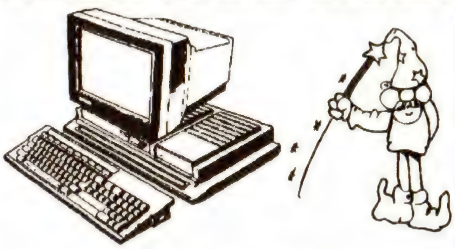

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PREHISTORIK
RAIDER OF THE LOST BURGER

BRENDA MICKA
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It's time to get back to our roots, folks. Back to the time of dinosaurs, crude weapons and the never-ending fight for survival.

Computer games are so varied. You have everything from pure text adventures to graphics that make you sit back and say "WOW!" From simplistic solitaire card games to complex simulations. But, for me, there has always been a spot in my heart reserved for the ever popular platform games. Many hours have been spent sitting in front of the Nintendo with Mario and many dollars spent on Mario-type games.

Prehistorik did not disappoint me in this respect. It is a platform game with 150 scenes (I figure probably about eight levels) of club-bashing fun.

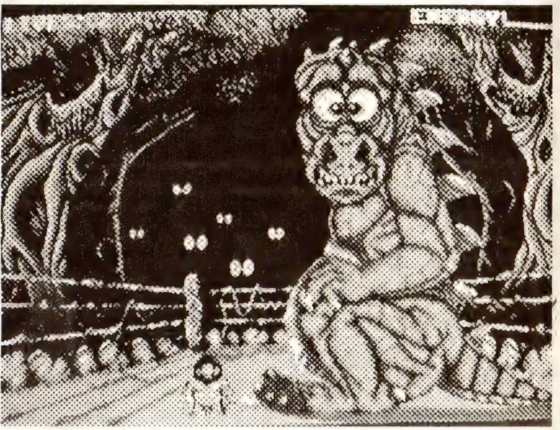
Level Determination

The documentation tells you there are 150 screens but not how many levels there are in the game. I tried to count screens while playing the first level and I think I came up with about 35 screens. Now, with this information, you might say there must be approximately four levels.

Except the 'big bad ugly' you have to meet "at the end of each level" is considered to be a level itself. When I killed the first "end of level monster" the game told me I had finished Level 2. Okay, so maybe there are four regular levels with these one-screen levels in between... maybe eight levels or so. I don't know, it's got me stumped....

The Why and How of Playing the Game

Prehistorik is the name of the character you play in this game. His main objectives are to gather as much food as possible and to live long enough to get it back to his people. His tribe, the Zoglors, ran out of food and water. So our hero (can't you see the light bulb over his head?) invented hunting.



At the top of the screen there are displays for score, food, lives, time and energy. There are a few points I need to make here. As far as score is concerned, I think it's an unnecessary part of the game. There is no high score screen to "compare" your personal score with and no reward for a high score (extra life, etc.). In addition, as soon as your last life is gone, the screen blanks and you can't see your score anyway.

The time limit to complete the levels is a good idea. Don't dawdle, your people are starving to death. The food bar indicates how much food you have picked up. If you reach the end of the level and don't have enough food, the game tells you that you have to go get more.

I may have been spoiled by the many other games I have played, but I think it should be possible, somehow (potions, eating some of the food you've collected, etc.), to get back some of the energy you lose along the way. As soon as your energy drops to zero, you lose a life. The documentation tells you there are many hidden lives around, but I have yet to find one. I have found them in the caves and gotten them from the Guru, but have not found a hidden one yet.

PREHISTORIK

Club Activities

You begin the game (and each subsequent life) with a club. Bashing enemies with the club stuns them long enough for you to walk over them and receive points. They then disappear. However, if you wait too long to stomp on a stunned monster, it will stand back up and come at you once again. This is indicated by a flashing arrow above the stunned monster's head. Some monsters take more than one hit to stun, while some others can't be killed or injured at all.

You will find most of the food you need in the caves, so you must go into them or you will get nowhere fast. In the caves, you will also come up against more monsters, fire, and various bonus objects.

Most of the caves are one entrance caves (you go out the same way you came in). However, some caves have what they call a "wrong-way" sign that allows you to walk out of the cave through the right side of the screen rather than the left. Doing this could be good or bad. It allows you to avoid the monsters you dodged on the way through. The catch is that it could exit you *anywhere* on the level, not necessarily adjacent to where you went in. When you use this option and come out of a cave entrance, you are momentarily invincible. This gives you a chance to react to the new surroundings, monsters, etc. Also, if you turn around and go back in the cave...it's not the cave you left! There may be food and bonus objects inside.

What Secret Rooms?

Secret rooms are also mentioned in the docs, but perhaps I haven't played through far enough yet. I haven't seen one, unless what they are referring to are the cave entrances you leave when you use the "wrong-way" exits.

Bonus Items

The bonuses that were mentioned are: Alarm (extra time), Bomb (stuns all enemies on that screen), Shield (temporary invulnerability), Axe (allows you to stun enemies with only one blow), Spring (improved jumps) and Cross of Life (extra life). These bonuses can either be picked up in the caves, or if you bash the Guru on the head with your club—he pops up in various places—he will leave one for you.

What?? No Pause?

One very large omission in this program is the lack of a pause feature. In a game that allows you to save your progress, a pause isn't a big deal. But you can't do that in this game (I can't think of a platform game where you can save). If you are happily playing and getting further in the game than you ever did before, and all of a sudden the doorbell rings...you're out of luck! While you are gone finding out that somebody got the wrong address, our buddy Prehistorik will more than likely perish at the "hands" of the Gubba-Glub, Pyro-Tax, Chimp-Agogo, Pteriyaki or some other stone-age type creature.

Conclusion

I have played through to about the eighth screen of the third level. Even though I estimate only eight levels, this game will take you awhile to complete. The graphics are good—Prehistorik's hair gets disheveled momentarily when he jumps and the once brown bears are blue in the ice world (presumably from the cold).

Overall, I like the game and would probably recommend it to anyone who is a fan of platform games. But, honestly, I wouldn't recommend it without mentioning what I consider the biggest problem...no pause feature.

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SWAP

SWAP

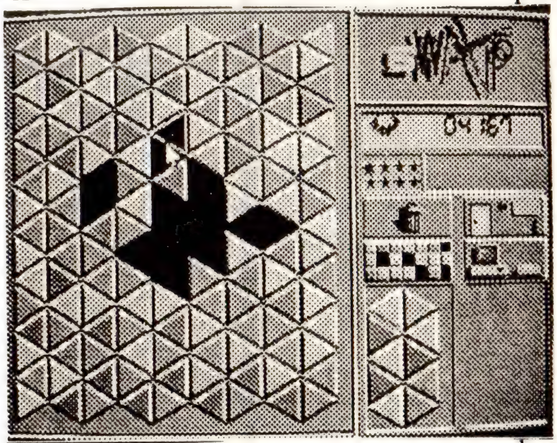
Kevin Slate
WMAUG

"Intelligence is something you demonstrated by buying SWAP, and something you will need when playing it."

The introduction to SWAP, a new game from Titus, makes this claim. The game, however, fails miserably trying to live up to its own intellectual claims. The idea behind SWAP is basically sound, but programming errors and lack of insight plague the game soon after booting.

The manual, which is translated into German, English and Italian, is a poor example of what a manual should be. The introduction is a witty description of what a "brain" is and proceeds to be a good "ice breaking" introduction.

Following the introduction is where the manual falls apart. The loading instructions tell you nothing of the status of the disk. Can it be backed up? Is it singled-sided or double-sided? Can it be copied to a hard drive? It simply tells you to insert the disk, turn your computer on, and keep the "SWAP" disk in your drive while playing the game because high scores are saved to it.



The game's playing instructions are simple enough to understand, but a few screen shots would be very helpful. The rest of the manual proceeds to tell you how to raise your I.Q. and offers a short five question I.Q. test...both of which are unnecessary.

Removing Tiles

The game is played by trying to eliminate "tiles" from a board consisting of multi-colored geometric shapes (always the same shape per level). To eliminate the tiles, you move the cursor to an area where two tiles meet and left click with the mouse. This causes the tiles to flip, exchanging positions. If, when flipped, the tiles abut a tile of the same color, they disappear.

This continues in an attempt to clear the board or acquire enough points to access the next level. Your point score is indicated by eight "stars" that are highlighted as you achieve greater point levels. You are also able to skip levels depending on how you do per level.

Options

A number of other options are also available (the actual options vary per level). A "Supplementary" feature allows you extra tiles to place on the board in an attempt to help eliminate others. Of course, each supplementary tile you use costs you some points—ten, to be exact. "Avalanche" allows all the tiles to fall to the bottom of the board but this one costs you one-hundred points.

"Credits", which are found in "harder levels," let you gain ingots and are used, or spent, when a flip results in no tiles being eliminated. Some levels also have a time limit. All the levels have an "Undo" feature, the ability to take back a move.

Prior to each level, an "introductory screen" tells you which options will be active for that level. Unfortunately, the manual does not describe how to interpret this screen. (The options that are not active could be "grayed out" a little more clearly.)

A practice level is also available, allowing you to configure any of the options.

Problems?

While playing SWAP, I ran into several problems and discovered a few options which I felt were necessary but not included.

To start with, the disk is not copy protected, but when using a standard disk copy, the game does not allow for more than two saves per disk. If you are trying to save more than two levels, an alert box pops up telling you "disk error," not "disk full." There were several other save errors as well.

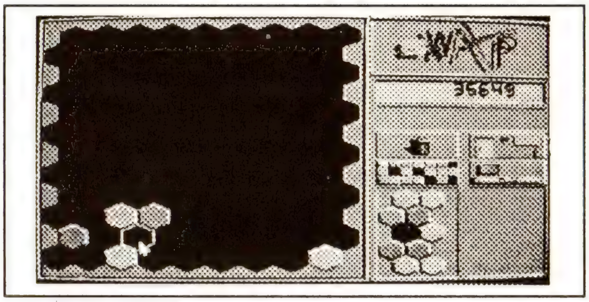
After failing to complete a level (e.g., timer running out, running out of ingots, etc.), there is no way to restart the level (short of using undo to get back to the beginning of the level).

If you save after failing a level and try to re-load, you are placed right back where you left off...failing the level. If the timer had run out, you are sent back to your saved level only to be switched to an options menu with no time to access the level. It would be nice if the program didn't allow you to save right after failing a level or running out of time.

In one instance, I ran out of time, saved the level, reloaded, and returned to the level to find the timer had turned off!

Another unimportant but peculiar error was the inability to type the letter 'G' when trying to save a level. It appears as a letter 'H'.

The "Undo" feature is also inaccurate. It not only allows you to take back one move, but you can also take back every move made to the beginning of a level. Doing so, however, tends to run into some problems. When you start to click on the tiles again, random tiles tend to disappear all over the board, following no particular pattern.



Summary

"Intelligence...something you'll need while playing" SWAP is an inaccurate statement that follows right along with the rest of the game's inconsistencies. In one instance, I was able to reach Level 60 by randomly clicking on tiles. There are 300 levels in all.

The basic idea behind SWAP is sound, but the game fails to perform up to my expectations. The manual is weak, and the gameplay is plagued with errors. It seems to me that SWAP's release was premature and I'd think twice before purchasing this one from Titus Software Corp.

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COMPUTER BULLETIN BOARD 445-1313

WRITING A BULLETIN BOARD ON THE ATARI 8-BIT, PART 3

JAMES BASTABLE

BAPAUG

Hello again! In my last article, I explained how Turbo BASIC prevented the 850 Interface from being used because it destroyed the handler at load up.

The program in Figure 1 creates a file on Drive 1 called 850DRIVE.COM which can be BRUNed (BRUN "D:850DRIVE.COM") to load the 850 after Turbo has loaded. Thank you Arthur Edwards of Powys wherever you are these days.

Now, on to the nitty gritty of writing your own Bulletin Board. By now you should have a grasp of how to use XIO commands, so we'll go onto the problem of speeding up data transfer rate, which BASIC struggles with. The problem lies in the PUT and GET commands which, although being ideal for handling individual bytes to and from a device, are just too slow for speeds of 300 baud and above.

Actually, we need not worry too much about incoming data as callers to your Bulletin Board will be sending data at typing speed. This is well below 300 baud, as you can imagine. The GET command can handle this happily and still have time to echo the characters.

Program 1 to accompany Part 3

```
   Creates 850DRIVE.COM to load RS232 handler into Turbo Basic by
Arthur Edwards.
   1990 OPEN #1,8,0,"D:850DRIVE.COM"
   2000 FOR D=0 TO 87:READ BYTE:PUT #1,BYTE:NEXT D:CLOSE #1
   2010 DATA 255,255,0,56,75,56,169,80,141,0,3,169,1,141,1,3,169, 63,
     141,2,3
   2011 DATA 169,64,141,3,3,169,5,141,6,3,141,5,3,169,0,141,4,3,141,9,3
   2012 DATA 141,10,3,141,11,3,169,12,141,8,3,32,89,228,16,1,96,162,
     11,189,0
   2013 DATA 5,157,0,3,202,16,247,32,89,228,48,6,32,6,5,108,12,0,96,
     226,2
   2014 DATA 227,2,0,56
```

There's An Echo in Here

You must remember that any character sent to your Bulletin Board should be echoed two ways. Firstly, it has to be echoed to the caller which is standard Full Duplex operation. Secondly, it should be echoed to your own (local) screen so you may monitor what is taking place. This second operation can be ignored if speed is essential. So a typical GET operation should follow this format:

```
100 GET #1,CHAR :REM GET FROM MODEM ONE BYTE
110 PUT #1,CHAR :REM ECHO TO CALLER'S SCREEN
120 PRINT CHR$(CHAR); :REM ECHO TO LOCAL SCREEN
```

BASIC can output data easily in excess of 1200 baud by using the PRINT command. The problem lies in your own local screen display. If you were to PRINT out a string containing 1500 characters, you would either have to print it to your screen before or after displaying it to the caller. Either way, that causes a noticeable delay to the caller. Also, what would happen if the caller wanted to abort a stream of text being transmitted?

The answer is to break the string down into smaller parts, then PRINT them out to caller. After each PRINT command, the program could go away and check whether anything has been typed. It can also see if what has been typed indicates that the caller wishes to pause the listing or abort it completely.

During this interval, you could also check whether the caller is still on line by CLOSEing the port. Or, if using a Hayes modem set correctly, you could check for the character 3 (ASCII 51)—the Hayes code for 'No Carrier'—and then CLOSE the port to check whether the caller is actually still there or not.

I use the following subroutine to do print out text in chunks, but maybe you can think of a better one.

```
10 REM assuming that BUF$ holds data.
20 REM assuming that Channel 1 is open to
     RS232.
50 REM BAUD holds the value of the Baud Rate
60 REM using 0=300 Baud or 10=1200 baud.
70 M=BAUD+4
100 IF LEN(BUF$)<M THEN PRINT #1;BUF$:PRINT
     BUF$:RETURN
110 Z=INT(LEN(BUF$)/M):CNT=0
120 FOR LP=1 TO Z
130 T$=BUF$(CNT+1,CNT+M)
140 PRINT #1;T$;:PRINT T$;
150 CNT=CNT+M
160 REM Program goes away and checks for in-
     coming data.
170 NEXT LP
180 IF LEN(BUF$)-(Z*M)>0 THEN T$=BUF$((Z*M)
     +1,LEN(BUF$)) :PRINT #1;T$;:PRINT T$;
190 PRINT #1:PRINT
200 T$="":RETURN
```

Note that even though this is a subroutine, the line numbers are quite low. With standard Atari BASIC, routines that are the nearer the start of the program are accessed faster than those toward the end. This routine will PRINT larger chunks of data out at 1200 baud than it will at 300 baud.

On the Receiving End

Receiving data, as I mentioned before, is not that difficult, as it is usually typed to a Bulletin Board. With standard Atari BASIC, you cannot use the INPUT command. Although INPUT is fast enough, it will not stop trying to receive data until it gets an EOL (ATASCII 155) character.

This may not seem to be a problem at first, until you think about what happens if carrier is lost (the caller drops the line) halfway through receiving data the carrier was lost. Your program would sit there forever waiting for the ATASCII 155. And what about when you are transferring programs where the incoming data may not contain a 155 at all?

Binary GET

In most circumstances, you can simply use the GET command. But, when you want to receive data at high speed, you are going to need a more efficient command. Fortunately for users of BASIC XL, BASIC XE and Turbo BASIC, this command is readily available—Binary GET (BGET). If you are using Standard BASIC—nothing to be ashamed of—the program in Figure 2 contains a routine that loads a Machine Code program into a string called ML$ which duplicates the Binary GET found in other BASICs.

Program 2 for Part 3

```
   Creates M/C program for Binary Get by James
Bastable.
   10 DIM ML$(46)
   20 FOR LP=1 TO 46
   30 READ A
   40 ML$(LP,LP)=CHR$(A)
   50 NEXT LP
   100 DATA 32,68,218,104,104,104,10,10,10,10,
     170,169,7,157,66,3,104,157,69,3,104,157
   110 DATA 68,3,104,157,73,3,104,157,72,3,32,86,
     228,189,72,3,133,212,189,73,3,133,213,96
```

The Binary GET is used in this manner:

X=USR(ADR(ML$),CHAN,ADR(BUF$),AMOUNT)
where
ADR(ML$) is the address of the Machine Code routine
CHAN is the Channel Number being accessed
ADR(BUF$) is the address of the string into which you wish the data to be entered and
AMOUNT is the amount of Bytes you wish to be transferred.

As a bonus, the amount of bytes that was actually transferred by the routine is returned into X. Obviously, the Binary GET can be used with other devices, such as disk drives, for speedily reading in Data.

To ascertain how many bytes of data are needed to be transferred from the RS232 and entered into the USR parameter AMOUNT, you need to do the following:

When in Concurrent mode (XIO 40), issue a STATUS and PEEK memory location 747. This tells your program how many bytes are in the buffer. If there are no bytes in the buffer, then your program could go away and check whether the caller is still online. Otherwise, the value found in location 747 is placed into the variable AMOUNT.

Miscellany

As a recap, if you have set up Port 1 correctly using XIO 36, simply OPENing and CLOSEing the channel tells you if the caller is still there. If the caller has dropped carrier, this action causes a TRAPable error.

When receiving information on a Bulletin Board, always assume the caller is going to do something "stupid." For example, expect the caller to type in lowercase when uppercase is required. Your program should allow for this sort of thing and alter the data accordingly.

Also, try to remember that your caller may suffer line noise (data corruption due to a bad phone line connection), so check for characters that are never used in typed messages or commands and filter them out. To find these characters, look through a list of ASCII characters and codes.

In the next article, I discuss the Xmodem file transfer protocol, the simplest and most widely used form of transferring important data such as programs.

While Xmodem support is not essential to a Bulletin Board, it is most desirable.

Until then...

[redacted]

Source Code for (Binary Get) for Part 3.

By James Bastable.

```
10 ;--------------------------------
20 ;BINARY GET BY JAMES BASTABLE.
30 ;--------------------------------
40 ;USE FORMAT
50 ;X=USR(XXXX,CHAN,ADDR,AMOUNT)
60 ;CODE IS RELOCATABLE
70 ;--------------------------------
80 ICCOM=$0342
90 ICBAH=$0345
0100 ICBAL=$0344
0110 ICBLH=$0349
0120 ICBLL=$0348
0130 CIOV=$E456
0140   *= $0600
0150  JSR $DA44       ;CLEAR 212-217
0160  PLA             ;BYTES PASSED
0170  PLA             ;
0180  PLA             ;GET CHANNEL NUMBER
0190  ASL A
0200  ASL A
0210  ASL A
0220  ASL A            ;MULTIPLY BY 16
0230  TAX              ;TRANSFER TO X
0240  LDA #7           ;OR 11 FOR BPUT
0250  STA ICCOM,X
0260  PLA              ;GET BUFFER ADDRESS
0270  STA ICBAH,X
0280  PLA
0290  STA ICBAL,X
0300  PLA              ;GET BYTE AMOUNT
0310  STA ICBLH,X
0320  PLA
0330  STA ICBLL,X
0340  JSR CIOV         ;DO THE JOB
0350  LDA ICBLL,X
0360  STA 212          ;RETURN BYTES
0370  LDA ICBLH,X      ;TO BASIC
0380  STA 213
0390  RTS              ;ALL DONE
```

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Programming in Michtron Command Language #3
A Tutorial for Michtron BBS 3.0 Sysops

Jeff Wells

Welcome Back! This is a tutorial for Sysops who run Michtron BBS v3.0 and would like to learn more about the language that drives the BBS, Michtron Command Language, or MCL. In our last article, we demonstrated some of the MCL commands through a program called MCL Baseball (MCLBBL).

There is one thing I hope you've discovered so far that is very important when writing a program in MCL, or any language. This is that there are some things you have to determine before you start coding your program. These include:

- What variables will be needed, Temporary and Global?
- What is the program to accomplish? What's the end result?
- Flowchart your program to determine what needs to be done and when.
- What input is required to make the program work?
- What is the output supposed to look like?

There are probably endless other questions we could add to that list, but, the key point I am trying to get across is that you should make a "map" of where you want the program to go. Programming without a concrete plan is like taking a trip without an atlas—you've got a good chance of getting lost. *Have a plan!* Having a well prepared plan can eliminate endless hours of asking yourself "Why isn't this program doing what I want it to do?"

In our last article, we discussed our plan, determined what variables were needed and assigned them. Then we started our program.

In the previous article, we created a menu and used the key_match(sexp) function to get input from the user. We also showed how to use the conditional IF statement to direct the flow of the program. Let's pick up right where we left off, just after testing if k == 'G'. The following code goes after that last bit of code from the last article.

```
print("PLAY BALL");
if(exist(z$))   /* Load Player */
{
      m = 1;
      open(z$);
```

In the above code, if the user entered a zero or a carriage return at the menu we previously built, the program would drop to the print("PLAY BALL"). Since all the other menu commands would jump to the MAIN label or execute a different MCL program module, there is no need to explicitly test if the user has entered a zero or carriage return. The only way the user could get to this point in the program is by entering one of those two choices.

The z$ variable was earlier assigned as the file holding the players' names. We did that in the last article as well, just prior to defining the MAIN label.

In the code above, we use another conditional if() statement along with the exist(sexp) function to determine if the file exists. If the file exists, the exist(sexp) function returns a -1, which is interpreted as TRUE. The function returns a zero (which means FALSE) if the file doesn't exist. The same result from the if() statement can be accomplished with the following code:

```
x = exist(z$);
if(x)
```

By using both if() and exist() together, we don't need to assign the result of the exist() function to a variable. When using an if() statement, it will only execute if the conditions are TRUE. *Note:* It should be pointed out that any non-zero condition (not just -1) is interpreted as TRUE. So, zero is FALSE; everything else is TRUE. Got it?

I can not stress enough the importance of checking for the existence of any file before attempting to opening that file. If you do not check and you attempt to open a file that is not there, the result will be a *fatal error* and the BBS will attempt to reload MAIN.MCL.

We then assign our player counter m to 1 (m = 1;) and open the file.

```
   while(1)
   {  x = read(y$);
      if(x < 0)
      {  gosub NEW_PLAYER;
         break;
      }
      if(logname(y$))
      {  o$ = "\\BBS\\BASEBALL\\BASEBALL.0";
         if(m < 10)
            strcat(o$,"0");
         str(w$,m);
         strcat(o$,w$);
         open(o$);
         read(a$);
         read(b$);
         read(c$);
         a = atoi(c$);
         read(c$);
         b = atoi(c$);
         read(c$);
         read(d$);
         read(e$);
         read(f$);
         read(g$);
         read(h$);
         read(i$);
         read(j$);
         read(k$);
         read(z$);
         d = atoi(z$);
         read(z$);
         h = atoi(z$);
         read(z$);
         i = atoi(z$);
         open("");
         break;
      }
      else
      {
         m += 1;
      }
   }  /* End of While
}
else
{
      m = 1;
      gosub NEW_PLAYER;
}
```

By using the while(1) statement, the program loops forever until you decide to break out of the loop. In this case, we do so by using the BREAK command. You may also assign or test a condition within the while() statement. For instance, while(m < 10) executes all code under this statement's domain until the counter m is less than 10.

The read(sexp) function retrieves data from the file we previously opened. The function reads until a new line is encountered in the file or 79 characters, whichever comes first. It is important to note that you must OPEN a file before attempting a read(), otherwise, it's FATAL ERROR time again. This function returns the length of the string read or -1 if there is no more data available.

There are three different ways you can use to call the read() function. These are:

read(sexp); This attempts to read data even if there is no more data to retrieve (i.e., you are at the end of the file). Attempting to read past an end of file causes a FATAL ERROR.

if(read(sexp) < 0); This checks to see if the End of File has been reached. If at end of file, it executes whatever commands fall into the if() statement's domain.

x = read(sexp); This assigns to x the length of the variable sexp or a -1 if the End of File has been reached. You can then test to see if you're out of data by looking at the contents of x.

I recommend using the second or third illustration if you are not 100 percent sure how many times you will be reading from a file. If you *know* there are only four pieces of data within the file, and this will never change, then the first example would be your best choice.

We use example three here, and then we check the condition of the read() function. If we are at end of file, then we jump to a routine called NEW_USER by using GOSUB. After that routine finishes (and we'll deal with what this routine does at a later time) and a RETURN is issued, the program returns to the next line after the GOSUB. This line contains a BREAK, which tells the program to stop executing the while(1) loop. Control is passed to the bottom of the loop, and the next line after the loop's end is executed.

If we weren't at the end of our players' file, the program moves on and checks if the user's name matches that of the player's name obtained by the read().

This is done by using the logname(sexp) function along with the if() statement. The logname(y$) function we used compares the contents of the string variable y$ to the current user's name (as contained in the system variable username$). If they are equal, logname() returns a non-zero (TRUE) response, which we test for with the if() statement.

If the user's name is stored in y$, then we know that our current user has played the game before and we need to load his/her data. First, we determine which file to load. To accomplish this, we use the strcat() procedure along with several if() statements to create a filename. In this case, some valid filenames might be BASEBALL.009, BASEBALL.015, etc. The number in the file extension is dependent upon the player counter m we've been using while reading from the players' file.

Once we have the proper filename, we open the file and begin to read. Notice, in this case, we use our first example of the read() statement. That's because we know for sure just how many times we have to read from that file.

During the read routines, we use the atoi(sexp) function. This function converts a 'sexp' to an 'exp'—a string into an integer. Simply stated, if s$ == "10" and we used x = atoi(s$), then x would equal 10. Since MCL can only read data into string variables, the atoi() function is used to convert that string data into integer form.

Once the player's data has been read, the program uses a BREAK to exit from the while() loop.

Finally, if the user's name did not equal that in the logname(y$) function call, we increment the player counter m by one and go through the loop again.

We continue to go through the loop until 1) we find an entry in the players' file that matches our current user's name, or 2) we get to the end of the players' file. If we find an entry, our user has played this game before and we load the proper data. If we hit end of file without finding a matching entry, our user has never played before, so the program jumps to the as-yet-undefined NEW_USER routine. Although we won't get to that routine in this article, you're probably already pretty sure what happens there—the user gets an entry in our players' file and we create his/her data file.

While we're on the subject of incrementing counters, there are two basic forms you can use. You can do either one of the following, with the second form being faster to type (less characters):

```
x = x + 1;
x += 1;
```

You can increment, decrement, multiply or divide (and even modus, And, Or and XOR) using the same format. Just change the arithmetic symbol. Whichever format you choose is fine—they both work exactly the same way.

Let the Game Begin

Now that we've gotten all the data set up for the current player—whether we loaded the data from an existing file or created it via the NEW_USER routine—it's time to start the game!

```
START_GAME:;
 print("\fWelcome, ",username$,".");
 if((a + b) >= 30)
   gosub reset_team;
 print("\n\nThe following has taken place
 since your last call:\n\n");
 z$ = "\\bbs\\baseball\\baseball.log";
 if(exist(z$))
 {open(z$);
  while(1)
  {x = read(w$);
   if(x < 0)
   {print("\n\nEnd of games recorded.");
    pause("\nPress any KEY to continue.");
    break;
   }
   read(x$);
   read(y$);
   w = atoi(w$);
   if( w >= i)
   {print("\n\n---------------------------
    -----------------------------------");
    print("\nTeam Name\t\t\t      1  2  3  4
    5      R  H");
    print("\n",x$);
    print("\n",y$);
    print("\n--------------------------------
    ------------------------------");
   }
   for(x = 1;x <= 200;++x)
   {
   }
  }
 }
 else
 {
   print("\n\nNothing NEW has happened!");
 }
```

We first clear the screen by using the print("\f...") command and print the user's name. Then, we check to see if the number of wins and losses, respectively contained in variables a and b, is greater than 30. We had to limit the number of games a user could play before resetting due to the way we keep the individual stats, which we will discuss later.

If the number of games played is greater than 30, we jump to the routine RESET_TEAM, which we also now need to write sometime in the future.

The program then checks to see if any games have been played by other users since the current user last played. Remember us talking about your MAP? Well, this is good example of how important such initial planning can be.

After each game is completed, we coded the program to embed the current_date() in the Game Log before writing each game's stats. Here, we can take advantage of that fact by checking the date our user last played against the dates stored in our Game Log.

If anything new has happened, we display the games. Then, we prompt the user to press any key to continue by using the pause(sexp) function. If no new games are found, we display a message stating so and continue onward...into our next installment!

Until next month, keep those keys a'clickin'.

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APA063 DOWNHILL
APA209 DRAWIT
APA065 DSEMBLER
APA150 DUNION'S DEBUGGING TOOL
APA160 EARTH SCIENCE
APA050 EASTERN FRONT (1941)
APA232 EAST. FRONT SCENARIOS 1942, 43,44
APA233 EAST. FRONT (1941)SCENARIO EDIT
APA136 ELEMENTARY BIOLOGY
APA074 ENHANCEMENTS TO GRAPH IT
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APA028 GRAPHICS/SOUND DEMONSTRATION
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Convector Professional

Bill Rayl

There's an old saying about a workman being only as good as his tools. Like most old sayings, there's a good deal of truth to that statement. Until recently, the toolbox has been pretty empty for the Atari desktop publisher. Even mediocre tools would have been a welcome change from no tools at all. Sure, we had a couple excellent DTP packages, but the Atari platform lacked the external add-on utilities necessary for a well-rounded DTP solution.

Take auto-tracing software, for instance. A year ago, there were no options available. Now, there are three packages with varying degrees of power—Silhouette, Convector Professional and Avant Vector.

While Silhouette is a full-blown graphics drawing program with auto-tracing features, the other two packages far outstrip its abilities to trace graphics. At the high end, Avant Vector has the most power and is a complete tracing and editing solution. At a retail price of $545, it's definitely not geared to the middle-to-low-end user.

Convector Professional, marketed in North America by Gribnif Software, happily fills in the middle ground. And, it does so without compromising in features or power. In fact, you get a great deal for the suggested retail price of $149.95. The software runs in all ST and TT resolutions (although in ST and TT low resolution, the drop down menus don't all display). At least one meg of memory is required.

What is Auto-Tracing?

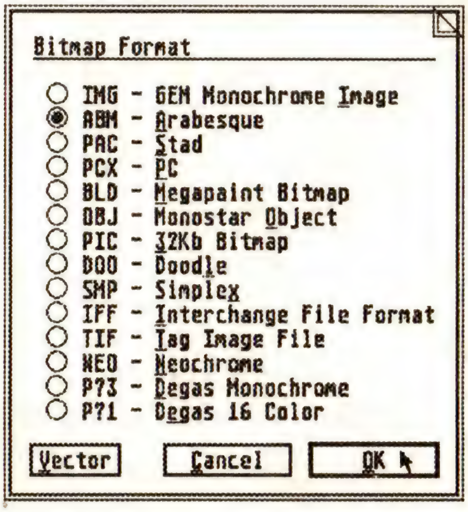
By now, most of you are probably familiar with the term auto-tracing and what auto-tracing software does. For those of you who are still in the dark, auto-tracing software "automatically" traces a bitmap graphic and creates a vectorized version of the image. *[Ed: For a more detailed description of rasters and vectors, see the "Rasters and Vectors" article, May '92 issue of Atari Interface.]*

Just how automatic the trace is depends on a number of factors—quality of the bitmapped image being traced, parameters set within the auto-tracing software, the type of tracing used and the abilities of the tracing software.

Comparisons

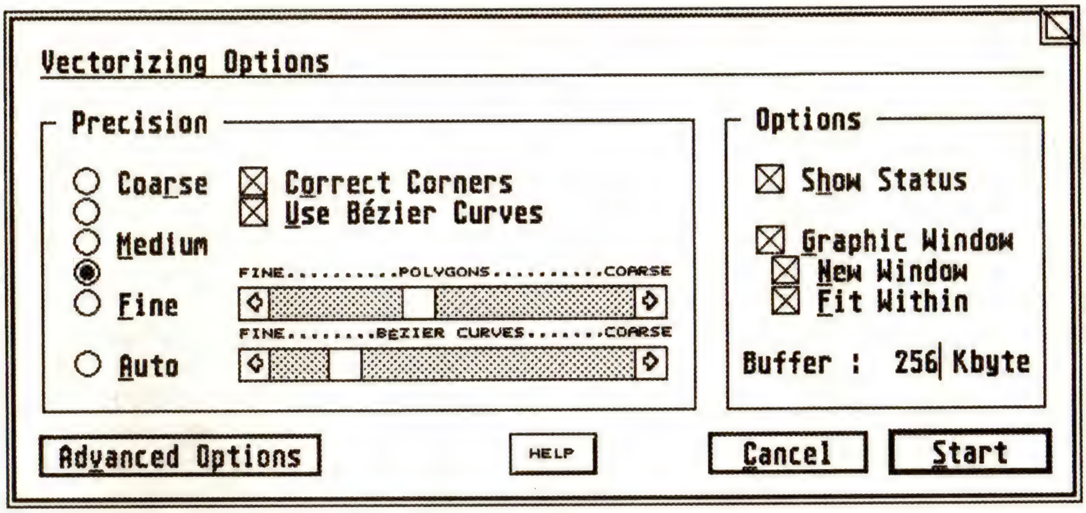
Fortunately, Convector Professional has the power to get the job done, and it does the job well. It even has a few options that can help improve the quality of the bitmap image with which you're working. Convector Pro compares very nicely to the auto-tracing features of Avant Vector and far surpasses even Adobe Streamline on the Macintosh.

There are actually two versions of Convector Pro contained on the distribution disk—the standard ST version and a TT-specific version. The TT version takes advantage of the TT's math coprocessor, Fast RAM and 32-bit ad-



Bitmap Format

○ IMG - GEM Monochrome Image
● ABM - Arabesque
○ PAC - Stad
○ PCX - PC
○ BLD - Megapaint Bitmap
○ OBJ - Monostar Object
○ PIC - 32Kb Bitmap
○ DOO - Doodle
○ SMP - Simplex
○ IFF - Interchange File Format
○ TIF - Tag Image File
○ NEO - Neochrome
○ P?3 - Degas Monochrome
○ P?1 - Degas 16 Color


Vectorizing Options

Precision

○ Coarse
○
○ Medium
●
○ Fine
○ Auto

☒ Correct Corners
☒ Use Bézier Curves

Options

☒ Show Status

☒ Graphic Window
☒ New Window
☒ Fit Within

Buffer : 256 Kbyte

FINE..........POLYGONS..........COARSE
FINE........BEZIER CURVES.......COARSE
Advanced Options
HELP
Cancel
Start

dressing. Gribnif claims the TT version is up to 11 times faster than Convector running on a 16MHz MegaSTE. Our tests verify this claim to be true! That's not to say the ST version of Convector Professional is slow, because it isn't. The TT version is FAST!

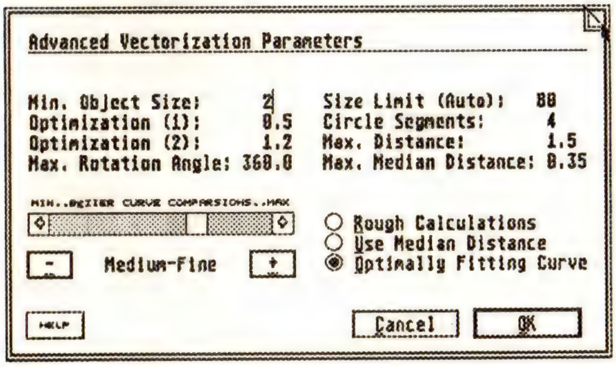
An added bonus is that either version can be run as a Desk Accessory, making Convector Pro available from within nearly any program. The program has special hooks allowing it to be used as a module within Arabesque Professional. Users of MegaPaint Professional can even use Convector Pro as a module!

While Convector may be everything you'll ever need for auto-tracing, you will need an additional program to edit/modify the vector graphics you create. That's because, unlike Avant Vector, Convector has next to no editing capabilities. Instead, Convector Pro focuses on doing only one job—auto-tracing graphics—and it does that job superbly.

You do have a lot of choices when it comes to an editing package, though. That's because Convector Pro supports nearly *every* bitmap and vector graphics format imaginable.

Bitmap Formats

Convector Professional can load any of the following bitmap formats: IMG, PCX, TIFF, IFF, Degas PI1 or PI3, Degas Elite PC1 or PC3, NeoChrome, Doodle, 32K raw PIC, STAD's PAC, Arabesque ABM, MegaPaint BLD and *more!*


Advanced Vectorization Parameters

Min. Object Size: 2
Optimization (1): 0.5
Optimization (2): 1.2
Max. Rotation Angle: 360.0
Size Limit (Auto): 80
Circle Segments: 4
Max. Distance: 1.5
Max. Median Distance: 0.35

Medium-Fine

○ Rough Calculations
○ Use Median Distance
● Optimally Fitting Curve

With IFF as the Amiga standard, TIFF as the scanning standard on Mac systems, PCX as the IBM bitmap of choice and IMG as the ST scanning standard (and the format used by Ventura Publisher on the IBM), Convector Professional can handle just about any graphic from the major computer platforms.

One thing needs to be noted here. Auto-tracing programs work best with images that are *only* black and white. Graphics using various grayscale shading or fill pattern effects are going to give any auto-tracer problems. If you have graphics with lots of fills or gray areas, it's usually best to edit those out before tracing.

Vector Formats

Once you've converted your graphic, Convector lets you save the vectorized file in GEM, GEM/3, Calamus CVG, MegaPaint VEK or VLB (Symbol), Arabesque AOB or Adobe Illustrator compatible EPS formats.

This wide-ranging support of file formats means you can use nearly any drawing/editing package on the market to modify the graphics. You can choose Calamus Outline Art, MegaPaint, Easy Draw, Gribnif's own Arabesque or even Adobe Illustrator (run under Mac emulation with Spectre GCR)—Convector Professional lets you use any (or all) of them!

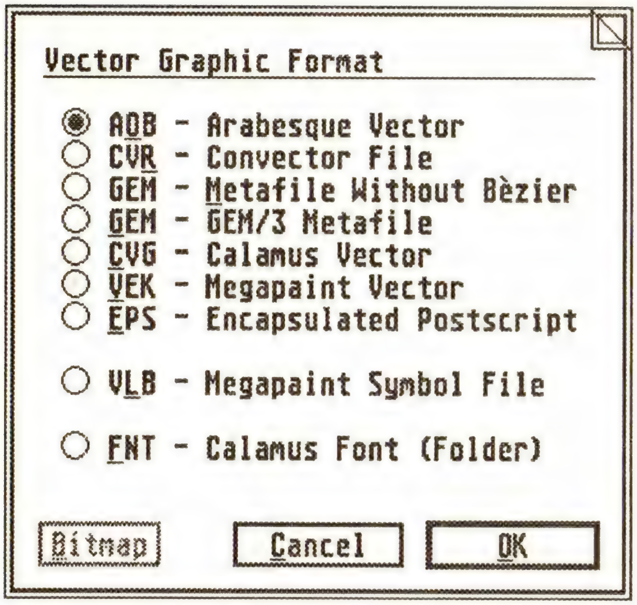
PageStream users can even opt to edit and colorize Convector's EPS output directly within the DTP program. All you need to do is first load the EPS graphic into a text editor (I personally use EdHak from Clear Thinking) and change the "%%Creator:" from "Convector" to "Adobe Illustrator." Then, you can Import the EPS into PageStream and edit to your heart's content.

I've tested the software using every one of the supported import and export formats mentioned above without a glitch. Unless I'm mistaken, Convector Professional supports more file formats than any other graphics package on the Atari ST/TT market!

Using Convector

One of the best things about Convector is that it's soooo easy to use. You'll be up and running in only a few minutes. By spending about 10 minutes reading the manual and playing with the options, you'll be an auto-tracing pro. Or, you can skip the manual, use the extensive online help and trim a few minutes off that estimate!

When you first load Convector, you're presented with Convector's desktop. Along the top, you have the



Vector Graphic Format

● AOB - Arabesque Vector
○ CVR - Convector File
○ GEM - Metafile Without Bèzier
○ GEM - GEM/3 Metafile
○ CVG - Calamus Vector
○ VEK - Megapaint Vector
○ EPS - Encapsulated Postscript

○ VLB - Megapaint Symbol File

○ FNT - Calamus Font (Folder)

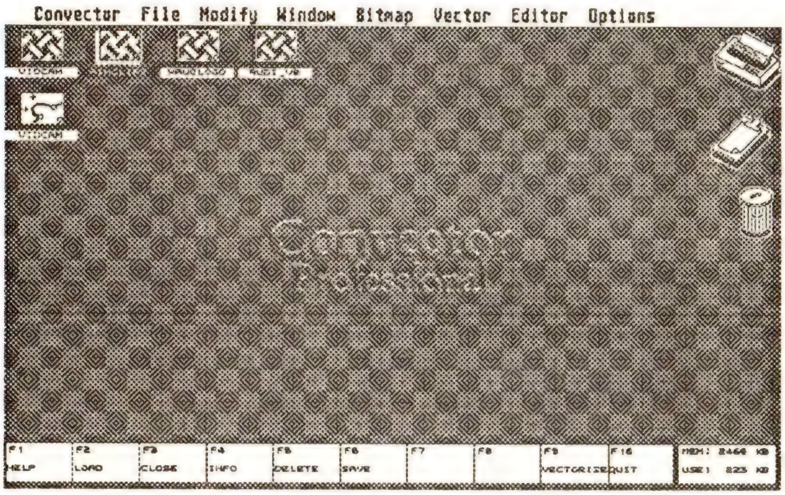
various drop down menus. A display of the various function key operations are shown at the bottom of the screen. On the desktop, you'll find a printer, clipboard and trashcan icon.

As you load bitmap graphics and create vector images, an icon for each of these is added to the desktop. Double clicking on one of these icons opens a window containing the selected graphic. If you have GDOS installed, you can print a vector graphic by dragging the icon to the printer icon. (*Note:* GDOS is not needed for any other program function, including saving of GEM objects. GDOS is *not* supplied with Convector Pro.)

What's Your Preference?

Before you start converting graphics, it's a good idea to set Convector Pro's Preferences to suit your needs. From the Preferences dialog box, you can tell Convector Pro to ask you for the file type to load or save, whether or not to open a window when a graphic is loaded, how to handle the UNDO function, and more.

Setting the Coarse Bézier Curves option speeds up screen redraws without affecting your actual output file. This is a handy option if you're using a normal 8MHz ST. The Bézier Quality setting also affects only the display of graphics on your screen, and lower quality settings can dramatically speed up display.



A VDI Béziers option is there to take advantage of possible future additions to the operating system in your computer. Atari has announced plans to add Bézier curve support to some future release of TOS. When they do, Convector Pro is ready to take advantage of that support!

After setting your desired Preferences, clicking the Save button will make Convector Professional use your defaults from then on. Clicking on the Help button gives you detailed help on all the Preference options available to you. (This online Help feature is available from every dialog box in the program.)

Bitmap Options

Once you've loaded in a bitmap image, you have only a few options available to you. You can Clip, Invert, Contour or Filter the image (or a selected block) or you can Vectorize the image. Other than the Vectorize selection, the Contour and Filter options are the most interesting.

Contour gives you the option of Outline or Inner contouring. As you might expect, Outline basically gives you an outline of the graphic, dropping out the black fills. Using Inner contouring allows lines to remain as lines.

Filter is a great option that can dramatically improve a bitmap image before Vectorizing. You can select Noise Filter, Contour Smoothing or both. The Noise Filter removes those nasty little dots and other imperfections that often appear in scanned images. Contour Smoothing helps soften "jaggies" in your graphic and is a great tool when enlarging a bitmap before vectorizing it.

Vectorizing

When it's time to convert your bitmap image to vectors, Convector Pro delivers a host of powerful options. I won't cover all of the available options here—the excellent manual and online help does a superb job of that.

Six Precision settings let you select how finely detailed the auto-tracing will be. The Coarse setting should be used for large, blocky bitmaps, while Fine is best suited to small images with lots of detail. For most graphics, something inbetween these extremes gives the best results. An Auto feature lets Convector Pro decide which Precision setting should be used.

Slider bars allow you to set the coarseness/fineness of the Bézier curves and polygons used in the tracing process. The settings you make here are directly connected to the Precision settings mentioned above.

If you are converting a graphic with little or no curved areas, you can opt not to use Bézier curves in the tracing. Only polygons and lines are used, and the trace is done much more quickly.

A dialog of Advanced Options allow very specific fine tuning of the tracing process. While you may never need to change any of these values, the ability to modify these settings is great for the more technically-oriented user. By experimenting with these settings, you can create more exact traces...or you can really screw things up! For most people, the default settings are probably best.

Vector to Bitmap

One unexpected feature of Convector Pro is its ability to convert a vector graphic back into a bitmap image. This gives you the ability to smooth out blocky bitmaps and resave them in IMG or MegaPaint formats. It also lets Convector Pro function as a good bitmap image convertor, converting TIFF, IFF and PCX formats into the more widely usable IMG format.

Font Creation

As if all this weren't enough, Convector Pro can be used to create vector objects that can be used in popular Calamus Font editors like Genus. While the process is a bit involved, it's not overly complicated. It's definitely much easier than creating a font from scratch!

Using this feature, you can scan in font output, convert the characters to individual vector objects, Index the characters and save them. Then, using a font editor, you can create a complete Calamus Font set from the indexed vector objects. Tools available from MegaType even allow you to create PageStream fonts from the new Calamus fonts. If you're into font creation, you'll definitely want to add Convector Pro to your software library!

Summary

As you can see, you get a lot for your money when you buy this package. Convector Professional gives you high-end power at a low-end price. No matter what desktop publishing package you use on *any* computer platform, Convector Pro is an ideal tool to add to your DTP environment.

If you happen to be a TT owner, the TT version of Convector Pro is simply a joy to use. In testing the software on an 8MHz STE, a 16MHz MegaSTE with math coprocessor and a 32MHz TT with math coprocessor and no Fast RAM, I was impressed with the performance on all the machines. But, the TT version is *much* faster than the others. Now all I need is some Fast RAM to really blaze along through those graphics!

I highly recommend Convector Professional. No matter what your DTP setup and regardless of what graphics editing programs you use, Convector Pro will fit right in.

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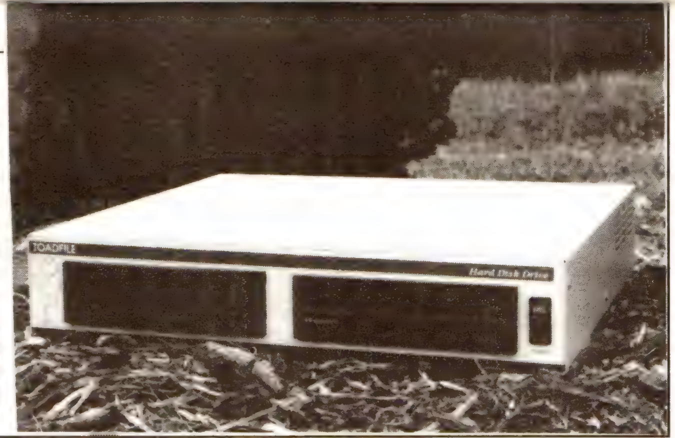

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Adding a Hard Drive to Your Atari

Anton Malje
MACE

Floppy disks have their place, but most serious computer applications require a hard drive if the user's time is to be conserved. A hard drive is also known as a "fixed disk" because it is a sealed unit. Hard drives provide very fast access and large data storage capacity. For business applications, MIDI, video bulletin displays or for running a BBS, a large amount of data needs to be available online.

Setting up a hard drive on an ST or an XL/XE requires the same basic elements. The chief difference is in the choice of host adapter. In some cases, it is possible to house the drive internally (for instance, in a Mega ST or MegaSTE).

Host Adapter

Decide which host adapter you're going to buy first, as this choice may limit your hard drive options. The host adapter connects to your computer and provides a port to connect a SCSI (pronounced "scuzzy") hard drive (or drives) or SCSI controller. You can think of a host adapter as a bridge between your computer and the hard drive.

Host adapters often include other features such as other ports, configuration screens, machine language monitors or a real time clock. The importance of these extra features will largely determine your choice.

Just browsing through a couple issues of Atari Interface, I was able to find several different ST host adapters to choose from, with ICD's being the most popular. If you are an XL/XE user, there are at least three choices—the KP Interface (formerly made by Supra), the MIO by ICD and the Black Box from CSS.

All of these provide a port for a SCSI drive controller (most are also SASI compatible). SCSI stands for Small Computer Systems Interface, which is a standardized way of interconnecting devices.

Drive Types

There are several types of drives you will encounter if you look through computer advertisements. These include MFM, RLL, SCSI, SASI, EDSI, IDE, and "card drives." The last three types are, to my knowledge, not usable with any Atari currently on the market (there is a rumor that IDE drives will be usable in a yet-to-be-released machine).

MFM and RLL drives can be used if you also purchase the appropriate hard drive controller to control the drive via a SCSI (or SASI) interface. The best way to go, though, is to buy a SCSI drive to start with. These drives have a SCSI controller board built into the drive. That means there is one less cable in the hookup, no external controller to mount and no chance of RF interference (ingress or egress) between the controller and drive. And, you get a controller that is optimized for the drive.

Drive Capacity

Next, you need to decide how big a drive you really need, and then decide how much extra space you want. Consider the size of your collection of floppy disks. Multiply the number of disks times their capacity for an estimate of your current usage, and then consider your future demands. Although a 20 meg drive may be the cheapest, you may find a larger capacity drive is only ten or twenty dollars more.

In general, the bigger the drive, the more bytes of storage it gives you per dollar. I recommend pricing out the drive with this in mind: consider the total cost of the system (host adapter, case, cables, power supply) with different drives. For each configuration, calculate the bytes per dollar each would yield. Calculate for your RAMdisk and for the online capacity of your floppy drive if you want to put your hard drive investment in perspective.

3.5" vs. 5.25"

The two most popular physical sizes of the mechanisms are 3.5" and 5.25" drives, which refers to the diameter of the platter(s) sealed within the mechanism. These platters, and the bearings they spin on, operate at a high speed and must be manufactured with a great deal of precision. A skin of air is developed on the surface of the spinning platter, and the heads ride on this rather than making direct contact with the surface. A typical drive will have multiple heads and platters.

The 3.5" drives offer the advantage of being smaller, consuming less power, generating less heat, and they tend to be of newer design. Check into the features of the drives you consider. In general, all the 3.5" drives feature autoparking (the drive heads automatically park themselves in a safe place when you turn off the drive), but many older 5.25" drives lack this very important feature.

Access speed should also be considered. Newer designs have faster access times. Drives slower than 30 milliseconds should probably be avoided.

Buyer Beware

You will find some real "bargains" on used hard drives, but I do not recommend this route unless you know firsthand the drive in question has been used lightly and not abused. Many used drives are for sale because they were showing signs of their age. An old drive may have a lot of bad sectors, be slow to come up to speed, not boot when cold or be noisy. Also, if the used drive is MFM or RLL, there is the added cost of an external controller. Buying a used drive from a stranger at a swap meet is especially risky.

Removables

While most hard drives are sealed units, there are some that have the platters in a cartridge, and these cartridges can be removed and replaced by the user almost like a floppy disk. This may suit some applications well, but the units cost more, and the platter cartridges aren't cheap.

Removables are often used in conjunction with a large capacity fixed drive as a backup device, or in applications where a large base of data needs to be stored long term with infrequent need to access old data. Most host adapters can support more than one SCSI device, so it is no problem to have more than one drive online. Before purchasing the drive(s) and host adapter, double check on compatibility. Phone the host adapter manufacturer if in doubt.

Miscellaneous Items

Once the hard drive(s) and host adapter have been chosen, you still need a case, cables and a power supply. Electronics surplus stores and computer (or HAM) swaps can sometimes be excellent sources for these items.

If there is a good chance you will want to add a second drive in the future, you may want to get a case big enough now. A fan should be installed if the case lacks one. A thin foam filter is also a good idea.

Buying a used power supply should be done with care. It should be a high quality unit, and it should be less than ten years old. It should be tested with a voltmeter to insure the outputs are correct (+5v, +12v, -12v). If an oscilloscope is handy, the supply can be checked for hum or other problems.

SCSI devices are interconnected via a fifty conductor ribbon cable with socket connectors. Be sure pin one of each device connects to conductor one of the ribbon.

More Decisions

Once you have sorted out these details and determined what you want, you need to decide whether to purchase the whole package from a dealer or to piece it out. A dealer will usually format the drive for you, and some of them even pack the drive with Public Domain software.

If you decide to buy the setup piece by piece yourself, you will need to use a utility included with the host adapter to do a low level format of the drive.

Data is stored on sides of the drive's platters in concentric circular tracks called cylinders. You need to know your drives specifications, including the number of cylinders, heads, and bytes per sector in order to format the drive. ICD's formatting software for ST

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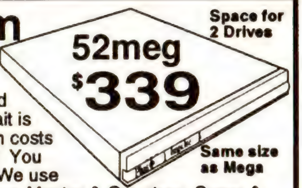

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hard drives automatically knows the configurations of many popular drive mechanisms.

After formatting, you need to configure the drive partitions, if you desire them. Partitioning allows you to divide up the drive to act like more than one drive. This can be useful in organizing your files, allowing you to subdivide things down further with subdirectories or folders.

Partitions also have another benefit. If a File Allocation Table (FAT) gets corrupted, only the data in that partition is affected.

If using an 8-bit Atari, you then have to do a high level format from DOS to each partition.

Care and Feeding

I will now briefly cover some of the care and feeding of your hard drive. Some things to avoid are vibration, heat, extreme humidity and fragmentation.

Fragmentation happens as files are deleted and new material is written into the gaps. Data files that get updated and expand with age end up getting distributed in many small pieces, a sector here, a sector there. With the normal additions, deletions and expansion of data files over time, fragmentation slows your drive and makes it work harder by having to hopscotch across the disk to read a file.

Fragmentation can be controlled via special software or by periodically moving one partition to another (empty) partition (and then, optionally, back to the original partition) via file copies. You can do this via batch files using wildcards or other tricks to make the task manageable. The ultimate way is to do a total backup of the hard drive, reformat the drive and then copy the data back onto it.

Failure?

A hard drive is built to be reliable, but it is possible to have one fail with little or no warning. Therefore, it is important to periodically backup the data.

This is where a removable hard drive makes a nice addition to a large fixed disk. Otherwise, you will likely have to backup to a pile of floppies. A double-sided 3.5" drive is recommended, and high density drives are great for this purpose. Atari 8-bit users would do well to obtain an XF-551 converted to 3.5" DS/DD, but that's another article perhaps.

Again, you can use special backup software to assist in the task, or you can rely on file copies. Usually, backup software does some compression of the data to shorten the task and number of disks used.

Never move the drive while it is running! If the drive needs to be moved, it should be "parked" before being powered down. This involves running a utility program if the drive does not autopark.

My Personal Needs

In my case, I needed a hard drive for an Atari 130XE that runs a BBS. The system needed at least 30 megs and had to be reliable enough to stand up to continuous duty.

Since my computer already had a half meg of internal RAM, I had little interest in buying the MIO. I prefer to have my RAM all within the XE, where a single +5v line is all I need to deal with for a battery backup.

I initially decided on the KP Interface, as it was the least expensive. But after much research, I found that most of the 3.5" SCSI drives wouldn't work with the KP Interface or the MIO. Also, The KP Interface has no configuration menus, because the configuration is burned on a ROM. This means you cannot simply add any hard drive to the system.

Only the CSS Black Box could handle 512-byte sectors and most newer drives were not switchable to 256-byte sectors required by the others. The Black Box also provides many features which, in retrospect, were well worth the price.

After several cost per dollar estimates, it turned out I could get a Seagate 157N 48.6 meg drive for only slightly more than a 30 meg drive, giving me more bytes per dollar.

When I called CSS to order my Black Box, they offered to try and meet the prices on the drive, cables, and supply. They also offered me several different used drives at attractive prices, but with my mistrust in used drives, I insisted on a new 3.5" SCSI drive.

I ended up buying a package deal with the advantage of having them test it all out. All I needed was to house the drive, which I hacked into a 1020 case, along with a tiny DC fan and an LED pilot wired into the +12v line.

As a SpartaDOS 3.2 user, I was limited to a maximum of 16 megabytes per partition. This means a minimum of three partitions were required to use the 48 meg drive. I chose to set up five partitions.

Conclusions

I have used the system for over two years now without hardware failure. A few partition FAT crashes have occurred along the way, however. One happened when a partition filled up and trashed the next partition due to an overlap in my configuration. Most of the other disasters have occurred by copying from a RAMdisk with a distorted FAT. I have battery backup for my RAM, so I can usually recover after a power outage, but this has resulted in havoc on a few occasions. And, of course, some of these events have caught me with with my backups out of date.

Sometimes, when I have to use floppies, I find myself wondering "what's wrong?" because I'm used to software coming up nearly instantly off my hard drive or RAMdisk.

Having the speed of a hard drive and the features of the CSS Black Box changes the nature of XL/XE computing radically. I can even find things now! It was a large investment and I was hesitant to make it, but I have never regretted it.

The main point to remember when deciding on a hard drive is to first educate yourself to the technical details and think over your requirements before making this purchase. An under-sized drive or a used drive that crashes full of your data is a heart and brain breaker! A hard drive should make things *easier* on you.

This is an important investment in terms of money and time, so it pays to be informed before purchase and set up.

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AAAUA ATARI 8-BIT USER GROUP

Presidential Ponderings By Alvan Sherrill

Many of you probably have received literature from Jeff McWilliams who is proposing an Atari eight bit only magazine. (Also, see page 5 of the March 1992 AIM.) As noble as this effort is, I would like to see this energy go in another direction, namely increased support by AIM magazine. AIM is an excellent magazine which is currently supporting, at least nominally, all Atari computers. Jeff reminds us of the demise of A.N.A.L.O.G. and ANTIC and cites declining coverage by Current Notes, AIM and Atari Explorer magazines. Sadly, this is true. But the solution is not the elimination of coverage in AIM and launching yet another magazine on the uncertain waters of commercial publication; rather, let's concentrate our energies and resources with AIM. Let's examine some reasons.

First, up to 1/3 of the articles can be general in nature [i.e., topics that apply to both (all) machines. Topics like printers and drivers, telecommunucations, modems, monitors, ASCII/ATASCII code, binary code, radio packet transmission, etc.].

Second, advertisers will be reluctant to advertise in every magazine that treats only a specific computer, unless, of course, there is a huge user base. While there currently is a substanial Atari 8-bit user base, it is not overwhelming, nor is it likely to be in the future.

Third, many 8-bit users are also ST users or potential ST users. Conversely, many ST users also enjoy their Classic 8-bit. Also, if 8-bit users continue to get the short end of the stick and virtually be ignored by the Atari Corporation and many commercial sources, there is a very real possibility that many 8-bit users will conclude that they made a poor choice and decide to switch over to MSDOS. Of course, Atari IS a wise and viable choice for many users, but I can foresee disenchantment in major proportions.

I urge Unicorn Publications and Jeff McWilliams to work together to make AIM THE computer resource magazine. If it is decided to drop 8-bit support in AIM and launch a separate 8-bit magazine, I will support the effort. After all, it would be "the only game in town." But, I do not believe it can long survive as a separate publication.

ACCESS

Atari Computer Club
Encompassing Suburban Sacramento

ACCESS Officers ("*"=Director)

Name	*Number*	*Office(s)*
*Bob Drews	(916) 423-1573	President
*Ed Galvan	725-6955	Newsletter/VP
*Ken Helton	364-8224	Treasurer
Bob Haynes	371-1726	Archivist
Mark O'Connell	395-8137	SysOp/Membership
Barry Gordon	338-1488	Modem SIG
Tim Naber	452-2447	Disk SIG/Disk Library

As usual, please call any officer if you need information, directions, or even to make a suggestion. Or you can call the ACCESS BBS: (916) 428-8662.

For those of you who don't know who we are, ACCESS is the Atari Computer Club Encompassing Suburban Sacramento (California). We are proud to be an EXCLUSIVELY 8-BIT user group, carrying on the 400/800/XL/XE tradition. If you have trouble finding software for your 8-Bit, check out our Disk Library and the ACCESS BBS. We provide help and information to the local Atari community. In addition to AIM, our members receive "The ACCESS Key," our local newsletter.

We offer a number of meetings each month to give you more information on your computer and to answer your questions. And of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our GENERAL MEETING is at 7:30 pm on the FIRST WEDNESDAY of each month in Classroom B of the S.M.U.D. training building at 1708 59th Street, between Folson Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following TUESDAY night at the home of Barry Gordon (Modem SIG), the SECOND THURSDAY AFTER THE GENERAL MEETING at the home of President Bob Drews (Board of Directors Meeting), and THE LAST SATURDAY OF THE MONTH at Tim Naber's house (Disk SIG). Telephone them for additional details. We hope you can be part of these groups.

Our meetings are very informal and lots of fun. The format is called RANDOM ACCESS, meaning it's up to you to bring something to share -- a new program you might be working on or an old favorite that you want to show off. There will be a sign-up sheet at the door.

We will start with a "question and answer" session, so be sure to write down specific questions or technical problems you might have. During this session we won't go into detailed answers, but we will point you to someone who is likely to know the answer, and then you can get together with him (usually Barry Gordon!) during the later part of the evening, after any demos or presentations, when all pretense of organization is dropped and we gravitate into informal groups and "catch as catch can."

We're comfortable with a "laid back" kind of club: casual, informal, just friends getting together on a monthly basis to share what we know or to learn from what somebody else is sharing. It's a great group. We have alot of fun at the meetings. If you are reading this and are not a member, come on and join us. We hope to be a group "where everybody knows your name."

Anyway, we hope to be in touch with you other 8-Bit user groups. Why not drop us a line -- electronically on the ACCESS BBS (916-428-8662) or "the old fashioned way" (at PO Box 1354, Sacramento, CA 95812-1354).

Miss an AIM Disk of the Month? Looking for a hard-to-find program? Let us help!
AIM has produced an ST disk since Jan. '90, an 8-bit Disk since April/May '91 and a Mac/Spectre disk since Oct. '91.
For a catalog of back AIM disks, please send a self-addressed, stamped, business-size envelope to

Atari Interface Magazine
Back Disk Catalog
3487 Braeburn Circle
Ann Arbor, MI 48108

Disks are $5 + $1s/h each

M.A.C.E.

The Michigan Atari Computer Enthusiasts

April Meeting

Our monthly meeting was held at the Southfield Civic Center and started at about 7:45. The School would have been closed at this time so the officers went back to the Civic Center. The meeting was held upstairs in one of the rooms that were partitioned into sections. Ray Simmonds and I were the first ones to setup, so we got the table in the front. Dave put his computer on the shelf over the radiator. We were all situated and ready to have fun for the next few hours.

Ted started the meeting by saying that all interested parties could come to the officers meeting held (usually) the first Saturday of the month at Mark Tappen's house. Then he got to the most important business, the new Amendments. The two Amendments that I detailed in last months Journal passed and are now part of the charter. The amendments were passed to give the Librarians more responsibility in setting prices for disks and more freedom in being competitive with other clubs selling similar disks.

Mike let people know a little about the mysterious Falcon. It's supposed to be the all purpose computer. It's suppose to have a processor slot for a 386 chip and a cartridge port for a spectre cart. Could have a graphics card that supports 16 million colors. Has an 030 processor that can run the majority of software avaible on a host of platforms. All this and cost very little. Mike Drysdale of Team Computers also commented about advertising saying that the dealers will still be doing the bulk of the work for Atari. He also remarked about the Lynx commercials and acknowledged that the ad's were stirring people to buy them in droves. On another question Mike responded with a comparision of the SST versus getting a Mega-E or TT. He seemed more inclined to get a Mega-E or TT. After that we started the demos.

I brought my printer to run the hardware and software that I had. I digitized part of a line drawing to show the clarity of features and the ability for contrast, and showed that same picture already done. Ray showed a digitized picture of the MACE logo which looked very colorful. I also had a shaded, colored picture of an eagle in front of a gem studded wall it to show the colors and sharpness of detail. Both of our programs work with hardware so there is no need for copy protection techniques. I don't think that the Easy Scan for the 8-bit is available anymore but, you might want to call Team Computers as they have been trading a lot of 8-bit stuff lately. Image Scan for the 16-bit is still available and probably the most inexpensive digitizer on the market. Someone asked if the software would do OCR (Optical Character Recognition), and the answer is no, because OCR is a different program. Mainly mated to hand scanners, the small hand sized scanners 'grab' the image and then the OCR software does its work. The Image Scan software only aids in the capture of an image.

The next demo was from the creator of EdHak. Craig Harvey wanted a text editor and then added the ability to read memory locations and disk sectors. He had the latest version of the program and the latest manual to go with it. With ease Craig edited disk sectors and memory locations, he explained and showed us the latest copy of the manual. All memory locations are discussed in the manual so you'll know what your looking at when you load it into EDHACK. The manual even has an index so you can look up information quickly. All the members enjoyed the demo and hope Craig will be back.

The Library demos were next, AIM disks and MACE disks for both the 16 and the 8-bit were reviewed. All in all I think the meeting went very well, the demos were well done, the guest was well known with a great program, and we gained a little knowledge from the meeting. We were also back at the Civic Center. The meeting came to a close at about 9:30.

May Meeting

May is originally the Birthday of MACE and this May meeting will celebrate that fact. May, a spring-time month, is a month in which life is born and it was the perfect time for The Michigan Atari Computer Enthusiasts to start a club. So it was, eight years ago that the owners of Atari Computers came together for the first time. Unlike a lot of computer systems, Atari has survived the years and is still here today. The main changes being new owners (for Atari), new computer lines and new users. Today Atari computers can serve as UNIX workstations or laptops that can last ten hours on AA batteries.

Along the same lines MACE has changed from being a club with only one computer line to devote time to, to a club that must support all the computers that Atari makes. This has the effect of spreading us out thin, we can't do five demos a night for the 8-bit computer line anymore. We still don't do any demos for the TT yet (Not many programs out exclusively for TT line). The needs of our membership have changed in the years since we started. So enjoy the party and remember that there are all kinds of Atari's out there, just like there are all kinds of people out there and we will support them all.

June Meeting

Our next meeting (June 23) will be about Telecommunications, a topic everyone can use. Terminal programs will be a subject as well as Bulletin Boards. Modems might come up as a topic since the new 9600 baud modems have come out. Hope to see you there next month.

Southland Computer Show

On Sunday, June 7, 1992 the officers will represent MACE and Atari at the Southland Computer Show. Several of the MACE officers will show the other computers what we are made of and maybe attract attention to Atari in general. Dosen't hurt to get a few new club members either. You can be there too, come and see the MACE display table or talk to the MACE officers. It will be open from 10:00am until 4:00pm, general admission is $4.00 dollars (less for children and persons over 65). Other computers will be there too, IBM's, clones, Mac's, and who knows maybe even a TT!

The Garage BBS
300/1200/2400/9600 HST
FoReM Node 621
618-344-8466
EAUG/ STar / MARC

PACS Atari 8-bit SIG

PACS was represented at the Trenton Computer Show was really BIG. The weather was cold and it threatened to rain all day. Parking was remote and the free shuttle buses to the main campus were a welcome sight. Our president Bill Friedman was there manning the PACS table giving out information on PACS and the DataBus. Thanks Bill for doing your part to promote PACS.

The Atari was represented at the show by JACS the Jersey Atari Computer Society and The Lower Bucks Users Group (LUG) who had a lot of demos running on 8-bits and STs on the second floor of the student center. But much to the regret of some of my fellow Atari fans they had no software for sale at the show at the various vendors tables indoors.

At the Flea Market (outdoors of course) among the many booths there was quite a bit of ST software for sale as well as hardware. There were even vendors selling 8-bit machines andsoftware. The only drawback was the weather, otherwise it was a very enjoyable day. I enjoyed meeting the editor of Between Bytes Roger Heller (JACS) and mabey next year they will join NEAT as guests at our Computer Festival. I hope we will be able to get them to come next time as I am sure they will have a lot to show us for the Atari 8-bits as well as the STs.

The Meeting last month went well with our getting two new members for the 8 Bit Sig though some of our regulars were missing due to the holidays I guess. But the ones who were there were pleased with the SIG's acquisition of a printer now we can print DOCs at the meetings when we need them, demo word processing programs and print out program listings if needed. The SIG's 130XE is still not fixed though we hope to have it repaired soon.

The discussions at the PACS board meeting on the BBS was interesting but if they do go to higher baud modems those of us with 300/1200 baud modems may have some problems at log on. We might get some garbage chacters at first but we were assured that they will still support the lower baud rates. We will have to wait and see how things progress. At this time no changes have been made so you can log on as always and join the discussions on the Atari Sig area of the board.

ST and MIDI News

We are happy to let you know we will be able to give you more support now that some of the 8-bit members have gotten STs. Joseph Christie has gotten a MEGA4 STe with a 50 Meg HD and has said he is willing to be the NEW ST librarian so we will now be able to make copies of ST disks with out having our friends at NEAT help us. Thanks Joe I am sure that the ST members will be glad to help you build a new library with donations of Shareware and PDL disks. He also is interested our getting the AIM ST disks. He has a MIDI Demo Disk for his first offering from the ST library which will be available in Room M11B, it has 6 songs on it and seems like a good choice to start off with.

Jim Bruce has also gotten an ST and joined the ST part of the Atari Sig this month so lets welcome him to the group. We still don't have an ST at the meeting but hope to in the near future which should liven things up somewhat as a meeting without any Demos can get quite boring.

Joe and Jim have a lot of plans in the works for the ST members so be sure to get together with them at the meetings if you have any suggestions.

Joe also has a copy of the JACS ST Public Domain Library listing for you to look over. The disks can be ordered from JACS, PO Box 710 Clementon, NJ 08021. The cost is 1-10: $3.50 each plus $2.00 shipping and handling for each order (no limit); 11-20: $3.25; 21-30: $3.00; 31-40: $2.75; over 40: $2.50.

In line with the Baud rate discussion Joe has been checking out some of the local ST BBS's to see if they support the 300/1200 baud rates. He is especially interested since his modem is a 1200. So far he has discovered two local boards the ST EMPORIUM (215) 750-9065 and ST WORLD (215) 755-6743 who only support the new higher baud rates. He will keep on checking the BBS's out as time allows and report on it at our meetings and in the ST section of our Databus newsletter.

San Diego Atari Computer Enthusiasts

General meeetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street, at 7 p.m. ST workshop/8-bit meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street, at 7 PM. All meetings are open to the public. Annual SDACE subscription dues are $18, which includes increased BBS access, AIM subscription, SDACE quarterly newsletter and reduced rates on the disk-of-the-month.

SDACE, PO Box 900076, San Diego, CA 92190

President	Dan Phillips	(619) 462-1289
Vice President	Dean Smith	(619) 582-8157
Secretary	Jim Trageser	(619) 223-4608

SDACE Notes by Jim Trageser

San Diego Atari Computer Enthusiasts are busy planning for a LARGE Atari presence at the San Diego Computer Fair Sept. 18-20. We have been asked to display everything from Calamus SL to DynaCADD to Cubase to MidiMaze to an Atari-to-Amiga Falcon head- to-head competition (how many other computers can cross platforms in real time applications?). We also hope to display an STBook and a Portfolio.

SDACE members are serving as project managers for two areas of the computer fair, and we are one of the most active user groups involved. While organizers of the fair (San Diego ComputorEdge magazine and the San Diego Computer Society) are unfamiliar with the Atari's capabilities, they have been very impressed once exposed to the Atari, and very receptive to our participation.

We're also noticing a large level of interest among our non-Atari friends and neighbors regarding the rumors of the Falcon machine. Folks seem bored with the MS-DOS world, and are waiting for someone to introduce something radical and exciting. We're keeping our fingers crossed!

Any Southern California readers not involved with SDACE but interested in participating in the San Diego Computer Fair to show off the Atari's incredible power should contact us at 619/223-4608.

Night Lite BBS

(503) 665–3866

300/1200 Baud

Sysop Dan White

Supporting Atari 8-bits!
11PM to 6AM Pacific Time

STUN

The ST Users Network (STUN) held their annual elections on May 20th.

President	Steve Cole	(801)521-8507
V. President	Eric Nikolaisen	(801)272-9203
Secceretary	Neal Baker	(801)967-7517
Librarian	James Hepworth	

STUN supports and maintains its own BBS called the BOLT, available 24 hours a day, 300-14,400bps. Running Ratsoft ST BBS software.

STUN meets the third Wednesday of each month. We meet at Murray High School (5400 South STate STreet), At 7:00pm.

WAUG!

WAUG General Meeting Minutes of 4-12-92

The Washtenaw Atari Users Group meets the second Tuesday of every month at the Student Union on the University of Michigan Campus beginning at 7:30 PM. Beginning in July of 1992 we will be meeting at the Colonial Lanes on South Industrial in Ann Arbor at the same time and day. We support all Atari computers including 8 bit, ST/STE/TT and Portfolio. A vast library of public domain and shareware programs is available as is help for both new and experienced users. WAUG is supported by MOlin's Den BBS at (313) 451-0524 and Clear Thinking BBS at (313) 971-6035. We can also be reached by phone c/o Craig Harvey at (313) 971-8576 or by addressing mail to 14 Payeur, Ann Arbor, MI 48108.

The May meeting was held at the Student Union as usual and opened at 7:30 PM. President Dave Brzezinski opened with announcements about the upcoming June elections and swap meet night. Dave mentioned that it would be nice if we could have some new blood joining the ranks of our leadership.

Also announced was the fact that we will begin meeting at the Colonial Lanes Bowling Alley beginning in July. Everyone seemed to be pleased with the facilities there (especially the parking) and we have just about worn out our welcome at the Union.

ST Librarian Mike Olin had so many new disks to present that he had to pass out a set of sheets to describe the offerings. 12 disks in all were presented for the membership including new disks full of utilities, STE demoes, GFA Draft and DBWriter on one disk, the AIM disk and a host of other programs.

8-bit librarian Dick Selke presented both the April AIM 8-bit disk with a new menu program and the May disk with some brand new demos from Germany.

Treasurer Russ Crum reported that we were still very healthy financially with over $1200.00 in the treasury.

Dave took the floor next to announce that we will be offering 720K disks to our members for 50 cents each as many or few as they need. He also took the opportunity to fill the members in on the progress of our proposed mall show. At the last officer meeting no progress had been made in getting any cooperation from any local malls, so it was decided to take a look at getting together with other local groups and some local Atari stores at a computer show in the area.

Dick presented his demo of Das Omen for the 8 bit. A very impressive program including sound and animation, it's on the May AIM 8 bit disk.

Mike showed off some of the STE demos from the new library disks. One particularly spectacular demo enabled you to scroll and rotate and move objects forward and back with the mouse.

Mike also did the demos for our featured subject, utilities. X Boot, Warp 9 and the fast file copier Cheetah were shown along with Divert which makes calls to any drive go to the drive you specify, and Sentry a hard disk optimizer program. Bill Rayl did a demo of the Codehead's Hotwire program that lets you configure a menu system and replacement desktop for your machine.

After our monthly drawing for door prizes the meeting was adjourned at 9:00PM.

Respectfully submitted,
Dan Cable Secretary

WNYAUG Officers

President	Mike Husband
Vice Pres./Editor	John Kasupski
Treasurer/Asst. Ed.	Dave Shane
Secretary/Asst. Ed.	Christine Hess
At-Large	Bruce Andrew
Librarians	Betty Knab/Norm Knab
Sysop	Don Koepf
Wizard's Attic BBS	(716) 681-1654

The Western New York Atari Users' Group, based in Buffalo, NY, serves owners of Atari ES computers ("E"ight-bit chip, "S"ixteen-bit addressing...Atari 400, 800, XL, XE, and XEGS!). We meet on the first Thursday of each month at Bacon Hall, Rm. 116 East, Buffalo State College, 1300 Elmwood Avenue, Buffalo, NY.

WNYAUG members receive subscriptions to the POKEY Newsletter Disk and Atari Interface Magazine, discounted prices on disks from the WNYAUG Software Library, and access to the WNYAUG members Only section on the Wizard's Attic BBS.

All correspondence is encouraged. Our address is WNYAUG, PO Box 59, Buffalo, NY 14216

WNYAUG is a not-for-profit group which is not affiliated with Atari Corporation. We ARE a member of NorthEast Atari Regional User Support (NEAR-US), an organization of Atari user groups with the similar purposes of providing support for users of Atari computer equipment.

Meeting Minutes for April, 1992

The April, 1992 meeting of Western New York Atari Users' group was called to order by Mike Husband, President, at 7:41 PM. Sixteen persons were in attendance.

Mike began be delivering the keynote address to open the celebration of WNYAUG's Tenth Anniversary of service to the Atari community. Our group was originally formed (back then it was known as The North Buffalo Atari Users' Group), in April of 1982. Mike's address was short, but meaningful, and when it was finished, we tabled discussion of other business to make way for the planned festivities.

These began with the drawing for the door prize. Everyone who attended got a free ticket for this drawing, but Mike Husband was the winner of the Atari pin that was awarded.

Several other prizes were raffled off. Yours truly won an Atari lapel pin, Dave Shane won an Atari tie tack, David Soborowski (son of member Daniel Soborowski, whose wife attended along with their son David) won a game disk (sorry, I forgot the name of the program he won), Wayne Maracle won the Hackers' Grab Bag, and there were some other lucky winners who did not leave empty-handed.

Christine Hess then unveiled the homemade birthday cake she had baked for the group. The cake was made to look just like an Atari 800XL computer, complete with glowing red LED (the LED was a real 12-volt LED, and it was lit!), letters on the keyboard, etc. And to top it all off, it tasted great. She also made "real" potato chips (from FRESH potatoes, no preservatives or other junk added), which disappeared quickly into the gullets of the appreciative members. Fresh-brewed coffee and soft drinks were also served, and we got a chance to take time out from the monthly business and program demonstrations to mingle and visit with each other and just socialize with our fellow Atari users.

We did break down and demo one disk, though -- the monthly POKEY disks were on hand, and one was booted so that the members could take a look at the custom artwork Mike had created for the Koala display on the disk. The Energizer Bunny was a big hit, even moreso than the birthday cake depicting our WNYAUG name and the number "10" which preceded it. Once again, our esteemed President (and Chief Artist) outdid himself for the good of WNYAUG.

Upon his somewhat belated arrival, member John Chmielewski, SysOp of The New 8-Bit BBS, received a round of applause in recognition of his upgrading his board with BBS Express Pro! recently. Now if only Don K! would find time to get our Wizard's Attic BBS back in shape <grin!>.

The meeting (or party, such as it was) adjourned (disbanded?) at 10:00 PM, after Mike noted that the May meeting will feature the election of officers for the coming year. Plan on attending, lest you find yourself unexpectedly elected to an office!

WNYAUG Meeting Minutes May, 1992 Meeting

The May, 1992 meeting of Western NY Atari Users' Group was moved to Room 116 West, next door to our usual location in Bacon Hall, at the request of Buff State administration officials, to accomodate a meeting of the group "Young Black Minds."

A former WNYAUG member named Paul Torchia visited us for the first time in quite some time. Sadly, though, the purpose of his visit was to tell us that he was selling all his Atari ES equipment. Paul provided a lengthy list of all the stuff he has available, which is posted on The 8-Bit BBS.

I first met Paul a few years ago, it was from Paul that I purchased my first Atari storage device (an Atari 410 Cassette Program Recorder). I can attest that he has QUITE a collection of stuff, including the complete works of Shakespeare and Mark Twain (that's Antic and Analog, for those of you who are less familiar with my sarcastic tendencies), as well as some interesting hardware and software.

As of this writing, all Paul's stuff is available (best offer takes it). However, in light of what Paul learned at the meeting, pertaining to the Atari ES and hard drives, I still hope he'll change his mind!

Several disks were demonstrated, including the May POKEY, the copy of the SAGE N-O-D sent to us by Robert Buman of SAGE, and the demo disk from the Atari Expo 1991 (a great compendium of graphics and digitized sound).

Dave Shane reported that he and Don Koepf are looking into producing membership cards for the group. This is the result of our experience at the TAF Show this past April, where card-carrying user group members received a discount on the admission price. Hopefully, by the time we run into this situation again, WNYAUG will again be issuing membership cards...which, if all goes well, will also be able to double as name tags!

Dave also noted that WNYAUG again has blank formatted diskettes available for sale to members at the low price of just $4.00 per box of ten disks, including labels and write-protect tabs.

Finally, Dave volunteered to prepare the monthly Disk-Of-The-Month until our librarians return from their current series of vacation trips - and, WNYAUG wishes Norm and Betty Knab safe travel and much enjoyment on their journies this srping/summer!

Wayne Maracle Sr. reported that he has completed work on his database listing all articles from every issue of Analog Magazine. The database, which uses the public domain EasyFind program, has been donated to WNYAUG by Wayne and is an excellent reference guide for finding specific topics among the countless Analog articles that appeared in that magazine during its lifetime.

Watne also donated to WNYAUG, a copy of the Atari Converational Italian educational software, to be added to our software library. Thanks, Wayne!

John Kasupski again mentioned the need for WNYAUG to engage in some mass media advertising, perhaps in The Buffalo News or other local publications. John cited the sudden rash of information requests, BBS calls, etc. that occurred in the wake of our group's being mentioned in the Personal Computing column in The Buffalo News and noted that one woman who wrote for information indicated that she's been looking for an area user group for about six years!

Dave reported that the total gross proceeds from the Tenth Anniversary Party and April meeting was $107.00, including $60.00 from the auction that was held, with the balance coming from membership proceeds, disk sales, etc.

The group authorized the purchase of printer paper for use by the officers and POKEY staff.

Kevin Packard donated some diskettes to be used for an upcoming edition of the POKEY Newsletter Disk.

The 1992 Election of Officers was conducted, with the following slate of officers being elected:

President	Michael Husband (re-elected)
Vice President	John Kasupski
Secretary	Christine Hess
Treasurer	David Shane (re-elected)

The President confirmed the continuation of appointed positions to be held by those currently holding them:

Librarian	Betty Knab
SysOp	Don Koepf
At-Large	Bruce Andrew
Newsletter Editor	John Kasupski

Following the installation of officers, the meeting was adjourned. The next meeting will be held on Thursday, June 4, 1992 at the regular time and place.

Respectfully Submitted, John D. Kasupski

President's Notes by Mike Husband

The Western New York Atari User's Group Tenth Anniversary Party was a success. I wish to thank all the members who attended. A special thanks goes out to Lonnie Hudkins for his column "Personal Computers" which appears in the Buffalo News. On Sunday March 29, 1992, the WNYAUG appeared: In large bold type, "Atari Party", and the article then listed information about the WNYAUG. For reminding some of our old members that let their memberships run out, Lonnie Hudkins deserves credit for the good attendance and for telling Western New York that the WNYAUG is still going strong after ten years.

Credit for the membership increase is due to the work of John Kasupski and Christine Hess, who went through the old membership list and the phone book and tracked down some old members who had forgotten about the WNYAUG.

Apathy...I do not like to bring it up, so I will not. I will bring up something that I hope to see in the POKEY Newsletter. I would like to know WHY the members bought the Atari Computer??? I hope to see YOUR article Soon!!!

If you were in attendance at the WNYAUG Tenth Anniversary you saw and tasted Christine Hess's culinary delights. The Atari 800XL Cake with its red power light was delicious and the homemade potato chips were good too. I am still amazed that the pretzels were homemade! They tasted just like the name brands.

Elections will be held at the May 7, 1992 Meeting. More on this next month. I hope I will still be Dictator (OOPS, Freudian slip, I mean Democratically Elected President) of the WNYAUG! I have been hearing rumors of a Coup!!!

Tony Troidl, sysop of the Cat's Lair BBS, informed me Dave Arlington is head of the Parker Lewis Can't Lose Club! He is running it via a computer BBS. He appeared on *Parker Lewis Can't Lose* on May 3rd, 1992. Dave was in the *diner!*

President's Notes by Mike Husband

The May 7 turnout for the Western New York Atari User's Group was not very good. I do not believe we even had enough for a forum. The officers that showed up did decide to have the elections as previously planned. I am sad to see Kevin Packard leave us as Vice President. I wish to thank John Kasupski for volunteering to serve as Vice President and Christine Hess for volunteering to serve as Secretary.

The POKEY Newsletter Disk, I am happy to say, is seeing the country and maybe the world -- with just a little help from the WNYAUG. We send the POKEY to a few places, and it ends up in places we never sent it. This is good!!! I just wish I knew how the POKEY Newsletter Disk duplicates itself and sends itself to places that the WNYAUG does not send it to. I do not want to sound like an alarmist, but the only thing that I know that can duplicate itself and spread itself around is a Computer Virus!!!

I am pleased that John Kasupski enjoyed my rendering of the Energizer Bunny with a little extra WNYAUG Power!!! I have something on the palette now. I MUST admit that I find writing very difficult. Even this small article, I find very hard. As I stated before, I'm an artist, NOT a writer.

I do believe that any hope of new software and hardware for the Atari 8-Bits lies in Europe. It's all IBM & Mac's in the States. Eastern Europe is the place where the Atari 8-Bit still has the Power Without The Price. I believe WNYAUG should help them in any way that we can.

I hate to do it, but I am going to end this article on the down side. Seeing the turnout at the last WNYAUG meeting did not make me feel too good!!! In fact, as of late, I have been feeling a little burned out. I just hope this feeling goes away!!!

(Editor's Note: I spoke to Mike by phone as soon as I received this file to ask if there was anything I could do to help, and I'm glad to report that Mike assured me that his burned-out feeling has, indeed, gone away. So, this article ends on an upbeat note after all!)

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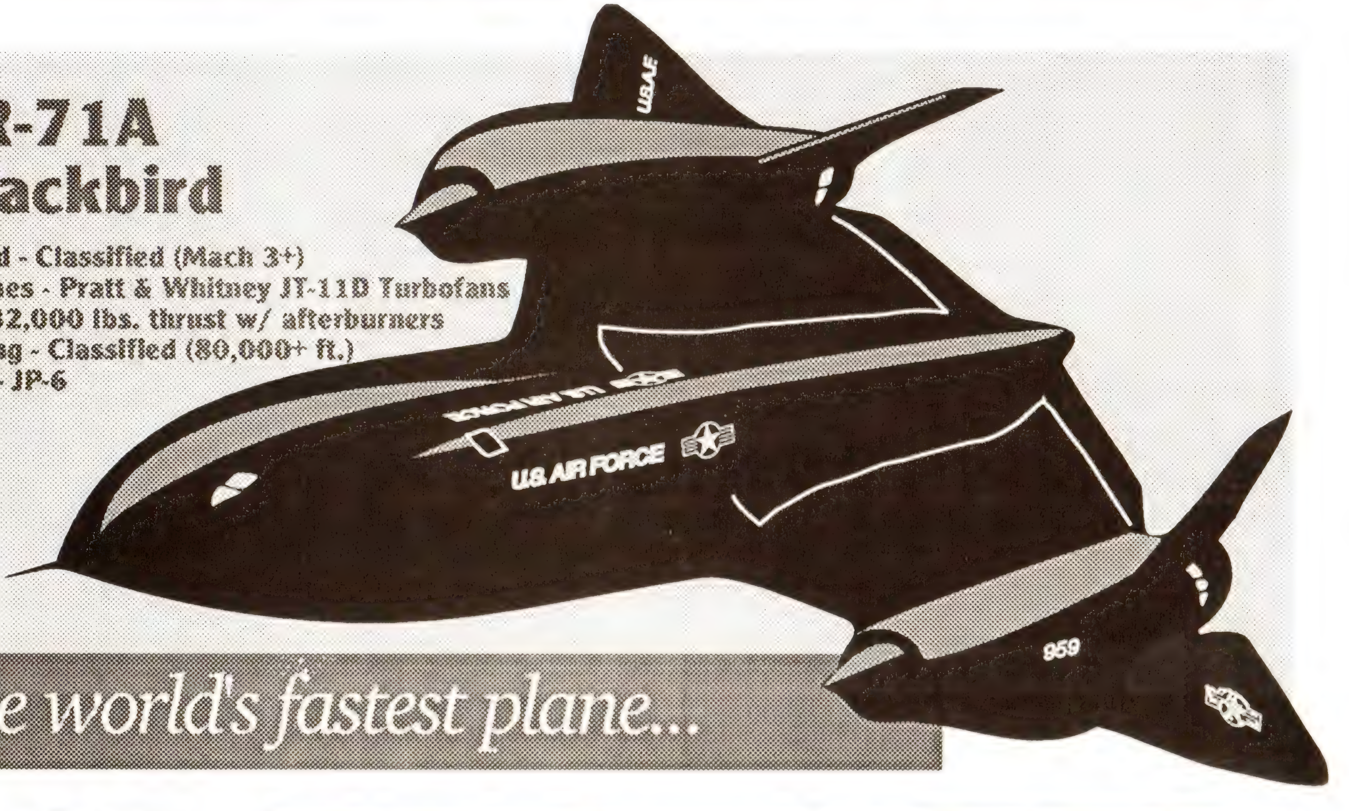

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Atari High-Density Floppy Upgrade Installation Guide for MegaSTE and TT (What to do and what not to do!)

Gary Lentz
SWAG

On Saturday, May 23, 1992, I received the long awaited high-density floppy upgrade kit from Atari for my MegaSTE. Suggested retail price for the MegaSTE version is $139.95, while the TT kit is $10 more.

The kit includes an Epson SMD-340 high-density floppy drive, TOS 2.06 ROMs for the MegaSTE or TOS 3.06 for the TT and the new "AJAX" floppy controller chip. The Atari description is: "2MB FDD KIT (MEGA STE)" and the Part No. is CA401229-001. The TT version is Part No. CA401220-001.

These kits are intended to be dealer installed and no instructions come with them. Installation of the two kits is basically the same. While this article refers to my MegaSTE installation, I'll point out any TT-specific variations at the proper points in this article.

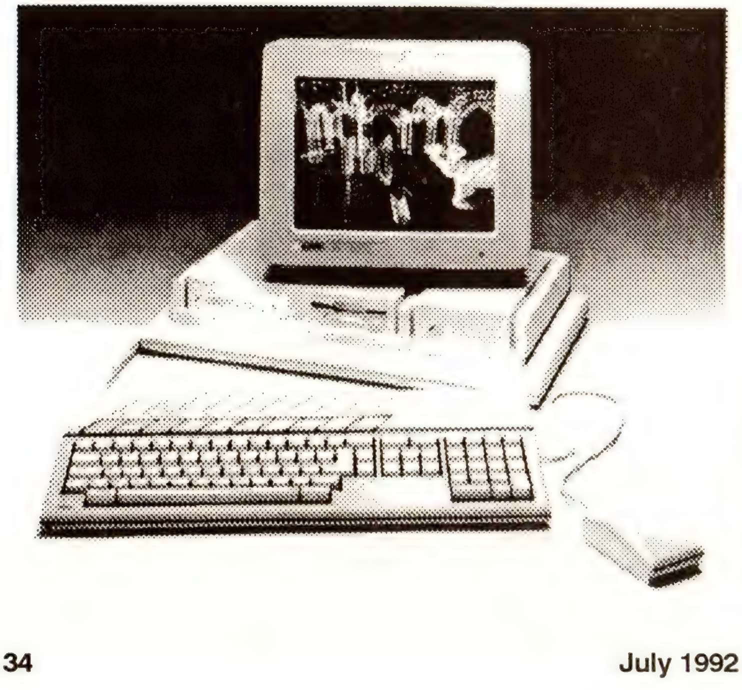
I installed the upgrade myself and I made one error which resulted in the crashing of my internal hard drive. Yes, the FAT got "fried, scrambled and otherwise messed up" and no recovery of the data was possible. Bummer! But thank the Saint of Computer Users that I had backups. I'll tell you how to avoid making the same mistake I did at the proper time, too.

Open 'er Up

Start by unplugging everything connected to the system. Then, remove the internal hard drive. On the bottom side of the computer the hard drive mounting screw is usually located under the Atari warranty warning sticker. It's the only screw that requires a standard screwdriver.

Loosen this screw until it hangs freely. Turn the computer right side up and you can now lift the hard drive out of the computer. Disconnect the power lead and the ribbon cable socket from the drive controller board (or from the drive on the TT). Set the hard drive assembly aside.

Turn the computer upside down again and remove all the case mounting screws (you'll need a Phillips screwdriver for this). Turn the computer rightside up again, and you can now lift off the top cover. The internal floppy drive is mounted to the top cover, but don't get excited about removing it yet. Just lean or prop up the cover with the floppy still attached.



Replacing TOS

The existing TOS ROMs are located in the lower right, just in front of the SIMM memory boards on the MegaSTE and the socketed RAM on the TT. If you have a TT with a plug-in ST RAM board, you will need to remove this board to get to the TOS ROMs.

Note the TOS ROM chip numbers (there are only two in the MegaSTE, four in the TT). The numbers on the MegaSTE end in 18 on the left and 19 on the right. The 2.06 ROM numbers also end in 18 and 19. On the TT, the TOS chips are in two rows of two, with the numbers ending with 25 through 28 (they are also labeled 00, E0, 0E and EE).

Remove the old ROMs (remembering which chips came from which sockets) and install the new ROM set, making sure the numbers correspond. Be careful! It is rather a tight fit for the backside pins, especially if you have four megs of memory installed in a MegaSTE. Also, make sure the notch on each ROM lines up with the notch for each socket.

Use a chip puller to remove the old ROMs, or gently pry them up from side to side using a small standard screwdriver.

Setting the DIP Switch

Just in front and to the right side of the TOS ROM sockets is a blue (or red on the TT) eight position DIP switch. Turn switch #7 On (push it up). Turning this switch on adds a "High Density" option to the Desktop's Format Floppy dialog box. If you fail to do this your new high density floppy will not format in high density.

If you're a TT owner, skip down to "Adding AJAX."

For MegaSTE owners, you now need to remove the hard drive controller board. That's the board the hard drive ribbon cable was plugged into. Remove the mounting screw in the lower left corner of the controller board and lift it straight up and out.

Adding AJAX

You should now find the WD1772 floppy drive controller chip. It's located above the RAM/SIMMs. Remove this chip and install the new AJAX controller chip. Make sure the chip notch is to the left (the same side as the notch on the socket). Again, a chip puller is best for this operation, but a thin screwdriver will work.

MegaSTE owners can now re-install the hard drive controller board. Make sure the socket on the bottom of the board is lined up with the pins sticking up from the motherboard. Press straight down and re-install the mounting screw.

TT owners can now re-install their ST RAM expansion board, if they have one.

On to the Drive!

Now it's time to replace the floppy drive. Remove the four screws that attach the floppy drive mounting plate onto the underside of the computer case cover. Then, remove the four screws that attach the mounting plate to the bottom of the floppy drive. Disconnect the floppy drive power lead socket from the back of the old floppy drive.

Important!! Take note: Look at how the ribbon cable and socket are attached to the old floppy drive. The socket *must* be turned over (upside down) when you plug it into the new high density drive.

Compare the back of the old drive with that of the new drive. Note the pin numbers on the new drive—Pin #1 is at the bottom left and Pin #33 is at the bottom right. The old drive you are removing most likely will be an Epson SMD-380. The pin-out on that drive is reversed—Pin #34 is at the bottom left and Pin #2 is at the bottom right. *Failure to reverse (turn over) the ribbon cable socket can result in trashing your hard drive's FAT!*

Finishing Touches

Now that you have properly plugged the ribbon cable onto the new high density floppy, you can put everything back together. When attaching the mounting plate to the bottom of the new floppy, make sure the plate is properly positioned. An instructional message is engraved in the mounting plate.

After you have replaced all the case mounting screws on the bottom, you can re-install the internal hard drive. For the TT, this simply requires properly reconnecting the power and ribbon cables.

On the MegaSTE, make sure the controller board socket is seated tightly on the pins. Press down on the right side to check seating. Push the ribbon cable socket onto the pins sticking up from the top of the controller board. *Careful now!* It's rather a tight fit for fat hands, and it is easy to bend one or more of the pins. Re-attach the hard drive power lead.

Replace the hard drive assembly by holding it in place, turning the computer over and tightening the hard drive mounting screw on the bottom.

Now you can plug everything back in and fire it up. You will need high density diskettes—the ones with the extra hole on the right side—to be able to format in high density. You should find High Density listed in the Desktop's Format dialog, or you can use a disk format program that supports high density formatting.

Why My Hard Drive Crashed

I was in a hurry and wanted to get my new "toy" up and running. I didn't compare the floppy drive ribbon cable pinouts. I simply attached the floppy ribbon cable socket in the same position on the new floppy drive as it was on the old one.

When I got everything back together and turned the computer on, both the internal and the external floppy drive lights came on and stayed on. I should have stopped right there and turned the computer off.

But, I didn't do that. Instead, I tried to access the internal hard drive, which was set to autoboot. When I did that, the lights on the two external hard drives *and* my SyQuest drive came on and stayed on! I tried a couple warm re-boots and a couple cold re-boots before I shut everything off. *Error!* Big time error!

I started over and opened the computer, checking the proper seating of the newly installed chips. When I got around to the floppy drive and compared the cable pinout, I found my error. I turned the cable socket over and put everything back together. When I fired the system up, everything worked like it should. Everything, that is, except the internal hard drive, which I had to reformat, repartition and use my backups to put it back like it was.

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Down to BASICs

Sloopy Malibu

BASIC! The word causes fright and fear in the hearts of some computer users. In some others, it sparks interest. On the Atari 8-bit computers, this language is one of the most widely used. It is one of the most stable and one of the best languages available for the Atari.

In this series, I plan on showing you how to program in BASIC at an intermediate level—what to look out for and how to do things properly. As for the subject material, I am going to use BASIC to do things you would normally want or need to do in real world programming.

I am starting this month by giving you a list of materials required for any BASIC programmer, and a list of optional but highly recommended tools. In the next column, I will cover programming the game controllers (joysticks, paddles, Atari Pad, etc.). After that, I will delve into the character set.

From then on, it will be pretty much whatever you and I decide. If you have a specific topic you'd like covered, send your ideas to the magazine c/o Down to BASICs or leave me (Sloopy Malibu) Email on the AIM BBS at (313) 973-9137.

The Bare Necessities

Here are the things required for any BASIC programmer:

An Atari 8-bit computer with 16K+ of RAM.

A BASIC Cartridge if using a 400/800 or XL. The XLs have a nasty bug in their internal BASIC, so that is why I say you need a BASIC cartridge for them.

Some storage medium, usually a disk drive, hard drive or cassette. Although this isn't truly "required," there may be a few programs you'll write that need a place to put data to be read in and such. And storing your programs on a disk or tape is a whole lot more convenient than retyping them in every time you want to use them!

A working knowledge of how to type in programs into your computer and, if you have a storage medium, how to load and save them.

Recommendations

On to the highly recommended list. This is a list of references that, although not needed, are helpful. Without these resources, you will not be able to go much further in each topic I'll cover in these articles.

The *User's Manual* for your machine (the BASIC Manual in the case of the 400/ 800). This is a good reference for all the BASIC commands.

Mapping The Atari by Ian Chadwick. This book is just a memory map of the Atari 8-bit computer, but it has usage examples.

Programmer's Reference Guide for the ATARI 400/800 Computers. This book goes further into commands than I will in these articles. It is a good BASIC reference manual. (If you have this, you don't need the *User's Manual* mentioned above.)

Inside Atari BASIC. A decent book on the individual commands available.

These books are available (as of this writing) from American Techna-Vision (see their ad in this issue). I have exclusively used them for four years now without a problem. Well, they do have this problem of saying things I order will be delivered in two weeks, but they shows up in only one. Who am I to complain? (grin)

An alternate source for *Mapping the Atari* is me. I have a few copies and will sell them for $15 each.

Now we are off to the good stuff...here is a list of basic BASIC commands you need to know, as well as how/why they are used. Don't worry; they are not complex.

DOS REM LET END
RUN STOP LOAD SAVE

These are simple commands. Although they may need initial explanation for beginners, they do not require indepth discussion. Here is a quick run down of them. If you need more details, refer to the *Programmer's Reference Guide* mentioned earlier.

DOS—Usage: 'DOS'
Takes you to your DOS menu.

REM—Usage: '20 REM this is a remark'
Puts REMarks (comments) in your programs, at the line number specified.

LET—Usage: '30 LET X=100'
Signifies that a variable is being assigned a value. Although redundant, it is in the language. Its main purpose is for readability.

END—Usage: '999 END'
Signifies the end of a program. It isn't really needed at the end of a program unless you have subroutines following the program's ending point.

RUN—Usage: 'RUN' or 'RUN "D:filename.ext"'
Executes the current program

in memory or loads and executes the said file from the disk drive.

STOP—Usage: '40 STOP'

Halts program execution at the current line number (used mainly for debugging purposes).

LOAD—Usage: 'LOAD"D:filename.ext"'

Loads the named file from the drive into memory.

SAVE—Usage: 'SAVE"D:filename.ext"'

Saves the current program in memory onto the drive.

Final Suggestion

As for the DOS you use, that's your choice. I use both MyDOS and SpartaDOS. The amount of RAM you have isn't any problem either. Almost all the programs we'll be writing in this series will run on a 16K machine with DOS loaded. The only exception I can think of right now is when I do a segment on expanded RAM.

That's it for this month.

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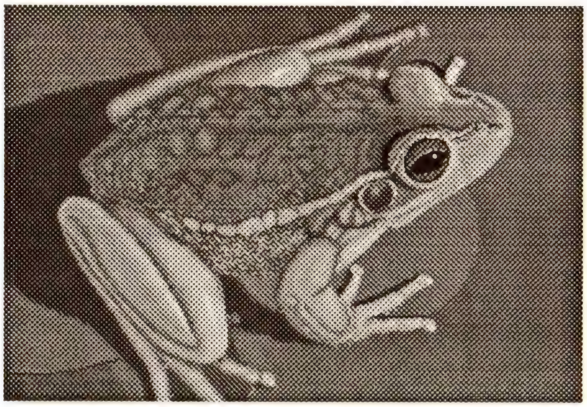
Drag



Ed Hall (AAAUA)

Drag is a clone of BoulderDash, one of the best games ever written for Atari 8-bits. The original was released by First Star Software and became popular enough to generate a sequel, BoulderDash II.

Later, Electronic Arts repackaged both under the name Super BoulderDash. There was also BoulderDash Construction Kit from Epyx, and an English variant by Mastertronic called Rockford. And, if you couldn't afford the commercial products, there were PD versions of both the game and the editor.

Imitating a classic may seem like a formula for success, but it is actually a risky proposition. First of all, there is the danger that the original may have lost its appeal. If it hasn't, the way is still not clear, for the clone obviously cannot be a carbon-copy. It must be similar enough to cash in on the original's appeal, yet different enough to induce people to shell out for it. Finally, a clone always invites comparison with the original.

Comparing Boulders and Frogs

Drag is a multi-level digging game whose protagonist, Drag the frog, excavates gems. Obstacles consist of impenetrable walls, stationary mines and two kinds of falling objects—boulders and bombs. But, where BoulderDash was primarily an arcade game with strategic elements, Drag is almost entirely a puzzler. There are 4 reasons for this:

1. Instead of a time limit, Drag has a "move" limit. (This, in turn, has generated a new game element: oxygen canisters, which reset the move counter.)

2. There are no pursuing insects—in fact, there are no organic enemies of any kind.

3. Where BoulderDash utilizes four screens to make up one level, Drag uses only one. This gives Drag a more compact look and feel.

4. The "physics" are slightly different. In Drag, objects do not fall as soon as they are excavated; there is a delay of several moves before they drop. During that extended "hang time," falls can be triggered with a press of the joystick button.

The overall effect of these differences makes Drag a more thoughtful game than its progenitor. Each screen is like a chess problem, and many are devilishly constructed, requiring lots of careful study and experimentation. You'll have to plan each move carefully, then execute perfectly.

Finally, a word about graphics. BoulderDash was a success not only because of its compulsive gameplay, but also its wonderful graphics. Even today, those graphics remain as fresh and attractive as when the game first appeared.

Happily, Drag's graphics do not suffer in comparison; they are simply gorgeous. However, Drag himself is not as cute as the impatient, toe-tapping Rockford.

Now Dig This

BoulderDash and BoulderDash II each came with 16 "caves" to explore. Drag has 50 levels plus an editor—an exceptional value at the asking price of $10.50.

I love game editors—designing your own screens can be as much fun as playing them. Drag's editor is a self-booting program on the back of the game disk, where there is plenty of room to store your own creations. It's so simple to use that a single paragraph of instructions covers all its features.

For those suffering from terminal frustration, the editor also offers a handy way to cheat. This means Drag will never be one of those games whose higher levels cannot be glimpsed without investing months of play in reaching them. I like that.

Drag is another product from the prolific KE-Soft. It's a professionally programmed piece of software that's fun to play, and whose game editor and large number of pre-rolled screens offer unlimited playability.

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A-T-A-R-I

Answers, Tips And Relevant Information

Paul Alhart (AFED)

Usable USR Routines

Just the other day I overheard a computer technician say "There ought to be a law against anything written in BASIC." When I asked him why, he replied "Because it's a stupid language."

I let the subject drop there, but it did get me to thinking. I have heard and read many comments like this about BASIC over the years. Mostly they are made by *non*-programmers or programmers who are snobs. The truth of the matter is that BASIC is probably the most widely used high level programming language there is for any personal computer platform.

BASIC is a powerful yet easy to learn language. It allows you to write programs quickly without having to worry about the little details involved with I/O, memory management and messy things like that. On the other hand, compared to most compiled languages, BASIC is very slow.

There are lots of tricks that can be used to speed up BASIC programs, though. One of them is the use of machine language from within a BASIC program. In Atari BASIC, this is done by using the USR command. Although the routines themselves are written in machine language, the bulk of the program can be written in good old BASIC.

The machine language routines must be in your computer's memory and the program must be able to locate them. There are several ways to do this. The code could be in the form of data statements which are read by the program and POKEd into specific memory locations or into a string. This takes time though, and generally accounts for the message *Initializing...Please Wait,* that you see at the beginning of some programs.

Another way is to write the code in the form of string data to begin with. Although this requires the programmer to type in lots of those funny looking characters, there is no initialization delay when the program is run. Also, for this method to work, the code must be relocatable.

OK, so we have gotten a little off the subject of simple BASIC programing. Rather than chance losing any of you by delving into an in-depth study of machine language and Atari BASIC, I'll just jump right ahead to the fun part, the Usable USR Routines.

On this month's AIM 8-bit DOM you will find several canned USR routines I have collected over the years. They can be used in your own programs to add speed and features that are not directly supported by Atari BASIC.

There are two LISTed files (USR.LST and PICTURE.LST) and a 62-sector picture file (PICTURE) which is used to demonstrate PICTURE.LST. Use Bob Puff's UnArc utility to extract them from the file USR.ARC.

USR.LST contains the following routines:

Double PEEK—This routine gets a 16-bit decimal address and places that address in the variable "I". You supply only the first location of the address. For example, If you specify 560 the results would = (I=PEEK (560) + 256*PEEK(561).

Double POKE—This one also requires the location of the first address to POKE to. All other entries will be considered 16-bit or two byte numbers (0-65536) to POKE to successive memory locations. For example, X=USR (DPOKE,960,100,4000,3) places the following values in memory: 960(100), 961 (0), 962(160), 962(15), 963 (3), 964(0)

Single POKE—Works the same as above, but only POKEs 8-bit numbers (0-255 decimal). Great for setting color registers or placing data in successive memory location like Page 6.

RAINBOW—Cycles the color register of your choice for four to five seconds before returning it to its previous value. As written, it will cycle the background color (color register 4). To rotate a different register, change the 12th machine language character in the routine (the character just before the first inverse "P") as follows: ^V (Control V) = register 0, ^W = register 1, ^X = register 2, ^Y = register 3 and ^Z = register 4.

Clear Memory—Clears blocks of memory by writing zeros to all locations specified. You supply the starting address and number of bytes to be cleared. Be careful! This routine can also erase portions of memory vital to the O/S, causing your computer to crash if you supply the wrong address.

Clear 256 Bytes—Works the same as Clear Memory except that you supply only the starting address. Then, 256 bytes (or one Page) of memory is cleared starting at that location. This is useful for clearing Page 6 or for clearing memory to be used for player/missile graphics.

P/M Move—This one is actually two routines, one for moving a player Up the screen, the other for moving Down. You must supply the base address of the player you wish to move.

Memory Shift—Moves a block of memory to a new location. It's useful for swapping character sets. You supply the From address, the To address and the number of bytes to be moved.

CIO—Quickly copies large blocks of data between memory and other I/O devices using IOCB#2. It's great for moving a disk-based data file into memory, as you will see in the program PICTURE.LST.

To use CIO, IOCB#2 must first be opened for the desired operation. In PICTURE.LST it is opened in LINE 35 to READ from D:PICTURE. Changing the 4 to an 8 in the OPEN statement opens IOCB#2 to WRITE to D:PICTURE.

Next, you must supply three arguments to the USR call. The 7 tells CIO to read from the I/O device and write to memory. A 9 here reverses the process as long as the IOCB was opened using an 8 for write. The next argument is the first address in memory you wish to read from or write to. The last argument is the number of bytes to read or write.

PICTURE.LST is a short BASIC program that makes use of some of these routines. Besides being a useful subroutine, it should help you understand the usage and power of USR routines. It gets a 62-sector (MicroIllustrator) picture file from a disk file and display it on your screen.

PICTURE.LST first uses DPEEK to find the display list and the beginning of screen RAM. It then sets up a graphics 7+ display list (Lines 27-33). On XL/XE machines, this is the same as a GR.15 call from BASIC. There is no BASIC equivalent command on the 400/800, however. Use of this method of setting up the display list will work on any 8-bit Atari. Change GRAPHICS 8+16 in Line 27 to GRAPHICS 8 if you would like to have a text window at the bottom of the screen.

Line 34 uses SPOKE to set all the color registers to the desired values. This line is not required if you want to settle for just the default colors.

Line 35 opens IOCB#2 to read from "D:PICTURE".

Line 36 tells CIO to read 7680 bytes of data from D:PICTURE and put in in memory. In this case, it puts it directly in screen RAM so you can see it. Next, RAINBOW is invoked for a little special effect.

You need 7680 bytes of data for a full GR. 7+ screen. Change this value to 6400 if you are going to use the split screen text window. By changing the 4 in the OPEN statement to an 8 and the 7 in the CIO call to a 9, any picture being displayed would be saved to a 62-sector disk file. Line 37 is used to hold the picture on the screen till the BREAK key is pressed.

Yes, that's me in that TV test pattern. Makes it all worth while doesn't it? 'Til next month....

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THE GOOFY GURU

Another SIO Cable Modification

Charles Kelley (SNACC)

It may have come about when you found you had both a printer interface and an SX212 to support. It may have come about when you found that the XF551 or the US Doubler did not like your setup as well as the ads said they would.

What you need is the latest Goofy Guru project—the Four Headed Hydra cable.

Other similar projects have appeared, no doubt, but...well, decide for yourself.

Building the Cable

Start by going to a discount hardware, auto supply or department store and buying a disposable knife. This is the type where, if the blade goes dull, you snap off the dull end. Mine cost 99 cents at a local K-Mart store.

Take two standard Atari SIO (peripheral) cables and mark a point on both about 2/3 of the way down the cable. You are now going to remove the outer black layer of both cables. To do this, expose about 1/8-inch of the blade and mark matching 3-inch sections of each cable. Cut all around the cable at the top and bottom of these sections. Make your cuts by rotating the cable under the knife at the top and bottom edges of the section you wish to expose.

You next peel off the foil layer to expose a maze of color coded wires. Warm up a soldering iron. For this project, you may wish to not only use a low wattage soldering iron, but you may want to use a very cheap one. You must use the iron to strip the wire properly, and you will gunk up the point. Heat stripping the wires will make or break your final cable. No other stripping method is recommended.

Strip a section of the most alike wires you are able to match up. Watch out for wires that appear to have the same color but actually have an added black stripe with the main color.

Lay the exposed ends together, crossing each other, and twist. You start by having the loop of one wire laying on top of the other. Twist where they overlap. You should end up with a ring laying between two twists of wire, where one twist joins exposed sections of wire and one joins sections of wire that are still insulated.

Next, find the proper pin for the color of wires joined and test for continuity between the matching connectors. *Then, and only then, solder the joint at the twisted section where the wires are stripped. Leave the twist that remains insulated alone.*

Now, take electrical tape and wrap each of the joints. The double twist in the wire should be left. The resulting joint has never been cut and should be much stronger than that made with similar modifications. You also have a better cable electrically.

The next step is equally important. After you have completed, tested and soldered all of the proper wires, you are going to wrap the cables together with electrical tape. (Trust me. The details on why you need the double twist and the wrapping are very, very important and very, very boring).

The strongest way to do this is to begin on one cable. Wrap that cable leg, continue to wrap over the splices in the middle, and then wrap around the same cable leg past the splices. Then, snip the tape and begin wrapping the other cable leg. This wrapping will result in a much stronger cable.

The first advantage to doing this project is that your computer signals have to travel over a smaller distance. The second advantage is that you have more ports open for devices that only have one cable. This project produces cables that are stronger, and they should have less electrical problems over other modifications, too. A lot of similar projects just forgot some basic cable splicing techniques.

Who knows, less cables may even cause your computer widow to smile again?

The Goofy Guru series originated in the pages of the Southern Nevada Atari Computer Club and continues to irritate all. Everybody else asks for donations these days (I break things too), so I live at 125 N. 1st Ave. W., Duluth MN 55802 and, well, I prefer short redheaded women most of all...

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Odds and Ends

Ellen Lentz (ACCT)

Joseph Hicswa, 8-bit VP of the Jersey Atari Computer Group (JACG), is looking for a Pinochle game for the 8-bit. If any of you out there know of one, he would appreciate hearing from you at 23 Passaic Ave. C3, Passaic, NJ 07055.

John H. Dean, 16-bit VP of the JACG, sent me a Pinochle game for the ST. If any of you program both for the 8-bit and ST, and would be willing to translate it to the 8-bit, I would be more than happy to send it on to you.

Ideas for Clubs

Joseph also informs me he and other club members check want ads for Atari systems being sold. Sellers are contacted, told about the club support, and copies of the club newsletter are sent to them. Some continued with their Atari, while others share the newsletters with whoever buys the system. They've acquired some new members through this process.

JACG is also planning to mail a newsletter and flyer to state-wide high school and college computer classes informing Atari owning students about their club and support. These ideas might be something other clubs could consider to increase their membership.

The Atari Computer Club of Toledo, Ohio (ACCT) is planning to show their support for the Classic 8-bit by making donations from the Club Treasury to several Shareware authors. The Atari community depends on these authors to help *Keep Atari Alive,* and this is a gesture to show our appreciation.

Visualizer Support

Those of you who have the program VISUALIZER—a great, easy-to-use program which came out in the early 1980s for creating titles for VCR tapes—might be interested to know there is a program available (PS2VIS.BAS) from the Ol' Hackers Club to translate Print Shop Icons to the Visualizer format. You use a joystick to position the icon anywhere on the Visualizer screen. It is available for $2.50 from:

Ol' Hackers AUG, Inc.
c/o Alex Pignato
3376 Ocean Harbor Dr.
Oceanside, NY 11572

Make the check payable to the treasurer, Ron Fetzer.

If anyone is aware of other programs which translate pictures (Micro-Painter, MicroIllustrator, etc.) to the Visualizer format, we would appreciate hearing from you.

Printing Utilities

Are you tired of wasting half a page printing 40-column documentation files?

Thomas J. Andrews, of the ACE of Syracuse group, has written a program called Print Star. It reads 40-column text files and formats them into two or three columns, which can be printed at six or eight lines per inch on standard 8-1/2 by 11 paper. Print Star requires 48K, at least one disk drive and an Epson-compatible printer.

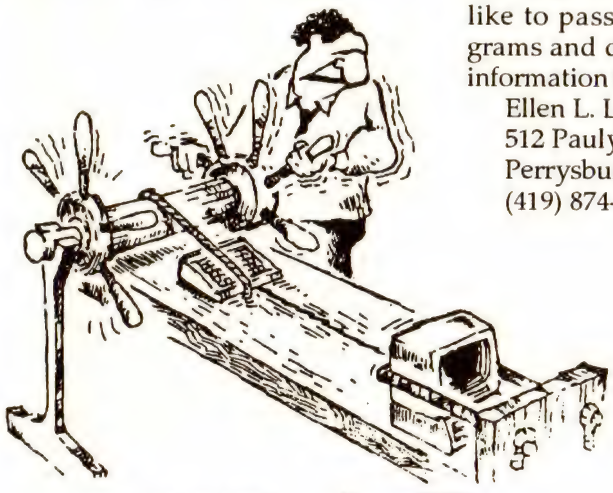
Tom has also written a program (COL40) to convert wider text files into 40-character format to use with Print Star. Tom is a unique shareware author. His fee is simply a letter with suggestions for a better program. He wishes to develop Print Star into a multi-purpose text file printer that is both versatile and easy to use. To accomplish this, he is asking for input on what *you* would like to see in such a program. Send your suggestions to:

Thomas J. Andrews
7805 RS Route 20
Manlius, NY 13104

For copies of these programs, contact Ken Wickert, 8-bit VP of the ACE of Syracuse, at (315) 458-6077 for instructions on ordering by mail.

If you have systems you would like to have reviewed, programs you have found particularly useful or other information you would like to pass along, send the programs and documentation and/or information to:

Ellen L. Lentz
512 Pauly Dr.,
Perrysburg, OH 43551
(419) 874-7196



THE POWER USER

SPARTADOS, HARD DISKS AND STABILITY

M.E. Stefan-Acta

Welcome to The Power User, a column dedicated exclusively to assist Atari 8-bit users in maximizing the usefulness of their hardware with currently available peripherals and software. Without further ado, let's begin this month's topic.

This month's discussion focuses on solving problems that occur when using SpartaDOS 3.2d with a hard disk system. At this point, you must be asking "What's wrong with SpartaDOS?"

In order for me to answer that question, I must first explain what is right with your Atari. Atari 8-bit computers, as with all other platforms, include routines built into the operating system (OS) to handle input/output (I/O) between the computer and its peripherals. Part of those routines are dedicated to handling disk I/O. The routines built into your computer are nothing short of perfect. No other computer has a more stable, cleaner or friendlier set of routines.

The Problem

Unfortunately, the OS routines do not have built-in support for high speed drives. Therefore, when ICD created SpartaDOS, they had to provide routines in the DOS itself to handle communications with the disk drives. The SpartaDOS built-in routines did a decent job at handling the US Doubler Ultra Speed mode. However, ICD was not able to make their routines nearly as stable as Atari's OS routines. As a consequence, SpartaDOS has an unusually high tendency to scramble your directories.

This is not a problem for floppy drives users because SpartaDOS does a very good job at communicating with floppies. And, in the unlikely event that a directory gets scrambled, it's fairly easy to recover.

However, for those of us lucky enough to own a hard disk, it's a completely different situation. When using SpartaDOS with a hard disk, there is a high probability it will scramble your directories due to the DOS routines' failure to close open files automatically.

The Solutions

There are a number of solutions to this problem. You could get the SpartaDOS X-cartridge, since it's been reported not to scramble your directories. However, it is too incompatible and has too many bugs for me to recommend it to anyone. My opinion is that all users should stay away from this product.

Another solution is to use MyDOS 4.5. I can say from personal experience that it will not damage your directories. I can further state that its probably the best hard disk DOS available for the Atari 8-bit computers. However, no good BBS systems run under it, and for that reason, I can not use it. (David Hunt and Bob Puff are working on making their BBS programs compatible with MyDOS.) I can only recommend MyDOS to people who do not run a BBS.

The final solution involves patching X32D.DOS to work like it should. All of the patches discussed here are available from many BBSes across the nation.

The first patch I can endorse here is X32C.DOS. It's a patch of SpartaDOS routines that attempts to get them to work right. It does a good job, but it is not nearly as stable as MyDOS.

The next patch worth discussing is X32P.DOS. This patch increases the available memory in your computer by 1K. That's all it does. However, you can use this patch with the X32C.DOS patch. If you use this patch, you loose BASIC XE compatibility. But, to be honest, that is no big deal. Therefore, you can have increased stability and increase your memory at the same time.

The last patch I will discuss here is X32Z.DOS. This was designed for use with the US+ OS from CSS. It forces SpartaDOS to make direct calls to the Atari OS routines in order to do disk I/O. This patch produces the best results, since it cuts the problem from its root. Furthermore, this patch can be used concurrently with X32C.DOS and X32P.DOS. The result is the most stable, most powerful, and friendliest DOS you can have in your Atari 8-bit computer.

There is a price to pay—you lose Ultra Speed mode unless you have the US+ OS or a Black Box. That aside, I personally use this DOS and can recommend it to all hard disk users out there.

In conclusion, there are two viable solutions. You can throw away SpartaDOS and use MyDOS instead, or you can patch SpartaDOS into X32CPZ.DOS and have the most powerful, reasonably stable DOS for the 8-bit Atari.

Next month, we'll look at task switching with SnapShot. See you then!

PROGRAMMING KIT FOR THE 8-BIT

Ellen Lentz (ACCT)

Here's another great package from Ron Fetzer of the Ol' Hackers Atari Club of Oceanside, New York. The Programming Kit consists of three disks—an improved Turbo BASIC programming language; a compiler which compiles both Atari BASIC and Turbo BASIC programs, making them run 10-15 times faster; a tutorial (with many examples) that teaches you how to do programming in a structured, modular way; programming modules that can be ENTERed and used in your own programs; and tutorials on Arrays and five different types of Sorts. The Programming Kit is designed for the beginning and intermediate Atari user.

A Little History

Turbo BASIC was originally written by Frank Ostrowski from Holland and has been around for some time. It works only on the XL and XE computers, although there is a version available for the 800. Turbo BASIC is completely compatible with Atari BASIC and runs five times faster. In addition to the regular Atari BASIC commands, you get 42 more commands and 22 more functions! You have a usable RAM of 34,021 bytes, which is 1,747 more bytes than you get with Atari BASIC.

Turbo BASIC has been improved by John Picken of the Garden City ACE in British Columbia, Canada. The Time$ function has been fixed so it runs *on time* and does not gain 12 minutes each hour. To create a self-booting file, you now can give it any name but the extender has to be .ARB (Autorun BASIC). The prompt changed from READY to TURBO. This will let you know you are using the NEW North American (NTSC) version. For advanced users, there is a machine language routine which allows you to vector anywhere you want with the BYE statement.

The Kit

All three disks, both sides, contain Turbo BASIC and are self-loading. Hold down the OPTION key while you are booting them up.

The Compiler is on side A of Disk 1. The compiler instruction screen is now in English, written by G. Meyer of Ames, Iowa. Also on Side A is a self-booting program which allows you to read or print the documentation for the Compiler and the Turbo BASIC Update.

As an aside, there are several advantages to using a compiler. BASIC reads each line and converts it into machine language before it can be executed. If it finds a GOTO or GOSUB, it starts at the top of the program and reads each line until it finds the line referenced. In the compiler, each line is converted to machine language and the appropriate references are stored. It saves the time of conversion and searching, thus making the program run much faster.

The expanded documentation for Turbo BASIC, written by Dave and Laura Yearke of the Western N.Y. Atari Users Group, is on side B of Disk 1. It is an autorun file which allows you to read or print the Turbo BASIC documentation.

Disks 2 and 3 are the products of Ron Fetzer. Ron is a retired math and computer teacher. His experience in teaching is reflected in the excellent tutorials on these two disks. Disk 2, sides A and B, are self-loading and present "Programming Made Easy," with details on how to write very large programs using Turbo BASIC and structured, or modular, programming techniques. As professional programmers do, you break a program down into smaller pieces, write them and then put them together to make the program.

You are shown how to write a block diagram and a skeleton program. This is what I call Top-Down, Bottom-Up programming. You create the modules you are going to use (Bottom), then plug them into your skeleton program (Top), by using the PROCedure-ENDPROCedure commands. Once you learn this technique, your programs become easy to read, easy to take apart, and are mostly self-documenting.

Disk 3, side A, contains close to 40 modules and utilities you can use in your own programs. Side B contains instructions on how to use them. In addition, lines 1 to 9 on each module contain explanations of what to do and how to use the module.

The modules were stored with the LIST command, so you can load them into a word processor and change variables with the SEARCH/REPLACE command if you wish. (Be sure to save them out as ASCII.) You then load them into your program with the ENTER command. This will replace any command(s) with the same line number(s), so be sure you have RE-NUMbered appropriately.

The modules do everything from DOS commands to screen printing to sorting. There are five different Sort modules included. The utilities include such things as a program to change the cursor shape, a program to give you center positions for strings, a HEXI/DECI converter, a word counter for your text files, and a loan program module. All the modules are very short and easy to understand.

Programming Made Easy shows you step by step how to use the modules, how to string them together to form a coherent program and how to renumber your code. It also shows you how to use your RAMDISK as an effective tool in constructing a program.

Disk 3, side B, in addition to "How to Use the Modules," contains text files on "How To Use Arrays" and "How To Do Sorting." These are self-loading and can be read or printed.

You cannot sort unless you use an array. Since String Arrays are not allowed in either Atari BASIC or Turbo BASIC, you are shown how to write "Pseudo String Arrays" that act exactly like regular string arrays. Short programs demonstrate these techniques.

The text file on sorting explains the Bubble Sort in great detail. There is also a String Bubble Sort. In the Mini Sort, the smallest element is put first in the array until the whole array is sorted. The Shell Sort is also explained. In the Relational Sort, you have two arrays that must retain their relationship, but only one array is sorted. This kind of sort would be used, for instance, for a Telephone Directory where the names are sorted but the numbers always have to stay with the names.

Ron is to be congratulated on this excellent Programming Kit. As you might recall, he is also the author of the Disk Management System, reviewed here in an earlier issue. To obtain this three-disk package, send $7.00, with a check made out to the club's treasurer, Ron Fetzer, to:

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Keep them coming, Ron. As long as we have programs like yours, we really can enjoy our *Happy Atari Computing.*

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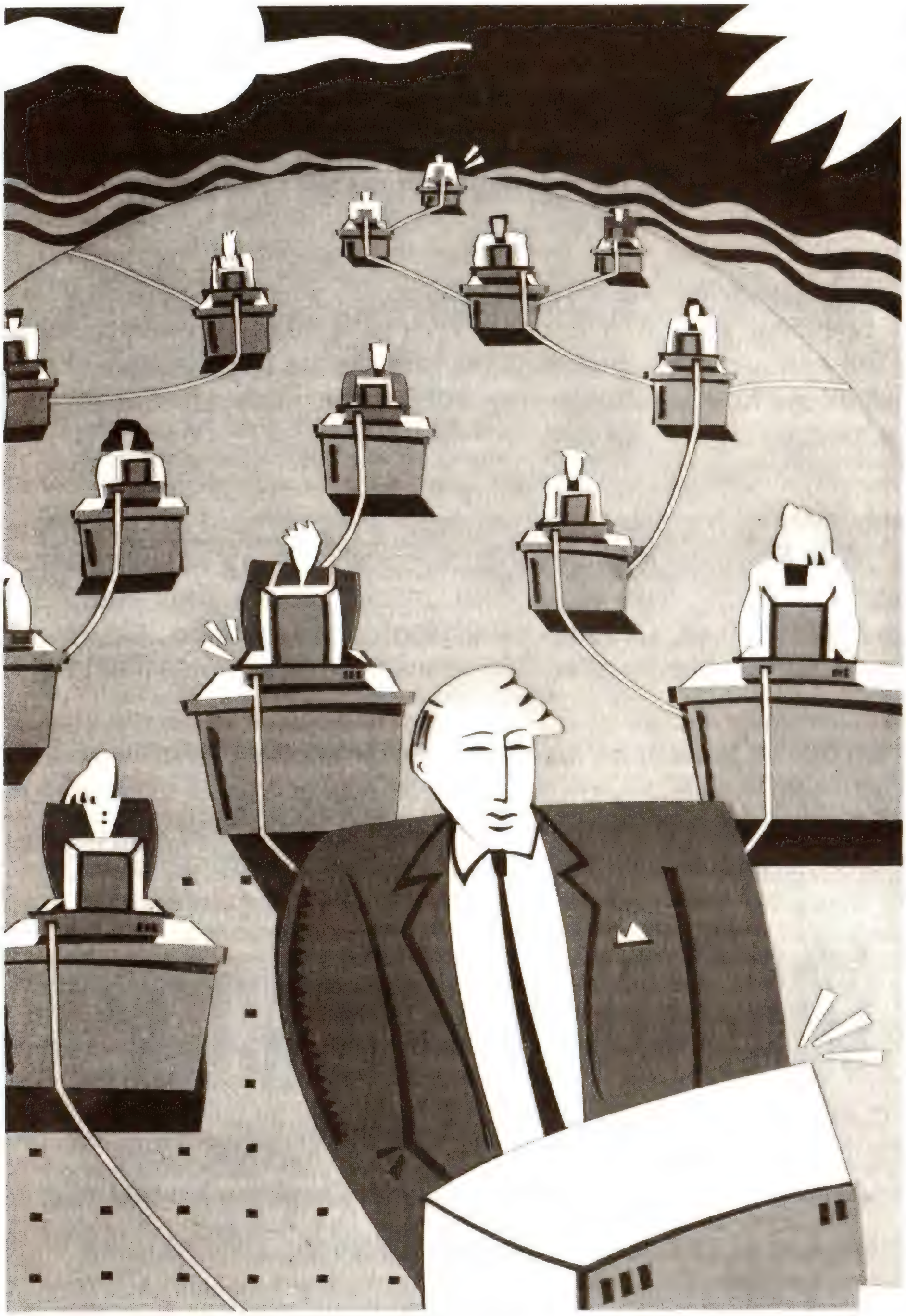

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HIGH TECH ON THE HIGH SEAS
A REVIEW OF LUCASFILM GAMES' STRIKE FLEET

DAVID ELMORE
ACCT

Being an avid computer wargamer, when a friend of mine bought Harpoon for the IBM, I drooled with envy. I wished and wished the game would be ported over to the ST, but to no avail. So, when I found Strike Fleet on the shelf at the local computer store, it was an instant sale. I haven't been disappointed.

Strike Fleet is a simulation of Modern Naval Combat. No longer are the 16" Guns of the Iowa Class battleships the most feared surface weapon. Today, surface ships engage each other outside of visual range, not only with aircraft, but also with a wide variety of missiles. Surface combatants trade gunfire only after surviving each others' missile barrage.

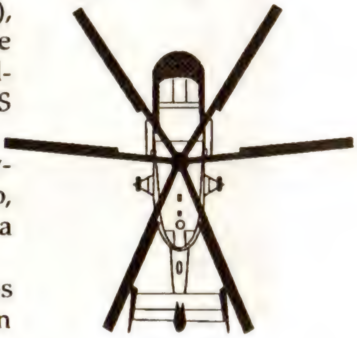
This game simulates this well, for the action is furious, the playability high and the realism only slightly flawed. The game contains 14 scenarios—the first six being Training and the last eight tied together as a campaign.

The first scenario teaches you to be calm in the face of incoming missile attacks and allows you to learn how to fire Surface to Air Missiles (SAMs). The second scenario teaches you how to control more than one ship and how to hunt submarines using helicopters. Each successive scenario teaches you a little more about the game until, finally, you are ready for the ultimate test—the campaign.

While playing the campaign, when you finish a scenario, you are given a ranking and an access code. This code tells the computer not only what campaign scenario you wish to play next, but also what your last ranking was. The object of the campaign is to finish with as high a ranking as possible.

The scenarios are fought in four different locations—the Atlantic Ocean, the North Sea, the South Atlantic and the Persian Gulf.

Enemy forces come in all shapes and sizes: five different types of submarines (from the tiny Salta Class of Argentina to the impressive Victor III Class of the USSR), ten different types of surface ships (from Iran's Light Patrol Crafts to the massive 28,000 ton Kirov Class Missile Cruisers, the ships which the manual states, "were almost single-handedly responsible for the recommissioning of the Iowa Class of US battleships."), three different types of aircraft and 13 different types of missiles.



At your disposal are 10 different types of ships, from the light Pegasus class Hydrofoils to the Ticonderoga Class AEGIS Cruiser. Most ships carry one, if not two, helicopters. These are not only good for hunting submarines, but I like to launch a bunch of them and do an airstrike against surface ships with torpedoes.

When you load a scenario, you are given the option of adding or subtracting ships from your fleet. Each ship class has a point value. If you subtract ships, you gain points which can be spent on a different type of ship. The fewer points you use, the higher your final ranking will be, the theory being that if you can do the job using fewer ships, you must be a better Commander. Once you have chosen the ships you wish to use, you're off to the Battle Zone.

Each Battle Zone has three map magnifications: Fleet, Task Force, and Ship. To get from Fleet magnification to Task Force magnification or from Task Force to Ship magnification, you move the cursor to the area you wish to magnify and left click the mouse. The area, which was shaded gray, now zooms in.

At Fleet magnification, you may only give orders to your Flagship, the one ship you have in charge of the fleet. Whatever you tell your Flagship to do, the others will also do. You can set the destination for the entire fleet by moving the cursor on the map to where you want the Fleet to go and right clicking the mouse. All ships will head for the destination. The Flagship will move no faster than the slowest ship in the Fleet, so if the Flagship is told to move at full throttle, all ships in the fleet will match speeds so nobody gets left behind.

At Task Force magnification, you may give orders to individual ships. You may have them leave a Fleet and start a new one. You may then have ships join the new Fleet or, if already split off, rejoin the old.

To leave a Map and go to the ships, you click on a button marked Bridge. The Bridge is where all battles are fought. From here you may fire guns, launch missiles or torpedoes, launch helicopters, scan Radar or Sonar displays, manually change course or speed, change ship status from Rest to General Quarters and back, return to the map display or move to a new ship.

While on the Bridge, you get a visual picture of what's directly in front of you. Helicopters and ships can be seen moving in front of you. If the enemy is close enough to you and you're firing guns, you can see the splashes on the water from your misses.

On the lefthand side of the Bridge display is your Ordnance Board. It keeps a running total of each ship's eight different Weapon systems. Each ship may carry Long Range Anti-Ship Missiles, Short Range Anti-Ship Missiles, Anti-Aircraft Missiles, Dual-Purpose Cannon Shells, ASROC Anti-submarine Weapons, torpedoes, Chaff bursts and Phalanx bursts.

On your Radar or Sonar display will appear ships, aircraft, missiles and torpedoes. If you point to one of these and left click, you get a Binocular view of the target. You can then see the target's course, its speed, its bearing to your ship and the distance it is away.

If attempting gunfire, you get crosshairs on this display. Place them where you think you can score hits and blaze away. If you wish to fire a missile at the target, point the cursor to the weapon system you wish to use on the Ordnance Board and click.

There are also two warning lights on the Bridge. *Lock* means a weapon has locked onto that particular ship. *Depth* means a ship is getting into shallow water and risks running aground.

Also included in the game is Remote Targeting. What this means is you can use one ship's or helicopter's Radar to target something for another ship who could not have seen it normally. In practice, this means sending a helicopter out ahead of the Fleet to scout the way. When the helicopter discovers an enemy target, you use Remote Targeting, return to another ship and fire Anti-ship or Anti-Aircraft missiles. All this done without the Fleet coming into danger.

This game is fun to play and exciting. While Harpoon covers a more strategic view of Naval combat, this game gets you up close and personal. The graphics are great, ships hit and damaged have plumes of smoke rising from them. Things get happening so fast you get flustered and make mistakes. When you make mistakes, well, stuff happens.

The game is simple enough; you will become familiar with the game mechanics quickly, but complex enough that this isn't just an arcade game.

As far as reality goes, I have only one complaint. In this game, when a helicopter lands, it is instantly ready to go out again. Not that I'm really complaining. I can't think of a Commander who wouldn't want his aircraft instantly refueled and re-armed as soon as they touch down. On the other hand, this isn't realistic.

Two other things about this game I consider flaws. First, there is no save game option. Campaigns can be ended and restarted inbetween scenarios, but, while playing a scenario, you have to play to the end or quit. The first scenario takes about 15 minutes to play, but one of the campaign scenarios took me 3-1/2 hours to finish!

Second, there is a feature in the game that speeds up the clock, allowing for faster play when things aren't happening. This is fine, but when things start happening, the clock doesn't automatically slow down. Many times I've been sailing along, suddenly, a Bomber appears and launches a barrage of missiles at my ships. Before I can react, *boom!*, they've struck and sunk one or more of my ships. In Harpoon, the clock stops so you can meet the incoming threat. I wish this game did that.

Overall, I consider this game to be a great value for the money. It plays well and is realistic (except for the helicopter turnaround time). I like it a lot and highly recommend it. I hope Lucasfilm Games does well with this title and continues to develop for the ST.

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Porting from the ST

Making the ST and Portfolio Talk to Each Other

Bill Rayl

Probably the hardest thing an Atari ST user encounters as a new Portfolio user is getting the two computers talking to each other for the very first time.

The Portfolio has built-in software for file transfers via the Parallel Interface and the Parallel Interface comes with compatible transfer software to run on an IBM. Unfortunately, this method cannot be used on an ST, even under IBM emulation. The reason for this is that the ST's parallel port does not use a couple pins that are extremely important to this software.

So, how do you use your ST to transfer software to the Portfolio for the first time? Every article written on the subject in Atari publications so far tells you that you have four basic options:

Borrow someone's IBM and use it to transfer a telecommunications package to your Portfolio.

Buy the DOS Utilities card from Atari or an Atari dealer (retail price $89.95). It has XTERM, the PD terminal package of choice for the Portfolio.

Find someone else who owns a Portfolio and has already gotten a terminal package onto it, then have them copy it to your RAM card. (Some people have even gone so far as to send their cards to Don Thomas at Atari to have him give them a copy of XTERM!)

Purchase TransporT from Artisan Software (retail $29.95) and use a null modem cable to transfer your terminal package to the Portfolio.

Of these options, TransporT is the one I'd recommend most...if you want to use only those choices.

> Sometimes, the impossible isn't really all that hard.

You see, all of those articles have missed the least expensive way to get a terminal package onto your Portfolio from your ST. In fact, some of those other articles state that what I'm going to tell you here is impossible.

Other than the cables you'd need to buy anyway to use the Portfolio with a modem, chances are you already have almost everything you need.

The Supplies

All the hardware you need is:
An ST
A Portfolio
The Serial Interface for the Portfolio
A modem cable and null modem adaptor (or just a null modem cable)

Your best option is to use a modem cable with 9-pin female connector on one end and 25-pin male connector on the other. Then, get a null modem adaptor with one 25-pin male end and a 25-pin female connector on the other end. This way, you can use the modem cable minus the null modem adaptor for normal telecommunications.

If all you can find is a modem cable with 9-pin *and* 25-pin female connectors and a null modem cable with both male ends (these do seem to be the most prevalent), don't worry. Just pick up an RS232 Gender Changer with 25-pin female connections at both ends. Your local Radio Shack should carry all of these cables and adaptors.

The ST software you need is a terminal package that supports transfer rates of as low as 110 baud. This includes Flash! and many PD and Shareware packages. Chances are the ST terminal package you already use can handle this.

If not, there's another option. First, you need the Atari Control Panel (or any software giving you the capability to set your RS232 parameters). Since the Control Panel comes with every system Atari sells, it's a good bet you already have it, even if it's not installed. Then, you need a program that can send information out the serial port. I personally used EdHak (available from Clear Thinking) to test this, and it worked beautifully.

As for the files you are going to transfer to the Portfolio, you need the following:

HEXBIN.COM—A utility to convert HEX files into BINARY runnable format. File size: 257 bytes. Checksum: 408D. (Checksums will be explained later.)

XTERM2.HEX—HEX version of the XTERM2 telecommunications package for the Portfolio. Supports Xmodem and ASCII file transfers and lots more.

XTERM2.DOC—Text documentation for XTERM2. You don't really need this file for the transfer to work, but you'll probably need it to use XTERM2 effectively. You can simply leave this doc file on your ST and read it from there or print it out for reference.

CHECKSUM.COM—A small utility that gives you a Checksum corresponding to a given file. This file is optional to the process, but it helps. File size: 129 bytes. Checksum: 30A7.

These files are all Public Domain files available from the Portfolio Forum on CompuServe (GO APORTFOLIO). If you're at all interested in the Portfolio, this is *the* place to be. There are literally hundreds of programs for the Portfolio there...all just a quick download away.

The files are also available on this month's ST disk, in the ST2PORT.APP self-extracting archive.

The Starting Block

We'll assume you have all the files listed above somewhere on your ST. For this article, I'm going to describe doing the transfers using Flash. If you are using some other terminal package, you may need to slightly modify these directions.

Start with both the ST and Portfolio turned off. It helps if you have both machines fairly close together, so you can type on them both without moving from where you are.

Plug the Serial Interface into the Portfolio. Attach the modem cable's 9-pin end to the Interface, plug one end of the null modem adaptor into the "normal" 25-pin end (adding on the Gender Changer if needed) and then plug the whole thing into the ST's serial port.

On the ST Side

Boot up the ST and run Flash. Set the baud rate in Flash to 110 baud (use Alt-B and click on the "110" button). While in the dialog box, make sure you have 8-bits, no parity and 1 stop bit set, as well. Click OK when done. If you want to watch the file's progress as it sends, you should also set Flash to Half Duplex (type Alt-P).

Now, we'll go set the ASCII transfer options. Press the right mouse button to switch to the GEM screen. Select "Ascii UL/DL" from the Edit drop down menu. At the dialog box, set LINE PAUSE to its maximum of 9 and turn everything else off *except* METERING, which should be turned on. Click OK.

Go to the Upload drop down menu and select "File Ascii." Use the File Selector to find the file HEXBIN.COM. Click *once* on the file, but don't send the file yet (i.e., select the file but don't press Return, don't click OK, and don't double-click the file!). Place the mouse pointer right above the OK button and leave it there.

On the Port Side

Boot up the Portfolio and get into Setup. Select "RS232 port..." from the menu. Set the Baud rate to 110, Parity to None, Data bits to 8 and Stop bits to 1.

Then, select Initialize! from the menu. If you get a

"Communication error" message the first time, try Initializing the Interface again. If you repeatedly get this error, there's a serious problem with either the Interface or its connection to the Portfolio. Turn the Portfolio off, make sure the Interface is firmly connected and try Initializing it again.

Once the Interface is initialized, get to the DOS prompt (press Esc a couple times). At the DOS prompt, path to your RAM Card by typing A: and hitting a carriage return. Then, type the following *(Don't* hit a carriage return after this yet!):

```
COPY AUX: HEXBIN.COM
```

Ready, Set...

The next step takes a little bit of timing on your part. Thankfully, you don't have to be too quick about this, though. What you need to do is press Return on the Portfolio and then click the ST's left mouse button (or press Return) *before* the Portfolio times out trying to copy from the Serial Interface. You'll know if the Portfolio times out, you'll see an "Abort, Retry, Ignore" message on the Portfolio but the ST is still sending.

If the Portfolio does timeout, simply type 'A' to Abort, retype the COPY command (or press and hold the Fn key, followed by F3) and re-setup for the file transfer on the ST side. Then, try it again.

If everything goes well, the ST will finish sending while the Portfolio continues to display "AUX to A:\HEXBIN.COM." A few seconds later, you'll see

```
Not ready error
Abort, Retry, Ignore?
```

Yes, that's the same message you'll see if the Portfolio times out. That's why it's important that you can recognize the difference between success and failure here. If the ST is still sending and this error occurs, the transfer has failed. If the ST has finished sending and you see this error, everything is great.

Type 'A' to Abort and type DIR (followed by a Return). You should see the file HEXBIN.COM safely stored on the RAM Card with a file size of 257 bytes.

Round and Round

Repeat the above file transferring steps for XTERM2.HEX and, optionally, CHECKSUM.COM. You can use CHECKSUM to verify that the files transferred successfully. At the DOS prompt, simply type CHECKSUM, followed by the name of the file you want to test and a return. For instance, to test HEXBIN.COM, enter the following (with a carriage return) at the DOS prompt:

```
CHECKSUM HEXBIN.COM
```

Once you have both HEXBIN and XTERM2.HEX on the Portfolio, you're in the home stretch. At the DOS prompt, type the following line (with a carriage return at the end):

```
HEXBIN XTERM2.HEX
```

The HEXBIN program will now convert the hexadecimal values in XTERM2.HEX into a binary, executable program. The output file is automatically called RESULT.OUT. Type, again from DOS and with a return at the end:

```
REN RESULT.OUT XTERM2.COM
```

The new program file should be 2,898 bytes in length and have a checksum of 99F3. If not...try, try again.

That's All Folks!

You should now have a working terminal program on your Portfolio. Turn your Portfolio and ST back off (just to be safe) and disconnect the modem cable from the ST. Keep the Serial Interface connected to the Portfolio. Remove the null modem adaptor or null modem cable and use the normal modem cable to connect the Interface and Portfolio to your modem.

Boot up your Portfolio and go to Setup again. Reset your RS232 port to whatever your highest baud rate is on your modem—XTERM2 can handle 9600 baud with no problem! You can skip Initializing the port, because XTERM2 will do it for you.

Now, get to the DOS prompt again, path to A: if necessary, and run XTERM2 by typing "XTERM2" (without the quotes) followed by a carriage return. You should be greeted with XTerm's copyright notice and mini help screen. From here on out, anything you type in is sent directly to your modem. If using a Hayes-compatible, you can use ATDT to dial the modem, etc. Support files on CompuServe can even give you a Dialing Directory of sorts for XTerm.

Make sure to read XTerm's documentation and keep a hardcopy of the docs handy for reference.

That's all there is to it, folks! It may seem a little convoluted, but it's no different than null modem file transfers to any other computer...except you're starting out with no transfer software on one of the machines.

I should note here that it may not be necessary to use 110 baud *and* set metering to its slowest possible option. Better to be a little slower than necessary than too fast, though. I have had only mediocre success in transferring files at 300 baud, so I don't recommend using faster than 110 baud. At 110 baud and metering set to 9 in Flash (or Slow in EdHak), I've had 100% success with over a dozen file transfer attempts.

Another important note is that you should not try this method with larger binary programs (like ACOM.EXE or even XTERM2.COM). It simply will not work, because these files contain control characters that stop the transfer dead. Things like Control-C, Control-D, etc. end the transfer. Play it safe and transfer the files listed in this article. Then, use your newly created XTERM2.COM to do Xmodem file transfers from then on. Of course, you can use this method at any time to transfer ASCII text files to and from your Portfolio.

Sometimes the impossible isn't really all that hard.

WHO READS AIM?

Analysis of the Reader Survey

Patricia Snyder-Rayl

This article has been long awaited by those who answered the survey questions we ran in an issue some time back. The response was typical of mail-type campaigns. I'd like to thank those people who did respond, and if you're not one of them, see how you fit into what the survey results show!

The survey started off with the sex question. *Are you male or female?* The answer wasn't a surprise to anyone who's a member of an Atari user group. Just over 94 percent of AIM readers are male, and 4 percent are female. The remainder is questionable! Maybe there were people who weren't sure.

Next came the age question. *How old are you?* A little over 33 percent are aged 30-40, while almost 29 percent are 40-50. The next highest percentage was almost 16 percent, aged 20-30. So, over 3/4 of the AIM readership is between the age of 20 and 50. A small fringe, about 8 percent are over 60 and under 20.

Probing even more personally than your age and sex came the third question. *What is your income?* The results show 63.5 percent of AIM readers earn between $30,000 and $49,999 in annual income. The rest is spread out pretty evenly at the lower and upper portions of the scale. This would seem to correspond to the age results, since the older people are, the more they tend to make—to a certain point.

The next question was for our use, mainly. *How many people read your copy of AIM?* The percentages show us that almost 64 percent don't share their AIM with anyone, while two people read each issue for 29 percent of our readers. The percentages got rapidly lower with higher numbers of readers.

Following this came the user group question. *Do you belong to a user group?* Not surprisingly, since AIM's backbone is clubs, just over 75 percent of our readers belong to a club, while 20 percent do not. Again, if you think about it, these results were expected.

This next question had a little more variety to the answers, so the results were not so cut and dried. *What Telecommunication services do you use?* GEnie came out on top at 31.8 percent, with CIS right behind at 21.7 percent. Delphi received 10.1 and Other (BBSes presumably) got 14.4 percent. This doesn't total 100 percent, since some people didn't answer, most likely because they didn't have a modem.

Next came the usage question. *Do you use your computer for business or personal use?* The results broke almost evenly over personal and both answers. Personal usage received 49.2 percent of the total, while Both won out with 50.7 percent of the answers.

Now that we knew what, in general, people used their systems for, we wanted to know how many people used it. The highest percentage went to single use with 36.2 percent. The next highest was three people at 21.7 percent followed by 2 people at 18.8. Four and five users were only small percentages.

Now that we knew how many people used the system, we wanted to find out what that system was. *What system do you own?* The choices were 8-bit, ST and Both. Just over 28 percent owned only 8-bits, and 38.8 percent owned only STs. Almost 33 percent owned both systems.

The next question was for the people who answered that they owned an ST. *Have you upgraded to TOS 1.4?* A surprising 63.8 percent said no, while 36 percent said yes.

How long have you owned an Atari computer? People who have owned an Atari for over seven years make up 55 percent of the respondants. After that comes five to six years at 20.2 percent. Three to four years is 13 percent with two years or less at 7.2 percent.

More Statistics

The next few questions were rather boring and dealt with the actual hardware setup in the systems people used. This can easily be summarized for you. Over 73 percent of AIM readers have double-sided drives (this includes 8-bit as well as ST owners). Almost 87 percent own color monitors, while 45 percent own monochrome monitors (readers could check both types). A very small percentage own Multisync or Moniterm monitors.

Almost every reader of AIM has a dot matrix printer—this was 92.7 percent. Also, just under 80 percent own modems. The next big winner was a hard drive at 53.6 percent. Over 10 percent of the respondants owned a Mac emulator. Just under 6 percent own a Portfolio, and 11.5 percent own a Lynx. Thirteen percent of AIM readers own a non-Atari computer.

The "wanna buy" list is a lot more fuzzy in its results. The largest percentage for equipment readers want to buy was a laser printer at 17.3 percent. Following that came a hard drive and a CD-Rom at 15.9 percent each. After that comes a removeable hard drive, a Mega/STe and a Mac emulator, all with 11.5 each. A modem and a non-Atari computer tie at 8.6 percent to round out the results.

Next, we asked people to tell us, in a ranking of one to 14, what they did most with their computers. Because the answers varied so widely, I went the easy route and took only the first two preferences. Word processing was the big winner at 34.8 percent. Telecommunications and Entertainment/Games tied at 14 percent each. Following that came Databases/Spreadsheets and Desktop Publishing at 7.4 percent each.

What level of computer user would you say you are? The answers were Intermediate at 68.1 percent, Advanced at 23.1 percent and Beginner at 5.7 percent.

The final question dealt with the articles in AIM. Did the respondant think the articles in AIM were dull and boring or terrific and exciting. It seems most AIM readers (63.7 percent) think articles are informative and (62.3 percent) easy to read. Almost 58 percent say the articles are just the right size, while a little over 17 percent say they're too short. Of course, if you don't agree with this, please let us know! <grin>

Enough Statistics, already!

So, the bottom line is, if you're reading this article, you're probably a guy, aged 30-40, making about $40,000 a year, who doesn't share his AIM with anyone! You also belong to a club, use GEnie or CIS, and own a color monitor, dot matrix printer and modem. You also are an intermediate computer user who likes to type and play games and thinks AIM is just great! Glad to have you aboard!

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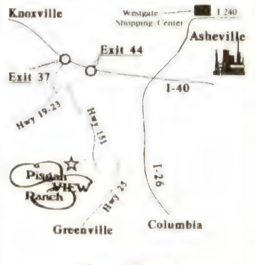

Area Map

ST/TT Disk

All files on this disk are self-extracting archives created with DoubleClick's Self-Extracting ARC program DC SEA! To use these programs, simplydouble click the files. Then, click on Extract and select the drive/folderto which you want the extracted files saved. Click on Verbose to get a listof the files in each archive or Exit to abort.

Here's a short description of the files on the July '92 disk. For morecomplete docs, see the text files contained in most of these archives.

89A_87A.APP—A small utility to convert GIF images from the 89a format to the more widely accepted 87a format.

DASH.APP—Mr. Dash is a Boulderdash clone from Germany. Great sounds, good graphics and very playable. Mono and color versions included.

GCHESS.APP—GNU Chess is one of the best chess games around, and now it's available on the ST! This version features a graphical user interface, ability to edit the pieces and the board, CPU vs. Human or CPU vs. CPU modes, a save game option and lots more. Full documentation and C++ source code included.

JAMES12.APP—"James the Desktop Butler" desk accessory from Luxembourg.This multi-function DA features a screen saver, mouse accelerator, diskstep rate setter, VBL emulator, VT52 emulator, virus checker and about twenty other functions. Version 1.2P.

MITHRIL.APP—A 3D animation that runs in low or high resolution on any ST/STe/TT. Mithril generates images itself rather than loading them fromdisk. In low resolution, it does gradual color cycling and uses the expanded STe/TT color pallete if available. In high resolution, it has fine shading and slightly smoother animation. Written by Mark Slagell of SilkWare.

MUTA.APP—Metamorphic Animator Desk Accessory for CAD-3D with the ability to output the intermediate 3D objects to a file, so you can use other rendering programs on them.

POOLFX92.APP—An update to Poolfix3 and Poolfix4. Fixes a couple of serious problems in prior versions of Poolfix. Freeware from Sweden.

SCAN4PIC.APP—A great little graphics utility from Stephen Coates of the UK. Scans selected programs for recognizable graphics screens and lets you save them out for viewing with your favorite picture viewer!

SERIALFX.APP—A program and CPX to fix problems in the ST/TT Modem 1port (for STE/TT users) or the Serial Port (for ST users). Allows you to lock the port into RTS/CTS mode, to support use of RTS/CTS with programs that do not support RTS/CTS (like Flash 1.6). Also fixes the RTS/CTS problems of overflowing modem buffers encountered with some modems. SerialFIX works with all current versions of TOS (1.0 to 2.06/3.06).

ST2PORT.APP—Four files mentioned in the "Porting from the ST" article in this month's issue. HEXBIN .COM converts HEX files to binary, CHECKSUM.COM determines a file's checksum, XTERM2.HEX is the HEX version of a popular PD terminal program for the Portfolio and XTERM2.DOC is the doc file for XTerm2.

TYPIST.APP—An excellent Typing Tutor program with support for QWERTY and Dvorak key layouts. Various typing exercises teach you how to type or help you improve your typing speed and accuracy. Includes C source code!

Mac/Spectre

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives—just double click to extract!

Here is a short description of the files contained on the July '92 Mac/Spectre Disk of the Month:

ATAXX—A board game that's very similar to Othello, but with some interesting twists. There are options for board size and opponent type (human or computer).

BBEdit 2.1.1—An all purpose text editor with lots of interesting features including pattern ("grep") search ability. Full documentation is included.

Caps Lock Notify—A very small utility that simply notifies you each time the Caps Lock key is pressed.

DESEA—DESEA strips the "self-extracting" code from most types of self extracting archives, saving considerable disk space. The one drawback is that you'll need an archiver (or unarchiver) program to unpack your files. Complete documentation is included.

Stuffit Expander —This application unpacks most types of compressed files including Compact Pro, Stuffit 1.5.1 and Stuffit Deluxe/Classic.

Print2PICT—A chooser document that allows you to send printed output to a PICT file. You can then use that file in any Macintosh application that accepts PICTs. Great for mixing text and graphics.

DISKS OF THE MONTH

Disk

Remember? v2.3—Ever forget Grandma's birthday? A car payment? Where you left the kids? Well, forget all that...and use Remember? v2.3. You'll never be late for another taping of "Lifestyles of the Rich and Famous" again.

Retriever Light—A neat little database DA that's great for keeping track of all sorts of stuff. Simplicity is the name of the game here. The DA is easy to set up and use, but it is still quite powerful. A very useful desk accessory.

TOM✓INIT II—An init that allows you to have "tear off" menus in all applications. It even allows you to tear off hierarchical menus. Great for use with large screen monitors. Never again make those tiring trips all the way back to the menu bar.

8-bit Disk

Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the July '92 8-bit disk:

SIDE 1

ALFBACK.ARC—A hard drive/MIO backup program featuring file compression to save on disks!

CGSDEV.ARC—Developer's Kit for the Color Graphics System from Tom Hunt and CTH Software. Contains all the info a programmer or sysop needs to install CGS on his/her BBS. [The CGS system for viewing these graphics appeared on the May '92 AIM disk.]

FATBACK.ARC—A great program for hard drive owners using SpartaDOS, FatBack saves your drive's FAT tables and directories to a file. If the drive's FAT tables get munged, simply restore them from your backup!

USR.ARC—Contains two LISTed BASIC programs and a picture file. USR.LST contains several USR routines you can add to your own programs The routines are described in this month's A-T-A-R-I article from Paul Alhart. PICTURE .LST uses some of these USRs to load and display a 62-sector picture.

Side 2

ATARIOIL.ARC—A demo that shows the process involved in drilling for and pumping oil. Shows how the oil is separated from gas and transported to the refinery. Very good graphics and quite educational.

NOISY.DCM—The Noisy Giant is a Micro Tales animated storybook for young children. Sound and graphics animation enhance the textual story. This one is sure to be a hit with the youngsters.

Readers can purchase these disks from their local AIM participating user group or by sending $6 ($5 +$1 s/h) per disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard handy. Please specify the July '92 ST, Mac or 8-bit Disk when ordering. When ordering the Mac/Spectre Disk, please indicate Mac or Spectre format.

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PO Box 2296
Phoenix, AZ 85002
Mike Aubrey (602) 870-8360
Meet: Room #106, DeVry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Sat. Time: 10AM-Noon
Dues: $10/yr
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225
Misc: Reduced PD library prices, access to club BBS areas, discounts at local Atari VAR.

SEVAC
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Mesa Public Library, Dobson Ranch Branch
Day: 3rd Sat. Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduced library prices, club BBS access.

CALIFORNIA

ACCESS
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS (916) 428-8662

AFED
4290 Constellation Rd.
Lompoc, CA 93436
Herb Kanner (805) 733-4026
Meet: Mid-State Bank, 828 North H St. (rear).
Day: 1st Tue. Time: 7PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/Mega/TT

AUGIE
3905 N. Lugo Ave.
San Bernadino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline branch of San Bernadino Library, 27167 E. Baseline Rd., Hiland.
Day: 2nd & 4th Sat. Time: 2-4PM
Dues: $25/yr ($12.50 w/o newsletter)
CPU: Atari 8-bit and ST/Mega/TT
BBS: StarLink (9600) (714) 688-3204

BAAUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara.
Day: 1st Mon.
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

BACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

DACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

FRACUS
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338
Misc: Membership includes club disk of the month/newsletter and AtariUser

MITARI MIDI
1848 N. Gramercy #302
Los Angeles, CA 90028
Brian Valentine (213) 461-5407
Meet: Meets at club address, a MIDI sound studio run by Brian Valentine.
Day: Last Sun. Time: 2PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
Misc: MITARI supports audio creativity on the ST/STE. All current members are engineers or producers.

RAM
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: $25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

SBACE
4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA (near Long Beach)
Day: 2nd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
Misc: SBACE Gazette newsletter.

SCCAUG
5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SCCAUG (408) 971-9212
Misc: MIDI demos are held twice yearly.

SDACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157
Misc: SDACE newsletter, increased BBS access

SLCC
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

SST
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: $24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

ST ACE Sonoma
PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

SVACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: $12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

TEAC
PO Box 1024
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

YAC
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5486
Meet: Call for details.
Day: 4th Tue.
Dues: $8/yr
BBS: STeve's (916) 661-1538
Misc: PD library access, Yackity-YAC newsletter, AtariUser.

COLORADO

ACCD
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

P3ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

CONNECTICUT

CCCC
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit, ST/Mega/TT and Portfolio

STARR
15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: $20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

DELAWARE

CDACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

FLORIDA

ABLE
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio Room 101 E. Central Blvd., Orlando FL
Day: Last Sun. Time: 1:30-4:30PM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
Misc: ABLE Program Library of User Software (ABLE PLUS) and ABLE AID newsletter.

FACE
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave., Jacksonville, FL.
Day: 1st & 3rd Tue.
Dues: $15/yr
CPU: ST/Mega/TT, Macintosh and Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access, quarterly newsletter.

JACE
109 Davis St.
Neptune Beach, FL 32266
Bill Zaiser (904) 247-0230
Meet: Call (904) 724-2610 for directions.
Day: 1st Sat. Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit only
BBS: The Wall (904) 730-8659

PACE
2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

queST
11201 122 Ave. N. #119B
Largo, FL 34648-2626
Terry Weigand (813) 581-7988
Meet: Tampa College (Clearwater campus), 15064 US Hwy. 19 N., Clearwater, FL
Day: 1st Sat. (Holiday, 2nd Sat.) Time: Noon
Dues: $15/yr
CPU: ST/Mega/TT
Misc: Large PD library and book library.

TBAA
5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly software and peripherals classes.

GEORGIA

MGAUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattnall Square Academy, Macon, GA.
Day: 2nd Sun. Time: 2PM
Dues: $30/yr and $4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club PD library free to full paying members. AtariUser, newsletter and AIM disk included in full membership.

STAR
3069 N. Brook Dr.
Chamblee, GA 30341
Tommy Mersinger (404) 938-2718
Day: 3rd Mon.
Dues: $30/yr
CPU: ST/Mega/TT

ILLINOIS

CUSTUG
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: $16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access, December MIDI concert/demo.

EAUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room
Day: 1st Mon. Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618) 344-8466
Misc: EAUG-Log club newsletter. Member of Midwest Atari Regional Coucil consortium.

GAUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block sourth of downtown.
Day: 2nd Mon. Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

LCACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244 O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus (708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90), ChicagoFest (Nov. '90) and the recent ChicagoFest by Atari (Nov. '91).

QCACC
PO Box 1036
Moline, IL 61265
Donna Lemaster (309) 755-3183
Meet: Moline Public Library, 403 17th Ave.
Day: 1st Mon. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (309) 755-2748

RACC
3693 Renfro Rd.
Cherry Valley, IL 61016
H. Jake Olbrich (815) 332-5303
Meet: Springbrook Congregational Church, off Alpine just as you make the turn onto Springbrook Rd. from Spring Creek Rd., Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Knights of Camelot (815) 226-2388
Misc: RACC News monthly newsletter.

SCAT
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource Center on Lambert Rd. between Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

STAR
337 N. 43rd St.
Belleville, IL 62223
Craig Carter (618) 233-6675
Meet: Illinois Power Bldg., 1050 West Blvd.
Day: Last Mon. (exc. December) Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

INDIANA

ACORN
3627 Iowa Court
Fort Wayne, IN 46815
Bob Kelley
Meet: Shawnee Branch of the Allen County Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396
Misc: Three Rivers Festival, PentaCon, ICE Kid's Conference participant.

ASCII
1752 Alimingo Dr.
Indianapolis, IN 46260
Dan Ward (317) 254-0031
Meet: Speedway Christian Church, 14th and Winton Ave., Speedway, IN.
Day: 1st Mon. Time: 7:30PM
Dues: $15/yr
CPU: ST/Mega/TT and Portfolio
BBS: The Zoo (9600) (317) 356-5519, It's Not a Game Machine (317) 581-9031, Crossroads Broadcast (317) 878-4069
Misc: Co-sponsors annual MIST Atarifest, member Mid-Indiana ST (MIST) coalition.

CRAG
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509 W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

KANSAS

FLAG
PO Box 3233
Fort Leavenworth, KS 66021
Jeff Yoe (913) 682-2883
CPU: Atari 8-bit and ST/Mega/TT

KENTUCKY

AEL
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members receive AELien Transmissions newsletter (6 issues) for $1.74/yr.

BRACE
3209-B Baird Ct.
Lexington, KY 40515
Hal Nason (606) 272-0383
Meet: Lexington Free Public Library, Downtown
Day: 3rd Tue. Time: 7-9PM
Dues: $15/indiv., $20/family, $10/assoc.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate gets AIM but no library access.

LOUISIANA

CASTE
314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E. Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: $15/yr
CPU: ST/Mega/TT
BBS: General Store (14.4K) (318) 855-6939

MASSACHUSETTES

WMAUG
285 Gates St.
Palmer, MA 01069
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch, Front St., Chicopee, MA
Day: 1st Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 283-4967

MICHIGAN

CACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

GAG
PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, 9 Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and 1989 WOA Detroit show

GLASS
PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
Meet: Troy-Athens High School, 2 blocks north of Wattles on John R Rd.
Day: 1st Thur. Time: 7PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

GRASS
624 Dickinson SE
Grand Rapids, MI 49507
Tim Feenstra (616) 249-9742
Meet: Wyoming Pub. Library, 3350 Michael SW
Day: 1st Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit

MACE
PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

STAG
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center & Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal. Participates in Community Fair at Fashion Square Mall each January.

STING
PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
BBS: STING (616) 532-5736

WAUG
14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Colonial Lanes on S. Industrial
Day: 2nd Tue. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT, Mac and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem for loan.

MINNESOTA

PACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location. Meetings are bi-monthly (Jan, Mar, May, Jul, Sept. and Nov.).
Day: 3rd Sun. Time: 1:30PM
Dues: $30/yr.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free PD library copying.

MISSOURI

ACE of SL
PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County Library, Fee Fee and Willowick, Maryland Heights, MO.
Day: Date and time varies
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter. Member of MARC.

KCAC
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

MDC-RCC
2610 Woodsage Dr.
Florissant, MO 63033
Al Owen (314) 837-2971
Meet: St. Louis Co. Public Library, Prairie Commons, 915 Utz Lane, Hazelwood.
Day: 4th Wed. Time: 5:30PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MDC-RCC has a total of 300-400 members, with 10 SIGs, Atari being one.

MONTANA

RACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM
Dues: $16/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: Membership includes free PD disk.

NORTH CAROLINA

RACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Check Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

NORTH DAKOTA

MACUG
129-2 Sirocco Dr.
Minot AFB, ND 58704

NEBRASKA

O-ACES
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

NEW JERSEY

JACS
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser at meetings. Send SASE (business size) for current ST or 8-bit disk catalog.

NEW MEXICO

AACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Co. of New Mexico. 4625 Edith Blvd.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
Dues: $20/yr payable in January
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of Jun. and Dec.

NEVADA

HISUG
PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2081
Meet: Round Table Pizza, Baring Village, 1201 Baring Blvd., Sparks, NV.
Day: 3rd Thur. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: UNreliable (702) 358-6307

SNACC
48 Lafaette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 Mcleod
Day: 1st Thur. Time: 7-9PM
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SNACC (702) 438-2208

NEW YORK

ACORN
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

BRAG*ST
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

CDACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar, Westgate Plaza, Albany.
Day: ST: Last Wed., 8-bit: Qtrly. Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks $2, free XL/XE library access.

LIAUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Smithtown Library, Nesconset branch.
Day: 1st Sat.
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
BBS: New Nest (516) 234-4943, Star Scan (516) 399-4252

OHAUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572

Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US consortium.

WNYAUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

OHIO

ACCT
4487 289th
Toledo, OH 42611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

ACEC
1287 Dennison Ave.
Columbus, OH 43201

CVACC
PO Box 9173
Akron, OH 44305
Don Crano (216) 376-7618
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club newsletter The Password

MAUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield.
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197
Misc: Access to AIM ST & 8-bit disk files on the BBS. AtariUser free to members at A&B. Back issues of AtariUser for $1 each.

MVACE
PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
Dues: $20/yr, $12 for students or newsletter only
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE (513) 233-9500

NASAC
1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Wendell Helfrick (513) 325-3764
Meet: Historic "Old Schoolhouse" next to the public library on S. Dixie Dr., about three blocks south of Route 40 in Vandalia, OH.
Day: 2nd Thu. Time: 7:30PM
Dues: $12/yr
CPU: Atari 8-bit, ST/Mega/TT and IBM
Misc: Monthly newsletter "The NAS-HACKER."

STANCE
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/Mega/TT

OKLAHOMA

TACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

OREGON

ACUNET
1310 N. 2nd St.
Silverton, OR 97381
Steve Barnes (503) 873-4590
Day: 4th Tue. Time: 7PM
Dues: $15 with AIM, $10 without
CPU: ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, Jungle (503) 393-4274.

COAC
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.)
Day: 1st Sat. Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/Mega/TT

DCASTE
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

PAC
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
Meet: NW Service Center (basement), NW 18th and Everett St., Portland, OR.
Day: 1st Mon. Time: 7PM
Dues: $25/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417
Misc: Swap meets in March, June, Sept. and Dec. Official Carina II support BBS.

PENNSYLVANIA

NAPCO
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

PACS Atari 8-bit
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St.
Day: 3rd Sat.
Dues: $25/year, additional $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (03/4=300 baud)
Misc: The DataBus newsletter, AtariUser

SAGE
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

SPACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

WACO
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tue.
Dues: $24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

SOUTH DAKOTA

RACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

TENNESSEE

CACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library, Cookeville, TN.
Day: 1st Sat. Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

MASH
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904

NAUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (9600) (615) 383-0727, Troll's Cave (615) 872-0757

TEXAS

AAAUA
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm, San Antonio, TX.
Day: 1st Tue. Time: 6:30-9:30PM
Dues: $18; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
Misc: Newsletter, C classes, library access.

ACCEPT
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT, Mac and IBM
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

GTAUG
6621 Capitol St.
Groves, TX 77619
Ray St Cyr (409) 727-7215
Day: Usually 2nd Tue.
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/Mega/TT, Macintosh
BBS: (409) 722-6526

HACE
PO Box 460212
Houston, TX 77056

Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 W. Loop S.
Day: 4th Wed. Time: 6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/Mega/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops. Hosts the annual Atari Safari show.

HASTE
4930 Shadowdale
Houston, TX 77041
Phillip Stojankik (713) 896-9131
Meet: Megabyte Plus, 5181 FM1960W
Day: Last Sat. Time: 10:30AM
Dues: $20/yr
CPU: ST/Mega/TT and Portfolio
BBS: HASTE (713) 921-0550
Misc: Participates in the Atari Safari show.

SALSA
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tue. Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/Mega/TT
Misc: Newsletter, discounts, new user classes.

UTAH

LACE
1194 N. 250 W.
Layton, UT 84041
Marshall Walker (801) 547-9902
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

STUN
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

WASHINGTON

CACUG
Box 767
Chewelah, WA 99109
Meet: Varies
CPU: Atari 8-bit and ST/Mega/TT

FACCS
PO Box 487
Harrington, WA 99134-0487
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT

Starbase
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT

SWAG
PO Box 1515
Vancouver, WA 98668-1515
Gary Lentz (206) 573-8224
Meet: Clark County Fire District #5, Station 3 at 213 NE 120th, Vancouver, WA.
Day: Last Sun. (exc. July) Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Bear Cavern (206) 574-1146

WISCONSIN

MAAUG
PO Box 56191
Madison, WI 53705
Rich Noble (608) 249-4029
Meet: Madison Public Library (Main Branch), 201 W. Mifflin St., Madison, WI.
Day: 2nd Tue. Time: 7PM
Dues: $18/yr (+ $5 one time fee)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MAAUG (608) 244-6742

MilAtari
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon
Dues: $22/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Hosts GEN-Con Computer Gaming area.

CANADA—ONTARIO

KAUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tue., Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: KAUG BBS (519) 351-3901

NCAUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/Mega/TT, Macintosh

TASTE
185 Varsity Row
Thunder Bay, Ontario P7B 5P2 CANADA
Dues: $25/yr
CPU: ST/Mega/TT

WAUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr.
Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM
Dues: $25
CPU: Atari 8-bit and ST/Mega/TT

CANADA—QUEBEC

ASTMUM
PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631
CPU: ST/Mega/TT, MIDI Specialists
Misc: Emergency repair, laser printing & graphics services, computer & MIDI equipment discounts, Audio Recording & Music Tech course discounts & more!

MACAM
PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thu., ST: 3rd Thu.
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: Enchanted Realm (514) 366-4556
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

ENGLAND

BaPAUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Fri. Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT
Misc: 8:16 Newsletter

AIM ADVERTISERS

AIM Subscription Form (313) 973-8825	9
American Techna-Vision (800) 551-9995	36
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Software Spectrum (908) 561-8777	42
Suzy B's Software (716) 298-1986	27
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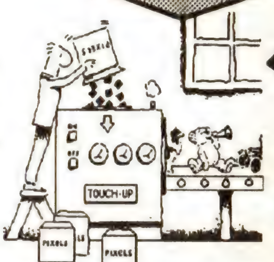

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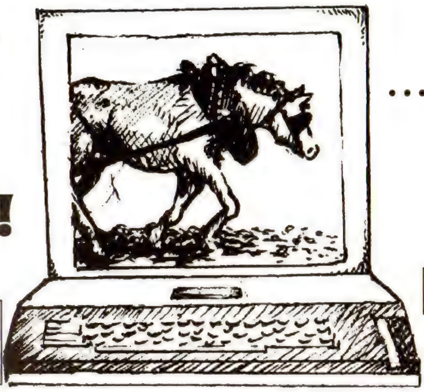

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$99.95 THE XF SINGLE DRIVE UPGRADE $99.95

Double the storage capacity of your XF551 with our 3.5" 720k **single drive upgrade!** Included with the upgrade is a Sony 3.5" disk drive in a 5.25" faceplate that perfectly replaces the existing 5.25" drive. The 3.5" drives are newer technology, more reliable, and easier to handle. Do NOT confuse this with public domain upgrades! The completely re-written drive OS adds these features:

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- Compatible with 40 OR 80 track drives

Included with the upgrade is a utility program capable of reading IBM and/or ST disks, so you can import text or binary files to your 8-bit (text conversion routines are included). Minimal soldering is required; but we provide free installation for any of our products! Only $99.95 plus $8 S/H/I. If you already have a 3.5" drive, you may obtain the single drive upgrade without the Sony drive for $59.95 plus $5 S/H/I.

$139.95 THE XF DUAL DRIVE UPGRADE $139.95

Our XF Dual drive upgrade allows you to **add** a 3.5" drive to your XF551, while keeping the 5.25" mechanism. This is a totally **switchless** upgrade that turns your XF into two disk drives! The added 3.5" drive assumes the next drive number higher than the 5.25" and is totally independent, so you can copy between drives, even mixing densities! This product has all of the features of the above single drive upgrade, available for **both** drives! Complete with Sony 3.5" drive, only $139.95 plus $8 S/H/I. The upgrade without the drive is $79.95 plus $5 S/H/I. A special version to handle dual 3.5" mechanisms is available for an additional $20.

THE FLOPPY BOARD $109/149

The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only $109.95, and the deluxe unit is only $149.95. Add $5 for shipping/handling.

Power products for your XL/XE computer

~~$69.95~~ THE ULTRA SPEED PLUS OS ~~$69.95~~

The Operating System that should be in every XL/XE computer! The **ULTRA SPEED PLUS** puts unbelievable speed and convenience at your fingertips. After using it a while, you'll wonder how you ever got along without it! Use **ANY DOS** to place **ULTRA HIGH SPEED** formats on your disks (with XF551 or modified 1050 drives), reconfigure and boot any drive (1-9 or even your **RAMDISK!**), sector copy single and double density disks to your RAMDISK, activate a built-in **400/800 OS** for compatibility, and much more! Below are a list of features. Only $59.95 + $5 S/H/I.

- **ULTRA SPEED SIO** for most modified drives
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- **COLD-START** without memory loss
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- **RAMDISK** exactly duplicates floppy drive so sector copying and editing are possible

$199.95 THE BLACK BOX $199.95

The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program – undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the BLACK BOX with 64K of on-board RAM.Another amazing feature of the BLACK BOX is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is $199.95, and $249.95 with 64K RAM (for printer spooler). S/H/I is $8. An optional custom BLACK BOX case is available for $39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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VOLUME 4 FALL 1992

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44 Syquest	$579	N/A	$609
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ATARI INTERFACE

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Editorial Ramblings

Things have been pretty strained here at AIM headquarters. As if the last few months of missed deadlines weren't enough of a problem...

Signs of the economic recession have become all too painfully clear to us. Two of our distributors have folded up shop, owing us considerable sums of money. Enough, in fact, that this issue was held up until we got enough funds from our other distributors to pay for printing on newsprint.

Another problem we're facing is that this was the worst summer ever for most Atari developers and dealers. To make matters even worse, Atari representatives have said the Falcon 030 will NOT begin shipping in quantity until the beginning of 1993 (or by December, depending on the source). On top of that, other changes at Atari (see our article The State of Atari for details) have left dealers and developers alike feeling very cautious.

For the very first time since we've been publishing Atari Interface, a large number of companies have decided to stop all advertising until the Atari market improves.

While these setbacks are not going to kill Atari Interface, they do force us to make some temporary changes. Mainly, the next few issues will probably not be produced on a monthly basis. Some, possibly all, of these interim issues may also be printed on newsprint.

You do *not* have to worry about Atari Interface disappearing from the planet, like some of the other Atari-related publications have done. The question isn't whether or not AIM is going to still be around; the question is only how many issues will be produced until Atari begins resupplying the market with quantities of products to sell. And the answer will be determined solely by finances.

Based on our discussions with people at Atari and other personal observations, we're confident that the Atari market is going to be much stronger next year...and we plan to be there when the market takes off!

So, please bear with us for the next few months. The Atari market doesn't look like it's going to get much better until the year's end. Until then, we Atarians all have to stick together and hope for the best

Bill & Pattie Rayl

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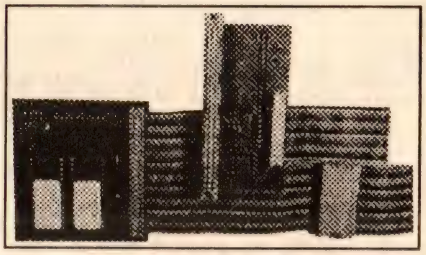

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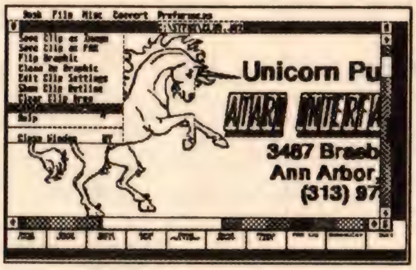

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One "master" computer (any 8-bit) is equipped with the master Multiplexer interface. Then up to 8 "slave" computers hook up to this master, each having their own slave interface. The slave interface consists of a cartridge that plugs into the cartridge port. It has its own socket on the top, so you can use whatever cartridges you desire with the system.

The "common" peripherals (things that are to be shared) are connected to the master. On each slave, all disk and printer I/O is routed through the master, so no extra disk drives are needed. The master computer can be configured in any manner you wish. You may have certain peripherals local to the slave, or routed to a different number on the master. Note that serial ports (R: RS232 interfaces) are not multiplexed.

Under development is a BBS system that will make full use of this device, allowing up to 8 lines/users to be using the system at the same time (our BBS uses it right now)! A multi–user chat mode is a feature of this BBS; however, you do not need this program to run a BBS with the Multiplexer (but be warned that not all BBS programs will run concurrently). All slaves are independent, and do not need to have the same program running on them.

This system is excellent for BBS SysOps; you can be using your hard disk(s) while still running your BBS uninterrupted! Another example is in a classroom situation, or anywhere a disk needs to be shared by many people. This is an excellent programming / debugging tool as well!

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The Ultra Speed Plus OS module actually contains three operating systems: the Ultra Speed Plus OS, the standard XL/XE OS, and the XL Fix Plus OS. The XL Fix Plus is a 400/800 OS translator in ROM, so you won't have to boot a translator disk again! It has two modes of operation for maximum compatibility.

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The Black Box is an add-on board for the Atari 600XL (upgraded), 800XL, and 130XE computers. The Black Box provides many unique and useful functions.

The RS-232 port emulates the Atari 850 interface very closely, but goes beyond by providing 19,200 baud capability. The Black Box is the only interface to support **hardware flow control**. This enables owners of high speed modems (4800 baud and up) to use their modem at full speed, and not worry about data loss due to a slow BBS or terminal program.

The parallel printer port interfaces to most all Centronics-type printers. You may assign the printer number and line feed options from within the Black Box's configuration menu. The Black Box allows **buffering** of your data, either using the extra 64K in your 130XE or the optional 64K RAM in the Black Box itself.

The hard disk port was the real reason for the design of the Black Box. You may connect most any hard disk controller that is SASI or SCSI compatible, or drives with embedded SCSI controllers. It is totally compatible with the current versions of MYDOS and SpartaDOS. The Black Box allows you to have up to 96 partitions with names, and set any partition as any drive (D1: through D9:), allowing you to place unprotected single density boot programs on your hard disk. You may also write protect ALL of your hard disks with the flip of a switch.

The Black Box also provides support for users who have previously used an ICD MIO to store data on a hard disk. You can have compatibility with an MIO formatted hard disk by simply setting a dip switch.

The 6502 monitor is very handy for machine language programmers. How often have you wondered where your program was, or what caused an apparent "lockup"? Entering the monitor will show you all the processor registers, and display the disassembly of the instruction it was about to execute when you pressed the button.

A printer dump of your current screen may be done at any time by pressing one of the buttons on the Black Box. A switch allows you to choose either text or graphics dump. (The graphics dump is only available for dot matrix printers capable of graphics.)

CSS sells a variety of accessories for your Black Box. The **Black Box Case** is a durable black plastic housing for your Black Box which sells for $39.95. **Modem and printer cables** are available for $9.95 each.

The Black Box regularly sells for $199.95 plus $8 shipping and handling. The Black Box with a 64K printer spooler regularly sells for $249.95 plus $8 shipping and handling.

Now $134.95! The Floppy Board save $15

Our latest and greatest product! The Floppy Board is an add-on expansion board for the Black Box interface. It allows the user to add up to 4 inexpensive, "standard" floppy drive mechanisms. The Floppy Board supports almost all floppy drive configurations, including 360kB, 720kB, 1.2MB, and 1.44MB. Built-in the Floppy Board are the Black Box Enhancer and a version of our Super Archiver.

Disks formatted on the Floppy Board are accessed at parallel bus speeds, providing a **substantial** performance increase over the standard serial Atari floppy drive. In fact, Floppy Board drive access is much closer to hard drive speeds than to standard serial drives! Included with the Floppy Board is our **IBM/ST Disk Transfer Utility** program, which allows you to both read and write IBM or ST disks. This makes the Floppy Board the ideal method for porting files to and from your PC or ST!

Also available for your Floppy Board is our 1.44MB drive kit. The kit includes a high-quality 1.44MB drive mechanism, power supply, and floppy drive cable, and sells for only $79.95 plus $8 shipping and handling. The Floppy Board regularly sells for $149.95 plus $5 shipping and handling. CSS also sells power supplies, floppy drive mechs, and custom floppy drive cables. Call for pricing.

Now $79.95! The Super Archiver II save $20

The Super Archiver II edits and copies all enhanced density programs plus retains all the features of our Super Archiver. This allows you to copy or create single or enhanced density protection schemes (including "phantom" sectors). It is completely automatic and compatible with the Super Archiver, a truly powerful backup and programming device.

Only $99.95 plus $5 shipping/handling. If you already own a Super Archiver, you may upgrade to a Super Archiver II for only $29.95 plus $5 shipping/ handling (disk upgrade; no additional hardware required).

Now $39.95! The Black Box Enhancer save 20%

A must for all Black Box owners! The Black Box Enhancer is a plug-in module for your Black Box, enhancing the printer functions and adding an instantly available, full featured **sector editor**!

The built-in **screen dump to printer function** will now render a hardcopy with a 16 shade grey scale representation of the colors. A special graphics printer handler is built-in, which allows any output directed to P9: to be printed on your graphics compatible printer with the same character font used on your computer. This means all the Atari special control and graphics characters will be printed, along with inverse.

The built-in Task Master sector editor is the most powerful editor for the 8-bit. It contains a sector copier featuring multiple copies, automatic formatting, and uses all available memory for fast disk duplication. The Task Master is not limited to only floppy disks. It can handle up to 16 megabyte hard disk partitions (even in the sector copier mode)! The Task Master provides full DOS support for MYDOS, SpartaDOS, and Atari DOS derivatives. Subdirectories are fully supported! You may link through individual files by simply moving through the directory and highlighting the file you wish to edit. 16-bit and sector map linking are supported for hard disks, and 11-bit linking for floppies. It is ideal for quickly editing files and repairing damaged directories.

The Black Box Enhancer regularly sells for $49.95 plus $5 shipping and handling.

Now $59.95! The Super Archiver save 15%

The Super Archiver is not just another double density high speed upgrade. Rather, it is the most powerful copying and disk editing tool available! Copies of disks are exact duplicates of originals, eliminating the need for patches, PDB files, extra computer hardware, etc. The Super Archiver is the fastest non-buffered upgrade for the 1050 drive.

Once installed, your drive has the ability to perform in all three densities, reconfiguring automatically as needed. But unlike some upgrades, 100% compatibility is maintained, so you will be able to boot any disk regardless of the protection. The software provided enables sophisticated editing of single density disks. Ultra Speed data transfer is fully implemented, so programs and hardware modifications supporting this will really take off. The Black Box and the UltraSpeed Plus OS also support this.

The Super Archiver is fully compatible with the older Archiver for the 810 drive, but comes complete with more powerful software that makes use of the 1050's extended capabilities. You may use an Archiver 810 drive for two drive backups.

The Super Archiver software is more than just a backup program. It enables the user to actually edit each sector (with ML disassembly), modify the sector layout on each track, and create your own bad sectors and other forms of protection. The Super Archiver is the only modification that will reproduce "phantom" sectors. The software included will duplicate these automatically, as well as let you write your own. Extra memory is supported for single pass copies. Track skewing (aligning each track in a certain order) is supported, as well as automatic speed compensation required to write out long tracks.

Included on the disk are other useful utility and diagnostic programs. The Mapper allows tracing the loading of a program within the drive. The Super Archiver utilities are all designed with simplicity in mind, yet with enough power for whatever you need. The only programs we know that cannot be duplicated are the later Electronic Arts programs and Synapse Syn-series (34 FULL sectors/track). However, we do have a fix for this! (See the Bit-Writer.)

Disks should only be copied to back-up your original program disks! CSS in no way supports the misuse of this product as a pirating device. The Super Archiver regularly sells for $69.95 plus $5 shipping/handling.

Now $34.95! The XF551 Update NEW ITEM!

The XF551 Update is a completely new internal operating system for your XF551 drive that fixes the quirks and bugs inherent in the XF551 design. It runs more commercial software, changes density properly, supports true Ultra Speed data transfer (actually, faster than the 1050 Ultra Speed), and has an optimized interleave in high speed formats to produce the fastest possible operation. It is the upgrade every XF551 owner should have!

Installation requires only a few simple solder connections. The introductory price for this new product is only $34.95 plus $5 shipping/handling.

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ATARI BULLETIN BOARD

040 Upgrade?

At the recent Messe in Germany, the Markt & Technik booth displayed a Mega4 with a 68040 expansion board mounted in a mini-Tower case. The 68040 CPU was running at 60MHz internally and 30MHz externally. Also onboard was 8 MB of "Fast RAM." Price for the upgrade, which was not yet available for purchase, was expected to be around DM 3000,- (approx. $2000 US). Markt & Technik, Hans Pinsel Str. 2, 8013 Haar b. MÜnchen, Germany.

TT Virtual Memory

If you have a TT and want to *really* upgrade your system's memory, there are a couple of options from Germany that might interest you. Maxon Computer GmbH sells a package called Outside allowing up to 128MB of virtual memory without hardware modification. You must, however, have a machine with TT Fast RAM. Price is DM 99 (approx. $60 US). Maxon Computer GmbH, Schwalbacher Str. 52, W-6236 Eschborn, Germany.

If that's not enough memory for you, OverScan GbR has VRAM, which supports up to 2GB (gigabytes) of virtual memory! The software supports any TT with Fast RAM or an upgraded ST with 68030, TOS 2.05 or above and Fast RAM. Price is DM 149,- (approx. $90 US). OverScan GbR, Santisstr. 166, W-1000 Berlin 48, Germany.

PMC

Purple Mountain Computers (PMC), distributor of Darek Mihocka's Gemulator, has announced the ST emulator for IBMs is now shipping. The package, which includes Gemulator board and TOS 2.06 ROMs is only $299. The Gemulator software is being released as Shareware to keep the hardware price down.

PMC also announced availability of their Freedom Floptical Drive, the first low cost 21MB floptical drive available for the ST. The Freedom drive also reads standard 720K and 1.44MB 3.5" floppies. The drive package includes one 3.5" 21MB disk and ICD Link adaptor for a limited time introductory price of only $399. PMC, Inc., 15600 NE 8th St., Ste. A3-412, Bellevue, WA 98008, phone: (206) 747-1519.

STorm

Double Click Software has announced that a new telecommunications package written by Alan Page (author of the original Flash!) is now in the works. The new program is called STorm and boasts such features as a modular design, internal multitasking, resizable GEM window editor allowing multiple files to be open at the same time, and a multitasking full BASIC interpreter for writing script files! Double Click Software, PO Box 741206, Houston, TX 77274-1206, phone: (713) 977-6520 (noon-6pm).

Warp 9 Upgrade

CodeHead Technologies released version 3.71 of their Warp 9 software accelerator. The newest feature is the Extend-O-Save modular screensaver. The screensaver allows external modules to vary the graphics displayed on-screen, similar to commercial packages for the IBM and Mac. Owners of previous Warp 9 versions can upgrade for $15. Retail price of Warp 9 is $44.95. CodeHead Technologies, PO Box 74090, Los Angeles, CA 90004, phone: (213) 386-5735 (Mon-Fri 9AM-1PM PT), FAX: (213) 386-5789.

MacSEE

Compu-Seller West and Reeve Soft are now shipping MacSEE, a program allowing ST owners to directly read from and write to Macintosh HFS or Spectre formatted disks, including 1.44MB disks and SyQuest cartridges. Options include transferring files using MacBinary (for programs) and translation (for text, etc.). Retail price is $59.99. Compu-Seller West, 220 1/2 W. Main St., St. Charles, IL 60174, phone: 708-513-5220.

Spelling Sentry

Wintertree Software has announced Spelling Sentry, a desk accessory that adds spell-checking and abbreviation expansion ability to any GEM program. The software supports a main dictionary of over 100,000 words and a user dictionary for personal or technical terms. Retail price is $59.95. Wintertree Software, Inc., 43 Rueter St., Nepean, Ontario K2J 3Z9, CANADA, phone: (613) 825-6271.

E.Z. Arithmetic

A series of 12 modules covering whole numbers, bases, fractions, decimals, measurements, percentages and more is now available from E.Z. Software. The modules are designed to make it easy for anyone, from grade school and up, learn or review in all aspects of arithmetic. Each module retails for

$49.95 and is available for the Atari ST/MEga/TT, Amiga, Apple, Macintosh, IBM and HP 95LX palmtop. E.Z. Software, PO Box 500, Midwood Station, Brooklyn, NY 11230.

Microdeal News

Microdeal has released Replay 16, the first 16-bit sound sampler for the ST. The cartridge and software is capable of converting between any 8-, 12-, or 16-bit AVR sound sample in either mono or stereo at up to 48KHz, which is better than CD quality! Included in the package is Drumbeat, a 4-voice polyphonic drum machine and MIDIplay, a MIDI keyboard emulator supporting up to 128 samples in memory. One meg of memory is recommended. Retail price is £129.95.

If you're looking for quality 8-bit sound sampling, Stereo Replay can convert 12- and 16-bit samples to 8-bit mono or stereo and includes a 3-channel drum sequencer. Retail is £89.95. And, for the user on a strict budget. The package lets you create and record stereo samples for only £39.95.

If you're into MIDI music, Microdeal has recently released Concerto, a low-cost, powerful 24-track MIDI sequencer with many features found only in packages that cost over twice the price. Retail price is £39.95. Microdeal Ltd., PO Box 68, St. Austell, Cornwall, PL25 4YB, England, phone: (0726) 69692, FAX: (0726) 68020.

CyberDrome

Fair Dinkum is now shipping CyberDrome—The Hoverjet Simulator, a "3-D virtual reality arcade simulation" by RHEA-FX. The game offers a single player mode or a 2-player/2-computer mode via modem or serial cable. Also included is a special 2-player Head-to-Head competition mode. Six mission levels are included, with plans to release additional mission disks in the near future. Requires 1MB of RAM and color monitor. Versions for the IBM and Amiga are under development and will be able to link with the Atari version for modem-to-modem play. Retail price is $39.95. Fair Dinkum Technologies, PO Box 2, Los Alamos, NM 87544, phone: (505) 662-7236.

HyperLINK Runtime Package

JMG Software has announced release of the HyperLINK Runtime Package for FREE distribution by users' group, online services and users. HyperLINK is the leading "Application Generator" product for the ST/TT. The Runtime Package will allow HyperLINK owners to create their own standalone programs that other ST owners can use without owning HyperLINK. The full HyperLINK package, with Application Builder, Report Generator and additional modules retails for $149. JMG Software, 892 Upper James Street, Hamilton, Ontario L9C 3A5, CANADA, phone: (416) 575-3201, FAX: (416) 5759-0283.

Atari Classics Debuts

The premiere issue of Atari Classics, a new magazine for Atari 8-bit owners, is expected to be available at the WAACE show (October 10&11). The first issue will be shipped *free* of charge to all persons who responded to the Atari Classics write-in campaign and will also be given out to WAACE show attendees. Annual subscription rates are $25 per year for the magazine (6 issues) and an additional $9 for the three Classics disks. Atari Classics, ATTN: Managing Editor Ben Poehland, 179 Sproul Road/Rt. 352, Frazer, PA 19355.

Quick

A programming language for the 8-bit called Quick has been gaining a devoted following in Germany. The disk-based environment includes a machine-language compiler. Retail price is DM 39,- (approx. $26 US). For orders outside of Germany, add DM 10,- for shipping. A disk-based magazine covering programming in Quick (written in German) is also available for DM 9,-. Power per Post, Postfach 1640, W-7518 Bretten, Germany, phone: (0)7252/3058, FAX: (0)7252/85565.

Atari Explorer Drops the 8-Bit

The new staff at Atari Explorer has announced they will no longer support the 8-bit computer line. Mike Lindsay, Explorer's new editor states this policy was necessary due to the new limited issue size and budget allowed by Atari.

Portfolio News

Megabyte of Hurst, Texas, now modifies the Serial Interface to include an internal Practical Peripherals Pocket modem. This gives you an all-in-one, direct connect modem for the Portfolio, eliminating the need for a serial cable. Cost for the modification is $50, excluding interface and modem. Call Megabyte at (817) 589-2950 for details.

Optrol, Inc. has announced the availability of 1, 2 and 4MB Flash Memory cards that fit inside the Portfolio's memory card slot. List price is $179, $254 and $399, respectively. Optrol Inc., PO Box 37157, Raleigh, NC 27627, phone: 919-779-3377.

Re:Port, a Portfolio-specific newsletter, has a new address. A subscription to the newsletter with disk and $5 gift certificate costs $50. As a subscriber, you also get to take advantage of Re:Port's special pricing on Portfolio hardware and software. Re:Port newsletter, c/o Editor David E. Stewart, 806 Benton Dr. #34, Iowa City, IA 52246-5207, phone (319) 354-7995.

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Right On Target

Dave Plotkin

When I first found out Dave was going to build the "ultimate" accelerator based on Motorola's most advanced (at the time) chip, I can't say I was too surprised.

Last issue, we were talking about Dave Small's original Macintosh emulator, the Magic Sac. This little wonder used genuine 64K Mac ROMs and could emulate the Macs that were based on these same ROMs.

As Apple increased the power of the Mac line, they found they needed more space in the ROMs. Thus, they brought out new Macs that were equipped with 128K ROMs. In fact, the actual Apple ROMs that Atari owners bought from Apple dealers to use with Magic Sac came from Macs that had the 64K-to-128K ROM upgrade performed.

Predictably, as the new Macs gained popularity and Mac owners rushed to have their Macs upgraded, the number of software programs that required the 128K ROMs mushroomed, leaving Magic Sac owners out in the cold.

Something else happened about this time too—something that helped to catalyze the development of a new product that could work with 128K ROMs and run the new software. Dave had a falling out with Data Pacific, and subsequently left the company. The company survived for awhile, selling Magic Sacs, and there were some ugly lawsuits (I don't know the outcomes). But, after a bit, Data Pacific disappeared in the mists that have swallowed up many an Atari vendor.

A Spectre Rises

As you know, though, Dave Small did not disappear. He began work on the new product—Spectre 128. It was named that because he envisioned it as rising from the ashes of Magic Sac and Data Pacific.

Spectre was designed to work much like Magic Sac—plug it into the cartridge port, run the driver software, and voilà! Instant Macintosh.

As Dave once told me, Spectre was roughly twice as much work as Magic Sac—because he had to disassemble the 128K ROMs (which were twice as large as the original 64K ROMs) and study them to figure out how to make his software work.

But Dave is nothing if not persevering. He brought out the first Spectre, a small cartridge that worked like a champ. It worked wonderfully well and ran most Mac software. And, with each new release, it got better. Dave added sound support along the way—something he had once declared impossible. He also added support for directly reading Mac disks with a new version of the product called Spectre GCR (GCR is the encoding scheme that Apple uses for Mac disks). This eliminated the need for converting Mac format disks to special Spectre format before using the disks on an Atari.

Dave had pulled this direct-GCR-reading trick before with the original Magic Sac and a device called the "Translator." He worked very long and hard on the Translator, and the result was a rather large box that plugged into the MIDI ports on the ST. It had its own microprocessor and cost around $300 (whew).

With Spectre GCR, however, the result was quite a bit better. The new cartridge was quite large, but still a cartridge—and it didn't tie up the MIDI ports. Gadgets by Small even allowed a generous trade-in allowance on original Spectres for people trading up to the GCR.

SST

Which brings us to the SST. When I first found out Dave was going to build the "ultimate" accelerator based on Motorola's most advanced (at the time) chip, I can't say I was too surprised. I saw an early version at a Glendale show and even wrote about it based on the prototype.

Dave seemed to be making good progress, but there were some design changes, and the project ended up taking much longer than anyone expected. In fact, it took so long that a competing accelerator, also based on the 68030 was announced from Jim Allen's company, Fast Technology. (Don't ask me which one is better—I don't own either one yet).

As with most of Gadgets by Small's products, the SST is elegant and addresses a host of issues. Atari did a lot of things with the ST that were designed to cut costs—but these also made it very difficult to get a lot of speed from the machines. Dave (and Jim too, from what I understand) did a lot of creative things to solve these problems. Thus, today, you can buy an accelerator for your ST that is as fast as or faster than anything Atari makes—including the TT.

Dave Small is about as famous as anyone gets who works only in the Atari world, but he himself gives the biggest share of the credit to his wife, Sandy. Sandy is a remarkable businesswoman who is managing to raise three children and manage a thriving company.

She is the president of Gadgets by Small, and she is the one you need to talk to when you want to do business with them. You can see her at the Gadgets booth at most Atari shows. I even got a button once that proclaimed that I had met her (though in fact, at the time, I had not!).

Next time, we'll talk about some of my own programming experiences with our favorite computer. 'Til then—keep your feathers dry.

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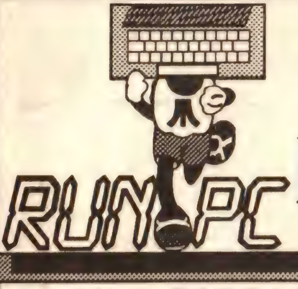

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The Lost Boys of MGAUG Set Out for The BRACE Atarifest

Lee Benjamin,
Van Johnson
and
Jeff Vincent
MGAUG

On July 17th, three members of MGAUG began what was destined to be a truly momentous journey. The plan was to meet at a Macon, Georgia, Racetrac gas station and proceed to Asheville, North Carolina. This would not seem too difficult for an employee of TRW, a hopeful soon-to-be college student and the club president.

Alas, simply being in the same place at the same time was too daunting a task for our intrepid adventurers. Jeff and Van showed up at their destinations right on time. Sadly, their destinations had the same name but not the same location.

Being at nearly opposite ends of Macon, Lee mounted a rescue, thus allowing everyone to leave at the same time, though not nearly on time. After an intense meeting, we managed to leave at 1:30 in the morning. (Please note: we were supposed to have met at the Racetrac at 11:45 and left around midnight...).

A peaceful trip ensued, filled with the sounds of our president's snores and our sudden, uncontrollable bursts of hilarity. A good sense of humor would prove to be most useful, as we would soon find out.

At approximately 3:00 in the morning, Lee's golden chariot began giving us an astoundingly bright light show accompanied by the most fascinating of sound effects. If you have ever been downed by an undetected SAM in Falcon, you know how we felt.

At 3:15 am, a quart of oil was poured down the noble beast's throat. Fifteen minutes after that, we were walking down a dark road in Athens, Georgia. The noble stallion which had borne us through so much was no more.

Failure of the oil pump had, unbeknownst to us, dealt the fatal blow to our trusted steed. This had actually happened in Watkinsville, but Lee managed to nurse it into Athens, in the general direction of the airport.

Conventional wisdom says that an Airport will have both telephones and car rental agencies. Although this is true, even in Athens, Georgia, it is not true at 3:30 in the morning.

After Jeff's rude awakening to our situation, he and Van got to push the car to the crest of the bridge that it had almost reached. We then decided to try to walk to the Airport.

Luckily, we had broken down in a part of town which had the dubious advantage of needing frequent police patrols. We had walked just far enough to be out of sight of the car when Officer Joe Williams of the Clarke County Sheriff's Department came to our aid.

Officer Joe not only stopped, he also called for a wrecker and waited with us until it arrived. After looking us over, he decided that Jeff and Van belonged in the back of the car, behind the plexiglass and steel barrier.

After the wrecker departed with the carcass, Officer Joe helped us confirm that nothing would be open at the airport, and there were no other car rental agencies open at this hour.

We thus decided to wait for dawn at the ubiquitous Waffle House.

Upon our arrival at the Waffle House, and extended consideration, Van and Jeff were released from the car.

Our home for the next six hours provided the two essentials of life: companionship and coffee.

We consumed enough coffee to drive the profit margin down to an all time low for a regular business day. Seeing as our luck was consistently bad, we decided to ask one of the Waffle House staff for a lift to the airport.

The first person we asked for a ride was a young fellow properly attired in the brown and yellow uniform of the Elite Waffle SS, complete with paper hat. His hair style and proper speech betrayed him as a student of the University of Georgia. He looked at us as if we had just asked him for a harem of dancing Iraqis and said "Um, I uh, um, will ask the manager if we can do anything like that."

Already knowing the answer, he returned to us with a look of feigned sadness and told us that employees cannot leave the store while on duty. We must note here that the fatigue factor had been working upon the three of us for quite a while now.

We were, at times, overcome by fatigue induced cackles between coffee gulps and longing stares at any functioning automobile that drove up in the parking lot.

Apparently the management observed our appearance (complete with all of our luggage packed below our feet in the booth) and our behaviour, and they decided they would make arrangements to *get us out of there.*

So, Van removed the straws from his nostrils and Lee and I slowed our cackling long enough to bestow many thanks to the lady that was to take us to the airport. The Waffle House had had enough of the *Lost Boys of the Middle Georgia Atari User Group.*

By ten o'clock that morning we were in a rental car, speeding towards the Blue Ridge Atarifest, which had already opened. Truthfully, there was a small cloud of doom above our heads as we realized we would not be getting the "pick of the litter" by being there at opening time. We arrived in Asheville by twelve thirty that afternoon.

As there will undoubtedly be other articles written about this great Atarifest, suffice it to say that we attended the show, checked into a motel and spruced up a bit, then headed for the banquet at the Pisgah View Ranch. The banquet was hosted by Sheldon Winick, owner of the Computer STudio. We also had the pleasure of dining with the Winicks.

Being that this was an all-you-can-eat banquet, we did just that. No doubt we left a lasting impression upon the Winick family, for one of us ate like he was at home and it was not a pretty sight. (We shall not mention Jeff's name here for he is the club President, after all.) It should be noted here that the unmentioned person does not eat until he gets full, he eats until he gets tired.

We finished supper and headed back to our motel. There was live entertainment after supper, but we had not been asleep in close to 48 hours by this time.

Thankfully, the trip home was uneventful. At this point, the reader might ask, "Was it worth it?" Other than the $$$$ it took to get Lee's transportation up to par again, we had a ball!

The BRACE Atarifest was very enjoyable! Hopefully the MGAUG will have members in attendance annually.

Did I say that the trip home was uneventful? There was one small incident where Lee suffered a flashback and began to pull into a Waffle House parking lot. "Let's go get coffee," he said.

That's when we put our hands on our knives...

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Atari Kid's Users' Group

[Ed: This is our first in what will hopefully become a series of looks at innovative ways in which Atari users' groups are serving their members and communities. If you have a local users' group doing something special or going 'beyond the call of duty', please write to us or send us an article telling our readers all about it.]

Alice Christie
PACS

Though some people feel that the 8-bit computers are dead, we are sure they have a lot of life left in them. This is because of the enthusiasm and interest displayed by the newest SIG (Special Interest Group) at the Philadelphia Area Computer Society (PACS).

Jessica Cavanagh is President of the Atari Kid's SIG which meets at Drexel University on the third Saturday of each month, along with the adult SIG, at 10 AM for the ST and 11 AM for the 8-bit Atari in Room M11B.

We are quite proud of our youngest SIG Leader and hope Jessica keeps on enjoying using her Atari computers and helping others to learn how to use them, too. We are not sure, but we have been told she is the youngest computer teacher and users' group organizer. Due to her enthusiasm, the Atari SIGs have been growing with the addition of both new adult and Kid SIG members.

Jessica is eight years old and has been running her Atari group for five months now. She holds meetings during the month at her home where she helps the younger members (ages 5 and 6) use the Atari 400 and 800XL. Her group has a newsletter which they put out each month using "The Newsroom;" Amanda Collins (age 11) is the Editor, and she helps Jessica with the typing.

The newest member of the group is Vicki Sakers (age 12), who has taken on the job of Disk Librarian. Jessica and Vicki picked the program "Atari OIL" from the AIM disk of the month to show for PACS Family Day on August 15.

Jessica also wrote two programs in BASIC to show how easy it is to program on the Atari with the built-in Editor—even for a girl who has just completed first grade. One was a Guess a Number game and the other was Guess a Word (five letters). A printout of the programs were included in the Kid SIG newsletter which was given out at the meeting so the others could follow along.

Last month, Jessica and Amanda ran a class on floppy disks using a poster they made showing the inside of a disk to explain why you should not touch the exposed part. When they are at PACS, the members of the Kid SIG attend the 8-bit and ST meetings and use both machines. Jessica wrote up a review of her favorite ST game "Maniac Mansion" in the Kid SIG newsletter for July, giving hints on how to get into the secret lab without blowing up.

The Family Day meeting was completely given over to Jessica and her group to run, and they were very successful. Some of the things they had planned, along with the software demonstrations, were giving out free gifts to all the kids who attended (jump ropes and trading cards), raffling off an Atari 400 with tape drive, cassette programs and BASIC cartridge and giving away software door prizes which the adult members had donated.

The meeting ran from 11 AM to 1 PM without a dull moment. Three computers were running the entire time and the kids took turns using them. The time just flew by, and before we knew it was time to pack up.

TT Lust!

Yves Pelletier
ASTMUM

I have owned an Atari 520STFM since 1986, but, in the spring of 1990, I realized it wasn't enough. I needed more memory and greater speed. I wanted the hours that I spent on the computer to pay bigger dividends than just entertainment and communications. It also seemed that my wife, who is a graphic artist, would sooner or later need a home computer powerful enough to assist her in her line of work.

At about that time, Atari was just coming out with a hot new computer called the TT/030. It seemed to me that this computer would be just the ticket for the scientific and DTP applications I wanted to explore. Wanting a TT was one thing; obtaining one was another. But, the seeds of TT Lust had been sown in my mind.

A career move landed me in Gander, Newfoundland. Gander's long-ish winter makes it a great place for spending a lot of time on a computer. Time passed...

Ordering the TT

Then, during a summer trip to the province's capital, St. John's, I noticed a cluster of STEs in the storefront window of Hutton's Music. John Hutton and his staff were very helpful and enthusiastic. We went over my wish-list and determined what the best initial set up would be. Then, John promptly placed my order, which included a TT, an Atari SLM605 laser printer and Calamus.

Time passed, and by late August, we were both pretty frustrated. I was just about to give up when Atari Canada came through in the nick of time. Finally, an Atari representative FAXed me a note saying my TT was on its way. Mr. Geoff Earle, General Manager of Atari Canada, generously relinquished two megs of RAM from his own computer so that mine could be delivered as ordered.

My TT has lived up to all my expectations, and it is a pleasure to use. The speed comes in handy, especially when using demanding applications like Calamus SL. In fact, Calamus and the TT get along very well, each one showing off the other's strong points.

Unix on the Atari

Many ST/TT programmers and power users also know a few UNIX tricks, and some have tried, in true hacker fashion, to re-create a UNIX-like environment under TOS. This is usually fragmented and piecemeal because it is built upon dozens of shareware, freeware and PD programs scattered over many BBSes and electronic information services.

These attempts should not be confused with the actual UNIX system Atari supplied to TT developers over a year ago, and which, at this writing, consumers are still waiting for. In the meantime, there is a wide selection of UNIX-style command shells and other programs that I have used to learn UNIX concepts.

Until very recently, TOS did not allow UNIX-style multitasking. But other basic UNIX concepts, such as input/output redirection and environment variables, could readily be learned with wonderful programs such as the Gulam shell and Sozobon C. What I learned that way proved very valuable when my employer started to look for people who could work in a UNIX environment.

Mac Emulation on the TT

I have added Spectre GCR to my TT, but not without a few problems at first. They were remedied, for the most part, by following George Richardson's hardware modification instructions (AIM, April '92, page 52). Unfortunately, my internal disk drive still isn't 100 percent reliable in Mac mode. I finally licked the TT/GCR problem by adding an Atari SF314 external floppy drive to the system.

Also, the current version of Spectre does not take advantage of the TT's built-in SCSI port and requires the old-style hard drive. But, having a working "Mac TT" on my desk makes up for a lot of annoyances. I like to think that Spectre GCR turns my TT into the equivalent of a Mac Plus with a 68030/68882 accelerator.

Laser-quality printing, using the Atari Laser printer and Spectre, still looks like a virtual impossibility, but a GEnie "thread" on that topic left me with the hope that a solution is not too distant.

Running Old Favorites

The TT is not intended to be a game computer (but then, neither was the ST). Its speed makes it virtually impossible to play many action games (if they can be run at all). It does run Dungeon Master, a favorite of mine. Gnu Chess runs fine, but Chessmaster 2000 blows to itty-bitty bits on my TT. I found that most point-and-click games (like card games) work on the TT.

By and large, software compatibility hasn't been an overwhelming issue. Running ST software on the TT is OK. However, what I would really like to see is more TT-specific commercial software. And, in cases where it might just be a question of re-compiling an existing program, it should be possible to offer TT-optimized versions of already existing software. Of course, some software would require more radical modifications. I would love to find out how blazingly fast Calamus would re-draw the screen if only it took advantage of the 68882 Floating-Point Unit.

I think that, even with the advent of the Falcon 030, the TT remains a powerful and flexible platform (at least for the time being). So, where am I going with this system? Well, I'd like to keep adding peripherals, such as a high-speed modem, and upgrade my floppy drive so it can handle high-density floppies. Also, the graphics cards available for the TT (some of which I saw at the Ace '92 show in Toronto) are very attractive upgrade alternatives.

On the software side, I want to continue to "UNIXify" my system. The next step may be the installation of GNU C, a respected freeware C language compiler that has been ported from UNIX to a variety of platforms, including the Atari ST/TT. I also look forward to running MultiTOS on my machine. And, of course, my wife and I will continue to use the TT as a platform for her professional DTP needs.

Yves Pelletier is a meteorologist with Canada's Atmospheric Environment Service. He now lives in Montreal, Quebec, Canada. He can be reached via E-mail at: 71307,1100 (CompuServe), Y.PELLETIER (GEnie), and afsfpel@ cid.aes.doe.ca (Internet).

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ATARI StockHolders Meeting

John Pilge

The Atari Corporation stockholders' meeting was scheduled for May 19, 1992. However, the court trial against Nintendo didn't end until April 27, 1992. (The jury could not decide on two of the three claims, so the court granted a mistrial on those two counts.) This caused Atari to delay the stockholders' meeting until June 2, 1992, 2 PM at Atari Headquarters. Officially, the meeting is to vote on the board of directors and to approve the choice of an independent audit company.

This is the first year that the board of directors owned less than 50% of the stock. In some companies, this might be cause for an exciting election result. But Atari is still a closely-held company. The board holds about 48% of the stock and Time-Warner owns just over 24% of the stock. There were only five candidates for the five board positions.

On June 2, 1992, 72.8% of the stock had voted on the following:

Jack Tramiel	42,014,116 votes
Sam Tramiel	42,024,726 votes
Michael Rosenberg	42,026,916 votes
Leonard Schreiber	42,075,816 votes
August Liguori	42,061,516 votes
Approval of the audit company	42,091,310 votes

The official part of the meeting lasted four minutes and 43 seconds. This is about average for Atari shareholder meetings.

After the official part of the meeting, president Sam Tramiel told of Atari's plans and answered questions from the audience. Since most people vote absentee, there is no reason to actually be at the meeting. About two dozen people attended. Most were friends of the board members, Atari employees, former employees and a few curious shareholders that lived nearby. A friendly crowd.

Sam Shares Information

Atari has discontinued selling their MS-DOS line of 386 and 286 computers. They only accounted for 10% of Atari sales last year and it was becoming difficult being cost effective.

The 2600 and 7800 game machines continue to sell well (mostly outside the US). New game titles for the two machines are planned for 1992. The Lynx should have 20 more titles available by Christmas. Video games machines accounted for 34% of company sales last year.

A Batman video game was planned to be released for the Lynx by June 19 (and it was shipped ahead of schedule). Lynx will sell with the Batman game while supplies last.

Code named "Jaguar," Atari's newest video game system is a 64-bit machine still in prototype. It will have a 10 key pad with joystick. Current plan is to have it available in 1993.

The XE line of computers are still being made. Though not available in the US market, XE systems are made for sale in Mexico, South America, Eastern Europe and Germany.

Code named "Falcon," the next generation of Atari TOS (which stands for "The Operating System" according to the Annual Report and the president of Atari) computers will support VGA monitors and have a new 56000 DSP (Digital Signal Processor) chip, which is also currently available on the NeXT platform.

There will be a 68030 version and a 68040 version of the Falcon family. The DSP chip will aid in digitized sound and music programs. Atari currently has about 17% of the music market.

The sale of Atari's factory in Taiwan was because of a land boom in the area. The land the factory was on became valuable. There is said to be an apartment complex there now. While Atari products are being made by contracted companies, Atari is still considering another factory.

The meeting was over in 50 minutes.

The State of ATARI

Bill and Pattie Rayl

To accompany the Annual Stockholders' Report by John Pilge in this issue, we've compiled related financial figures and other items of interest with a bearing on Atari's current state of affairs.

First, we'll look at some figures from Atari's most recent quarterly reports. Then, we'll discuss what these figures mean and how they are affecting Atari's business organization. Finally, we'll touch on the recent Forbes article concerning Atari.

Fourth Quarter '91

As mentioned in John Pilge's article, Atari delayed release of their 1991 4th quarter figures because of the then on-going law suit against Nintendo. (Atari lost the lawsuit.)

On April 3, Atari reported a loss of $4.4 million dollars for the quarter, as opposed to earnings of $1.6 million for the previous quarter and $8.8 million profit for the 4th quarter of 1990.

The 8-cents-per-share loss came on revenues of $96.2 million and included a $2 million credit for debenture repurchases. Revenues from the previous year's 4th quarter were $151.9 million, indicating a sharp decline in Atari's sales.

For the 1991 year, sales dropped to $258 million from $411.5 million in 1990. Net income for the year was $25.6 million, compared with $14.9 million for 1990. (The 1991 figure includes a gain of $40.9 million for the sale of the Taiwan-based manufacturing plant.)

Atari cut its operating loss for the 1991 fourth quarter to $9.4 million from $22.2 million in the 1990 quarter. Atari's operating loss for 1991 was $18.7 million, compared with a loss of $25.2 million in 1990. At that time, Atari's stock, which trades on the American Stock Exchange, was at $2.75 a share.

First Quarter '92

Atari's 1st quarter ended March 31, 1992. Net sales were $44.1 million as compared to $63.4 million for the same quarter in 1991. Atari also took a loss in currency exchange of $12.1 million for the quarter, as compared with only a $4 million loss in the same quarter in 1991.

When added to operating losses and other items, Atari posted a net loss of $13.8 million for 1992 as compared to a net loss of $2 million in 1991.

Second Quarter '92

The 2nd quarter ended on June 30, 1992, and Atari reported a loss of $39 million. Gross Sales were $23 million as compared to $49 million for the same period in 1991. Atari also reported charges of $34 million in losses of operating income for 2nd quarter 1992.

Atari's President, Sam Tramiel, said even with the loss, the company remains strong. "The company has over $60 million in cash and a strong balance sheet," Tramiel said.

Consequences

During the 2nd quarter, Atari began re-organizing its operations in order to "streamline" the company. As Bob Brodie puts it, Atari is "right sizing" its organization.

What does this mean in the real world? Well, a number of events have transpired as a consequence of this "right sizing."

Atari Canada has been merged with Atari US and is now called Atari North America. A small sales office is maintained in Toronto, public or contracted warehousing will be used to store, inspect and move products. A network of service centers will be set up for warranty and other repairs.

Many of Atari's non-US subsidiaries have been scaled back or closed entirely. These include Atari Australia (which is now selling only Lynx game machines), Atari Scandinavia and Atari New Zealand (which have been completely shut down). Nearly every subsidiary has been affected by the reorganization.

The Atari Entertainment division, which was located in Chicago, Illinois, has been pulled in-house. A number of the employees chose not to move out to Sunnyvale, including Tom Crosby (the division's head) and "some of the division's best programmers."

Atari has let their UNIX team go and the UNIX port has been put on hold. While UNIX has already been ported and runs fine on the TT, Atari is reportedly going to wait until release of the '040 based Falcon to push UNIX.

A number of projects have been put on the backburner, as Atari pins most of their hopes on the Falcon 030. The STBook, for instance, has gone into "redesign" because Atari found resistance to the machine due to it not having a backlit display. The Jaguar 64-bit home video game system is also slated for 1993 release.

Possibly worst of all, Atari announced at an August 14 private dealer meeting just prior to the Connecticut Atarifest that the MegaSTE was being taken out of production. And, the new Falcon 030 would not be shipping in quantities until early 1993.

This left many dealers wondering what they are going to sell for the 1992 Christmas season. In response, Atari has lowered the price of the TT, with prices recently seen at dealers for as low as $1500 for a 4meg TT without hard drive.

Earlier statements from officials at Atari indicated a huge roll-out of Falcon 030 machines in the fall of 1992, possibly as early as August. Current plans are now to have only "limited quantities" available by the end of October through the end of the year.

Forbes "Bashes" Atari

An article entitled "Cheap Didn't Sell" appeared in the August 3 issue of Forbes magazine. The article's cutline stated "Computer game maker Atari Corp. is in trouble again, a prime example of the dangers of pinching pennies on everything from marketing to expense accounts."

The article goes into a little of the history of Atari and the Tramiels, then points out numerous examples of mistakes and missteps made by Atari in the computer and video game markets in the past couple years. Many of the details in the article come from items that became "public" at the recent Atari/Nintendo lawsuit.

While the article is fairly hard-hitting, it points out that Atari does just barely have enough cash on hand to successfully roll out the new Falcon 030 and Jaguar "with the promotion needed to give them a real chance."

In reply to a question concerning the Forbes article during a recent GEnie conference, Sam Tramiel replied, "The Forbes article was a mish-mash and misconstrued article full of half truths. We are anxiously awaiting the release of the Atari Falcon to bring us back to the forefront. The article has given us some laughs, but otherwise has not affected us."

Atari's stock is currently trading at $1.25 per share.

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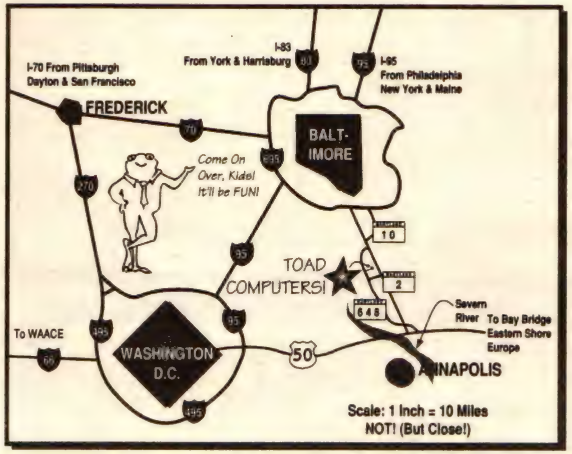

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You see, this summer, we went from being "Toad Computers: Atari Store and Friendly Place" to being "Toad Computers: The Atari Superstore (and friendly place)!"

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To show that we're using our new-found powers only for the forces of good, we're holding what we call "The Fest *before* The Fest."

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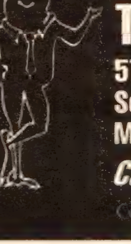

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Atari, Science Fiction and Cable TV

Patricia Snyder-Rayl

The following is an interview I held recently with Mike Kelley, who is heading up the SFAN cable channel. In particular, Mike let us know what SFAN is and how Atari is involved.

AIM: What is SFAN all about?

Kelley: The Space, Fantasy & Adventure Network is the first genuine effort to develop and launch a fan-oriented satellite/cable television channel specializing in Science Fiction, Space, Fantasy, Adventure and Horror programming. It is designed and defined to be an expanded-tier basic channel...carried in the same level of service as A&E or the Discovery Channel.

This accomplishes two vital missions. First, it will not be a premium service at a premium price. Second, because we will not have to meet over-the-air broadcast censorship requirements, we will (like A&E and Discovery) be able to transmit theatrical-release versions of movies rather than "edited for TV" versions gutted for network broadcast.

AIM: What sorts of things will SFAN have on it?

Kelley: SFAN will have a mix of the best series programming from the 50's through the 80's, the best and (laughably) worst movies from the 30's through the 90's, and original programming which will increase in amount and become more aggressive and daring as time and revenues permit.

Providing a detailed listing of our intended programming would be exciting, but we have spent thousands of dollars in consulting fees and hundreds of work-hours to research, track down and negotiate availability of the programming (some VERY obscure) which would be a wonderful "how to" shopping list for any other potential rival. We have gathered the best people to define the programming and the interests of the audience and we don't intend to give away that commanding advantage.

AIM: How is SFAN related to Atari Computers?

Kelley: The direct support Atari has provided in equipment, equipment support and ongoing interest has been a vital part of a very difficult development process. Through close coordination provided by Bill Rehbock and Mike Fulton, we have managed to make best use of the TT030 and Stacys provided us by Atari, and any equipment difficulties have been solved with complete cooperation.

This support from Atari has gained us support from many Atari developers and we have had the privilege of cooperation from folks at Soft-Logik (who even provided PageStream and fonts to Arthur C. Clarke for his Amiga 3000, for which they got a letter of endorsement), Lexicor, ISD and others. We have enjoyed this cooperation and it has resulted in the offering of DTP fonts and graphics from Computer Safari under SFAN auspices.

We would welcome further support from Atari hardware and software developers...and they will be recognized for their support when we are on the air nationally.

Perhaps one of the most important items Atari has provided is a letter stating their interest in SFAN as an advertising outlet for Atari products...the sort of thing to which the media and investors pay attention.

AIM: Has Atari Corporation's support been helpful?

Kelley: Most definitely...although I haven't yet been able to convince them to release the two dozen TT030s and dozen STBooks that I would love to have in my "ideal world." But, we have been able to help each other in some areas which we can recognize and some which we can't yet reveal.

A primary example of the cooperation between Atari and SFAN has to be bringing Walter Koenig (STAR TREK's "Chekov") into the Atari "family." SFAN acted as go-between in the arrangement that saw Walter become an Atari owner and which resulted in the interview published both in the newsstand Atari Explorer January '92 issue and the recent issue of the on-line Explorer.

Space, Fantasy & Adventure Network

And Walter *has* expressed an interest in acting as a spokesperson for Atari (in addition to being under contract to SFAN as Executive Producer/Host of a one-hour talk show). So, if fellow Atari users would like to see "Chekov" pushing Atari computers, please let Bill Rehbock, Bob Brodie and Sam Tramiel know.

We anticipate that Atari's involvement will only grow larger and more aggressive as our needs expand, but they do need to know if Atari owners want to see Atari take a more active and public role in the phenomenon of SFAN.

AIM: How will Atari computers be used for SFAN?

Kelley: Presently, the TT030 is workhorsing 20+ hours per day on telecommunicating and DTP while the Stacys are dispersed to other team members to allow them to generate files which we can easily plug into the vast quantity of documentation necessary for a project of this scope.

We are hoping to negotiate large-scale support from Atari for use of Atari computers in the areas of everyday business computer needs (networked), publishing of the newsletter (with aspirations of a magazine), storyboarding (as LucasFilms does), and scoring original programming as well as rescoring some older programming. As applications software evolves in other related areas, we would like to transition more tasks to Atari computers as quickly as possible.

How much would it help Atari to have their name on-screen nationally several times a day as "the official business computer of SFAN?" It's definitely a win-win situation for Atari and SFAN.

AIM: Why did you choose Atari computers for SFAN, rather than other brands?

Kelley: There are several reasons. First, I have owned Atari computers since my first 400 in 1980 and have kept abreast of Atari developments as the ST, STE and TT computers have come along.

Second, Atari impressed me several years ago by readily providing a half-dozen ST computers to my wife's minority school without any thought or promise of payback.

Third, I had been forced (unwillingly) to use the "other" GEM-supporting computer and (Heaven forfend!) the "best" computer ever designed in 1981. This gave me the opportunity to fully understand the true power and ease of use of Atari computers...my wife's fifth graders start doing DTP with PageStream within two hours of first seeing the STs.

Additionally, although Atari at times seems try its best to develop a ponderous managerial style, I felt they were more approachable than Apple, IBM or Commodore and more likely to be willing to "wing it" with us. Happily, I was right.

We simply feel that existing and upcoming Atari computers exhibit more of an understanding of the *real user* than do other computers and we won't feel compelled to pass up talented, creative people because they can't get command-line syntax just right.

AIM: How did you get started using Atari computers?

Kelley: In 1979 I had just reported to my third tour of duty as a Navy Airborne Electronic Warfare Officer and was learning to fly and duplicate Russian electronic countermeasures tactics. I needed (my wife will debate this) a computer to allow me to learn more about the new automated computer systems being developed for installation in Navy EW aircraft by learning about computers from the ground up.

Though the 400 wasn't cheap (and it took me just three months to "justify" an 800 with 48K of memory and a floppy drive), all of us in electronic warfare were pondering Atari, Apple, TI99 or IBM PCjr.

I passed up the Apple because of its bulk and lack of lower case (and lack of color graphics), passed up the TI99 because of the "chiclet" keyboard and amazing expense of peripherals, and passed up the PCjr because of cost and my experience with the reliability of IBM typewriters.

Well, Apple is still out there (still selling 8-bits!), TI99's are long gone and IBM stopped supporting the PCjr the day after they announced its demise.

My Atari 800 lasted until 1984 (sold in preparation for my first ST) and the 400 (with game cartridges) is sitting in my oldest son's closet...still functioning 100 percent. The 520ST was purchased immediately after its release, a 1040STF followed in 1988, a Mega4 in 1989, and the TT came into my hands in 1991. It's a long-term affair I continue to enjoy.

AIM: What got SFAN started? How did you come to start working on it?

Kelley: SFAN was originally conceived and defined in 1984 as a result of a conversation with a satellite dish technician. I was considering getting a dish and asked what the future of satellite programming might be...and the answer was "directed programming."

When I got to thinking about it, the logical answer seemed to be science fiction, fantasy, adventure, and horror, so I wrote a 20-page concept statement and added several pages over the next two years to refine the concept.

Because I realized that a project of this nature required contacts in the entertainment industry (which I did not have), it just rested in place until 1987 when I resurrected it out of boredom and started burning a lot of midnight oil.

I took a job in California and in very early 1988 made vital contacts in the music side of the film industry, then made the breakthrough of having Arthur C. Clarke (author of "2001: A Space Odyssey") evaluate the concept statement as "an excellent idea" and provide us with our slogan: "Science Fiction is the only *genuine* consciousness-expanding drug!" The weight of Clarke's comments connected me with an experienced Hollywood business consultant and it has evolved seriously since that time.

AIM: Who is helping you with this effort? Who is supporting SFAN"?

Kelley: We can count Bjo Trimble (Den Mother of Star Trek), Walter Koenig, Forrest J. Ackerman (who is considered the world's greatest expert on science fiction, fantasy and horror), Atari (of course), High Frontier space advocacy group (originators of the Strategic Defense Initiative *[Star Wars]* and the Single-Stage-To-Orbit [SSTO] reusable launch vehicle), Kelly Freas (SF artist) and Fritz Leiber (Master of Lankhmar...one of the original fantasy writers from the 30's pulps).

Many of the greatest science fiction and fantasy writers have promised material and/or cooperation, and we are negotiating with other writers and producers of note...but those negotiations are covered by non-disclosure agreements.

There are many others involved who will be coming on as staff employees when we are operational. SFAN is supported by private investors and my own funds...which has been made possible by the decision of many of the participants to defer compensation until we are funded. This has allowed us to develop SFAN without leveraging the project to financiers who might alter it into something unrecognizable or make negotiations for full-funding an impossibly complex process.

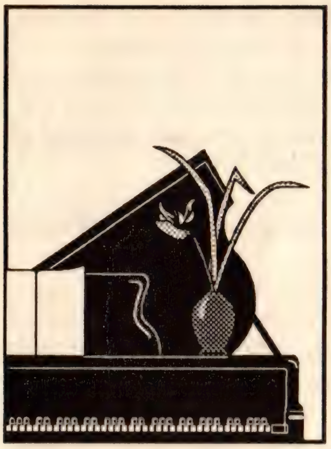
AIM: When will we see SFAN debut?

Kelley: The only honest and reasonable answer is that it is inextricably linked to the date of delivery of necessary funding. Any attempt to specify a debut date would be deceptive...since a three-day delay at one end of the negotiations might easily translate into a three-week delay in delivery of actual funding. And when you are into the realm of eight figures it isn't like applying for an auto loan.

We can be on-air reasonably within six months of funding, but on an emergency basis (going on-air parallel with other functions rather than at the end of all preparations) we can be up and broadcasting within three months.

When we issue a debut date we will issue only one and it will be "carved in stone" and met.

AIM: Thank you for joining us!



MIDI in the Midst
The Final Chapter

Kest Carter-Morgan

Readers new to this column might want to catch my '91 Chicago ComputerFest story from the beginning: "Initial Impressions" appeared in AIM's February issue; Parts 2 and 3 materialized in May and continued, through Part 4, in June. These reports are generated with a music technology slant, balanced with current, ancillary topics and rapidly evolving newsbits.

People have called me, asking for Hybrid Arts' proper address and phone number. Why? Because, only after I had submitted the article did I learn that the company had divided (not like protoplasm) into two other entities. One is Barefoot Software, Inc., and the other is, essentially, the new "Audio Group" of an existing company, Digital F/X, Inc.

As I understand it, Digital F/X, a video effects processor manufacturer, bought Hybrid Arts' direct-to-hard-disk digital audio recording and processing technology. Brad Eisenhower and some other ex-Hybrid Arts staff have continued to refine the 4-channel EX system. Their head office is: Digital F/X Inc., 755 Ravendale Rd., Mountain View, CA 94043. Telephone: (415) 961-2800.

On June 1st, I had the pleasure of meeting Brad Eisenhower during an EX demonstration, at the Best Western Shangrila, in Montreal. This demo was arranged to benefit the clients of Steve's Music Store and the general public. Impressed with what I'd written (on Digital Master and EX), he offered some clarifications, and other points, that may show up in a future addendum. It's quite a product; I wish them well!

When it became apparent that Hybrid Arts was no longer going to market and support the software lines, three ex-H.A. employees—Jeff Naideau, Dana Byrd and Brad Cox—formed Barefoot Software. They approached the authors and developers and obtained the licenses to carry on. This was a very worthwhile move—it prevented a large, installed base of users from feeling stranded and kept developers confident that their upgrade efforts would continue unimpeded. Barefoot Software, Inc., 19865 Covello St., Canoga Park, CA 91306. Telephone: (818) 727-7143; FAX: (818) 727-0632.

I remember witnessing, at the Chicago ComputerFest, how SmpteTrack Gold was such an improvement over earlier versions. As a result, I had planned to discuss its latest incarnation, "Platinum," at length, in this series of articles (along with an explanation of SMPTE). However, I have been overtaken by events: a temporarily incapacitating illness, a personal relocation and ASTMUM's participation in several shows since Chicago. Now, Hybrid Arts is no more and the software's gone Barefoot!

Don't worry. If you keep reading, I'm sure that you'll be rewarded! If you're already a SmpteTrack or EdiTrack user, you may be interested in this bulletin from Barefoot Software (or, if you're looking for your first full-featured, production oriented, monster sequencer keep reading!).

SmpteTrack/EdiTrack Platinum Upgrade

Revised Release

A New Look, To The Main Screen, Featuring:

A "tiling system" which allows portions of the screen to flip to other functions, meeting the user's needs at any given moment. This is much like windowing in that the user can, largely, reconfigure the look of the screen, except that the "tiles" come in predetermined sizes and don't overlap. That makes the code much more efficient, which, in turn, allows their reputedly excellent MIDI timing performance, during recording and playback, to be maintained.

Tile Types And Functions:

MIDI Recorder Transport tile (across the bottom of the screen in most configurations);

Track tiles allow 12 to 24 tracks to appear on the screen, at once, with more information per track than in the "Gold" version:

- permits muting of ALL tracks, including those under "Chain" control;
- provision for simple track looping (without needing a chain);
- A "wide-track" tile shows all multi-function column functions.

Control tile (much like the "Gold" control column, but in a different shape) The on-screen fader will control multiple channels, at once, to permit group volume control or adding modulation to several parts simultaneously;

Joystick tile (lets you simultaneously control two MIDI parameters, one with vertical movement, one with horizontal movement);

Group Mute tile mutes all tracks assigned to a particular channel with one mouse click.

Other New Functions:

Two Record Modes: For novice users, if the RECORD button is used, the count-off is heard and recorded material will be automatically saved, to the next empty track, when STOP is pressed. The PLAY button does not sound the count-off and any material played will be held in the "Keep Buffer" and saved to a track, in the traditional way, if desired. In advanced mode, the operation is the same as in previous versions of the program, except that the RECORD button causes the count-off to be heard, while PLAY omits the count-off;

Redesigned Quantize Function has user definable "grooves" and added parameters, like "strength" and "percentage";

Tap-in Tempo: Create a tempo track by tapping quarter- or eighth-notes on the Atari keyboard or a MIDI controller, or, record a song, out of sync, relative to the metronome. Then, while it's playing, tap-along, on quarter- or eighth- notes, to induce the program to realign the bar divisions and tempos to sync-up the tracks (to the tapped-in tempo). Essentially, this enables you to record in "free-time", without listening to the metronome, and go back and realign the sequencer's sense of bars and beats to the recorded material;

Weed Duplicates function eliminates overlapping duplicate notes.

New Graphics Screen Features:

Keyboard Equivalents for all graphics screen commands. Also, a new Option Menu allows changing of tempo;

Compatibility with TT Medium and TT High

Resolutions and, possibly, the TT cache;
Real-Time Track Velocity Shift makes track softer or louder during playback;
Durate Notes to a percentage of their current duration;
Sort Tracks by name or by channel and port;
Key command to Quit.

Once I've received a review copy of SmpteTrack Platinum and had two of our pros (longtime users of earlier versions, with MidiPlexers, etc.) lose themselves in it and emerge with a verdict, we'll have an interesting review!

Retail prices for SmpteTrack Gold ($399), SmpteTrack Platinum ($499) and EdiTrack Gold ($119) provide good price/performance ratios compared to the competition. Of course, dealers may sell for less. Other, familiar software items round out the line (ask for a brochure).

Before we move on to another Chicago show exhibitor, let me point out that, according to Brad Cox, Barefoot Software also handles some hardware, such as the MidiPlexer ($299), a DMA to SCSI converter ($225), some other items, and a SMPTE Chase Lock ($1000) for the "now old," 2-channel Digital Master system that I reviewed only a few months ago! He is also doing some discrete consulting and service, on the older equipment, by appointment; call for details.

Even if it stings a bit, it's better to land on your feet! On page 43 of this May's AIM, I mentioned Oregon Research Associates because I've met so many musicians who've landed in deeeep trouble by failing to back-up their hard drives. Guys, there's no excuse for this, especially when there are products like Diamond Back II to make pleasurable what was once a niggling chore! In that same issue, Bill Rayl reviewed Diamond Back II, helpfully revealing some considerations one should make when choosing a back-up utility. Oregon Research Associates, 16200 S.W. Pacific Hwy., Suite 162, Tigard, OR 97224, Phone: (503) 620-4919 FAX: (503) 639-6182.

At the Chicago show, Bob Luneski, author of Diamond Back II, mugged for the camera and cut capers with his irrepressible neighbor, Nevin Shalit, head of the Independent Association of Atari Developers and author of Tracker/ST 3.0 (another great product for the disorganized musician). I love their spirit, good humor and salesmanship; it contributed a lot to the feeling of good will at this massive show.

I'm pleasantly surprised that certain people I know are using Tracker/ST; I'll be comparing notes with them as I write my review. This is a very sophisticated mailing list and mail-merge program that could, for example, solve a lot of problems in the membership and newsletter circulation departments of a musicians' union. Step Ahead Software, Inc., 496-A Hudson St., # F39 New York, NY 10014, Phone: (212) 627-5830.

Being able to generate electronic or acoustic music, on demand, is a fact of life for today's musician. Being able to juggle many possible bookings can mean the difference between intermittent or steady employment. Personal info/agenda management programs, like Gribnif's CardFile 3 (now updated to CardFile 4), are especially helpful in keeping "more balls in the air." With phone-dialing capabilities (a MODEM is required), similar to Tracker/ST, CardFile 4 also has many useful features for the self-actualizing musician. Readers, please note that this is the latest info, from Gribnif, including their new address and phone numbers. Gribnif Software, P.O. Box 779, Northampton, MA 01061, Tel: (413) 247-5620, Fax: (413) 247-5622, Toll-free orders only: 1-800-284-4742.

The CodeHeads were doing brisk and friendly business at their booth. I'd like musicians to look into some of their products (i.e., MIDIMax, MIDI Spy, and even many of their shareware releases) which, I feel, justify a future article. Consider the time savings and smoother work methods possible when their programs, utilities and accessories are used. One of their brochures should state (if it doesn't already) "Products for Musicians, by Musicians" (if someone else has dibs on this phrase, let me know). Since Chicago, CodeHead Technologies has added even more goodies (soft and hard) to the line, so look 'em up! CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004, Tel: (213) 386-5735, Fax: (213) 386-5789.

I got some interesting video footage at our own corner booth (ASTMUM, #06) when Marc Sauvé, doing a "chicken-strut" to the music, seemed to gradually disappear down some stairs, behind our table. It was just an act, but I peeked behind there, just to be sure! After all, Chicago had sprung many surprises on us (e.g., the submarine tour, the "Deadheads' invasion" of the hotel, etc.).

Our table featured brochures, maps and tourist info about Montreal's 350th Anniversary Celebration (ending, Oct. 12, '92). In a province that was rapidly becoming insular, this "prolonged birthday party" has induced Montrealers to look outward (and inward) while celebrating their uniqueness.

There's been no shortage of things to see and do, in our city, including a Montreal AtariFest. Although ASTMUM helped publicize Production '92, which happened in late May, Atari's name and products were not as prominently displayed as they could have been had Atari chosen to exhibit! Feeling that certain advantages of the Atari platform would be better presented by users, we decided to have another go.

Three Montreal-area users' groups are hosting this Atarifest and we've invited users' groups, dealers and developers in the NorthEast (and farther afield) to join in the fun. Festival Atari de Montréal et Environs (FAME), scheduled for this September 19-20, could be happening as you read this!

There is a very distinct possibility that ASTMUM will exhibit and do demos at the WAACE AtariFest '92, October 10 and 11. Depending upon certain members' availability, and other factors, we could take pleasure in "doing it again!"

News Flash!

This, just in: Micro Expo '92, a multi-platform, user-oriented computer show, is slated to take place in the South Hall of Montreal's Place Bonaventure on October 16-18. Hours are Friday, Noon to 9 PM; Sat. and Sun., 10 AM to 6 PM. Featuring a "Table of Experts" to advise and guide visitors to participants' booths, this show focuses on helping people find suitable computer solutions for their desired applications. For more information, contact: ShowFest Productions (Micro Expo), Tel: (514) 844-0502, FAX: (514) 849-9517.

I mentioned Micro Expo because our group is planning to be there! Even though it follows right on the heels of WAACE, I believe the Atari platform(s) should be present whenever people are refining their choices. I also hope Atari North America takes this opportunity to show the non-Atari public what the current and (hint-hint) newest models can do. They'd better not miss this chance!

Now, For The Wrap-Up.

Unlike the Washington trip, we didn't have room to bring a MIDI guitar to Chicago, but we brought a complete (remember Part 1?) sound system, keyboard, sound modules and more.

One of the modules (provided by Steve's Music Store in Montreal) was no larger than a VHS videocassette. It's called the Yamaha QY10 and is great for the musician on the go. This portable, musical notepad/sequencer/nearly-do-everything gadget cries out for you to put it to use. Check it out at your local Yamaha dealer.

By the way, the Roland Sound Brush and Sound Canvas modules and the U-20 keyboard were well demonstrated (Roland Corp. US, Guitar Plus) at the show. Most of you are now aware that you can assemble and fine-tune a heap of sequences and accompaniments (using Roland's "Band-In-The-Box" software and/or your favorite MIDI File Standard compatible sequencer) on your ST system and then arrange the files on disk for playback, in the Brush, to drive the Canvas (or any other suitable sound module) at a gig. Your computer and fragile monitor remain at home, so your kids can work on their term papers! The popularity and utility of the modules has since provoked a number of our members to participate, locally, in a quantity purchase (an ASTMUM benefit).

For complete descriptions and applications of Roland Products, I suggest you get on their mailing list. Their Roland Users' Group Newsletter can be obtained by writing to them. In the US: Roland Corp. US, 7200 Dominion Circle, Los Angeles, CA 90040-3647. In Canada: Roland Canada Music Ltd., 5480 Parkwood, Richmond, BC V6V 2M4. In Australia: Roland Corporation (Australia) Pty. Ltd., 38 Campbell Avenue, Dee Why West, NSW 2099.

Displayed (and played) at our booth were examples of our members' work in areas of jazz, fusion, a cappella voice, new age, film scores, techno and dance music. Feel free to write us (or call) for our productive members' ever-growing list of high-quality CDs, cassettes and sheet music (much of which is already distributed through record and music stores). We can even advise you if you're thinking of producing an original recording or want to get started in the music technology field.

ASTMUM was initially formed because people (musicians, artists, teachers and technicians) who earned their living with their STs were not happy with the quality of service provided in the Montreal area. Since 1987, our group has maintained a 24-hour repair hotline and procedural training for its members. Seminars and demos of new music equipment, workshops in the complexities of graphics and music production, and viewing video-tours, of Atari exhibitions, are typical activities of our group. Over the years, musicians, near and far, have joined ASTMUM. We welcome any who want to help keep the Atari users' and developers' community alive and healthy!

A musician, band or group is, today, more likely to take an interest in visual presentation and the ever-broadening selection of tools involved. Even though ASTMUM is also heavily into visuals, DTP and graphics (posters, flyers, brochures, cassette and CD jewel-box inserts), I have chosen to channel my graphics reportage into a separate article. It will cover things I've seen at this and other shows, balanced with some of our users' comments.

Near show closing, I made another sweep through the hall with the camera. "Oh yeah, I'd better check to see if I won that C-Lab wristwatch! Humm... Nope! But, what's this? That's my name! What did I win?" Bob Lytle pointed out that I'd won the shirt that my entry was pinned to. Behold! A huge, black, C-Lab Notator sweatshirt! This was the first time I'd won anything at any of these shows, so I hopped around for quite awhile.

The LCACE Chicago ComputerFest by Atari was quite a show. The Lake County Area Computer Enthusiasts put a lot of preparation and effort into it. If you're a Chicago area musician, you might check out their MIDI SIG (I recall that their contact person for music was Steve Yeaton). If, like many musicians, you've only used your ST as a sequencer, they (like ASTMUM) can also help you come up to speed in learning other, useful aspects of your computer. They may also be able to direct you to a club in your immediate area.

I, myself, would like to come back to Chicago and, without the pressure of a show, get to know people better. I remember meeting Dwight (J.J.) Johnson at the Dearborn show in 1989. He already had a twinkle in his eye. That twinkle became the Chicago show!

I had also met James Grunke, Atari's Director of International Music Markets, at the Chicago show. He indicated that Atari was going to work more closely with music application developers and dealers, and be a larger presence in our segment of the market. James Grunke even stated that he was impressed by the accomplishments of ASTMUM.

Atari USA supplied most exhibitors with computers (in addition to those set-up for MIDI-Maze, DTP workshops and many more for seminars). It was a massive undertaking, on a scale notably larger than the Dearborn show! Atari loaned us two Mega STEs. In appreciation, I bought one at the close of the show!

Those of you who made it to the show, dig out your souvenir programs and study what you might not have had time for before. Reflect on that and on the goodies you found, the people you met... Yes, it actually happened.

About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is also a 5-octave manualist (plays music on his hands) with a large repertoire, and he is one of the founding members of Atari ST/Mega Users (Montreal).

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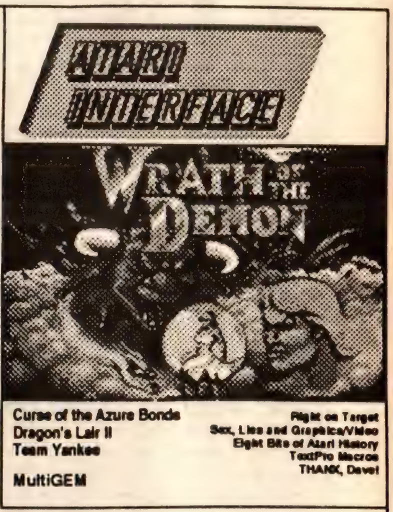

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(The Clip Art in this Ad has been reduced only 30-50%!)

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PRESIDENTIAL PONDERINGS by Alvan Sherrill

Wouldn't user groups function magnificantly if the officers were paid $100,000 a year? You can bet that people would be on time for every meeting and no job would be too large or too small. Atarians and wannabees would flood the mail with applications. Attendance would surge with members and applicants hoping to get part of the action. But, alas, the pay is zero. At least monetarily. I suppose that explains why it is so difficult to get volunteers. But, fortunately, there those who devote their time and expertise to fulfill the responsibilities of their office, often taking on tasks beyond those prescribed. For these few we can be thankful. We owe the existance of user groups to this unselfish group of Atarians who devote so much of themselves.

But, unfortunately, there are a few who will volunteer for an office and do little to fulfill their responsibilities. They will be habitually late to the meetings or perhaps not show up at all without notifying anyone. They accept their responsibilities most casually and frequently turn in marginal results or fail to accomplish them at all. If questioned, they will say "Look! I am a volunteer. If you don't like the way I am doing things, get someone else." I have heard more than a few officers say something similar. Indeed, a few have just "got mad" and quit! Is this the way it should be? If the pay were $100,000 a year, I don't think this would happen very often.

Suppose you or your child needed an operation that cost $250,000 and you had no insurance, but you were fortunate enough to find a doctor who was willing to perform the operation for nothing (Pro bono). Would you expect shoddy treatment or the best care available? Suppose the doctor said "Since I am not being paid, I'll try to get the operation out of the way in between my other appointments, as time permits." Wouldn't you expect the very best from this professional regardless of how much he was being paid?

Does not the same philosophy apply to the user group volunteer? If an officer accepts the responsibility of the position or other task, should not he or she do his/her very best? If the task is beyond the capability of the officer, or if he or she does not have the time, then the position or task should be politely declined. But once accepted, a responsibility should be a sacred trust. This is essential if we are to have viable user groups.

In the May 1992 issue of (FR)ANTIC, AAAUA's monthly newsletter, Subscribing member James Martin, currently from Tinker AFB, Oklahoma, wrote of his rediscovery of PAC-MAN, the Classic Atari 8-bit "arcade" game cartridge. His point was that a game does not have to be new to be good. This is certainly true of PAC-MAN as well as of many other games. Owning PAC-MAN, and naturally an Atari 8-bit computer to play it on, is owning a nostalgic piece of history. Remember when PAC-MAN could be found in any game arcade and in many restaurants and other places of business? Nintendo prices have dropped to around $80 now, but the games still sell for $35-$50. Compare that with an Atari 400 for $15-$20 or even an Atari 800XL for $40-$50 and games for these machines at $2-$10. Of course you won't find this equipment or prices in the big computer stores, but they can be found in flea markets, garage sales, user group swap meets and in some mailorder houses. The point is that they are now available for those who are willing to look;but, who knows for how long? So, buy an extra CLASSIC for yourself and for your kids or grandkids while they are available (the computer and games, not the kids). You may have to overcome the "herd" instinct in your kids (and in many adults), but that in itself is a lesson in life.

Some other Atari games that may be available at very reasonable prices are Galaxian, Defender, Missile Command, Space Invaders, Star Raiders (great animation), Star Raiders II (ditto), Pit Stop, Pit Stop II, Pole Position, Zaxxon, Preppie, Preppie II, Miner 2049er, Ball Blazer (tremendous graphics), Midnight Magic (pinball), and Rescue on Fractalus. I'm sure I omitted some very popular and fun games;forgive me if I didn't mention your favorite. The point is that there is a plethora of excellent and CLASSIC games for the Atari 8-bit, all at one tenth or less of their original price. So buy them when you find them and enjoy what still are very challenging and entertaining games. Be the envy of your friends. After all, anyone with money can buy a Nintendo game. But, only a true Atarian will appreciate the beauty and value of the CLASSIC Atari game.

A.C.O.R.N. Ft. Wayne IN.

Three Rivers Festival

July 11, 1992 will mark our fifth year holding our Three Rivers Festival event, The Magic of MIDI Music and Much More. Ten people have signed up so far to help out that our fun event (and probably help themselves to the cake and ice cream at the St. Francis Ice Cream Social that runs at the same time). If any others of you want to help out, either show up with or without your equipment or call one of the officers. We will start setting up around 9AM. I have sent a letter to Mr. Bob Brodie, Atari User Group Coordinator, to ask for brochures and any other assistance he and Atari can provide us. Even if you can't help out at our event, we'd still like to see you there during the afternoon so you can see what we do for the public. AND, if you have friends thinking of getting computers, here's and EXCELLENT chance to show them the kind of support our group offers.

ASTMUM

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago ComputerFest, Rosemont, IL USA, November '91
ACE '92, Toronto, April '92
PRODUCTION '92, Montreal, May '92
Connecticut AtariFest, Windsor Locks, CT USA, August '92

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, STBOOK and FALCON) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (about two Sundays per month) and offer seminars and demonstrations. Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUMusic Sampler, '91-'92) for $12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D. Make your Money Order (in U.S. dollars if you live in the U.S.A.) payable to K. Carter-Morgan and send it to our address, below. Your return address should be complete and clearly printed.

If you use your Atari in creating or performing music, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to:ASTMUM, Attn: K. Carter-Morgan P.O. Box 966, Station B Montreal PQ Canada H3B 3K5 or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan:

Illness, moving and other mishaps prevented us from participating in Montreal's large SIIM show (June 3, 4 & 5, 1992) and the Milwaukee (MAST) show, on June 14. I understand that it wasn't that well attended. If they have one next year, we'll try to be there!

We also had to forego attending the MIST AtariFest IV, in Indianapolis, this July 25th. The pundits predicted that this show, for its size, should do very well... The results should be in by now.

Although we helped promote the PRODUCTION '92 show (ref. page 43, paragraphs 4 & 5, in the May issue of AIM), high booth costs precluded our having a booth of our own.

We were pleased to find that another exhibitor (using Atari) was happy to distribute our users' group flyers at their rather interesting booth, but, even with their help, we were forced to lead a nomadic existence at this show. Atari's voice was, indeed, small (but present) in this maelstrom of computers, workstations and media industry equipment (see our members' reports in future issues).

The magazine, "Qui fait Quoi" did show their appreciation by granting our members free, $15 day-passes to the show.

By the way, I'll be happy to send (free of charge) an original, 40-page, glossy, bilingual, PRODUCTION '92 show program to each of the first five people who make the effort of writing to me, from out-of-town, requesting it (offer expires 30/09/92).

On balance, it's not so bad, however. ASTMUM has managed to "do" SEVEN shows from May '91 through May '92. Those members and friends who experienced parts of it have benefitted and learned a lot. That which we've been able to document, on videotape, has been useful and entertaining to members at home.

By the time you read this, the 1992 Connecticut AtariFest, in Windsor Locks, should be imminent (Aug. 15-16). Since it's a pleasant drive south, from Montreal, we've made plans to be there. If you attend and you're interested in our activities, please drop by our booth.

Our data-bank, of people interested in MIDI and digital audio/video signal processing, is growing to the point that a disk newsletter is being considered. Anyone interested in subscribing to and/or writing articles for the newsletter may contact us.

On September 19-20, ASTMUM will also be participating in FAME '92 (Festival Atari de Montréal et Environs), along with other users' groups, local dealers, Atari developers and visitors from all over the NorthEast! Please look for details, elsewhere in this issue, or call us at the above number.

Adieu for now!
KCM (ASTMUM)

BRAG*ST

General Meeting JULY 16, 1992 by Dane Stegman

Our Chairman, Mark Pierro began our meeting at 7:40pm. Mark announced the Top Ten PD Programs from the July issue of ST Format. Mark also said that the magazine could be purchased at the Village Green Book Store. Then our treasurer, Gerry Genson gave a financial report, we have about $500.00 in our treasurery. Our first demo was Codekeys by CodeHead Software, demonstrated by Mark Pierro. Our next demo was Mavis Beacon Teaches Typing by Software Toolworks, demonstrated by Gerry Genson. We then had are usual break and raffle. The winner of the door prize(Box of 3 1/2 disks) was Mike Burkley, the winner of the raffle prize(CodeKeys) was Carl Barron. Mike Burkley then began to show everyone a game called Challenge Golf. After several tries Mike could not get it to run properly. He was donating the disk to our library. We then had an open forum. The meeting end ed at 8:50pm.

HACE

Good News For All Hace Members And All Atari Users.

The HACE Atari Safari '92' committee has just received confirmation that two Atari software developers will have booths at the Safari. John Eidsvoog and Charles Johnson of CodeHead Technology will be present and have agreed to give a talk. Mike Vederman of Double Click has indicated that he and the Double Click crew will be present. Double Click will also give a talk. Bob Brodie and these important developers presence at this meeting gives all area Atari Users a great opportunity to learn about their computer platform and meet key "Atari " people. This good news is an incentive to users, dealers, and developers to be present at the third annual ATARI SAFARI. This is an invitation to the world wide Atari community to come to Houston in October.

"See you in October", Bill A. Kithas

MACE

August Minutes The August meeting went off without a hitch, everyone of the officers brought a computer and the CAD programs performed well. There were two electronics board drawing programs for the 8-bit, Schematic Designer and Circuit DataBase brought in by Anton Malje. Anton liked Circuit DataBase better because it is not copy protected and has a zoom feature. I had brought 3 Cad programs to show off, Master Cad, Cad-3D Studio and GFA Draft. The first two worked in 3D the other worked in 2D. There was definite interest in Cad programs when we asked some of the members why they were there. Member turnout was good considering summer, Although, Michigan has been colder and wetter then usual for the month (it was raining the night of the meeting).

The highlight of the night was when I loaded an automobile in Cad-3D Studio, at the time it had the engine and drive shaft, body and wheels and the seats. The whole car (79 Ford Granada) took up 120K and has forty parts to make the engine and body. I will finish the project and put it into our library for those of you who have Cad-3D Studio. For those of you who don't have Cad Studio or the other fine Antic Cyber products, advertisements at the meeting were quoting prices of $14.95 each or $20 for three Antic Cyber 3D modeling programs and GFA Draft 2.0 for $9.00.

The night wore on and the librarians showed off their Cad demo's which can still be bought at this election meeting. The meeting broke away at about 9:30 with tired but happy members.

Sept. Meeting

This meeting we will be having officer elections. A chance to get free membership for the next year. Your probably wondering what spots are available just in case you get the urge to get a little more out of this club, well here is a final run down on positions.

Club President; Vice president; Journal Editor; Recording/corresponding Secretary; 16-bit Librarian; 8-bit Librarian; Treasurer; Membership chair Meeting Coordinator

The rest of the meeting is reserved for swap night. If you have something you want to sell - bring it along, or if you want to buy - bring cash. This type of meeting always draws a crowd. Last swap night happened in January but because of the School being closed we moved to Mark Tappens house. Needless to say the basement was full up to the rafters with people and actual movement was hard. That situation has been improved since we are back at the Southfield Civic Center so there should be no problems (except for your cash flow).

October Meeting

October is going to be somewhat of a surprise depending on what happens at the election. Maybe Halloween will have the Falcon?! Either way the club has some planning to do.

SOMEWHERE ONLINE

MACE has a bulletin board running for those of you who use their modems for fun or profit. The download library is packed with 8 and 16-bit programs and files. Some of the catagories are art, demo's, music, basic prog's, utilities and text. The MACE Journal is put into the text section and is labeled something like 'MJAUG92.TXT' so to get a list of Journals put down 'MJ*.*'

The latest Atari news can be found on the Tari Forest, spec's for the Falcon lately; and you can find news about Molin's Den (the bulletin board for Waug). Inquiries about membership or library disks and whether they will be available at our next meeting can be sent to the Tari Forest. Also any questions you might have or comments about the club can be posted on the board. The number of the Tari Forest is 278-6466, 24 hours a day at 300/1200/2400/9600 baud.

Our next meeting is scheduled for October 20, 1992 at the Southfield Civic Center, under new management. I'd really like to see you there.

OHAUG

PRESIDENTS MESSAGE by ALEX PIGNATO

The "CLASSIC 8 BIT" magazine campaign is over, and has been tabulated, indicating 600 plus returns. Our inside source, our member BEN POEHLAND, says it's a definite success, with names still coming in. The process of final negotiations with UNICORN PUBLICATION took place in JULY. The target date for the first issue is set at this time for October 1992. The magazine is expected to be printed 6 times per year, with a disk 3 times a year.

I'm proud to announce that the members of OL' HACKERS, have VOLUNTEERED UNANIMOUSLY, to do the packaging and mailing out of the 3 seperate disk issues for the first year of publication, in order to help get the CLASSIC 8 BIT mag off and flying. That relates to over 600 disks to be labeled, stamped packaged and mailed, quite a hefty job. Yes, that's right, a whole club UNANIMOUSLY agreed to do this BIG chore 3 times a year as a LABOR OF LOVE for our 8 BIT micros. That's real devotion, but then the OL' HACKERS have always done their utmost to have people stay with the 8 BIT, that's why our membership keeps growing while other clubs memberships are dwindiling.

It is our belief that this was and is our last chance at having a magazine devoted entirely to the 8 BIT, so be sure that when the time comes you follow through and send in your subscription dollars without delay. We need each and every 8 BIT owner who wants to keep his micro viable to follow through! This is a time for ACTION. We raised enough hell, and complaints because we were being ignored or worse commited to the dung heap. Well now the 8 BIT community took things in hand and are correcting that. So stay tuned and we will try to keep you informed.

MINUTES OF AUGUST 1992 MEETING

HAROLD PEGLER passed out the updated version 2.0 of the LIBRARY DISK to the members. The disk has PRNTSTAR.BAS on it on the back side. You can call up a file and print it with this program. A great idea HAROLD!

CORRESPONDENCE: From the JACG of New Jersey newsletter, of Aug. '92. They commented on the continued very vigorous growth of the OL' HACKERS while most other 8-Bit clubs are losing members.

RON, for his demo, described how to change a pressure pad on your disk drive. This is the most cost effective improvement you can do to your disk drive. In order to protect the read/write head use a disk and put a piece of masking tape on the top of the disk opening. Put this disk in the drive. This will protect the read write head.

Over the read write head is the pressure pad. It is a round plug with a felt pad in it. Look at it. If the felt pad is worn then you must change it. To change the pressure pad close the disk drive door and lift up the holder press the pad together and pop it out of the holder. To insert a new pad put the plug under the holder and gently press on it until it pops into the hole.

New pads are available from BEST ELECTRONICS. For INDUS and 1050 drives they are $2.00. For 810 drives they are $.75. If you are going to order something from them you are urged to also order yourself a spare drive belt. They are very hard to get and this is the only source. They are $4.50.

In a recent issue of AIM, there was a description on how to use the top end of a BIC PEN as a pressure pad. DO NOT USE IT. It fits O.K. but it ruins the back of your disk and you cannot use it as a FLIPPY DISK. It most likely will also deposit plastic on your READ/WRITE HEAD.

Another great meeting is now a thing of the past. Darn it, I hate to wait another month for the next one!

Submitted by Ron Fetzer

PACS

Meeting Notes for June

Our Sig has acquired another Monochrome monitor a green one with sound as well as an Atari 400 both donated by fellow P.A.C.S members. The Sig would like to thank them for thinking of us when they had used equiptment they no longer wanted.

Chris Luckey's Demo of his newest board did not come off as welll as the ATR8000 last month due to hardware and software problems, we didn't have anything at the meeting capable of the transfer rates the board was able to handle. Things can really get tricky above 9600 baud.

The Kid Sig made a good showing with Jessica Cavanagh and Amanda Collins handing out copies of their newsletter. It seemed as if they were everywhere you looked promoting their KID SIG. Jessica made sure their newsletter was at the P.A.C.S. table and Amanda saw to it that Dr. Longo had his copy. She made sure he knew she is the Kid Sig Editor and Jessica is the President. The article they contributed to our newsletter made a nice addition. I hope they keep them coming. The also had a poster they had made up to show what a disk looks like inside of its sleeve, which they used to show why they are called floppies.

Bob Shuster has offered to continue taking care of the BBS and will continue answering questions posted there. If you can lend any help please let Joseph know. The time for the ST meeting has been changed to 10 AM and should be listed in the back of the DataBus soon. We switched with the 8-bit programing segment as Jim and Joseph have work schedual conflicts. This should help them and our ST members as Jim will be able to bring his ST to the meeting now.

SDACE

General meeetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street, at 7 p.m. ST workshop/8-bit meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street, at 7 PM. All meetings are open to the public. Annual SDACE subscription dues are $18, which includes increased BBS access, AIM subscription, SDACE quarterly newsletter and reduced rates on the disk-of-the-month.

SDACE's address is PO Box 900076, San Diego, CA 92190

President	Dan Phillips	(619) 462-1289
Vice Pres	Dean Smith	(619) 582-8157
Secretary	Jim Trageser	(619) 223-4608

Things are slowing down in San Diego for the summer. Our BBS wizop, Steve Kiepe, has been reassigned back East by the Navy and leaves Oct. 1. Tom Smith has graciously agreed to take over the BBS and keep it going for a year until Steve returns to San Diego. In addition, our PD/shareware librarian, Dennis Kay, has also had to cut back on his time involvement. Frank Miller has taken over as librarian.

WAUG

The Washtenaw Atari Users Group meets the second Tuesday of every month at the Colonial Lanes on South Industrial in Ann Arbor MI beginning at 7:30 PM. We support all Atari computers including 8 bit, ST/STE/TT and Portfolio. A vast library of public domain and shareware programs is available as is help for both new and experienced users. WAUG is supported by MOlin's Den BBS at (313)451-0524 and Clear Thinking BBS at (313)971-6035. We can also be reached by phone c/o Craig Harvey at (313)971-8576 or by addressing mail to 14 Payeur in Ann Arbor MI 48108.

The August meeting began at 7:30PM with the room completely turned around from past meetings. The 8 bit demo was the first item on the agenda as the "classic" enthusiasts had planned to begin a little earlier than the regular meeting schedule.

The demo that 8 bit Librarian Ralph Salmeron presented was from the July AIM disk-of-the-month. This demo was a program actually used by a British petroleum company to graphically demonstrate the process of exploration and recovery of underground oil reserves. Also on this disk were some hard drive backup utilities and a story book maker program. Ralph in addition had the AIM August disk-of-the-month available with the following on it: Snapshot -- a task switcher that can make use of the disk as virtual memory. Weave -- a disk formatter that will enable extra sectors. Along with these were a Tetris clone and an indexing program.

President Craig Harvey spoke to the assembled members about the position of Portfolio Librarian (the ST Librarian will get stuck with it) and next month's meeting topic, namely programming languages and telecom scripting. He also briefly discussed the need for some type of policy regarding smoking during the meetings. The vote among the members determined that we will have no smoking in the room during the meeting but that a short intermission to leave the room will be provided for smokers in the group. Craig then reminded anyone who is interested in helping out at the October show to contact Dave Brzezinski.

ST Librarian Mike Olin told the group about new club library program that would print in two columns using the built in fonts on popular 9 or 24 pin printers as well as DeskJets. As a demonstration he handed out double column printed sheets listing an astounding 19 new library disks ranging from games to utilities to languages to telecommunications, etc. and including the AIM July and August ST disk-of-the-month.

Member Roger Tanner presented his demo of how he is using his ST to design, build and test his telescope controller. He talked about some of the programs that he used in the design including Athena Cad II for the circuits and telescope mount assembly, his use of the ST to write Assembly programs for the controller's MC68000 cpu, and the use of his ST as an eprom programmer for the custom chips he required. Roger brought along the telescope controller electronics with it's paddle controller (ST supervised automatic control is coming soon) and fielded members questions about the programs that he used, problems that he ran into and the operation of the controller itself. Particularly interesting were some of the questions an answers regarding the problems pertaining to precise control of the telescope and the reasons why that was absolutely necessary. One wise guy even asked if Roger's device had achieved FCC A or B certification to which his reply was that he wasn't sure but the fact that his stereo quits when he turns it on might provide a clue. The work with the controller has been an on going project for 3 years and has all been done with Roger's original 1985 ST. Not content to just use his ST for things which most of us couldn't even understand, Roger let us know that he also uses his ST for more mundane purposes such producing the newsletter for his astronomy club with PageStream.

The monthly drawing was held with 8 bit prizes going to 2 lucky winners and 3 ST users taking home a prize too.

Next month's meeting will also see the assembly of our 8 bit hard drive system.

Neron Nesmith spoke briefly about Atari's appearance on the PBS show Computer Chronicles and promised he would bring a tape of it to view at the next meeting.

Craig solicited comments and questions from the members as the last order of business. The majority of questions were about the availability of PD programming languages for both the ST and 8 bit machines. Hopefully all will be answered at the next meeting which just happens to be on that very topic.

The meeting was adjourned at 9:15PM.

Respectfully submitted,
Dan Cable, Secretary

WNYAUG

August 1992 Meeting OLD BUSINESS: Your humble Secretary reported that she had written to Bob Brodie at Atari Corp. regarding the recent mixup about 8-bit support in the area. Mr. Brodie replied quickly and informs us that we are still an officially registered Atari user group, but that he was unaware that we were an all-8-bit group until now.

Christine also noted that the BBS number and a few other minor errors exist in Atari's records pertaining to us, and that she will write again.

NEW BUSINESS: Mike and John showed a disk containing several MicroPainter pictures of WNYAUG logos that Mike and others had created. John and Dave Shane put the disk together using DL Master, and the Antic Picture Converter to convert Koala pictures to MicroPainter format.

John demonstrated the commercial version of the Daisy-Dot III Print Processor from Roy Goldman. Copies of David Richardson's DDIII User Manual were distributed, this is a public domain manual that prints out with DDIII and constitutes a gripping illustration of the power and flexibility of this program.

The split club jackpot drawing was then held, and our SysOp, Don Koepf, made off with the booty once again, proving that he has surpassed Kevin Packard as our resident "Keeper Of The Horseshoe". That's three times, Don...give somebody ELSE a chance!

The meeting adjourned at 9:45 PM, but as usual, an informal circle of minds assembled in the parking lot afterward.

WARP 9

Bill Rayl

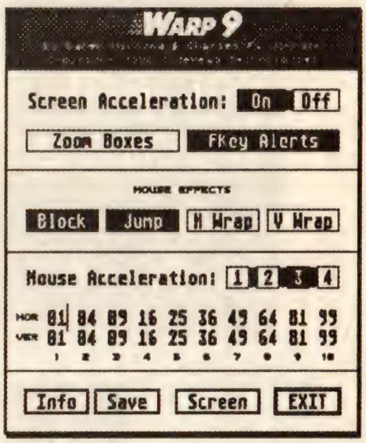
Computer users always want more speed. The faster, the better. When it comes to speeding up your current machine, there are two general approaches. First, you can purchase hardware accelerators to speed up the CPU. While this is generally fairly expensive, it does give you the greatest possible speed increases.

The second approach is to use a software accelerator. Software accelerators can speed up your screen redraws, making your computer usage more productive. While the actual speed at which your computer runs is not enhanced, your system does feel more 'zippy'...GEM windows display faster, your word processor scrolls through text faster, etc.

(Of course, you can add both hardware and software accelerators to your system and benefit from the addition speed of both products.)

Warp 9 from CodeHead Technologies is the very best in software screen acceleration for the Atari ST and TT computers. Built upon the foundation of Quick ST from Branch Always Software, Warp 9 offers speed increases of over 400% in some cases. Even better, compatibility with your favorite software is a high priority in Warp 9. The CodeHeads have done a great job of making an excellent piece of software even better.

The software consists of the Warp 9 program (which goes into your AUTO folder) and the Warp 9 Accessory. The accessory gives you piles of configuration options and access to the many extra features Warp 9 offers.



Screen Acceleration: On Off

Mouse Acceleration: 1 2 3 4

```
HOR 01 04 09 16 25 36 49 64 81 99
VER 01 04 09 16 25 36 49 64 81 99
     1  2  3  4  5  6  7  8  9 10
```

Speed Options

Via the Warp 9 Accessory, you can turn Warp 9 on and off. The option to disable Warp 9 is there just in case you have some incompatibility with a software package you run. It's also handy to show you just how much of a difference this software can make on you daily computer usage.

After using Warp 9 for a few hours, try turning the acceleration off for awhile. If you're like most people, you won't be able to use your system for long without turning Warp 9 back on.

The accessory also lets you turn Zoom Boxes off. While Zoom Boxes are a nice effect, they take time to display...and every nanosecond counts in the computer world.

Warp 9 isn't just a screen accelerator. It's also a mouse accelerator with four predefined levels of speed increase. If those don't suit your taste, you can create your own custom acceleration. You have full independent control over the horizontal and vertical speed.

Other time saving options which can be set via the Warp 9 Accessory deal with 'Mouse Effects' and 'FKey Alerts'. Selecting the FKey Alerts button in the accessory makes it possible for you to select the first three buttons in *any* GEM dialog box by pressing a Function Key.

Mouse Effects

The Mouse Effects settings can increase the speed at which you can get from one place to another with the mouse pointer. The Block option stops the mouse from being able to move into the Menu Bar at the top of the screen. With Block set, you must press the right mouse button just prior to attempting to select menus. If you find yourself constantly dropping menus down when you don't want them, this is a handy option.

Jump is even more useful. This option causes the mouse pointer to jump immediately to the Menu Bar from wherever it is on the screen as soon as you click the right mouse button. This can be a real time saver, especially if you have a big screen monitor. Using Block and Jump together provides the best of both options!

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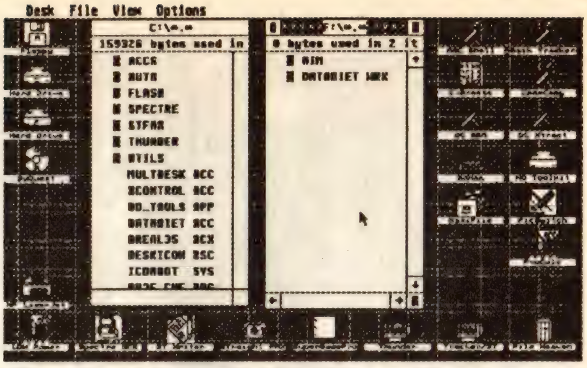
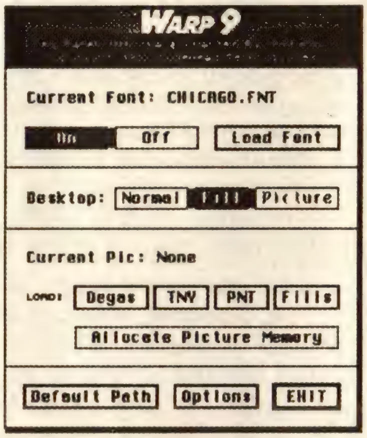


C:\*.*
159326 bytes used in
ACCR
AUTO
FLASH
SPECTRE
STFAR
THUNDER
UTILS
MULTDESK ACC
XCONTROL ACC
DD_TOOLS APP
DATADIET ACC
AREAL3S ACX
DESKICON RSC
ICONBOT SYS

F:\*.*
0 bytes used in 2 it
AIM
DATADIET WRK

Finally, H Wrap and V Wrap allow the mouse pointer to 'wrap around' the screen in either horizontal or vertical direction. For instance, if you have H Wrap on and pass the mouse pointer off the desktop on the righthand side, the pointer reappears on the lefthand side of the desktop. While these options do offer faster ways to get from one side of the screen to another, they can take a little getting used to.



Current Font: CHICAGO.FNT

Desktop: Normal ● Fill ○ Picture

Current Pic: None

If you're short on memory, the CodeHeads include a configuration program that you can use instead of keeping the Warp 9 Accessory installed.

There's More?

As if all that weren't enough, Warp 9 also gives you the ability to change the system font and desktop fill pattern. Or, you can replace the desktop with your choice of DEGAS (.PI? or .PC?), TNY or Prism Paint (.PNT) picture files. You can even have Warp 9 automatically load and install your selected font, fill pattern or picture file at bootup.

While replacing your desktop with a picture uses some system memory, it does not slow your system down and causes no compatibility problems.

Another utility in this package is the Warp 9 Customizer. This tool lets you create, edit, save and/or load fill patterns and fonts. It can also load fills and fonts for use if you don't have the Warp 9 Accessory installed.

At a suggested retail of $44.95, Warp 9 is probably the least expensive acceleration option available. Once you've used the package, you'll find it worth every penny, too! Users of any previous version of Quick ST or Turbo ST can send in their original disks and upgrade to Warp 9 for only $20.

TOS Extension Card

Mega ST Bus Bridge Version

[This article comes to us courtesy of the Front Range Atari User Group and originally appeared in the June '92 issue of their newsletter, the FRAUG Lily Pad.]

Robert Andersen
FRAUG

Many ST owners have longed to have the New Desktop and upgraded TOS included with the Mega STE and TT, but had to settle with NeoDesk to get most of the same features. This is not to say that NeoDesk is an inferior program. Far from it, but the New Desktop offered us the ability to use a new, user-configurable ROM-based desktop to access our information.

Thanks to CodeHead Technologies and the TOS Extension Card, or TEC for short, users of the older ST line can now upgrade to the newest TOS (currently 2.06) without having to spend an arm and a leg for a new computer. The TEC board was actually designed in Germany and is marketed over there by a company called Artifex.

There are, according to the manual, four different installations of the TEC, but only three different versions. The first version is the base soldered in version for the ST owners. This one requires either an individual who is experienced with electronic devices to install it themselves or a profession installation by a dealer. The second type is the CPU bridge, which also requires some soldering. And, finally, there is the solderless Bus Bridge version which requires a Mega ST with the built-in Bus Connector. This last version can be installed by just about anyone with basic electronic skills.

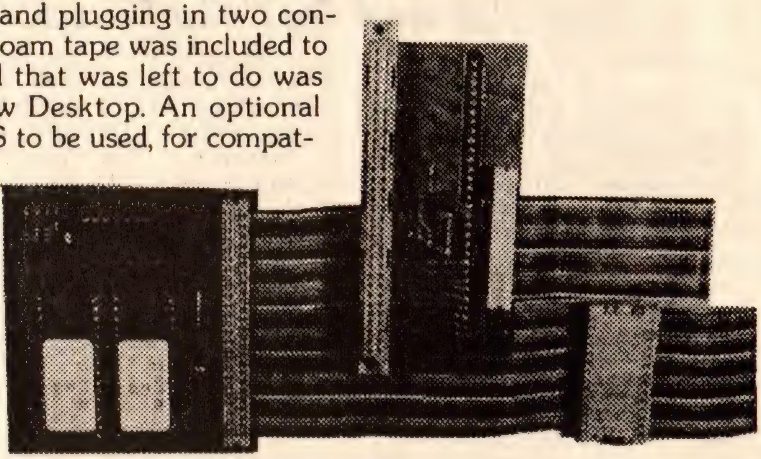
Having a Mega ST, purchasing the solderless Bus Bridge version was the easiest way for me to go. The actual card itself is very well laid out and neatly packaged. The documentation was simple to follow with figure drawings to help in the installation.

After reading the instructions through, an individual should feel confident enough to venture into upgrading their own machine. If there is any uncertainty, have a professional install the TEC for you.

The instructions were so easy to follow, it almost seemed like there was something left out or forgotten. Installation was as simple as opening up the machine, removing the two old TOS chips, and plugging in two connections to finish the installation. Two-sided foam tape was included to secure the board in place once installed. All that was left to do was reassemble the machine and enjoy the New Desktop. An optional switch can be installed to allow the older TOS to be used, for compatibility with certain programs. This switch should be added by an experienced installer.

CodeHead Technologies was nice enough to include many extra items on their Utilities disk including an icon juggler, Pinhead, CPXs for the new Control Panel, NoRoach, SetSeek and WriteOff, along with documentation for the new TOS 2.06 explaining all of the changes.

CodeHead's TEC is, by far, one of the best investments an individual with an older ST can make. A definite must have!!



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Mega STE 2MB RAM	$779
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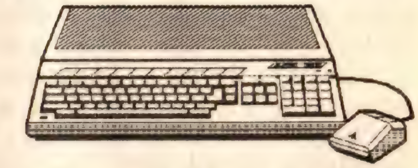

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CATCH A RISING STAR!

Cooling Fan Installation for the Atari STe

Niles Russel

Have you ever noticed how much heat is generated by the power supply in your STe? I did, so I decided to mount a cooling fan to improve the cooling efficiency of the power supply.

It is a well known fact that component life is greatly extended when kept cool. In fact, when I opened up my STe and inspected the power supply, I noticed the area on the printed circuit board that has the transformer soldered to it is starting to discolor, indicating the build up of heat.

The Ol' Disclaimer

This whole project is put together as a suggestion, offering tips and hints to add a cooling fan to your computer. I offer no guarantees whatsoever, nor will I be held responsible in any way if the information provided is incorrect or modified.

In other words, it is strictly up to you to do the job correctly and insure its safe operation, as this is an electrical modification to your computer. If your computer is still under warranty, this will make that warranty null and void, as this is a modification.

Since this project involves working with electricity, disconnect the computer from the power source. In other words, don't work on your computer with it plugged into the wall!

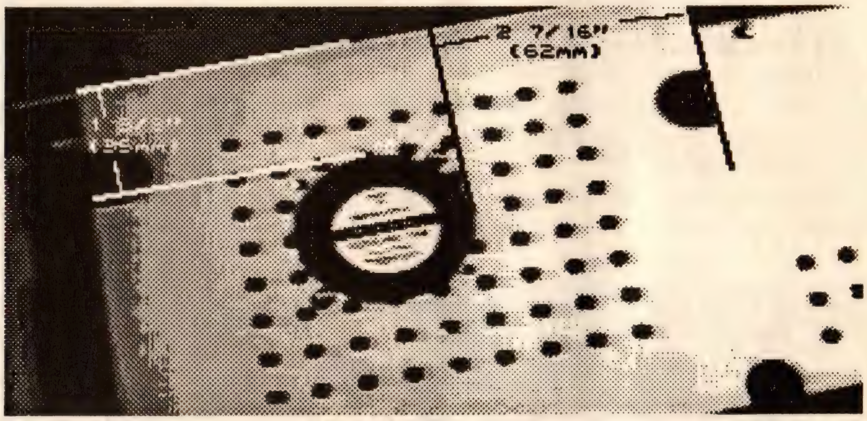

FIGURE 1
THIS PICTURE SHOWS THE SHEILD THAT COVERS THE POWER SUPPLY. ALL MEASUREMENTS GIVEN ARE APPROXIMATE. CHECK AND RECHECK BEFORE YOU CUT. YOU ONLY GET ONE CHANCE TO DO IT RIGHT!

Nothing is worse than getting shocked, or possibly electrocuted. Okay, now on to the fun stuff!

Selecting the Fan

The fan I selected is sold by Radio Shack, part number 273-244. It is a 1-9/16" DC brushless micro fan. It is rated at 12VDC (volts direct current) and displaces 3.5cfm (cubic feet per minute).

I was concerned about how much current the fan would draw, as I decided I would hook it into the power supply. Radio Shack states on the back of the package that this fan draws 100mA (milli-amps) max. I hooked the fan up to my ohm meter to find that, at full load, the fans draws right at 72mA. I could live with this! The project was on.

Why wasn't a 120 volt fan used instead? Well...space was a consideration, as you will find there is not a lot of it. Most of the fans offered were too big to fit in the space where I wanted to install the fan. And the biggest reason of all was that I didn't want to hack my case up.

Mounting the Fan

Viewing Figure 1 will probably help you get an idea of where I located my fan. These pictures were created with the help of VIDI-ST. Although they are not as clear as I wanted them, I hope they give you an idea of how the project was accomplished.

First, you need to remove the case. There are some screws on the bottom of the case that need to be removed. Remove only the ones that are in a square-type hole. Once you complete that, remove the screws that hold the shield covering the power supply.

The fan will be mounted on the underside or bottom of the shield covering the power supply. The measurements are approximate, so check and double check your measurements before you start drilling and cutting.

The fan was strategically located on this shield because of the heat sinks on the power supply's printed circuit board, shown in Figure 2. Take note, however, that your power supply may be different than the one I have. Mine is made by Mitsumi Electric, TC1-A75. If yours is different, you may have to adjust the location of your fan.

You will notice a box I have drawn in Figure 2. This is the space that the fan will take up. You need to position the fan in such a way that it will not come in contact with heat sinks, power resistors or other components. I found that R108 (R is for Resistor) sits up fairly high and contacted my fan, making cool grinding noises. After carefully bending the resistor down slightly, the problem was eliminated.

Once I had found where I wanted to place the fan, I carefully laid it out and marked it with a pencil. In fact, I wire tied the fan to the shield, making sure it cleared everything before I started cutting.

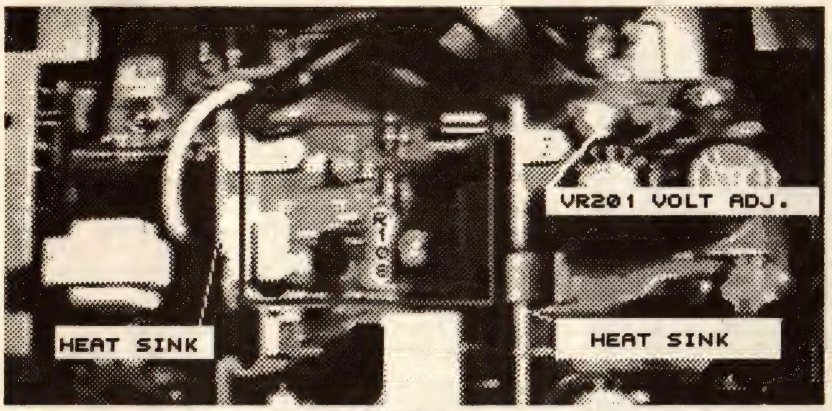

FIGURE 2
THIS IS THE POWER SUPPLY BOARD. NOTE THAT THE RED BOX INDICATES THE AREA THAT THE FAN WILL TAKE UP. CHECK TO MAKE SURE THAT R108 DOES NOT HIT THE BOTTOM OF THE FAN.

I then drilled a hole in the shield large enough to accommodate a nibbler. A nibbler is a device that will cut metal or plastic by cutting small pieces away on a marked pattern. Radio Shack sells one of these too, catalog number 64-823. Other methods of cutting a hole in the shield might include:

A hole punch, proportionate to the fan size
A small coping saw with a metal cutting blade
A jigsaw with a metal cutting blade

Once I cut the hole in the shield, I then drilled 1/8" holes for the screws to mount the fan to the shield. I used 4-40 machine screws to mount the fan. To make sure they don't rattle loose, I put some non-corrosive silicon rubber on the nuts.

One note: I mounted my fan so that when turned on, the air is drawn over the components of the power supply and forced up and out of the computer. So far, this has worked exceptionally well, as I can feel the warm air being forced out of the power supply.

Power Supply Hook-Up

Again, please take caution when working with electricity.

The next step is to remove the four screws holding in the power supply's PC (printed circuit) board. On my power supply, the manufacturer was kind enough to drill two extra holes. These holes allowed me to solder the fan wires directly to the PC board, eliminating the need to "tap" into the existing wires, as this is not really a good idea and takes a lot of the professional look away.

The blue wire is + or positive 12VDC. Just to the left of it is a blank hole. This extra hole is where I soldered in my positive fan wire. The extra hole for the negative wire is located just to the right of C205 (C is for Capacitor) as shown in Figure 3.

I found these power points by disconnecting the plug from the motherboard, plugging the power supply in, and using a volt meter to test voltage output. I suggest that you cautiously do the same to double check that you are receiving the correct 12 volts at these points. If you are uneasy about doing this, I would suggest you have a friend help you who is comfortable working with electricity.

While you are testing for 12 volts, should you find the need to slightly increase the voltage, you may do so by adjusting trim pot VR201. Mine was off slightly, so I adjusted it up about .5 volts.

Once you locate these points, carefully solder the wires from the fan onto the PC board. While you have the solder iron hot, you may want to check

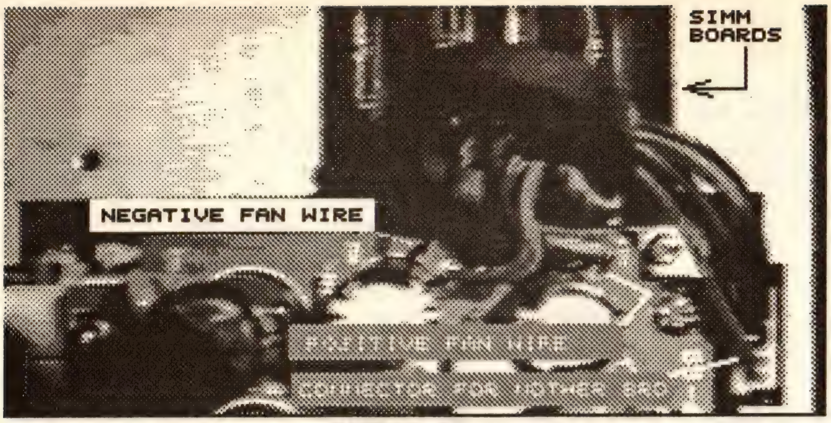

FIGURE 3
THIS WILL GIVE YOU THE GENERAL IDEA OF WHERE TO LOOK FOR THE EXTRA HOLES DRILLED IN THE PC BOARD, AND WIRE LOCATIONS FOR THE FAN. REMEMBER TO UNPLUG THE UNIT BEFORE WORKING ON OR AROUND THE POWER SUPPLY.

the connections on the board for cracked solder joints. I found one and resoldered it.

I found that soldering the fan wires to the PC board, then bolting it to the shield was the way to go. The wires on the fan are long enough to permit this. In case you were wondering, I did route the fan wires through the coil with the other wires.

Installing the Shield

Almost done! Carefully reinstall the power supply and secure it with the four screws. Now, being careful not to entangle the fan wires with everything else, position and mount the shield, attaching the screws to hold it in place.

When I got to this point, I wanted to make sure everything worked before replacing the cover. I plugged my machine into the wall, popped a disk in drive A: and turned it on. It booted just fine, and the fan came to life.

Once I installed the cover, I found the air from the fan was impeded by the venting slots in the cover. Still not wanting to hack and cut on my case, I investigated further possibilities of trimming some plastic, without changing the outside appearance of my computer.

This will be hard to explain, but I'll try. Look at the vent slots. Notice they are cut at an angle. There is a certain amount of plastic that can be trimmed away without causing structural or cosmetic damage. The best way to illustrate this is by the cross section I have symbolized in Figure 4.

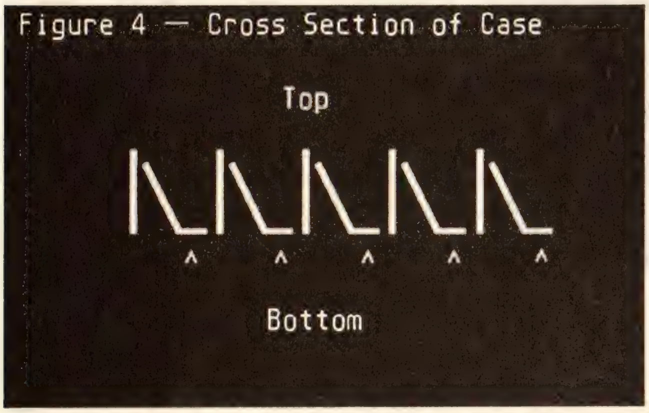
Figure 4 — Cross Section of Case

The symbol ^ indicates the area of plastic to be removed to increase air flow. I used a sharp X-acto knife to accomplish this task.

Once all that is complete, you are basically finished, except for remounting the top case to your computer and installing the screws.

How Well Does It Work?

I have been using my STe with the fan mounted for about three weeks now. The computer is used every day, and is usually left on for quite awhile. I have had no problems at all. I have four megs installed and run VIDI-ST, VIDI RBG and assorted MIDI devices. By running the cooling fan off of the power supply, it has never failed to give the best in performance running all my software and hardware.

This project may be of interest to Sysops who leave their STes on 24 hours a day. Have fun and be cool!

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TOS 2.06 is the new system software that the Mega STE's are using. It has a completely new desktop, including most of the features of the alternative desktop programs, without using up all that ram and without having to boot every time. But that's not the only thing. It also has some much improved system BIOS routines to speed up the system operation.

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AMAZING, works GREAT, I kept 3 TOS's in mine, it was a neat and easy installation, ACTUALLY FITS inside the Stacy, are just some of the comments I've heard from people that have installed the TAB. Not to mention the $50-$65 that they saved by using the TAB instead of the alternative.

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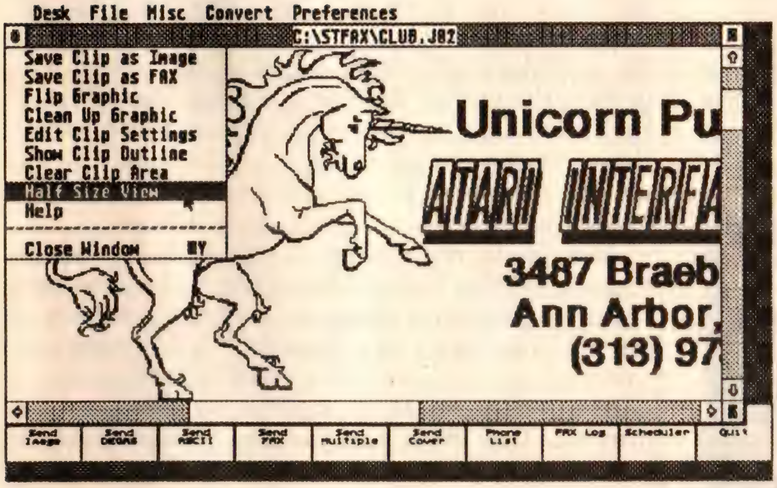
STraight FAX from Joppa Software

Patricia Snyder-Rayl

A while back, I reviewed the SendFAX software program from Joppa, called JoppaFAX. Now, Joppa has updated their software to use the Send and Receive FAXmodems available on the market. That's right! All you need is a Class 2 send/receive FAXmodem and the Joppa software, and you're off to the races.

Sending FAXes is a breeze. The old feel of the original software is still there, but the software itself seems to be a bit smarter. As before, you can send FAXes in a variety of ways. You can send them as a graphic (such as .PI3, .PC3 or .IMG), as ASCII text, or as a Calamus or PageStream document converted into STraight FAX-readable form.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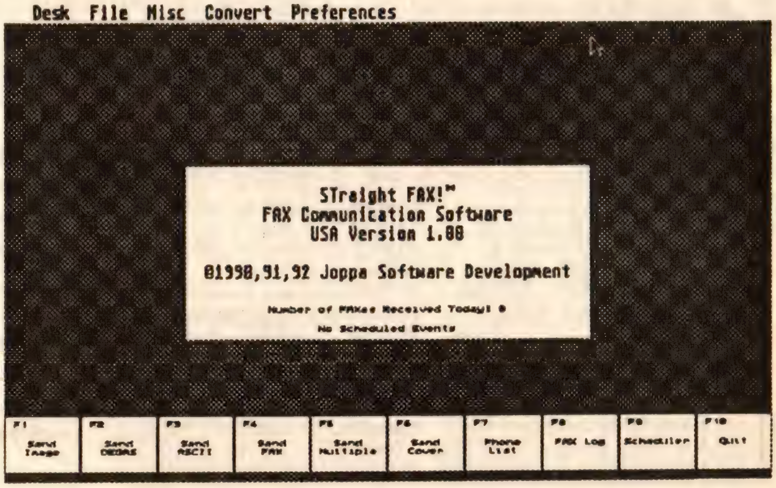
3487 Braeb
Ann Arbor,
(313) 97
Send Image
Send DEGAS
Send ASCII
Send FAX
Send Multiple
Send Cover
Phone List
FAX Log
Scheduler
Quit

This is how I create all my FAXes that I send out. The PageStream printer driver for STraight FAX is included in the package, as is the one for turning Calamus files into FAXes.

When sending a FAX, you have many options. You can send a cover sheet with or without a graphic at the top. You can schedule the FAX to be sent at another time, perhaps when the rates are cheaper. You can even choose to send several FAXes to one person or one FAX to several people.


STraight FAX!™
FAX Communication Software
USA Version 1.00

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Number of FAXes Received Today! 0

No Scheduled Events
Desk
File
Misc
Convert
Preferences
F1 Send Image
F2 Send DEGAS
F3 Send ASCII
F4 Send FAX
F5 Send Multiple
F6 Send Cover
F7 Phone List
F8 FAX Log
F9 Scheduler
F10 Quit

The STraight FAX software is nothing if not flexible. The setup is very easy, as the installation procedure takes you step-by-step through the configuration choices available to you. You choose what sort of FAXmodem you have, what the default baud rate should be, what the default FAX resolution should be (fine is 200x196dpi), how long to wait for the FAX you're calling to pick up, how long to wait before trying to send the FAX again if the line is busy, and where you wish the STraight FAX software to save incoming FAX files.

How does STraight FAX deal with incoming FAXes? Very well, thank you! Joppa has given you the choice of printing the FAX files (using GDOS) or saving them as IMG files to be imported into programs like PageStream for printing out.

If you have an Atari Laser and GDOS, Joppa has also gone one better and enabled you to make good use of their software. With the Atari Laser, STraight FAX allows you to print multiple copies and reports any errors reported by the Atari Laser.

STraight FAX works equally well with CodeHead Technologies' G+Plus or Atari's GDOS and Font GDOS. While I can't personally verify it, the documentation also claims the software supports FSM GDOS. Unfortunately, Atari hasn't released FSM GDOS to the public.

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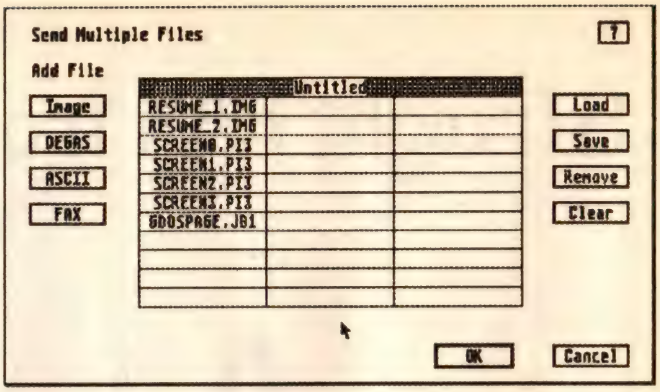

RESUME_1.IMG
RESUME_2.IMG
SCREEN0.PI3
SCREEN1.PI3
SCREEN2.PI3
SCREEN3.PI3
GDOSPAGE.JB1

I've noticed that STraight FAX is "smarter" than its JoppaFAX ancestor when transmitting the FAX files. In the older software, the program would sometimes get confused and spit out an error message if the FAX on the other end would do something even the littlest bit out of the ordinary.

For example, the JoppaFAX software would say there was an error if the receiving FAX machine sent an acknowledgement of receipt of the file or if the FAX simply hung up the phone after getting the end of the transmission. The STraight FAX software seems to understand and accept these variations a bit better.

New Features

Besides being smarter and able to handle incoming FAXes, the software also has a few more features. These include a nice clipping feature to cut out pieces of graphics or FAXes and turn them into files that can be FAXed. Also in the clipping feature is an option to clean up the graphic. This helps remove any spurious dots in your graphic due to transmission quality.

When viewing files, you are able to view the FAX file or graphic in a window at half its size. You can use this half size command multiple times to shrink the viewed file so that you can see a whole page on-screen at one time. This command does not close the previous window, however. So, you find yourself closing several windows after you've done a full page viewing.

Another new feature is the support of scanners. STraight FAX now allows you to use the ScanLite Desk Accessory from Dr. Bobware/Wiz Works! and a compatible hand scanner to save scans as a FAX or an image file. This could definitely come in handy if you only had a hardcopy version of something you wished to FAX.

Pluses and Minuses

On the plus side for STraight FAX is the ease of setup, and the downward compatibility for any old FAXes you created with JoppaFAX. I also like the Popup menus the software uses, just like on the Mac.

STraight FAX is very easy to use, and Joppa has added a lot of new, useful features.

Also on the plus side is how the manual spells everything out for new users and even includes information on what a FAX is, for those more technically minded.

On the minus side, also, is the manual. Someone should have proofread the pages before printing. The problem isn't misspellings or grammatical errors, but the wrong word in the wrong place or unnecessary words left in (i.e., typos). For example, on page 6, the instruction page for installing STraight FAX, the text starts out (my emphasis):

"Before you can YOU the STraight FAX! program to send or receive FAXes, it must first be installed by following THE these steps:"

Now, you can easily interpret what the documentation is trying to tell you, but why should you have to? For the most part, the manual is fine, but these simple errors don't do any justice to the software or the writers.

The other minus is in the way error messages are handled when something unexpected happens at the end of transmission. For example, after a FAX send has been completed, I sometimes get "Error, Remote FAX disconnected unexpectedly" or "Timeout while waiting for remote FAX to send page acknowledgement."

Now, these messages would be fine if they just showed up in the status box. But, unfortunately, the software starts to redial and resend the FAX files, and I have to abort the attempt to resend. I know the FAX was successfully received on the other end. Perhaps if the message came up and you were asked if you wished to try a second attempt, I would be able to live with that. Or maybe even have a Yes or No option in the Preferences like "Resend FAX on Error."

Conclusion

So, there you have my opinions on the Send/Receive FAX software from Joppa Software Development. Overall, the package is very good. There are a few minor blemishes, but these are only skin deep and do not affect the actual performance of the software.

I would heartily recommend STraight FAX to anyone looking for a way to send and receive FAXes via his or her computer, rather than investing in a FAX machine. You need at least a one meg ST, while Joppa recommends that you have a two meg ST with a hard drive.

I'd been using the original JoppaFAX software for a long time, and I look forward to using the updated STraight FAX software for at least an equally long time.

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Home Accounts 2

Bill Rayl

In today's environment of huge budget deficits and an ever growing National Debt, people have become acutely aware of just how important it is to get control of their spending.

When it comes to keeping track of your money, it's always best to be organized. As a private citizen, you don't have the luxury of being able to blame someone else for whatever fiscal mess you create. And you certainly can't keep borrowing money from foreign governments or issue bonds to make ends meet.

It's far too common a thing for people, at the end of a given week or month, to say "Where did all the money go?" Using Home Accounts 2 won't necessarily help you keep more money in your pocket—although it can do that—but it will show you where all the money went.

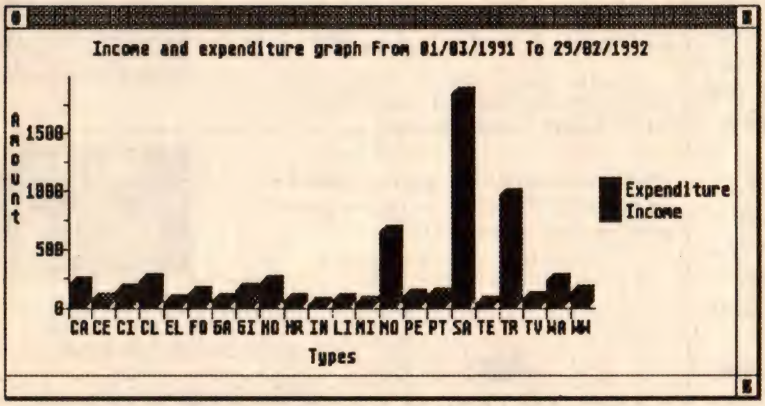
Home accounting packages, in general, keep track of your income and expenses, much like high-end accounting packages do for businesses. Accounting software for the home, however, is generally much easier to use and don't use lots of jargon only CPAs understand.

Home Accounts 2 is a top-of-the-line home accounting package. It has all the bells and whistles you would expect from such a piece of software. Home Accounts 2 is actually powerful and flexible enough for the needs of most small businesses.

Home Accounts 2 runs on any Atari ST or TT in medium and high resolutions. The manual does point out that, while the software runs fine on a 512K system, 1MB of memory is recommended.

The software is extremely easy to set up and use, which is very important since the initial setup stage is always the most tedious for this type of software. When setting up, you define 'accounts' for banking, checking, credit cards, etc. You supply opening balance, warning limit minimum or maximum and type of account (checking, savings, credit card or cash). You also include check number to start at if applicable.

You also define transaction 'types'. For most people, these would be things like Wages, Rent, Car Payment, Food, Gas, Electricity and Phone. Each transaction affects one or more of your defined accounts. For example, Wages might increase the amount in both a savings and checking account.


Income and expenditure graph From 01/03/1991 To 29/02/1992
Amount
1500
1000
500
0
Expenditure
Income
CA CE CI CL EL FO GA GI HO HR IN LI MI MO PE PT SA TE TR TV WA WH
Types

Example of 3D Stacked Bar Graph

Another benefit of using home accounting packages is that, once set up, reconciling your accounts is a breeze. Balancing a checkbook can be a tedious process, and software like Home Accounts 2 makes it about as easy as possible.

Home Accounts 2 also has the ability to track investments and taxes. Investments are included in your Net Worth report. (More on reports later.)

Taxes

For keeping track of taxes, you can define various tax categories and apply them to individual types of transactions. For instance, you could define Sales Tax as a category and apply it to your in-state purchases (Phone Bill, Rent, etc.). Income taxes can also be tracked in this fashion.

Because Home Accounts 2 has its origins in the UK, it supports the notion of VAT (Value Added Tax) or GST (Goods and Services Tax). In fact, the command for setting up your tax categories is labeled 'GST Code'. Canadian users will find this a welcome addition, as they also pay GST.

No matter what country you're in, Home Accounts 2 should be flexible enough to handle tracking of your tax information.

Regular Transactions

No home accounting package would be complete if it didn't handle regular transactions—those monthly bills we all hate to pay, our weekly or biweekly paycheck, etc.

Home Accounts 2 handles these transactions well. You can enter a starting and ending date for the transaction, how often the transaction occurs (in days, weeks or months), how much to transfer to or from your account and what account you wish the transfer to affect. If you're tracking tax information, the software can even automatically apply the proper tax category to the transaction.

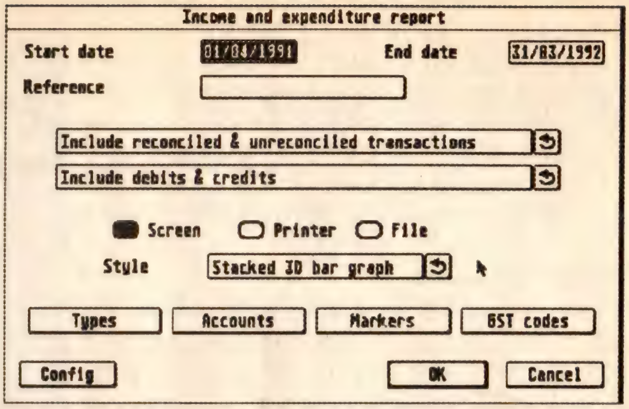
Budgeting

Once you have all your transaction information stored in Home Accounts 2, you can start working on setting up a budget. Here's where a good accounting package can really help you out. Used properly, a budget can help you save money by putting limits on your discretionary spending. By comparing and tracking your spending habits, you can pinpoint areas where you might want to cut back, as well.

With Home Accounts 2, you can set budget items for each defined transaction type. While items like rent and car payment are fairly predictable amounts, setting budget limits for things like gas, movies, books and miscellaneous expenses can help you get control of your spending.

Reports

One place Home Accounts really shines is in its built-in Reports. It has the standard reports you'd expect, like Account Summaries, Budget and Regular Transaction reports.


Income and expenditure report

Start date 01/04/1991 End date 31/03/1992

Reference

Include reconciled & unreconciled transactions

Include debits & credits

● Screen ○ Printer ○ File

Style Stacked 3D bar graph

An Account Statement gives you a report similar to a bank statement while an Income and Expenditure report shows you at a glance where your money is coming from and where it's going. With each of these reports, you have the option of including reconciled and/or unreconciled transactions as well as debits and/or credits.

The Account Statement can be viewed as a standard listing of transactions, much like your checkbook looks. You also have the option of viewing the transactions as a Line Graph or Scatter Graph. The Income and Expenditure reports add the ability to view the data as a Pie Chart or Bar Graph (flat, 3D, stacked, stacked 3D or overlaid). These graphs look especially nice in TT medium resolution.

A Budget Progress report lets you see just how well you're doing at living up to (or maybe down to) your budget. Here you also have the option of

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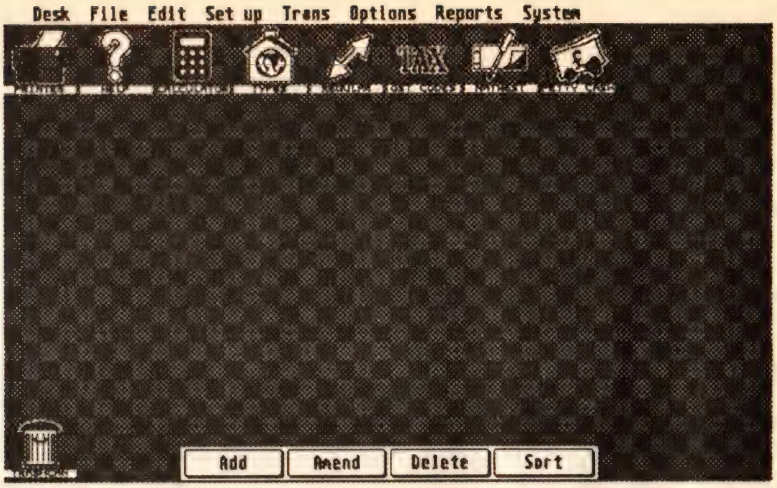

viewing the data as a listing or using the same graphic displays as for the Income and Expenditure report. Using the Pie Chart, for instance, displays a chart for the theoretical budget alongside a chart showing your actual budgetary expenses.

Other reports include GST (taxes), Portfolio (for investments) and Net Worth.

Other Features

Home Accounts 2 has a lot of extras that make the package the best overall home accounting package I've ever used. While I can't possibly cover all of these, I'll highlight of few of them.

Under the General Preferences option, Home Accounts 2 reveals that it has a built-in screen saver and system clock. You can also set the software to automatically save your work periodically and back it up from this dialog.

Printers supported by the package include most dot matrix, inkjet and laser printers, including the Atari laser, Canon BubbleJet and HP LaserJet and DeskJet. You can set the number of lines per page, characters per line and margins.

A Calculator is available for standard math functions. A special Interest Calculator lets you enter opening balance, period, interest rate percentage and payment amount and then calculates the balance plus interest.

For those times when you need to take a break from the budget, click on Playtime and you're off to a game of Space Invaders! You need a color monitor and at least 1MB of memory to use this option within the Home Accounts package. If you have a 512K machine, you can always run the game separately, as it is included on the distribution disk. You can even substitute the game with one of your own favorites; just rename the game to INVADERS.PRG and store it in the directory from which you run Home Accounts.

Finally, if you don't like some of the headings used in the program, even in the drop down menus, you can modify them if you have a good editor (like EdHak from Clear Thinking). All the items used in the program appear in .LNG files. Even the error messages are contained in ERRORS.LNG and can be modified.

You do have to be careful when doing this, however, as any placement changes could have nasty effects. Also, the .LNG files do contain some control characters, and standard text editors or word processors will strip these from the files.

Most people won't want to bother with this level of personalization, but it can be done. If, however, your life won't be complete until you have changed all references to 'GST' in the software to 'TAX', it can be done.

Home Accounts 2 is a great package that should fill the accounting needs of most home users and small businesses. It combines a multitude of features with a very user-friendly interface. The manual is superb and comes complete with Tutorial, Quickstart section, six page Table of Contents and seven page Index.

After using a software package like this, one can't help but wonder if the government might be in better fiscal shape if they were using Home Accounts 2. At the very least, Congress might have bounced a few less checks. (grin)

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Why You Should Keep Your 8-bit Atari

Matthew Baker (AAAUA)

Over the last couple of years there have been a lot of articles on the 8-bit Atari dealing with the questions "Why stay with the 8-bit?", "Why stay with Atari computers?", "Why not go with the biggest and the best?", "Why not move to a computer brand that has more support?"...

I felt it was time for me to stand up and say something, so here is another article on why you should hang onto your 8-bit Atari.

I purchased my 130XE back in 1985 when it first came out with the 520ST. Before these computers were introduced I was strictly an Apple person, mostly because that's what I used in school.

I was saving up for an Apple //c when I read an article in Creative Computing magazine on the "new" Atari Corporation. It spoke of a computer dubbed the "Jackintosh." This, of course, was the 520ST.

It offered everything the Macintosh did plus more memory (at the time), full color graphics with a 512 color palette (a lot of colors back then), and was about half the price of a Macintosh.

I was nothing short of amazed. To think that the "game machine" company was up against the big boys with a computer that blew them away. Of course, my budget at the time was still a little short of a 520ST, so I purchased the 130 XE which had all the capabilities and memory of the Apple //c for a fraction of the cost.

At the time, I was unaware of the existence of the 400, 800 and XL computers. I had only heard of Apple and Commodore. But to be able to own a real computer for only $150 bucks blew me away! (At the time I owned a Timex/Sinclair 1000).

I have never regretted buying my computer since. I got the best 8-bit computer that was ever made, and I still feel that way today. My 130XE blew away the Apple //c at every turn—better graphics, better sound, cheaper prices for everything.

And, at the time, it had pretty good support as well. Three magazines—Antic, Analog and Atari Explorer—covered the machine. All the big software companies were producing software for it. Even magazines like COMPUTE! and Byte were supporting it.

Over the next several years, I saw all the major software companies stop producing for it one by one. I watched the demise of Analog, then Antic. Things started looking pretty grim.

Then came along AIM. The first time I saw it was in a Waldenbook store and I thought it was another magazine for the ST because that's what it mentioned on the front cover. Oh well, I thought, maybe I'll glance through it and see what's happening in the ST world. To my amazement there were advertisements and articles in there for my 8-bit!!

I quickly snatched up that mag and proudly went to the counter to pay for it. The dealer had a funny smirk on his face (apparently an MS-DOS man), but I proudly ripped out my wallet and gave him the three bucks and turned up my nose.

Later, I heard about a magazine called Current Notes which supported the 8-bit, then came AtariUser and, most recently, I heard of The New Atari User mag from England and a disk-based mag called Excel from Scotland (which is now magazine and disk). I have discovered a whole new frontier of uncharted software from Europe.

AIM has brought me closer to other 8-bit users through their user group listing, from which I joined AAAUA. There are a lot of authors releasing PD and shareware software for the 8-bit, and this software is as good or better than the commercial stuff.

I believe you get better support with shareware than was ever possible with commercial titles. Consider this; with shareware you can usually get in touch with the author and directly ask any questions you might have... and the author knows the answer, after all they wrote the program.

With commercial releases, you may get support but you most likely end up talking to some company customer service department that will be flipping through the manual or some other book and they probably know nothing of the program personally.

With shareware you're getting a program that was written by a dedicated 8-bit enthusiast like yourself, who put a lot of time and effort into the program so you know it will be top quality for the most part.

Most of the commercial releases are inferior programs ported over from Commodore computers just so the company can make a few extra bucks in Atari land.

With shareware there are extensions and modules or programs to work in conjunction with the original program released by the original author or some other hacker with a good idea. This is not possible (for the most part) with commercial software because of the protection techniques and copyrights.

Finally, with shareware you get to try before you buy so you're never disappointed or ripped off like you can be with commercial titles.

New commercial titles such as P.A.M, ChromaCAD 3-D and Blockaboo (a Tetris clone) are still being released. Software Infinity has a bunch of German titles and K.O. Distributors has some new games.

There are still companies like Computer Software Services producing great hardware upgrades for the 8-bit. PD catalogs have never been stuffed more with PD software. I would say that the Atari 8-bit has never had better support than it does today. Get rid of my 8-bit? *Never!!!*

I would also like to state that I think Atari not only makes good computers, but the quality of the hardware is also excellent. In the 7+ years I have owned my computer I have had to replace the keyboard membrane once. I have never had any other problems with any of the hardware from Atari. I see people with Apples and Commodores and IBMs constantly getting their computers repaired.

You will never find hardware prices cheaper than for 8-bit stuff. The authors out there are keeping our computers in the 90's with programs like ColorView which can display Amiga or GIF pictures with all 256 and even 4096 colors!

Reevesoft is keeping our computers in the 90's with mouse driven graphic operating systems. Get a new computer? Get real! You can even get memory upgrades of 1 meg+ and turbo operating systems. It will be another 7+ years before I give up my Atari 8-bit.

So you want the biggest, the best and the newest machine on the market? Why?

The 8-bit Atari can do word processing, balance your checkbook and keep track of your budget. It can still play games with great graphics (check out some of the new European titles). I can create artwork on the 8-bit with 256 to 4096 colors from a palette of over 25,000 colors thanks to paint programs like Escalpaint.

The Atari 8-bit can still print out great reports and resumes, and it can still plot great four-color graphs. It can still go online on CompuServe or wherever. It can still play four voice music (digitized). It can still tell you how long it takes light to travel from the Crab Nebula, how cold Pluto is at its equator, and how many 200-pound clowns can fit in a Yugo. It can still do just about anything I need it to do.

You want better printouts for your fancy reports? Get yourself a printer interface, Typesetter from XLent Software and an HP LaserJet printer and come out with the quality that the 16-bitters are pumping out.

I know that the newer computers are pumping out information at anywhere from eight to 40+ MHz, and that the 8-bit only runs at 1.7+ MHz, but that's 1.7+ million operations per second! It would take you about half your life to do in your head what your 8-bit can do in one second!

As for me, my computer is fast enough and I can upgrade it to run faster. To hell with IBM, Apple and Commodore. Stay with your Atari. Who cares what Atari Corp. is doing. Just enjoy your 8-bit!

[About the Author: Matthew D. Baker is an artist, journalist, photographer and Atari 8-bit enthusiast living in Ripon, Wisconsin and currently attending Ripon College. He uses a 130XE for art, games, word processing, desktop publishing and balancing his budget. He is a regular columnist (on creating art with the Atari 8-bit) for the (FR)ANTIC newsletter put out by his users' group.]

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PABQWK

An Online Mail Reader for the Atari 8-bit

Bill Mims (MACUG)

Being an avid 8-bit user—possibly the only one left in North Dakota—leads me to several problems. The biggest one is that I need to call long distance to BBSes to contact other 8-bit users. I really need to be able to read mail off-line.

After twisting the wife's jaw several months in a row over real high phone bills, I saw a request in the ST conference of a local board to Beta test a mail reader for the XE. Well, being the 8-bitter I am, I naturally responded.

The result, I am happy to say, is an excellent program for the 8-bit that really blew me away—PABQWK! An off-line mail reader that actually works was the result.

Pab Sungenis, the author of PABQWK and AtariLink BBS, is an excellent programmer and deserves a lot of thanks from "die hards" like myself.

Getting Started

How can you get PABQWK? It will soon be on an AIM disk, but you can get it now by calling the Bio-Chip BBS at 701-723-6345 and register on the board. The Sysop (me) will validate you within 24 hours and then the file areas will be available to you! Call back and download PABQWK.ARC from File Area 7 (8-bit).

If you want taglines (more on this later), then look for the file TAGLINES.ARC. This will be your tagline data file; they are a copy of my own personal taglines.

When you get PABQWK and unARC it, print out the docs or use a text reader and read the docs very closely. In the next few paragraphs, I will go into each command in detail and explain not only how it works, but also problems that I have found.

After unARCing you will have several files. If you have a hard disk, you can rename the AUTORUN.SYS file to whatever you wish. It will still run.

I recommend using MYDOS4.5, but SpartaDOS will also work. I run it under MYDOS and have noticed a difference in it from the docs, nothing but a minor problem.

Assuming your local BBS has a .QWK mail Door, the next step is to download a "packet." The packet contains the actual messages you will be reading later with PABQWK.

Startup

DeARC the packet using SuperUnARC version 2.4 (it's the only one that will do it). You must have, at a minimum, the files CONTROL.ID, MESSAGES .DAT and DOOR.ID. Without these files, you will not be able to read anything. If necessary, extract with query and just deARC these files.

These files can also be directed to a subdirectory, as PABQWK supports this. So, if you're on several boards and want to get all your messages at one time, you can do so without unARCing messages from one system and then calling another after just reading one packet.

Running PABQWK

The next step is to boot PABQWK. The program looks for the file CONTROL.DAT. If the file is in a subdirectory or another drive, PABQWK prompts you with the following commands: (A)BORT (R)ETRY (C)HANGE DIRECTORY.

If you get this prompt and your messages have been unARCed to a subdirectory on Drive 1, then just hit return. The directories for Drive 1 will be displayed, and you can choose one of them from the menu at that time.

If your messages are on another drive, just type in the drive number and PABQWK will default to that drive and look for the control data.

After PABQWK locates and loads the control data, the program looks for MESSAGES .DAT. These are the actual messages that you read and reply to.

After the files have been read, the Main menu appears and offers several options. The right side of the menu only works with the registered version. On the left side of the menu, the commands (R)ead, (E)nter, (C)onference read and (Q)uit work in the unregistered version and are pretty self explanatory.

Reading and Replying

Pressing 'R' reads all messages. While reading messages, four items are displayed in the message window. The top section displays the BBS name, city and state from which the messages were taken. The second section displays information such as message number, to, from and subject. The heart of the display is the message block; this is the actual message text. The last section is a display of the name and version number of PABQWK.

Pressing 'R' or 'E' while reading lets you reply to that message. After indicating you want to reply, you get several short command strings. The first being 'To:' and the next 'From:', with the final prompt asking if the message should be Private.

After deciding these, you have the option to use a preformatted text file or to type in your message. After entering the reply, you can edit the message, delete lines, add lines and route mail. To route mail, you need to just retype line 1, leaving two blank lines after it.

Oh, one thing I almost forgot...PABQWK displays messages much like Atariwriter+ does when set to 80 columns. To scroll around the message, simply press the arrow keys.

Taglines

After replying and pressing Escape, another menu appears at the bottom of the screen. This menu has all of the editing commands. You can either save, abort, delete or add to your message.

If you decide to save, then a Tagline option appears and you have the choice of the displayed Tagline, choosing a different predefined one or typing in a custom one. The file TAGLINES.DAT is used to store a list of your favorite Taglines.

The only consistent problem I have found in the software is here. Sometimes the Edit menu will reappear. If this happens, you should abort the message. If you save it again, you end up duplicating the message, which might upset your sysop!

Observations

The registered version of PABQWK allows the righthand side of the Main menu to work and gives you several more options. You can read personal messages, add and drop conferences and view files with these commands. The personal read shows only messages which are addressed to you. While it takes a little time to display them, it is well worth it.

A few more things about PABQWK. First, you should limit your message packets to no more than 1000 messages. Next, make sure that the packets you receive from BBSes are compressed using PKARC. SuperUnARC 2.4 will only work with this compression. (I have heard rumors that Bob Puff is working on a program to unZIP!)

Do *not* include .NDX files in your QWK packet. I believe PABQWK will work on a 1050 drive, however the packets must be extremely small.

I have tested for about two months now and PABQWK works with JETMAIL and CAMAIL Doors. Pab, the author, has also tested it on MaxiDoor. PABQWK requires a 130XE or 800XL with compatible memory upgrade (one that supports the Antic expanded memory mode).

The docs are quite good and really go into detail. A lot of thanks go out to Pab Sungenis on this one. Every 8-bitter left out there owes him a debt of thanks!

PS: If there is anyone else out there needing a Beta tester for the 8-bit Atari, don't hesitate. Let me know and I will be happy to help you out. I can be contacted at: Bill Mims, 120 H Street Apt. 1, Minot AFB, ND 58704, Ph: 701-727-4049, BBS 701-723-6345. Don't hesitate to call or write, but if you call voice please call between 8-9:30 pm CST.

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1020 Printer/Plotter Repair

Alan Frazer (PACE-FL)

The Atari 1020 Plotter is an amazing little gizmo for the 8-bit. It prints in color and is capable of jobs that the "big" printers perform, it's just slower. And, they break down with some regularity. Any Atari 8-bit owner usually has a couple of broken 1020s, and most of us paid less than $20 for them new. That makes getting them repaired one of the lowest priorities we have.

I had intended to demo Print Shop for the users' group, and I ran a printout just before I left for the meeting. It messed up about halfway through the print cycle, and I couldn't wait any longer, so I just shut it off and packed it over to the meeting.

Needless to say, the printer had died. It still made quite a racket, but the print head just sailed over to the right side and tapped out a slow, vertical line.

I was mad enough after the meeting to disassemble the unit. It's pretty easy—there are just four screws you can see on the bottom and two more hidden under the front two rubber feet. I pried the rubber feet out with a small screwdriver.

Then, I plugged the unit back in and turned it on. The print head drove back over to the left, but the little squares it makes on powerup were all messed up. After unplugging the printer and tinkering a bit, I discovered the problem. Interestingly enough, it was the same problem on both of my broken units.

The drive motors for the 1020 are under a metal shield behind the paper platen (the thingy that the paper goes around). On the left side, there's a little metal shaft coming out of the metal shield and a little gear is on that shaft. It's the problem.

The gear breaks free from the shaft and no longer drives the print head properly. The solution was simple: I glued the little gear back onto the shaft.

The simple solution got a little more complex, because I needed to put the print head in the right position for the printer to work properly. I discovered that the print head can be pushed over to the left side, with the pen just slightly to the right of the little brass drive sprocket (it has little tiny teeth that move the paper).

The print head only goes so far, and then it seems to "snap" into place. The little gear on the shaft spins such that you can move the print head. If not, slip the gear over to the left with a pair of needle-nose pliers, and try again.

With the print head back into position, push the little gear back over to the right so that you get some friction on the shaft and the shaft doesn't spin inside the gear.

Now, turn the printer back on (you did have the power off, didn't you?) and see if you positioned it well. If the print head spaces the powerup boxes out too far, you've started out right. Let the powerup cycle finish, turn the printer back off and reposition the print head again. Then, put a drop of SuperGlue on the spot where the shaft and gear come together. I let it dry an hour and then put on a second drop and let that one dry for 24 hours.

After letting the glue set, turn the 1020 back on and watch it work again! It's a great feeling. But, if it is still out of line, don't fret. Using a razor knife or sharp pocketknife, scrape as much of the glue off as you can. Then take a pair of needle-nosed pliers around the shaft loosely, and push the gear off to the left. It'll probably pop off completely.

Scrape the shaft off or wipe it off with a swab and some fingernail polish remover (this stuff melts plastic, so be careful!), and when everything is clean and dry, start over. You'll get it.

To make a real mess of things, I drilled a 1/2 inch hole just above the gear in the plastic case. The plastic shield covers up the hole almost completely, and if you're careful, the hole will look like it's supposed to be there. I put the hole there to help line the print head up with the unit assembled, and then drop the glue onto the shaft through the hole.

Sounds like a lot of work to fix a $20 printer, but after the repair my 1020s have pounded out a number of documents, including Print Shop "posters." And, if you've ever seen the 1020 work with Print Shop, you'll understand the workout it gets. Good luck, and remember: if it's already broken when you try to repair it, how can you hurt it?

THE GOOFY GURU

At Last, A Use for DOS 3!

Charles Kelly (PACE-MN)

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The Goofy Guru has followed the same format in all of his articles of off-the-wall problem descriptions, instructions, and explanations of where and why his observations are a little different but workable. But this is really weird—actually *use* DOS 3?

Actually, you are only going to use DOS 3 to format disks which you have doubts about before you discard them. Take any of the bargain disks that you have doubts about and boot up with a copy of DOS 3. Now format with DOS 3. Then, boot up a *real* DOS and format the same disks normally. You will find much of your black plastic trash turns into useful disks.

The reason questionable disks become usable after being formatted with DOS 3 has to do with the very problems that made DOS 3 such a failure. Sector maps with DOS 3 lump eight 128 byte sectors together so that your disk storage is divided into 1024 byte (1K) blocks.

During formatting, the drive head stays in contact with the disk longer and drives the initial write signal longer. The drive does not have to stop to update the initial link information as often. The signal continues for eight sectors and not just one.

Keeping the head down under DOS 3 gives the extra little bit of "polish" that is often omitted with cheaper disks. The bias signal also continues between sectors, so that more magnetic noise is erased between sectors.

Your drive may not be able to erase very loud noise on a disk otherwise. Unless your disks are carefully bulk erased at the factory, or preformatted, you are going to have this noise. Get rid of the noise, by formatting under DOS 3, and you should have a good disk.

So the next time that 20% of your purchase of bargain disks seems headed for the trash (or sent to the neighbor with the Apple II or IBM clone as a joke in very poor taste), try this step first. DOS 3 is pretty useless otherwise. I had to find out far more than I wanted to about DOS 3 to explain why this trick worked.

[The Goofy Guru series originated in the pages of the Southern Nevada Atari Computer club and continues to irritate all. Current club affiliation is with PACE of Duluth MN. Everybody else asks for donations these days (I break things too) so I live at 125 N. 1st ave W., Duluth MN 55802, and...well...I prefer short redheaded women most of all! Another address to send donations (please!) is 4835 Crosley Ave., Duluth MN 55804-1219. A $7 donation will send you a SSSD disk with the complete Goofy Guru series to date.]

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Keeping It Organized With The Portfolio

Marty Mankins

To know what kind of person I am, you need to understand one of my biggest disadvantages in life: a seriously impaired short-term memory. If you tell me something, there's no guarantee that I'll remember it in five minutes. But, if I write it down immediately, I no longer need to worry about my short term memory effect.

Or do I? One week goes by, and now I am searching for that paper I wrote that important note on, and I can't recall where it was last placed. So, now I am back to square one.

Does the above sound familiar? I've talked with several people whose short term memories have failed them on many an important occasion. Well, those of us who own the Portfolio have no need to worry anymore. We always know where the Portfolio is (or at least we should), and we can keep lots of information in it. And, with a few keystrokes, we can retrieve the information for examination.

In this article, I hope to show how the Portfolio can be a great replacement for our often failing short-term memory.

Backups Should Never Be Forgotten

To those that are not familiar with the MS-DOS functions of the Portfolio, I can make one suggestion that should never slip your mind—*backup often!* This is something that should be done daily, especially if you're making several entries per day.

Since the Portfolio is going to be used by you as an information gatherer, and we've already determined that short term memory is too short, it pays to backup often. For those with an ST, Mega ST or TT, may I suggest TransporT, a program from Artisan Software made for the transfer of files to and from the Portfolio and ST line. You'll also need the Serial Interface from Atari and a null modem cable.

Things To Do

You should start now to make a habit of keeping a To Do list. If this system is going to work, you'll need to make it second nature. The old rule says that if you do something at least seven times, then it's a habit, bad or good. Well, starting out with the Portfolio may take a little longer, especially if you are new to it or trying to convert from keeping your To Do list on paper.

And while we are on the subject of paper, if you already have a certain way of doing things, then find a way to implement it on the Portfolio. For example, if you just write down your daily tasks on a piece of paper in no particular order, then just typing them into the Portfolio's built-in editor would be the best and easiest way to convert to the Portfolio. You get the idea.

Getting Creative

As was discussed above, you could use the built-in editor to write down all of your tasks. Lots of people use this method and it's a great way to convert to using the Portfolio for keeping your list. But, there are more ways that are just as easy to keep a To Do list on the Portfolio. One of my favorites is using the Address book program (also built-in).

You may already keep names and phone numbers in several ADR files. If so, then you already know how to use the program, but there's more to the program.

Priorities First

There's a hidden feature in the Address book that makes keeping items prioritized a breeze. By entering a number at the beginning of your task, the program sorts your entries to allow all the 1's at the top, all the 2's next, and so on up to the number 9. You could use a 10, but it would sort next to the 1's.

Let me give a quick example. Say you want to enter a task like *'Take Out The Trash'.* You will want to make this a high priority item, so at the beginning of the text, type in the following: 1 - . Make sure you add the space after the hyphen for proper sorting.

OK, now enter another item. To do so, press F1 (or the red Atari key) and choose Cards, then press I for Insert. Now enter the next item: 2 - *Cut Down Weeds In Yard.* Notice I added a 2 in front of the item. This item is not as high a priority as the first, so it will sort after the 1's.

You can also add a note to each item for clarification of any additional instructions to complete the task. As you add more items to the list, you can see that this is much better organized than just a simple list, although just as effective. And it's very easy to add new items that are sorted by priority. Make sure you save your file every so often. I call mine TODO.ADR.

Now let's add a small twist for looking up your items. Say you have 15 things you have to get done. It can be frustrating to see all 15 items every time. So, press F1 (or the red Atari key). Choose Cards and then Select. A dialog box is brought up with the cursor awaiting your entry. Type in: 1 - and press return. Now, all you see are all the Priority 1's. It makes for a unique search if you include the spaces and hyphen. If we had just used the number, any item that had that number in it also would have been displayed. Now you can see why we added the hyphen and spaces.

Conclusion

It's that simple to keep a To Do list on the Portfolio, and we didn't have to purchase or add any external programs. But, there are programs that you can try or buy. Hyperlist is a commercial outline-based database that can be used to keep a task list. Also, there is a program called LISTER on CompuServe's APORTFOLIO Forum. It's small and its files are compatible with other Portfolio programs. So, get started with the Portfolio and you'll soon find yourself using it for more than just keeping a To Do list.

About the Author: Marty Mankins is the publisher of Take It With You, The Newsletter for Palmtop Computing. He is also a Sysop in the APortfolio forum on CompuServe. He can be reached at [75300,1770].

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All files on this disk are created with Double Click Software's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the Sept. '92 disk. For more complete docs, see the text files contained in most of these archives.

ALPHA.APP—Alpha, The Name Generator. Still haven't chosen a name for the new baby? Tired of using wimpy names in your D&D games? Here's a neat utility that creates lists of names, thousands of them! Use your own custom parameters. ST monochrome.

PHOTOCHR.APP—Photochrome is a program that emulates a color board on any Atari ST or STE (TOS 1.62 or previous). It out performs the infamous HAM and HalfBrite displays on the Commodore Amiga. Load most IFF formats, 24-Bit QRT and REAL-3D Raytraced screens (16 million colors) and VidiChrome digitized 'RGB' color separations (4096 colours) before converting to one of six powerful screen modes. ST/STE only. Low resolution color.

CRACKLDW.APP—A little program that "cracks" the password used by LDW Power to secure your spreadsheet files. Great if you protected your files and forgot the password!

DATALOPE.APP—Data-Lope 1.1 combines an addressing database with a flexible envelope printing program for the HP DeskJet. Data-Lope can import CardFile .DAT files so you won't have to retype addresses if you have this program from Gribnif Software. Runs in all resolutions.

FASTBASE.APP—A UK Shareware relational database package with a number of very powerful features and an excellent user interface.

G_MAP.APP—Presents a graphic map of the data on your hard drive. Lets you know how fragmented your data is, and if de-fragmenting would be useful. From Beckmeyer Development.

KRASKA.APP—Kraska (Russian for 'color') is a full-featured fractal graphics generator that's fast and has lots of options. If you're interested in fractals and Chaos Theory, you'll find this program to be quite interesting. Freeware from the UK.

MACREAD.APP—MacRead is a TOS-based program to transfer Macintosh files from Mac HFS disks to the ST. This is an early version of the commercial program MacSEE.

MATHFACT.APP—Math Facts is a math worksheet generator for grades 1-9. Very useful for teachers to generate math tests and review worksheets. Also great for home use for kids who need extra practice on their basic math skills. Math Facts also generates a grade sheet for the teacher or parent, making grading easy.

MORSE.APP—A Morse Code trainer, configurable in speed, tone and practice contents. Can also translate into Morse Code. Freeware. TT Compatible using 24BIT.PRG only. ST Medium and High Rez.

SCRLFIX.APP—Fixes the double-click scroll bug in all versions of TOS since 1.4. Similar to Codehead's BUTTNFIX, but works with TOS 2.06/3.06 as well. Assembly source code included.

WINEMAKE.APP—A wine making database, containing several recipes and other info needed for the production of wine. From the UK. TT Compatible using 24BIT.PRG only. ST monochrome.

Mac/Spectre

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

Here is a short description of the files contained on the Sept. '92 Mac/Spectre Disk of the Month:

Calculator II—Everything you ever wanted in a calculator and more. That pretty well sums up this application. Both System 6 and System 7 compatible!

Compact Pro Package—The latest version of Compact Pro, which is fast becoming THE archiving application of choice in the Macintosh world. This new version is faster and even more stable than before.

FlashWrite II v1.1—A replacement for Apple's Notepad DA, and what a replacement it is. You can import text, copy, paste, change fonts and print all from this one utility. Great for keeping notes on your computer.

FontPrinter—This application scans your system for all installed fonts and then prints out examples of each font. It works very well with Adobe Type Manager and regular Type 1 fonts. The application also supports True Type fonts.

MacBartender v2.5—Okay, all you drinkers out there. Don't say I didn't warn you. By the time you try out all the drinks in this HyperCard (v2.1) stack, you won't even be able to see the monitor. (Note: AIM does not advocate the use or misuse of alcohol.)

DISKS OF THE MONTH

Disk

Metasphere—Just a cute little puzzle application for you to play around with.

Recycle—Do your civic duty and have fun at the same time. The object of this game is to seperate different recyclables on a conveyor belt at a recycling plant.

Spiro—This application is a lot like an old program called Spirograph. It creates beautiful geometric shapes from circular patterns. There are controls that affect the shape and complexity of the output. Patterns can be printed out.

UnScrolly—You've got so many inits and CDEVs in your System folder that you can't see them all at once? Well, your troubles are over. With one click, you can change those icons in your control panel into CDEV names. With another click, you can change them back. Very handy!

WindowShade—This CDEV/init allows you to roll up your windows into the menu bar. This is very handy if you use MultiFinder and need to move some windows out of the way. Just double-click once on the menu bar to roll up the window. Double-click again to roll it down.

Readers can purchase these disks from their local AIM participating user group or by sending $6 ($5 +$1 s/h) per disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard handy. Please specify the Sept. '92 ST, Mac or 8-bit Disk when ordering. When ordering the Mac/Spectre Disk, please indicate Mac or Spectre format.

8-bit Disk

Each AIM 8-bit Disk of the Month is a single-sided, single density "flippy" packed with software. To extract files in the ARC format, you need the UNARC .COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the Sept. '92 8-bit disk:

ADOS.ARC—The Atari to PC Disk Emulator. One program allows you to use the memory inside an IBM PC as two SS/DD disk drives and 64K printer buffer while another program copies files from these "Ramdisks" to real Atari disks.

SDOSREAD.ARC—SpartaRead lets you read SpartaDOS formatted DD disks directly on an IBM PC. This program runs on an IBMi.

CROSFIRE.DCM—Desert Crossfire, a shareware strategy wargame from Outland Quest Software. The object of the game is to destroy your opponent's base before he gets yours. Use your jet fighters, boats, cannons and SAM missiles wisely! Boot with BASIC enabled.

MLTMOUSE.DCM—A set of machine code routines/programs for mouse, joystick, touch tablet or trackball in your own programs. From the LACE user group in England.

SUPERB30.ARC—Superb 30 is a picture printing utility with many options to manipulate pictures before printing. A number of printers are supported.Written by Trent Dudley.

XEP80G.ARC—The XEP-80 Graphics Handler Demo by Jean Goulet. Consists of the graphics handler and a BASIC program to demonstrate the handler's capabilities. XEP-80 required.

Here's a short description of the files on the August '92 8-bit disk:

MANDEL.ARC—An excellent Mandlebrot fractal generator written by Douglas Skrecky. Includes full docs and the ability to save and load your fractal creations. UnARC to a disk with DOS on it, then reboot with this new disk in the drive.

SNAPSHOT.ARC—Snapshot is a juggler/switcher that allows you to have two "virtual systems" in your computer at one time. Run a word processor in one snapshot area and a game in the other. Includes versions for SpartaDOS and Atari DOS/MyDOS. Written by Tom Hunt. (See the Power User column in this issue for more on Snapshot.)

SNHD30D.ARC—A version of Snapshot specially designed for hard drive users. Have up to 10 different snapshots available at the touch of a button! SpartaDOS compatible only.

DSKWEAVE.ARC—DiskWeave is an incredible utility that increases sstorage on DOS 2.0S disks by up to 60 percent! Docs included.

EASYFIND.ARC—A menu driven indexing system similar to a card catalog found in a library. EasyFind can search for and select only certain records, and you can output selected records to screen, disk or printer.

EASYSTOR.ARC—A menu driven program for entering and modifying EasyFind index records.

EASYTURB.ARC—A Turbo BASIC compiled version of EasyFind. EasyFind Turbo runs on XL/XE machines only, but is much faster than EasyFind.

THINK.ARC—Think is a Tetris clone from Douglas Skrecky. A MUST HAVE for Tetris fans. Supports skill level settings to make the game easier or harder to play. Action! source code included!

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ALABAMA

BACE
5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Mon. Time: 7PM
Dues: $15/Regular, $25/Advanced
CPU: Atari 8-bit and ST/Mega/TT
BBS: Matrix Co. #7 (205) 323-2016, Matrix (205) 251-2344
Misc: Advanced includes AIM 8-bit or ST monthly disk

ARIZONA

NWPAC
PO Box 36364
Phoenix, AZ 85067
Dale Wooster (602) 279-1289
Meet: DeVry Institute, Room #111, 2149 W. Dunlap, Phoenix
Day: 1st Sat. Time: 9AM-Noon
CPU: Atari 8-bit only
BBS: PAUGS (602) 278-8505
Misc: Nibbles & Bytes newsletter. Supports SharePay Shareware.

PHAST
PO Box 2296
Phoenix, AZ 85002
Mike Aubrey (602) 870-8360
Meet: Room #106, DeVry College, 2149 W. Dunlap Ave., Phoenix, AZ.
Day: 2nd Sat. Time: 10AM-Noon
Dues: $10/yr
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225
Misc: Reduced PD library prices, access to club BBS areas, discounts at local Atari VAR.

SEVAC
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Sat. Time: Usually 10AM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduced ST/8-bit library prices, club BBS access.

CALIFORNIA

ACCESS
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS (916) 428-8662

AFED
4290 Constellation Rd.
Lompoc, CA 93436
Herb Kanner (805) 733-4026
Meet: Mid-State Bank, 828 North H St. (rear).
Day: 1st Tue. Time: 7PM
Dues: $10/single, $15/family
CPU: Atari 8-bit and ST/Mega/TT

AUGIE
3905 N. Lugo Ave.
San Bernadino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline branch of San Bernadino Library, 27167 E. Baseline Rd., Hiland
Day: 2nd & 4th Sat. Time: 2-4PM
Dues: $25/yr ($12.50 w/o newsletter)
CPU: Atari 8-bit and ST/Mega/TT
BBS: StarLink (9600) (714) 688-3204

BAAUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp.
Day: 1st Mon.
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

BACE
PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: $18/yr Full, $12/yr Regular, $6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

DACE
c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

FRACUS
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: $20/yr or $10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338
Misc: Membership includes club disk of the month/newsletter and AtariUser

MITARI MIDI
1848 N. Gramercy #302
Los Angeles, CA 90028
Brian Valentine (213) 461-5407
Meet: Meets at club address, a MIDI sound studio run by Brian Valentine.
Day: Last Sun. Time: 2PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
Misc: MITARI supports audio creativity on the ST/STE. All current members are engineers or producers.

RAM
PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: $25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

SBACE
4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA (near Long Beach)
Day: 2nd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
Misc: SBACE Gazette newsletter.

SCCAUG
5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SCCAUG (408) 971-9212
Misc: MIDI demos are held twice yearly.

SDACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157
Misc: SDACE newsletter, increased BBS access

SLCC
PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

SST
PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: $24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

ST ACE Sonoma
PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

SVACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: $12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

TEAC
PO Box 1269
Laytonville, CA 95454
Pete Loeser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Dues: US: $25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

YAC
1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5486
Meet: Call for details.
Day: 4th Tue.
Dues: $11/yr ($5 if member of another AIM club)
BBS: STeve's (916) 661-1538
Misc: Magazine and PD disk library access, Yackity-YAC newsletter, AtariUser.

COLORADO

ACCD
5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

P3ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

CONNECTICUT

CCCC
127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: $25/yr normal, $30/yr family
CPU: Atari 8-bit, ST/Mega/TT and Portfolio

STARR
15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College,
88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: $20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

DELAWARE

CDACC
3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

FLORIDA

ABLE
PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolio
Room 101 E. Central Blvd.
Day: Last Sun. Time: 1:30-4:30PM
Dues: $12
CPU: Atari 8-bit and ST/Mega/TT
Misc: ABLE Program Library of User Software
(ABLE PLUS) and ABLE AID newsletter.

FACE
2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave.
Day: 1st & 3rd Tue.
Dues: $15/yr
CPU: ST/Mega/TT, Mac & Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access,
quarterly newsletter.

JACE
109 Davis St.
Neptune Beach, FL 32266
Bill Zaiser (904) 247-0230
Meet: Call (904) 724-2610 for directions
Day: 1st Sat. Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit only
BBS: The Wall (904) 730-8659

PACE
2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

queST
11201 122 Ave. N. #119B
Largo, FL 34648-2626
Terry Weigand (813) 581-7988
Meet: Tampa College (Clearwater campus),
15064 US Hwy. 19 N.
Day: 1st Sat. (Holiday, 2nd Sat.) Time: Noon
Dues: $15/yr
CPU: ST/Mega/TT
Misc: Large PD library, book library.

TBAA
5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly software and peripherals classes.

GEORGIA

MGAUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattnall Square Academy, Macon, GA.
Day: 2nd Sun. Time: 2PM
Dues: $30/yr and $4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club PD library free to full paying
members. AtariUser, newsletter and AIM
disk included in full membership.

STAR
3069 N. Brook Dr.
Chamblee, GA 30341
Tommy Mersinger (404) 938-2718
Day: 3rd Mon. Time:
Dues: $30/yr
CPU: ST/Mega/TT

ILLINOIS

CUSTUG
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of
Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: $16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access,
December MIDI concert/demo.

EAUG
2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room
Day: 1st Mon. Time: 7PM
Dues: $18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618)
344-8466
Misc: EAUG-Log club newsletter. Member of
Midwest Atari Regional Coucil consortium.

GAUG
55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in
Galesburg, one block sourth of downtown.
Day: 2nd Mon. Time: 7PM
Dues: $10/yr family, $5/yr student
CPU: Atari 8-bit and ST

LCACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244
O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus
(708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90),
ChicagoFest (Nov. '90) and the recent
ChicagoFest by Atari (Nov. '91).

QCACC
PO Box 1036
Moline, IL 61265
Donna Lemaster (309) 755-3183
Meet: Moline Public Library, 403 17th Ave.
Day: 1st Mon. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (309) 755-2748

RACC
3693 Renfro Rd.
Cherry Valley, IL 61016
H. Jake Olbrich (815) 332-5303
Meet: Springbrook Congregational Church, off
Alpine just as you make the turn onto
Springbrook Rd. from Spring Creek Rd.,
Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Knights of Camelot (815) 226-2388
Misc: RACC News monthly newsletter.

SCAT
PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource
Center on Lambert Rd. between
Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

STAR
337 N. 43rd St.
Belleville, IL 62223
Craig Carter (618) 233-6675
Meet: Illinois Power Bldg., 1050 West Blvd.,
Belleville
Day: Last Mon. (exc. December) Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

INDIANA

ACORN
3627 Iowa Court
Fort Wayne, IN 46815
Meet: Shawnee Branch of the Allen County
Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: $18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396
Misc: Three Rivers Festival, PentaCon, ICE
Kid's Conference participant.

ASCII
1752 Alimingo Dr.
Indianapolis, IN 46260
Dan Ward (317) 254-0031
Meet: Speedway Christian Church, 14th and
Winton Ave., Speedway, IN.
Day: 1st Mon. Time: 7:30PM
Dues: $15/yr
CPU: ST/Mega/TT and Portfolio
BBS: The Zoo (9600) (317) 356-5519, It's Not a
Game Machine (317) 581-9031,
Crossroads Broadcast (317) 878-4069
Misc: Co-sponsors annual MIST Atarifest,
member Mid-Indiana ST (MIST) coalition

CRAG
PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1909
W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: $15/yr
CPU: ST/Mega/TT

KANSAS

FLAG
PO Box 3233
Fort Leavenworth, KS 66021
Jeff Yoe (913) 682-2883
CPU: Atari 8-bit and ST/Mega/TT

WACE
c/o M. Merica, 501 Trotter
Maize, KS 67101
Meet: Wichita Water Dept., 1701 Sim Park Dr.
Wichita
Day: 2nd Sat. Time: 1PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM

KENTUCKY

AEL
PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-[illegible]
Meet: Central Jefferson County Government
Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th
Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: $20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members receive AELien Transmissions
newsletter (6 issues) for $1.74/yr

BRACE
3209-B Baird Ct.
Lexington, KY 40515
Hal Nason (606) 272-0363
Meet: Lexington Free Public Library, Downtown
Day: 3rd Tue. Time: 7-9PM
Dues: $15/indiv., $20/family, $10/[illegible]
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate members get AIM but no library
access.

LOUISIANA

CASTE
314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E. Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: $15/yr
CPU: ST/Mega/TT
BBS: General Store 14.4K (318) 855-6939

MASSACHUSETTES

SSAG
PO Box 129
Hyde Park, MA 02136
Dana Jacobson (617) 569-0224
Meet: Room 207, McCormack Hall, Harbor Campus, UMASS/Boston
Day: 3rd Fri. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Question Mark (617) 328-9230, Toad Hall (617) 567-8642

WMAUG
228 Leonard St.
Agawam, MA 01101
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch, Front St.
Day: 1st Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 786-3870

MICHIGAN

CACE
PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

GAG
PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, 9 Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and 1989 WOA Detroit show

GLASS
PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
Meet: Troy-Athens High School, 2 blocks north of Wattles on John R Rd.
Day: 1st Thur. Time: 7PM
Dues: $20/yr
CPU: Atari ST/Mega/TT

GRASS
2185 Newport SW
Wyoming, MI 49509
Len Brothers (616) 532-0653
Meet: Wyoming Pub. Library, 3350 Michael SW, Grand Rapids, MI.
Day: 1st Wed. Time: 7PM
Dues: $10/yr
CPU: Atari 8-bit

MACE
PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-1/2 Mile and Evergreen, 1/2 mile south of the Evergreen exit on I-696.
Day: 3rd Tue. Time: 7:30PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Tari Forest (313) 278-6466
Misc: Send $2 for current ST or 8-bit disk catalog.

SALSA
PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

STAG
4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center & Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal. Participates in Community Fair at Fashion Square Mall.

STING
PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
Dues: $15/yr
CPU: Atari ST/Mega/TT
BBS: STING (616) 532-5736

WAUG
14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Colonial Lanes on S. Industrial
Day: 2nd Tue. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit, ST/Mega/TT, Mac and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for members, SX212 modem for loan.

MINNESOTA

PACE
4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes for exact location. Meetings are bi-monthly (Jan, Mar, May, Jul, Sept. and Nov.).
Day: 3rd Sun. Time: 1:30PM
Dues: $30/yr.
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer ribbon reinking, free PD library copying.

SPACE
PO Box 120016
New Brighton, MN 55112
Nathan Block (612) 922-8012
Meet: Falcon Heights Community Center, 2077 W. Larpenteur Ave., Falcon Heights
Day: 2nd Fri. Time: 7PM
Dues: $15/yr
CPU: Atari 8-bit
BBS: SPACE (612) 488-5973
Misc: Entire set of Dorsett educational cassettes (260+) available for member rental.

MISSOURI

ACE of SL
PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County Library, Fee Fee and Willowick, Maryland Heights, MO.
Day: Date and time varies
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter. Member of MARC.

KCAC
1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

MDC-RCC
2610 Woodsage Dr.
Florissant, MO 63033
Al Owen (314) 837-2971
Meet: St. Louis Co. Public Library, Prairie Commons, 915 Utz Lane, Hazelwood
Day: 4th Wed. Time: 5:30PM
Dues: $10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MDC-RCC has a total of 300-400 members, with 10 SIGs, Atari being one.

MONTANA

RACE
Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM
Dues: $16/year
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM
Misc: Membership includes free PD disk.

NORTH CAROLINA

RACE
4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Check Galaxy BBS, look under Bulletins for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

NORTH DAKOTA

MACUG
129-2 Sirocco Dr.
Minot AFB, ND 58704

NEBRASKA

O-ACES
PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th St., south of Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

NEW JERSEY

JACS
PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: $24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser. Send SASE (business size) for current ST or 8-bit disk catalog.

NEW MEXICO

AACE
1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Co. of New Mexico, 4625 Edith Blvd.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue. Time:
Dues: $20/yr payable in Jan.
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership. Swap meet on 1st Sat. of Jun. and Dec.

NEVADA

HISUG
PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2081
Meet: Round Table Pizza, Baring Village, 1201 Baring Blvd., Sparks, NV.
Day: 3rd Thur. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: UNreliable (702) 358-6307

SNACC
48 Lafaette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 McLeod
Day: 1st Thur. Time: 7-9PM
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SNACC (702) 438-2208
Misc:

NEW YORK

ACORN
PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South, Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr (add $6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078
Misc: ACORN Kernel newsletter, AtariUser, extra BBS access. ST Beginners and 8-bit Basically Speaking classes held before general meeting.

BRAG*ST
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st Thurs. at Your Host Restaurant, Harlem at Sheridan, 7PM.

CDACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar, Westgate Plaza, Albany
Day: ST: Last Wed., 8-bit: Qtrly. Time: 6:30PM
Dues: $20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks $2, free XL/XE library access.

LIAUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Smithtown Library, Nesconset branch
Day: 1st Sat.
Dues: $20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
BBS: New Nest (516) 234-4943, Star Scan (516) 399-4252

OHAUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: $24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US consortium.

WNYAUG
PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: $15/yr new, $12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

OHIO

ACCT
4487 289th
Toledo, OH 43611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru (419) 885-3441
Misc: Disks $2 8-bit, $4 ST

ACEC
1287 Dennison Ave.
Columbus, OH 43201

CVACC
PO Box 9173
Akron, OH 44305
Jon Goshorn (216) 494-0738
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: $20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club newsletter The Password

MAUG
PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197
Misc: Access to AIM ST & 8-bit disks on the BBS. AtariUser free at meetings. Back issues of AtariUser for $1 each.

MVACE
PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
Dues: $20/yr, $12 for students or newsletter only
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE (513) 233-9500

NASAC
1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Wendell Helfrick (513) 325-3764
Meet: Historic "Old Schoolhouse" next to the public library on S. Dixie Dr., about three blocks south of Route 40 in Vandalia, OH.
Day: 2nd Thu. Time: 7:30PM
Dues: $12/yr
CPU: Atari 8-bit, ST/Mega/TT and IBM
Misc: Monthly newsletter "The NAS-HACKER."

STANCE
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: $12/yr with one time sign up fee of $13
CPU: ST/Mega/TT

OKLAHOMA

TACE
16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: $15 family, $7 correspondence (July renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to individuals for approx. $1 per issue.

OREGON

ACUNET
1310 N. 2nd St.
Silverton, OR 97381
Steve Barnes (503) 873-4590
Day: 4th Tue. Time: 7PM
Dues: $15 with AIM, $10 without
CPU: ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, Jungle (503) 393-4274.

COAC
PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.)
Day: 1st Sat. Time: 5PM
Dues: $20/yr new, $17/yr renewal, $1/yr for each additional family member.
CPU: Atari 8-bit and ST/Mega/TT

DCASTE
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

MACE
909 S. Stage Rd.
Medford, OR 97501

PAC
PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
Meet: NW Service Center (basement), NW 18th and Everett St., Portland, OR.
Day: 1st Mon. Time: 7PM
Dues: $25/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417
Misc: Swap meets in Mar., Jun., Sept. and Dec. Official Carina II support BBS.

PENNSYLVANIA

NAPCO
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

NEAT
PO Box 18150
Philadelphia, PA 19116-0150
Allan Zaluda (215) 677-6751
Meet: Bustleton Ave. Municipal Bldg., Bustleton Ave & Bowler St.
Day: 1st Tue. Time: 7PM
Dues: $5/yr + $2/meeting
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM
BBS: Cellar Dweller (215) 677-1370

PACS Atari 8bit
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St.
Day: 3rd Sat.
Dues: $25/year, w/extra $2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (03&4=300 baud)
Misc: The DataBus newsletter, AtariUser

SAGE
PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

SPACE
PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: $15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

WACO
230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin, PA.
Day: 2nd Tue.
Dues: $24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
Misc: Huge foreign PD libraries. Participates in many Atarifests in the northeast.

SOUTH DAKOTA

RACE
9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: $12 basic, $15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

TENNESSEE

CACE
280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library
Day: 1st Sat. Time: 1PM
Dues: $10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

MASH
3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: $24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904

NAUG
PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: $24/yr full; $12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (9600) (615) 383-0727, Troll's Cave (615) 872-0757

TEXAS

AAAUA
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Community Center, 107 Glenarm
Day: 1st Tue. Time: 6:30-9:30PM
Dues: $18; Subscribing: US-$16, CAN/MEX-$36 ($14 no AIM), Other-$54 ($18 no AIM)
CPU: Atari 8-bit
Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE
1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday of each month 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM
Dues: $24/yr Jan-Dec
CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
Misc: Newsletter, C classes, library access.

ACCEPT
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
Dues: $20
CPU: Atari 8-bit, ST/Mega/TT, Mac & IBM
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220
Misc: Discounts from Jenkins' Computers, special STE-EP access.

GTAUG
6621 Capitol St.
Groves, TX 77619
Ray St Cyr (409) 727-7215
Day: Usually 2nd Tue.
Dues: $24/yr (Sept. renewal)
CPU: Atari 8-bit, ST/Mega/TT, Mac
BBS: (409) 722-6526

HACE
PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 W. Loop S.
Day: 4th Wed. Time: 6:45PM
Dues: $22/year
CPU: Atari 8-bit, ST/Mega/TT
BBS: (713) 458-9923
Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops. Hosts the Atari Safari show.

HASTE
5306 Claremont
Houston, TX 77023
Linda Bastida (713) 923-4065
Meet: Megabyte Plus, 5181 FM1960W
Day: Last Sat. Time: 10:30AM
Dues: $20/yr
CPU: ST/Mega/TT and Portfolio
BBS: HASTE (713) 921-0550
Misc: Participates in the Atari Safari show.

SALSA
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.
Day: 2nd Tue. Time: 7-10PM
Dues: $20 w/AIM, $15 regular
CPU: ST/Mega/TT
Misc: Club newsletter, discounts, new user classes.

UTAH

LACE
1194 N. 250 W.
Layton, UT 84041
Marshall Walker (801) 547-9902
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT

STUN
PO Box 27285
Salt Lake City, UT 84127
Randy Larsen (801) 967-0209
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

WASHINGTON

CACUG
Box 767
Chewelah, WA 99109
Meet: Varies
CPU: Atari 8-bit and ST/Mega/TT

FACCS
PO Box 487
Harrington, WA 99134-0487
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM
Dues: $20/yr family
CPU: Atari 8-bit and ST/Mega/TT

KCACE
PO Box 2333
Bremerton, WA 98310
Bill Penner (206) 373-4840
Meet: Round Table Pizza, Silverdale, WA
Day: 2nd Wed. Time: 7:30PM
Dues: $20/yr
CPU: ST/Mega/TT
BBS: KCACE 14.4K (206) 479-2157

NCWAUG
507 King St.
Wenatchee, WA 98801
Don Dwinell (509) 662-1842
Meet: 507 King St. (unless otherwise notified).
Day: 3rd Tue. Time: 7:30PM
Dues: $7/yr family
CPU: Atari 8-bit, ST/Mega/TT and IBM

Starbase
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM
Dues: $18/yr
CPU: Atari 8-bit and ST/Mega/TT

SWAG
PO Box 1515
Vancouver, WA 98668-1515
Gary Lentz (206) 573-8224
Meet: Clark County Fire District #5, Station 3 at 213 NE 120th, Vancouver, WA.
Day: Last Sun. (exc. July) Time: 6:30PM
Dues: $12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Bear Cavern (206) 574-1146

WISCONSIN

MAAUG
PO Box 56191
Madison, WI 53705
Rich Noble (608) 249-4029
Meet: Madison Public Library (Main Branch), 201 W. Mifflin St.
Day: 2nd Tue. Time: 7PM
Dues: $18/yr (+ $5 one time fee)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MAAUG (608) 244-6742

MilAtari
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon
Dues: $22/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Hosts GEN-COn Computer Gaming area

CANADA—NOVA SCOTIA

NSACUG
170 Nestor Crescent
Dartmouth, Nova Scotia B2W 4B1
CANADA
Robert Smith (902) 465-5068
Meet: Room A-153, Institute of Technology campus, 5685 Leeds St., Halifax
Day: 2nd Sat. Time: 7PM
Dues: $20/yr ($27 w/mailed newsletter)
CPU: ST/Mega/TT
BBS: XEST (902) 865-0101, Coastal (902) 465-2321

CANADA—ONTARIO

KAUG
153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
Meet: North Maple Village Mall on Highway #40, just north of Chatham.
Day: 4th Tue., Sept-May
Dues: $20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: KAUG BBS (519) 351-3901

NCAUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196
CPU: Atari 8-bit, ST/Mega/TT, Mac

TASTE
185 Varsity Row
Thunder Bay, Ontario P7B 5P2 CANADA
Dues: $25/yr Canadian
CPU: ST/Mega/TT

WAUG
3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305
Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr.,
Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM
Dues: $25 Canadian
CPU: Atari 8-bit and ST/Mega/TT

CANADA—QUEBEC

ASTMUM
PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631
CPU: ST/Mega/TT, MIDI Specialists
Misc: Emergency repair, laser printing & graphics services, computer & MIDI discounts, Audio Recording & Music Tech course discounts and more!

MACAM
PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.
Day: 8-bit: 1st Thu., ST: 3rd Thu. Time:
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: Enchanted Realm (514) 366-4556
Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

ENGLAND

BaPAUG
248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND
Day: 1st Fri. Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT
Misc: 8:16 Newsletter

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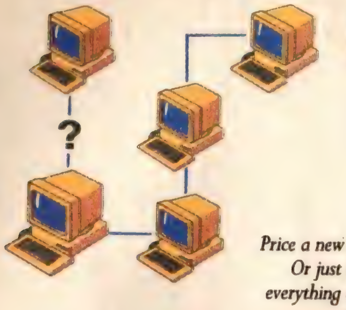

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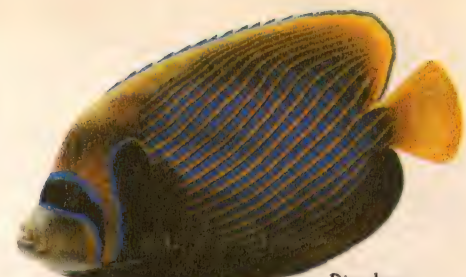

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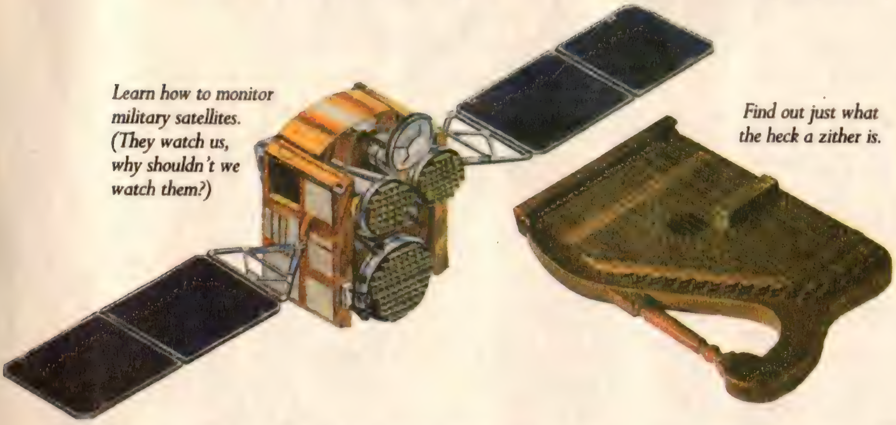

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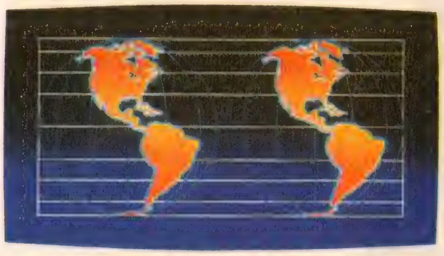

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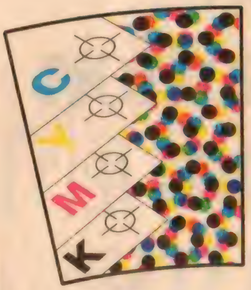

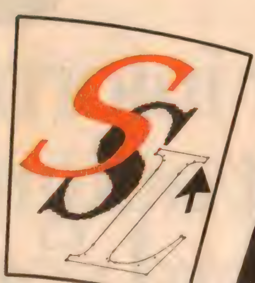

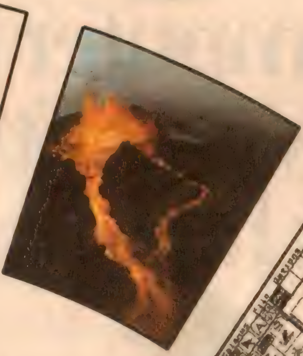

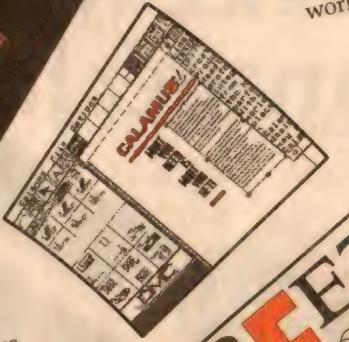

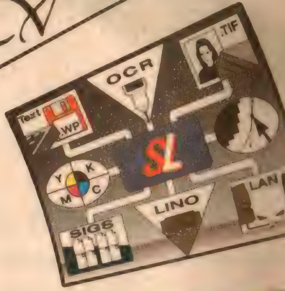

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ATARI INTERFACE

March/April 1993
Volume No. 5

For the ST

- PageStream 2.2
- Publisher 2 ST
- Family Roots
- Gadgets by Small Update

For the 8-Bit

- ColorDump 1.03
- The Power User
- Writing a BBS, Part 4

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Misc Hardware

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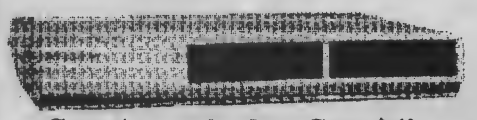

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425Meg	$1092	$1112	$1132
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ATARI INTERFACE

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Word Processing Tips for Search & Replace

Michael Bennett

> **These are just a few practical ideas on how to use the search and replace function in a word processing program.**

Word processing programs have been identified as the only category of software that almost every computer user owns and makes use of on a regular basis. Whether they are published and marketed commercially or public domain/shareware programs, word processing programs are among the most useful to the typical computer user.

One of the nice things about a word processing program is its ability to search for and replace specified words or phrases. Though each WP program has its own set of commands, there are some general principles that can apply to any program. Keeping these points in mind may help you as you compose those reports, papers, essays or novels.

Search and replace (sometimes also called cut and paste) can be done selectively or globally. A selective search and replace allows you to specify a word or phrase to find in your document and then replace it on an individual basis. A global search and replace replaces every occurrence of a specified word or phrase automatically throughout the entire document.

If you have to search for the occurrences of a particular word, but do not wish to change it, try using just the search function. You have to specify what word(s) to look for, but using this method can be much faster and more accurate than scrolling through a long file.

WP programs can serve as simple databases utilizing the search function. Just enter the name of the person you are looking for as the search phrase and let the computer find it for you. But if you can't remember the name, you can enter any piece of information and the search function will find that person's record. It may find others, too, but just keep going until you find the one you want.

You can also use the search function to find sections of a file which you previously marked. Use a character that you don't normally use (such as *) and type it before the section you wish to mark. Then, when you're ready to find it again, search for that character. The cursor will be moved to each section you marked.

Another use for search and replace is when you wish to underline (or imbed any printer-specific codes into your text). If you use more than one printer and they require different codes for underlining, search and replace can quickly modify all your embedded underlining commands.

As an example, I use the normal underline command in my word processing program with my Star NX-1000, but when I use those same commands with the Atari XMM-801 printers at school, the underlining has gaps in it. So, if I have to print out a document on the XMM-801 all I do is look up the starting and ending underlining codes in the manual, search for the standard underline commands in the document, and replace them as needed.

But suppose your word processor's underline commands are the same for starting as for halting underlining (such as TextPro and SpeedScript—they both use SELECT-u before and after text to be underlined)?

No problem if you want to replace those commands with specific codes for double underlining or italics or whatever. To replace the starting command, specify the search word as a blank space followed by the command. The search specification for the ending command would be that command followed by a blank space or punctuation (you may have to do it multiple times to find all occurrences both in the middle and at the end of sentences).

Search and replace may also be used to delete words or portions of words in a file. Suppose you had typed "Donald" throughout a document, but wish to change it to "Don." Use the global search and replace function and search for "Donald" and replace it with "Don." The "ald" magically disappears.

Another shortcut in writing is to avoid typing long and repetitious words or phrases. Suppose you are writing about blood pressure and have to use the word 'sphygmomanometer' a number of times. Instead of typing it twelve times, just type something like ' SP '. Then, when you are finished use a global search and replace to replace ' SP ' with ' sphygmomanometer '.

Note the spaces surrounding the words above. When searching for individual words, be careful to include a blank space before (and possibly after) the word. Here is an example of what could happen if you don't. Suppose you want to replace the word "be" with "become." If you do a global search and replace, you would not only replace all "be"s that are by themselves, but also all the "be"s in words such as "beyond" and "lobe." They would then read "becomeyond" and "lobecome," respectively. By putting a blank space before (and after) the word(s) to be replaced and the replacement word(s), this pitfall can be avoided.

Many of the Atari 8-bit word processors have only a 40-column display. Though this isn't ideal for typing tables or columns of data, tab maps can be set up to make this task easier.

First figure out exactly where you want the columns and space over to that point on a blank line. Then, type an unusual (and unused in your table or data) character (like * or +). Finish by spacing over to each new column and typing that same character. Then, delete that line with the delete (or block delete) function.

Set the search word/phrase as the unusual character you chose. Restore the deleted line every time you need the columns and press the appropriate keys to find the next search word/phrase. The cursor will glide along to each new tab position and your columns will line up nicely when the document is printed out. It sounds more complicated than it really is. Practice doing it a couple of times and you'll soon become proficient at it.

These are just a few practical ideas on how to use the search and replace function in a word processing program. I hope they have been helpful for you and that using them will make your word processing tasks easier.

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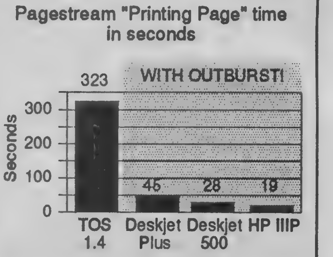

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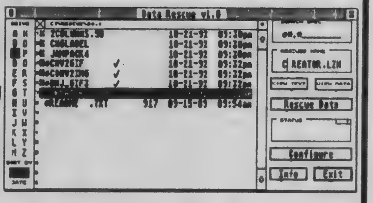

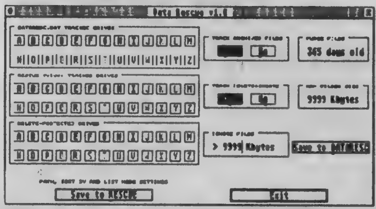

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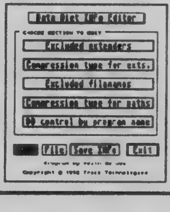
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Atari is Dead

Tim Holt

Atari is dead. To the surprise of very few, the Atari computer company, as a viable alternative to the Macintosh and IBM/MS-DOS computers, died in its sleep last night. A few relatives were at the company's side the night it passed away, but many former friends were nowhere to be seen when the venerable old man passed away. Authorities say the cause of death appears to be "natural causes," but close friends have repeated stories of depression, dementia, and general failing of health in the last few years of life. Atari was preceded in death by its brothers Osborne, Sinclair, and a host of other "first of its kind" computers that captured the attention of the computing public for a short period of time, but were unable to generate interest outside a few die-hard users. Funeral services are pending, as no one has stepped forward to claim the company as their own. 1972-1993. Rest in peace.

Those were hard words to write for me. I have lived, breathed, and worked on Atari computers for most of my "computer life," but I think it is time we, as a computer group, finally make the hard choice and proclaim the computer dead. We must now get on with our computer lives. We can always have a place in our hearts and memories for our "first love," but times change, the world changes, and, as Darwin pointed out, those that cannot adapt will eventually die. Atari is dead.

Here is the evidence that rigor mortis has set in on the body:

Who writes programs for your computer? Does Microsoft write for Atari? Does WordPerfect? How many major applications on the Macintosh or MS-DOS line actually make it to the Atari? Very few, if any.

Granted, the people that have stuck with the Atari line are VERY faithful, and the products they produce are very good, but having WordPerfect in your corner is like having Evander Holifield fight instead of Leon Spinks. It's nice to have lot's of Leon's, and they are all very nice, but we have needed a real contender for a long time, and we simply do not have one.

No one writes for us. WordPerfect said it best: "It doesn't sell, so why bother with it?" No one of real power in the computer world takes us seriously. Sure, you can import this text and that spreadsheet to the Atari, but why did we always have to do that? Because the programs that were written for the ST were always made to catch up to the rest of the computer world. Atari started fast, but lost the race. The computer is dead.

Take a second to look at what software is currently available and supported on the ST. It's a staggering thought that there is now no commercial word processor, spreadsheet or relational database package originating from and being supported by a US-based company for the Atari.

As for DTP packages, there's only one US-based company still supporting the Atari, and that's Soft-Logik. But, they currently have no plans to update the software for the ST/TT, while new packages and capabilities have been added for Amiga users of the package. In a recent e-mail message passed along by the recipient, here's what Michael Kasmaier from Soft-Logik had to say about the Atari ST/TT on their support BBS:

"To be honest, I never use an Atari anymore. The Atari is so dead now that we don't really use them at the office anymore and rely almost totally on user feedback. I refuse to use them now. Commodore's new AmigaDOS 3.0...is several years ahead of Atari's operating system."

The Atari is dead.

The Atari is still, after seven years, not taken seriously in the computing world and the business world. When you buy a computer, you aren't just buying a bunch of hardware and software. You are buying a way of doing something. Buy a PC and learn how to use Lotus 1-2-3, and you now have a marketable skill that many companies in the country value. Learn to use an Atari spreadsheet, no matter how powerful and user-friendly, and you have no skill that is accepted in the market.

You are no longer as experienced as those with a Mac or PC background, no matter how long you work on an Atari. There is no Microsoft Word, no Aldus Pagemaker, no Lotus 1-2-3, no Microsoft Excel for the Atari. There is no Grolier's Encyclopedia, there is no Carmen San Diego, no MS Works. Walk into B. Dalton Bookseller and see hundreds of Mac and MS-DOS titles on the bookshelves. You will not find ONE Atari title. NOT ONE. Look for Atari in Computer Shopper, BYTE, or any other general computing magazine. Atari is nowhere to be found. B. Dalton and computer publishers know that the Atari is dead.

Adapt or Die

Atari failed to adapt to its niche role as a home computer. Instead, through bumbling and fumbling, the computer went through a series of personality changes from home computer, to business computer, to DTP computer, to MIDI computer, and back to home computer, and now "multimedia" computer. Like a lost dog that never could find its way home, Atari wandered aimlessly for years. Now, it has been picked up by the dog catcher and gassed in the pound. Who let the dog out in the first place? Who cares. Hindsight is 20-20. The dog is dead. Atari is dead.

Atari suffered from a failure to keep its name in the public eye. There is not one user out there, with the possible exception of a Bob Brodie, that will say that Atari has done a good job promoting its product. NOT ONE!

How many YEARS have we been screaming for advertising? How many YEARS have we been pleading for this company to promote its products? How many YEARS have we been saying "Well, next year will be the year of Atari?" When I first read that statement in ST Report, it was 1988. FOUR years ago! No ad campaign, no public relations worth a plug nickel. (Oh, I forgot the Portfolio was in a movie...oooooooh.) What little print ads there have been have been placed in Atari magazines or MIDI/Music publications.

Atari could be selling alien technology out of Star Trek, but no one would pay attention, because no one knows Atari exists. Well, frankly, I have had enough. I don't care if tomorrow is the start of the "Year of Atari." It has become a joke. There will be no "Year of Atari" because the Atari is dead.

How does the company performs on the stock market? Atari stock has hovered around 1-5/8 per share for the better part of three years. It actually went up around $3 a share about the time Atari introduced the TT. But, when investors saw that the TT was actually just an ST with muscles, back it slipped. Hands-on reports from the few people who have a Falcon (i.e., developers) or people who borrow them are indicating the Falcon is "just an ST with more sound and colors." That does not bode well.

Investors long ago realized that the company, and hence the computer, was dead; it is time we do so as well. Why haven't investors started buying Atari, now that the "new generation" has been introduced? Why aren't there ANY institutional investors in Atari? Because investors go by track record. Atari has a track record of a company that is dead. Investors know it; so should we.

I realize this article will make a few of you mad. And it should. Atari is dead. But, don't kill the messenger. Can you really look at your Atari computer and say "This format will be alive and healthy in 5 years?" No, you cannot. Not if you are being honest.

Now, can you look at the IBM PC and compatible market and say "This format will be alive and healthy in five years?" Yes, you can. Same for Macintosh. Perhaps not as robust as they are now, but they will be around.

Atari will not still be around, because Atari is dead. We will still use the darn thing, and since we are so loyal (or just stupid?), we will use them until the circuits have been fried and the monitors are out of focus. But, we should not expect anything exciting to come our way. An occasional program and an upgrade, but nothing worthy of note.

Sure, the Falcon will cause a ruckus for a few months, but it will fade, just like the STACY faded, just like the TT faded, just like MEGA faded, just like the MEGA STE faded. They all faded because ATARI is dead.

Only Atari users will buy new Atari products, because Atari won't do what it takes to market the machines. Recent online conferences with Sam Tramiel and others have shown that Atari somehow expects third-party people to advertise the Falcon for them. Judging from recent fiscal reports from Atari, they may not have enough money left to do the job, anyway.

So, that leaves only current Atari users as the market for the new machines, and our numbers have grown smaller and smaller each year. Try to find a user group with more than 30 members. There are not that many around anymore. Five years ago, there were bunches. Our numbers dwindle because Atari is dead.

Sorry to see you go, old friend, but I won't cry. I have been expecting it for too long, and actually suspected it years ago. I guess I have just been going through denial. But, now I see that you are dead. It is time to bury the corpse. Rest in peace, old friend. Rest in peace.

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I Thought Typewriters Were Obsolete!

Robert C. Arp, Jr.

There was a time when my Smith Corona electric typewriter was one of my most treasured assets. I was a young engineer then, trying to enhance my reputation by writing magazine articles for Byte, Radio Electronics, Popular Electronics and even some of the radio amateur magazines, such as CQ.

I vividly remember my last contribution to Byte, if for no other reason than the editor's request to send a copy of the article on disk or via modem. Say what? I was forced to call the editor to explain, somewhat chagrined, that I possessed neither modem nor personal computer.

The editor, perhaps reluctantly, agreed to "find someone" to type the article into a computer. I believe that this episode, as much as anything else, provided me with the impetus to return to the few existing computer retail stores to find a suitable replacement for the Smith Corona.

Enter the Computer

After several months of searching, rejecting the available IBMs, Apples and Amigas, I had given up and decided to stay with the typewriter. But on the way home one day, I happened to stop at my favorite electronic parts store. There, again by chance, I was introduced to the Atari 1040ST by a friendly salesman who listened to my tale of woe.

The 1040ST, 1ST Word and Word Writer ST begat the MEGA ST4 and 1ST Word Plus. I continued to write, using my new tools, but my interest in articles turned to those supporting the use of Atari computers. In addition, my programming interests turned from mainframes to personal computers.

Exit the Typewriter

After the typewriter had been sitting idle for two years, I gave it away. I had come to believe that the instrument was completely obsolete. I had developed the habit of powering up the computer system for even extremely short letters.

Of course, one reason I have preferred to use the computer is its inherent ability to store copies of correspondence on disk. When typing articles, the ability to include graphics figures prominently in my state of satisfaction.

The one task for which the computer seems much less qualified, but for which the typewriter serves admirably, is filling in preprinted forms; income tax and insurance forms for example. Fortunately, most of these—all, until I recently learned otherwise—permit one to print instead of type.

The Proverbial Brick Wall

About two months ago, I had to acquire and fill in a government agency form having to do with business. Much to my surprise, the most prominent icon on the 5-part (four carbons) form was a very large asterisk beside a note stating that all information must be typed.

A bureaucratic dilemma designed specifically to "make my day." Solution—borrow a typewriter. From whom? All of my friends use computers. I consider it to be one of the signs of my maturity—that is the fact that I've learned to roll with the punches—so, I had to find a way to transform this setback into an advantage, somehow.

Powerful as our computers are, sometimes it pays to lift our eyes above the monitor to notice the calculator, pen and paper, or some other useful implement lurking in the shadows.

Being blessed with three strong, tall, good-looking, cooperative sons has proven to be advantageous over the years. No less so in this case. I called number one son in Sacramento and described the problem to him. After a week of research, he called and gave me the magic words Canon ES23.

Enter the Electronic Typewriter

Number one son did good. This baby has some very impressive features. It is part computer, part printer and part word processor; but it is smaller and less expensive than any of these. The street price is about $186.00.

The Canon ES23 electronic typewriter has multiline correction memory, five page format memory, bold print, underlining, impression control, search/replace, caps lock, word delete, automatic paper feed, automatic carriage return, justification, right margin alignment, centering (three ways), column layout, half backspace, backtrace, express backspace and 10, 12, and 15 characters per inch with appropriately installed optional daisy wheels.

There are nine types of daisy wheels available for $15.00 each, five types of ribbons at $4.50 or $5.50 each, and two types of correction tapes for $4.50 each. I suggest that accessories be ordered from the headquarters address in New York, unless you can verify that there are signs of intelligence at one of the other branch offices. I found no such indication at the Los Angeles branch.

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The typewriter's major functions are best described as individual items. The most important feature for my use is the ability to store preprinted form information in battery-backed RAM. On the forms I process most often, a 10-character/inch daisy wheel works best. But, one form requires a 12-character/inch wheel, so I've already ordered and received that item. A 10-character/inch Courier wheel was packed with the unit, along with a black, correctable ribbon, a lift-off correction tape and a lithium battery.

16KB RAM

Documents (along with their page format, character pitch and line spacing), phrases and page formats can be stored in memory. The typewriter is AC powered, but memory is battery secured. A portion of memory, 800 bytes, is devoted to correction memory, which contains the last 800 characters typed.

A note about recalling documents for printing. Save the page format for each document in a separate page format file. Then recall that page format just before inserting the page for printing. Do this because a document's page format is not in effect until the document is recalled. This precaution permits you to feed in the page to the correct starting position automatically.

55,000-Word Spelling Checker

The Canon ES23 does not correct spelling errors automatically, but the ES33 does. A 300-word user dictionary is also permitted. The default and maximum size is 3000 bytes. The size of the user dictionary can be decreased, a worthy option because the user dictionary consumes part of the available 16KB RAM.

14 CPS Bidirectional Printing

Unidirectional printing is not speced. (When will manufacturers learn that deliberate omissions are equivalent to lies?) Bidirectional printing can be used when printing stored documents that do not contain underlined text.

16 Character LCD

The liquid crystal display shows characters in a stored document or those being typed and various options in effect. The LCD contrast is adjustable. Although only 16 characters are shown, the key buffer holds 100 characters.

Carbon Copy Mode

There are two impact settings—minimum for onion skin or other thin papers and maximum for all other tasks. An overstrike mode can be activated to correct mistakes when typing multiple copies of a document.

Conclusions

If you're forced to power up the big gun for every piece of correspondence, or if preprinted forms are on your list of chores, you may want to take a look at newer versions of the "obsolete" typewriter. Atari users will feel right at home on something like the Canon ES23 electronic typewriter. By the way, you can keep both hands on the keyboard—there is no mouse.

Robert C. Arp, Jr.
Machine Specific Software
278-1 San Tomas Aquino Rd.
Campbell, CA 95008
(408) 370-9039

Public Domain/Shareware Software

Games
#511 - Dungeon Master Maps for Levels 1-7
#512 - Dungeon Master Hints
#720 - Dungeon Master Maps for Levels 8-14
#835 - Adventure Game Toolkit - A shareware pkg that allows you to create your own top quality text adventure games. (DBL)
#898 - Chaos Strikes Back Maps for Levels 1-10
#899 - Chaos Strikes Back Help Files
#993 - Monochrome Games: Pac Man & Columns
#1015 - Cartographer Demo (for Dungeon Master)
#1040 - **Sorry V1.8** - For 2-4 players. (Color Only)
#1180 - Hac Man 2 - (Color/1 Meg RAM/DBL)
#1198/1252/1538 - Game Cheats/Hints/Help Files
#1220 - Tetris - 1 or 2 players simultaneously (Clr)
#1252 - Captive Help Files, ST Gaming Digest 12/91
#1255 - Jeopardy V3, Hearts (Color Only)
#1258 - Llamatron V1.0 - Arcade game (1 Meg/Clr)
#1277 - Mystic Well: Similar to Dungeon Master (Clr)
#1334 - Omega - Dungeon Exploration (1 Meg/DBL)
#1353 - Klatrix - Tetris/Klax combination (Color)
#1366 - Rolling Ronny - Super Mario type game (Clr)
#1371 - Blackjack Plus 3 Demo
#1389 - GRAV: Great rotate & thrust game (Color)
#1409 - Shoot'em Ups (Color Only) Galactic Inferno, Hunting Season & more
#1410 - Strabble - Similar to Scrabble for 1-6 players 45,000 word dictionary (1 Meg RAM/DBL)
#1411 - Deathbringer Demo (Color Only)
#1421 - Unnkulian Underworld - Text Adv. (1 Meg)
#1422 - Baby Jo in "Going Home" -Super Mario type game with good graphics/sound effects (Clr)
#1440 - Revenge of the Mutant Camels (Color)
#1447 - Dem. Man V2.0, Oh Craps, Poker Night (Clr)
#1448 - Triples - Puzzle game (DBL/Color)
#1458 - **DUNGEON LORD** - A very well written role playing game. (Color/1 Meg RAM/DBL)
#1503 - Star Nuker V1.02D - 2 player space war (Clr)
#1508 - Arcade Mania V1.08 (Color)
#1514 - DC Snowball Fight (Color/DBL)
#1523 - Poker Dice - Poker type game w/dice (Color)
#1536 - **MRS. MUNCIE** - Great Ms Pac Man Clone (Requires 1 Meg/DBL/Color)

Utilities & Applications
#399 - Degas/Degas Elite Printer Drivers
#400/800 - 3 1/2" Disk Labeling Programs
#443 - Intersect RAM Baby, Amortization
#688/866/1126/1345 - H.P. Deskjet/Laserjet Utilities
#768/938/1165/1308 - **NeoDesk Icons**
#801 - Label Printing Programs
#829 - Vanterm V3.8 - Shareware terminal program
#888 - *Atari ST Subjects* (Book) Programs
#926/1148 - Hard Disk Utilities
#991 - Label Printing for H.P. Deskjet & Avery 5260 Labels, Desktop Formatter, Disk Sector Edit.
#1000 - Spelling Checkers
#1008 - **ICONDESK** - Set up different looking icons
#1038/1039/1474/1475 - DC Desktop Icons
#1078 - Monitor Emulators
#1130/1332/1434 - DC P.O.W. Utilities - Disk full of handy utilities from Double Click Software.
#1143 - SLM Laser Printer Utilities
#1175/1176/1177 - Programming in Assembly (DBL)
#1214 - GFA Basic Programs/Files
#1261 - MIDI Music Maker V1.91 (DBL)
#1267 - Atari Advanced Hard Disk Utilities
#1300/1301 - *Atari ST Topics* (Book) Programs
#1304 - GFA Basic Utilities
#1305 - Gramslam Grammer Checker V3.20
#1306 - Hyperlink Demo (Hypercard) (1 Meg/DBL)
#1310 - Virus Killer Programs
#1319 - GFA Basic V2.0
#1322 - **KAOS DESK** - GEM Desktop Replacement
#1367 - Latest Supra Hard Disk Utilities (DBL)
#1370 - Stock Smart V3.2 - Stock charting program
#1400 - **ST Writer V4.5** - Simple, easy to use word processor with extensive documentation on disk. H.P. Deskjet Driver included.
#1420 - Super Boot V7.2 - All in one boot up utility
#1429 - Extensible Control Panel V1.0
#1441 - **Your Second GFA Basic 3.0 Manual**
#1442 - GFA Basic Compiler Sheller Plus V1.0
#1444 - Spellone V1.1 - Spell Check with dictionary
#1547 - Cocktail Selector (Clr), Recipe Box V3.1
#1478 - EZ Grade V2.04 Demo
#1479 - Payroll Expert V1.3 Demo
#1483 - Search Me - Puzzle Generator (Mono Only)
#1484 - STD CAT V5.0B - Catalog disks/partitions
#1485 - X Boot Demo
#1492 - Calligrapher Demo (1 Meg/DBL)
#1496 - First Graph Demo (1 Meg/Color)
#1498 - TT Utilities - Collection of useful utilities
#1499 - Super Boot V7.4 - All in one boot up utility
#1500 - **ST Writer V4.8** - Simple, easy to use word processor with extensive documentation on disk. H.P. Deskjet Driver included.
#1509 - Cal V6.2 - The calendar accessory
#1510 - Diamond Back V2.42 Demo
#1511 - ST Tools V1.9
#1519 - Vanterm V4.0 - Shareware terminal program
#1537 - Secrets of Flash - Sample files included
#1539 - Mouse Boot V3D
#1550 - Telebase V1.82 - Phone/FAX manager
#1568 - Stock Smart V4.0 Demo
#1580/1581 - **DB Writer V1.8** - Very well done word processor with a 40,000 word dictionary and a 30,000 word thesaurus included. (Requires 1 Meg/DBL/Mono)

Desktop Publishing
#737 - Calamus V1.09 Demo - Fully functional except for Save (Mono/1 Meg RAM/DBL)
#758/759/994/1150/1153/1179 - Calamus Fonts
#1190/1223/1329/1330/1331/1566 - Calamus Fonts
#935/1297/1516 - Desktop Publishing Utilities
#1028 - ***PageStream Font Editor V0.8***
#1266 - Silhouette V1.0 Demo (1 Meg/DBL/G-DOS)
#1297 - FP Print - Speeds up PageStream Output
#1348 - AVANT VECTOR V1.2 DEMO - A bit image vector tracer and vector grahics editor. From CodeHead Software (Mono Only)
#1365 - Arabesque Pro Demo (Mono/1 Meg/DBL)
#1427 - Calamus SL Demo (Mono/1 Meg/DBL)
#1436/1437 - Megapaint Pro Demo 4.0 (Mono/DBL)
#1438 - Genus Font Editor Demo for Calamus Fonts
#1461 - Easy Text V1.2: Budget Desktop Publisher

PageStream Fonts
#599 - Binner, Futura Black, Hal, Lubalin, Futura Extra Bold Condensed
#870 - Atari, Baby Teeth, Lucida, Old English
#1044 - Adverse, Barnum, Burlington, Oblique, Caligraphy 2, Celtic, Chancery, Chicago, Dingbat, Flash, Harloe, Olympia, Souvenir Medium, Souvenir Medium Italic
#1094 - Architect, Avant Guard, Bookman, Broadway, Chancery, Dingbat, Kibo, Oakville, Palatino, Western
#1336 - PageStream V2.1: Roosth, Saintf, Sansser, Sharkt, Style, Toulouse, Windsor, Zalesk

Adobe Type 1 Fonts
#1337 - Classica Heavy, Roman, Italic, Faustus Rhyolite Vertical, Sharktooth, Zaleski Caps
#1338 - Cascade Script, Kuenstler Script Black Albatross, Mediciscript
#1339 - Ashley, Miami Nights, Muriel, Park Haven Pixiefont, Playbill, Style, Toulouse
#1340 - Caraway Bold, Davys Ribbons, Dragonwick Eire, Goudymedieval, Polo Semiscript
#1341 - Flintstone, Franktimes, Helena, Griffin
#1342 - Caligula, Crillee, Greencaps, Inkwell Middleton, Rudelsberg, Wedgie
#1343 - Andromeda, Lower & Upper East Side
#1344 - Graphic Light, Manzanita, Nordic
#1356 - Albatross, Ambrocap, Dubiel, Dubiel Italic
#1358 - Alexandria, Civilite, Cracklingfire, El Garret Faustus, Laser London, Reynolds
#1557 - Aarcover, Adinekirnberg Script, Dobkin Script, Harrington, Medusa, Neuvarese Bold Italic, Romulous, Toulousecacitrec

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#552 - Kid Shapes Plus For ages 8 and up
#667 - Benjamin's ABC's (DBL)
#699 - Kid Adder, Kid Color, Kid Story V1.4
#920 - Simply Math, Picture Puzzler
#1172 - Math Circus, Math Quiz V1.0 & more
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#1403 - Spelling: Object Recognition & spelling
#1424 - Math Facts V1.0, Spider Spell
#1491 - Rock, Paper, Scissors

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MacSEE

Ron Hunt

MacSEE is a new program from Reeve Software for reading and writing to Macintosh or Spectre disks on an Atari ST. MacSEE evolved from another program called MacREAD, which has been placed in the public domain by its owner, Compu-Seller West. MacREAD had one purpose -- to allow copying files to an Atari ST disk from a Macintosh HFS volume. MacSEE goes beyond that and is also somewhat easier to use.

As anyone who has used an emulator on any computer can tell you, getting files transferred from one format to another can be a real pain. The problem is compounded by the fact that its usually new emulator users who most need to transfer files. Not only do you have to learn a completely new operating system, but you've also got to figure out how to move files between one system and another. Believe me, it can be confusing.

Translators

It's enough of a problem that Gadgets by Small includes its own translator utility, called Transverter, with the Spectre GCR Macintosh emulator. Transverter is a well written, fairly easy to use program. I've used it quite a bit and I've had very few complaints.

However, the one complaint that I and many others have had is that it can't read from or write to Macintosh HFS disks. Transverter forces you to create and use disks with the older MFS format. Add to that the fact that you need another special utility to create double-sided MFS disks and you can see we have the makings of a fairly good hassle.

MacSEE was created to provide a better, less complicated way to do the job. For the most part, it does this very well. That doesn't mean that it's perfect by any means, as we shall see.

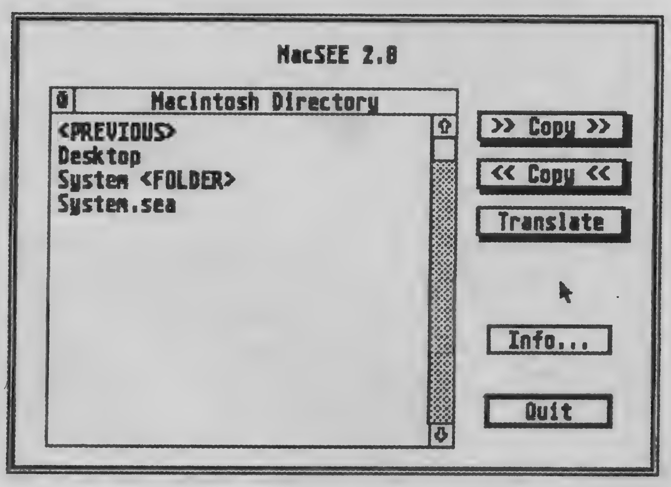
Copy Options

MacSEE can be run from either a floppy drive or copied to your hard drive and run from there. When run, it automatically scans your system for any Macintosh format hard disk partitions. It also looks for partitions created by Spectre and any Mac or Spectre format floppies that might be inserted.

If you're using a 1.44mb floppy drive, MacSEE allows you to read high density Macintosh floppies. If you have a Macintosh or Spectre formatted SyQuest cartridge drive, it will look there, too. As you can see, there are quite a few options open to you for moving files.

The Mechanics

After MacSEE has completed its scan, you are presented with a file selector box showing all of the Macintosh or Spectre format volumes it found. To open a volume, you simply click on its name in the selector. You are then presented with a root directory listing of all the files on that volume. You can navigate through folders in the same way. Just click on the folder name you happen to be interested in, and it opens to display whatever files reside inside.



You can keep moving down through folders until you find just the file you're looking for. If you need to move back up to a previous folder level, all you need to do is click on the <PREVIOUS> entry at the top of the selector window.

If you want to copy a file from your Macintosh formatted disk to an ST disk, just click on the file to be copied to highlight it. Then click on the Translation button and click on the >>Copy>> button. You are then presented with a standard ST file selector box. Choose your destination path and click OK. That's it!

You'll find that MacSEE copies files very quickly. There's no waiting around here. Even the largest files take only a few seconds.

To copy ST files from an ST format disk to a Macintosh volume, you simply navigate to the desired Macintosh subdirectory, click on the Translate button, click on the <<Copy<< button and then select the file from your ST format disk that you wish copied. When you click on OK your file is copied.

There will be some times when you won't want to use the Translate button, which simply toggles MacBinary on and off. Generally, if the file you're copying from your ST has both a resource fork and a data fork (i.e., is a Macintosh file), you will want translation off. When translating Mac EPS files for use in PageStream, you also want to leave translation off. Otherwise, you should leave it on. If, however, you find that a file doesn't copy correctly with Translation turned on, you can toggle it off and try again.

Hands-On

In my testing, MacSEE generally performed as expected. With a couple of exceptions, there were no problems with floppy disk to floppy disk and floppy disk to hard disk transfers. Likewise, floppy to RAMdisk transfers worked fine.

However, it seems MacSEE can't read MFS formatted disks. I know, the whole idea was to be able to get away from having to read MFS. Trouble is, many old-time Spectre users probably have at least a few MFS floppy disks laying around. Also, many of us had special partitions formatted on our hard disks and SyQuest cartridges just to handle MFS transfers. Not being able to handle MFS means many users will need to keep Transverter around for at least a little while longer. It's not a big thing, but it would have been nice if all Macintosh formats had been supported.

Also, it looks as if MacSEE has an upper limit to the size of the file you can transfer. While I don't know the exact size, it's somewhere around 500K. In multiple attempts to transfer some rather large archives, the files would only transfer over once they were broken into smaller archives. Ones that were around 480K seemed to go fine, but ones around 600K gave the error "Not able to add files to extent tree." After trimming a few files out of the oversized archives, they transferred just fine.

SyQuest Troubles

The next problem is a little more serious. It involves the popular SyQuest removeable cartridges. First of all, MacSEE doesn't seem to be able to read cartridges formatted using any version of Spectre prior to 3.0. It wouldn't read several cartridges I had formatted using Spectre version 2.65. It may also have a problem reading regular, fixed (hard) disks formatted using the earlier version, as well. Since I have updated my hard disk to use the newer formatting scheme, I couldn't verify this.

MacSEE had no problem reading Spectre 3.0 formatted cartridges. Likewise, it had no problems reading cartridges formatted on a PLI SyQuest drive connected to a Macintosh IIci. In fact, reading from cartridges seemed to work fine.

Writing to a SyQuest cartridge is another story. On two different occasions, I had the contents of a SyQuest cartridge scrambled while trying to transfer files onto the disk. In one case, I lost about 9mb of graphics files. The manual that comes with MacSEE cautions users to be sure to boot their ST with the SyQuest cartridge they plan to use for transfers in the drive. This I did on both occasions.

In each case, I was only able to transfer a few files to the cartridge before the computer locked with the SyQuest's busy light glowing. After waiting over fifteen minutes on the first occasion, I reluctantly hit the switch to kill the system. After that, the cartridge was unreadable. Actually, I couldn't even mount it on the Macintosh.

I tried using a freshly formatted cartridge with the same results. I could copy files from the cartridge to an ST floppy, hard drive or RAMdisk, but I couldn't copy files to the cartridge. In doing some research into this problem, I discovered that SyQuest drives are very picky about which drivers they are booted with.

Even on the Mac, SyQuest cartridges can get blown away if a previous cart using a different driver was booted in the drive. This is probably at least part of the reason for needing to boot the ST with the cartridge you want to use in the drive. Obviously, though, this doesn't completely solve the problem. At any rate, if you're planning on using MacSEE with SyQuest cartridges, I would advise caution. If you don't use SyQuest drives, you shouldn't have any problems at all.

In conclusion, MacSEE is a useful program for anyone who regularly needs to move files from a Macintosh or Spectre-equipped Atari to standard ST(e)/TT format disks. If used with floppy disks, hard disks or RAMdisks, the user should have no problems. If you wish to use the program with SyQuest cartridges, I would do so with caution. You will need to run your own test with your system to be sure that no incompatibilities exists.

FLASH II

TELECOMMUNICATIONS SOFTWARE FOR ATARI ST, STE & TT

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PageStream 2.2

The Improvements at a Glance

Wayne Padgett

This review of PageStream V2.2 was written to meet Soft-Logik's requirement for the user group package recently received by the Salinas Valley Atari Computer Enthusiasts. This generous show of support to Atari user groups by Soft-Logik deserves the collective thanks of all Atari computer users.

This user group giveaway represents a huge demonstration of trust by Soft-Logik, and I for one hope all of the participating user groups reciprocate in kind by diligently protecting their PageStream user group materials.

PageStream version 2.2 contains many improvements and a few fixes. The changes, according to the manual addendum, number in the thousands. Covering all of the changes in PageStream 2.2 isn't practical, so I'll focus on the high utility changes that are either undocumented or are new in version 2.2. The important fixes will be apparent to all users of 2.1 and need no mention here.

The user group PageStream package is an off-the-shelf retail package, except that it is marked "Not For Resale User Group" and includes a demonstration program disk to allow group members to get a hands-on look at PageStream.

Macros and Draft Mode

Like many, I suspect, I was disappointed with the slow screen redraw and the macro problem with 2.1. The slow screen and the fact that I use macros quite a bit forced me to stay with PageStream 1.8.

Well, the macros work just fine now and Soft-Logik has addressed the slow screen redraw in 2.2 with a draft mode that reduces redraw time by about 31% overall. View level 4, Show Actual Size, was faster with my test page by 145% and view level 1, Show Facing Pages showed nearly no gain at only 4%.

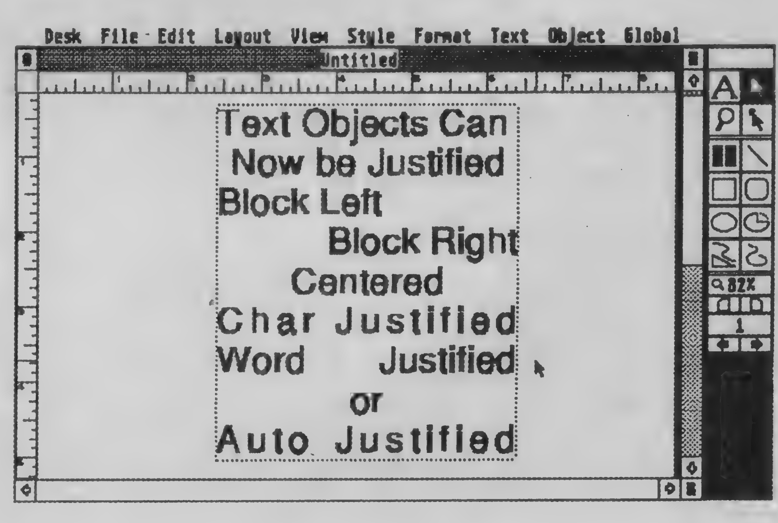
How, you may well ask, did I come up with that number? It was done by timing the period between the instant the next view level was keyed in until the moment the mouse pointer returned to view. The page, which was a good mix of text, IMG pictures and PageStream objects, was cycled through view modes 1 through 7. View 7, User Set Scale, was used twice. The two sets of nine timings were then totaled and compared. The individual redraw times ranged from 2 to 26 seconds in draft and from 4 to 26 seconds in normal mode.

This isn't extensive laboratory testing by any stretch of the imagination, and times will certainly vary with page composition. But, this gives some indication of what you can expect from a stock Atari ST with a monochrome monitor.

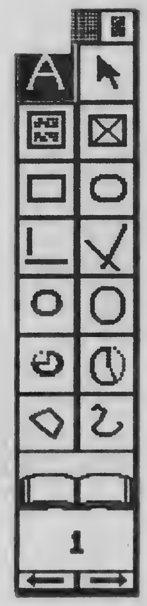
CodeHead's Warp 9 doesn't seem to be a factor in screen redraws other than speeding the appearance of dialog boxes.

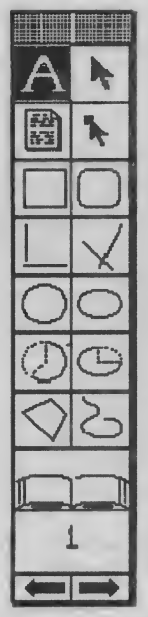
Soft-Logik's 2.2 Manual Addendum's comment on screen redraw makes it sound as though 2.2 should be "significantly" faster on "text rendering" than version 2.1 in normal mode. Timing tests between 2.1 and 2.2 using the same text-only document and the same nine magnification views set produced nine identical times. I even tried sending a block of text from EdHak to a window-size column in each PageStream version. The results were so close that it should be called a tie. While 2.2 was slightly faster, there was no time difference greater than 1.9 seconds! It is entirely possible that larger differences would show up using a 68030 processor or perhaps with Compugraphic fonts in use, but for the stock ST user and PageStream fonts, there is no perceptible gain in screen redraw speed. Faster screen updates are only achieved through the use of draft mode, and these are significantly faster.

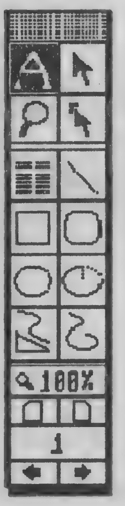
Draft mode can be toggled on and off to get the best of both worlds. Draft on yields



Text Objects Can
Now be Justified
Block Left
Block Right
Centered
Char Justified
Word Justified
or
Auto Justified







speed for composition and off gives a more accurate screen presentation for the finishing touches. The draft mode's radio button is located under View in the Set Greeking dialog box.

New Tool Box

The new Tool Box is, by far, the most visible of all the changes. The Tool Box has been redesigned, and some new tools and capabilities have been added. The keyboard equivalents have also undergone some changes. These are not documented on either the "Quick Reference Card" or in the manual addendum and will be presented here.

The Magnifier tool allows point and click magnification of the work area by clicking at the center of the area to be enlarged. That spot then becomes the center of the screen and the view percentage is doubled with each mouse click (80% becomes 160%, 100% becomes 200%, etc.). Shift clicking reverses the process. The keyboard equivalent for the magnifier is [Esc]-[T]-[M].

The Reshape tool has a new icon and a new keyboard equivalent, [Esc]-[T]-[R]. Its function is unchanged.

The Column, Box, and Rounded box tools now have an added shift function. Drawing with any of these tools while pressing a shift key yields square forms and unshifted drawing allows rectangular shapes. The key equivalents for these tools are the same except for the Round Box tool which is now [Esc]-[T]-[1].

The Line, and XY Line tools have been combined and are simply called the Line tool. Unshifted drawing produces a line of any angle and pressing a shift key while drawing limits the line to horizontal, vertical or 45 degrees. The key command for this option is [Esc]-[T]-[L].

The Circle and Ellipse tools have been combined into the Ellipse tool and carries the new key equivalent [Esc]-[T]-[E]. Drawing with the left mouse button does an ellipse and shift left mouse button limits the shape to a circle.

The circular and elliptical Arc tools have been combined and are now the Arc tool. The new key equivalent is [Esc]-[T]-[A]. Selection of the arc style is made in the same way as the ellipse tool. The left mouse button allows elliptical arcs and shift left mouse button does the circular arcs.

A new icon sets off the "Polygon (Bezier Curve)" tool. This tool now has a shift feature, but it does not select the other drawing option as in the Arc and Ellipse tools. Using shift restricts line direction to vertical, horizontal or 45 degrees. Being able to draw perfectly vertical, horizontal or 45 degree lines with this tool is a real time saver when drawing polygons. Unless you were extremely careful during construction of a polygon with 1.8 or 2.1, you had to go back and work the jaggies out of the vertical and horizontal lines by eyeball and mouse, or the GEM option of selection and movement with the cursor keys. The ability to do perfect horizontal and vertical lines while drawing polygons is much easier. In all other respects, this tool is unchanged.

The View tool displays the current view percentage. Clicking on this icon brings up the Show/Set User Scale dialog box. Shift clicking on the icon will change the current value to the last used "User Scale" value. The keyboard equivalent for this tool is the same as the one for Show/Set User Scale in the View menu.

You have probably noticed that in each tool that has a shift option, the shifted draw mode produces the simpler of the shape options such as squares, circles, circular arcs, vertical, horizontal or 45 degree lines and so forth, while the unshifted option produces the more complex forms. Consistent command use makes it much easier for the user to remember how to select the tool variations.

A very welcome change comes in the entry line for the "Go To Page" dialog box. It now comes up empty rather than defaulting to page 1. No more ending up on page 51 when you wanted page 5.

Dialog Defaults

While we are on dialog defaults, the graphics import dialog now defaults to "Object" rather than "Picture Window." When I began using clip art, it was mostly DEGAS and Neo. Each picture usually contained several drawings, and you had to use the "Picture Window" in order to clip and crop the selected illustration. Most of the graphics I use now are individual IMG format, and since clipping isn't necessary, the "Object" option is used to import the graphic. This avoids another open window, as well as the clip process.

The object Duplicate dialog box now defaults to the last values entered after the first use. This is a big help when you are trying to precisely space several small objects inside a larger one or fit a set number of lines or objects on a page. Instead of having to remember your last entry, it comes up on the next duplication attempt and you can fine tune your numbers for a perfect fit! The XY Entry lines are now labled Horizontal and Vertical making things much easier for math boneheads like me. These changes give even more utility to an already powerful tool!

The "From" and "To" boxes in the print dialog box now default to the numbers of the first and last pages which contain objects. This change first appeared in V2.1 and is not, as far as I can tell, mentioned in the manual or the 2.2 addendum.

This may not mean much to you at first glance but, for me, this is what it does. I sometimes jump to a page well clear of the last page of my document to do layout on a small section. I do this because, with less to redraw, the work can be done faster on a clean page. If I remember to delete the page when I'm finished there is no problem. If I leave anything on that work page without deleting the page and then select "Print All," the program will print my document, print empty pages after the last page of what I want to print and then print my scratch page. This ranks right up there with the hasty punch in of the second page number in the "From To" box and hitting return without checking the numbers. Believing then that you are printing, let's say, from page 1 to page 3, you duck out for a snack and return to discover you've printed the whole document and, as a bonus, the printer has advanced 25 or so blank pages onto the floor. Being able to see at a glance the total pages in a document, including any blank ones, is a welcome change, at least for me!

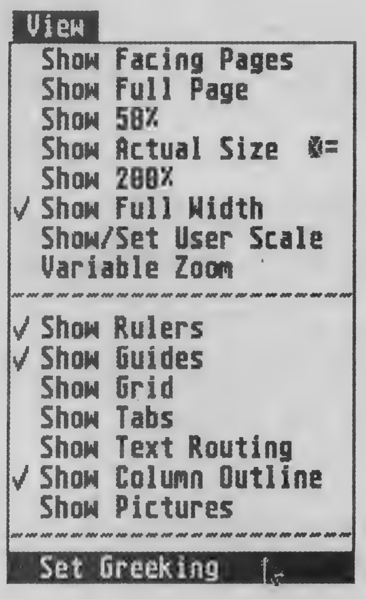
Changes and Additions

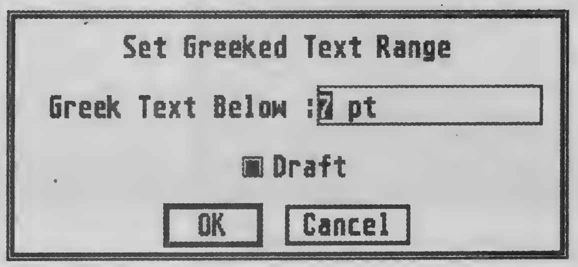
PageStream now imports more text and graphic formats than ever. Several import modules have been improved and there are five new ones. CVG and Arabesque are new graphic modules and the Calamus Text, That's Write and Calligrapher are the new text import modules.

Snap To Grid has been changed in V2.2. Now, as objects are drawn, they snap to the grid, assuming, of course, that Snap To Grid is selected. Formerly, the program waited for you to finish drawing before the object was snapped up.

Text object justification is now recognized and executed in 2.2. This will only have an effect on justified text objects from 2.1 that contain carriage returns and are then opened with 2.2. The solution is to apply justification to the text object by highlighting or selecting it and choosing the justification desired. As with many of the new features in PageStream V2.2, you have to use this one a few times to appreciate the possibilities. For me, text object justification, except for block left, now does automatically what had to be done manually in 2.1.

Arrow gadgets (like in the character and line spacing dialog, for instance) are also mentioned in the addendum. They function once, delay for a moment then advance rapidly. I tried them in 2.2 and they did just that. Then I tried them in 2.1 and they worked the same way. I thought this was just an addendum reminder of a 2.1 feature and deleted my original paragraph on this item.





Greek Text Below : 7 pt

■ Draft

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Meanwhile, I had done all the screen redraw timings on my Moniterm and thought that using an SM124 monochrome might yield some better numbers. I decided to run the timings on my TOS 1.4 equipped 1040 STf monochrome setup. Low and behold, the arrow gadgets ran wild and refused to behave. It was impossible to click to a setting and I had to escape the line to type in the value. My Mega ST also has TOS 1.4 and the arrow gadgets are very docile. Then it dawned on me that I'm running CodeHeads "Button Fix" on the Mega. I copied Button Fix to the 1040 STf system and loaded PageStream to check out my hunch. Voila! Now PageStream's arrow gadgets are well behaved and manageable on my 1040.

Conclusions

Soft-Logik's many improvements have made PageStream 2.2 more powerful than ever before. Many of the less obvious, but very functional, refinements serve to make the user more productive by reducing or simplifying his or her work.

PageStream 2.2 is a good step forward for an already fine production application. If you are using any earlier versions of PageStream, now is a good time to upgrade. Owners of 2.1 can upgrade free via modem or at your dealer, should you be so fortunate as to have one of those. Soft-Logik even offers an upgrade from any other Atari DTP package.

I enjoy using PageStream very much and hope you have picked up something useful from this review. Keep the faith and, by all means, support Atari software developers. They are the future of your Atari computer.

Publisher 2 ST

Sherry Mackiewicz

It came to me in a moment of desperation with a deadline. I had two hours in which to write the entire front page of the WAUG newsletter, print it out using STWriter, make headlines and subheadlines using DEGAS and print those out (since I needed them to be larger than the other text), and then cut it all out, paste it on a template, and pray to all entities that everything fit with just the right amount of white space. I needed a DeskTop Publishing program.

I considered PageStream very briefly. Buying it would be a major expense, and I couldn't justify the cost simply to make the newsletter and to play around with as a toy. Being that I am a cheapskate, Calamus, though wonderful, was also a foregone conclusion. Also, I only have a floppy-based system. While it might be possible, using either of those packages without a hard drive does not look easy. So, I went with Publisher 2 by GST (sold in North America by ABC-Solutions), which sells for around $140.

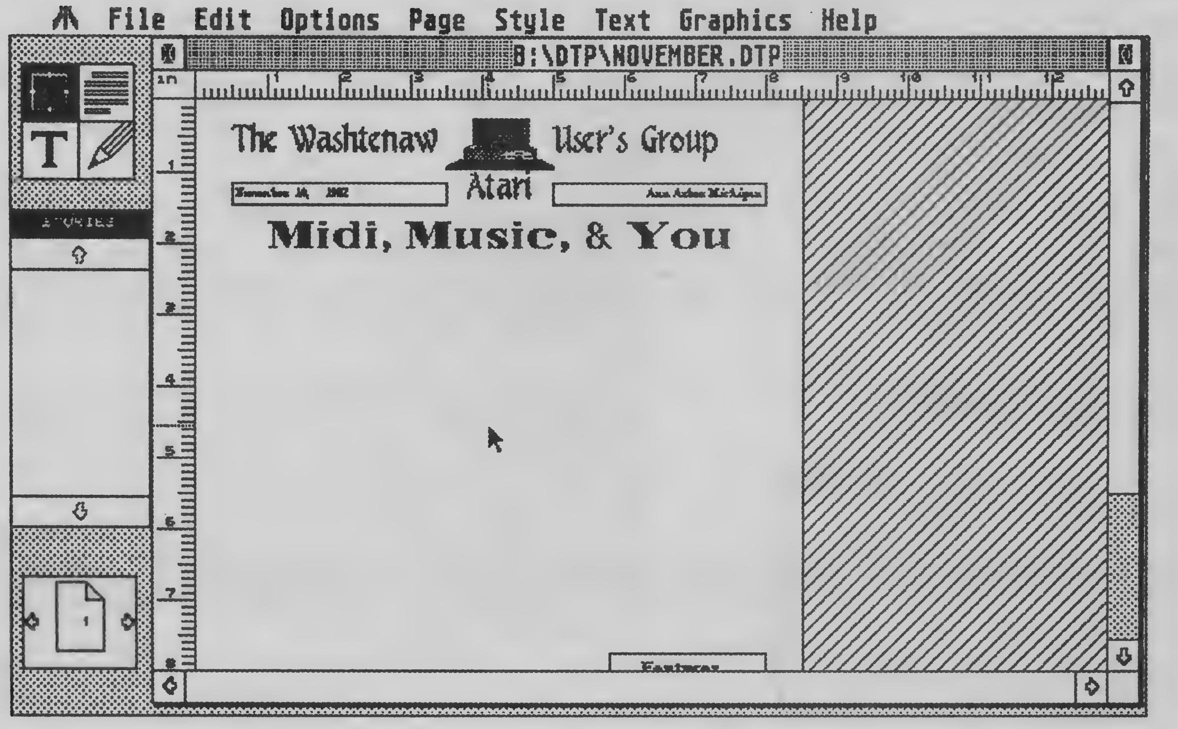
Installation

Installing Publisher 2 was simple enough. The program tells you everything you'll need for your individual set-up (one floppy drive, two floppies, or a hard disk), including how many blank, formatted disks you'll need. The only thing it would not do is format those floppies for you, like some other programs will.

After the installation, you must boot your system with GDOS and then run FONTWID.APP. You do not have to run this program again, unless you change the ASSIGN.SYS file (by adding fonts or you change printers/printer drivers). You do, of course, always have to load with GDOS. The directions warn you not to try to use Publisher 2 with FSM-GDOS, but they say nothing about using it with FontGDOS. I have read that the combination is possible, but after I tried this once and didn't get it to work, I gave up. Altering ASSIGN.SYS files isn't that difficult.

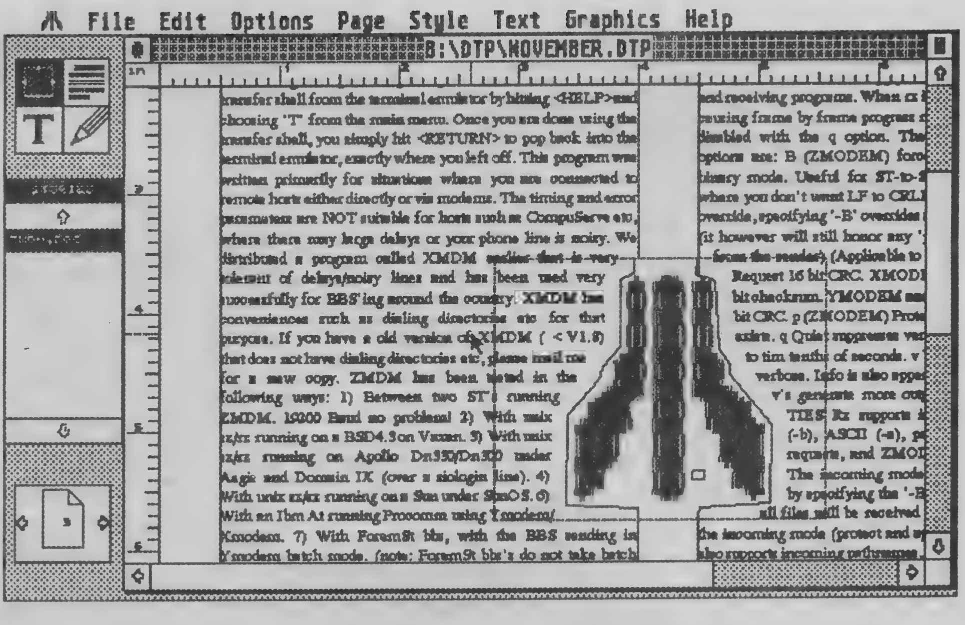
Frame Mode

Once Publisher 2 is loaded, you are automatically put into "frame" mode. Everything you put on a page has to be in a frame. You can define one frame at a time and put whatever belongs therein, or make frames all at



once and fill them in later. You can also move the frames around with the mouse, or by double-clicking on them. Double-clicking on frames gives you the exact positions and widths and lets you enter the correct values. There is an option to not show the frame outlines. This is useful when you have several overlapping (read messy) frames. Also, borders can be put around frames in several styles and weights (thicknesses).

The frame system is more user-friendly than some other programs. You can define as many columns as you wish. You can place pictures anywhere (even overlapping two or more columns), then redefine the frame edges and make text flow irregularly around the graphics. This is a refreshing switch from the last such program I used, in which text would flow only around a square. Publisher 2 allows complete layout freedom.

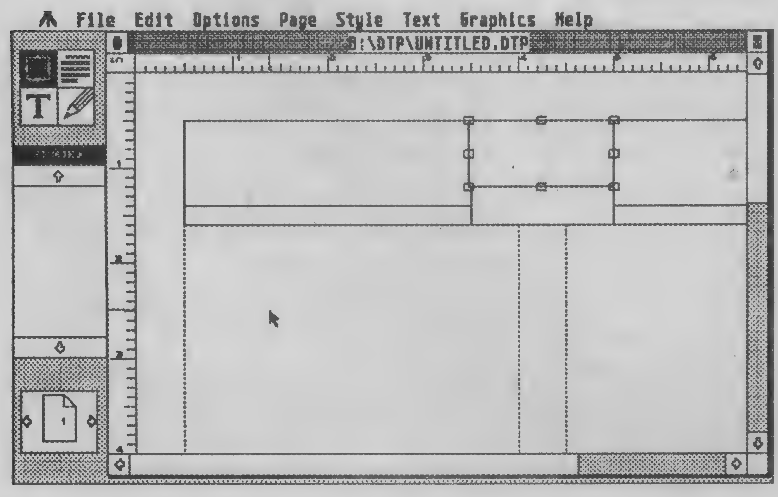


Other Modes

Publisher 2 has three other modes. Paragraph mode is used to set defaults for often-used text formats. For example, if your normal text paragraphs are set in Serif (Times) 12 point, you can set this option (and several others) here. To format an entire paragraph, simply click on it and then click on the style. You can also define your own styles and use function keys for setting them.

In Text mode, you can enter text and change the font and point size for entire blocks (which will override options set in paragraph mode). It is not a good idea to type in a wordy document in text mode, as entering characters frequently causes the screen to redraw completely. Large documents can be imported from most of the popular word processors.

Graphics mode is a bit misleading. You can use this mode to draw line art and pictures or to change existing pictures, but you do not use this mode to import a picture. Importing graphics is done in Frame mode, and graphics can be in DEGAS PI?, IFF, GEM, IMG and many other formats. (Another way to edit a picture is by using the Graphics menu, with choices available for scaling, cropping, and editing.)



Problems?

Now for the bad points. While moving around a document, the scroll bars sometimes "stick." This is taken care of by simply trying again.

Another thing that bothered me was the limitation of point sizes. Publisher 2 will only give you the point size installed in the ASSIGN.SYS file and its double. This is a problem with most GDOS-based packages, as GDOS fonts are not scalable outline fonts (which are supported by the still-yet-to-be-released FSM-GDOS/Speedo).

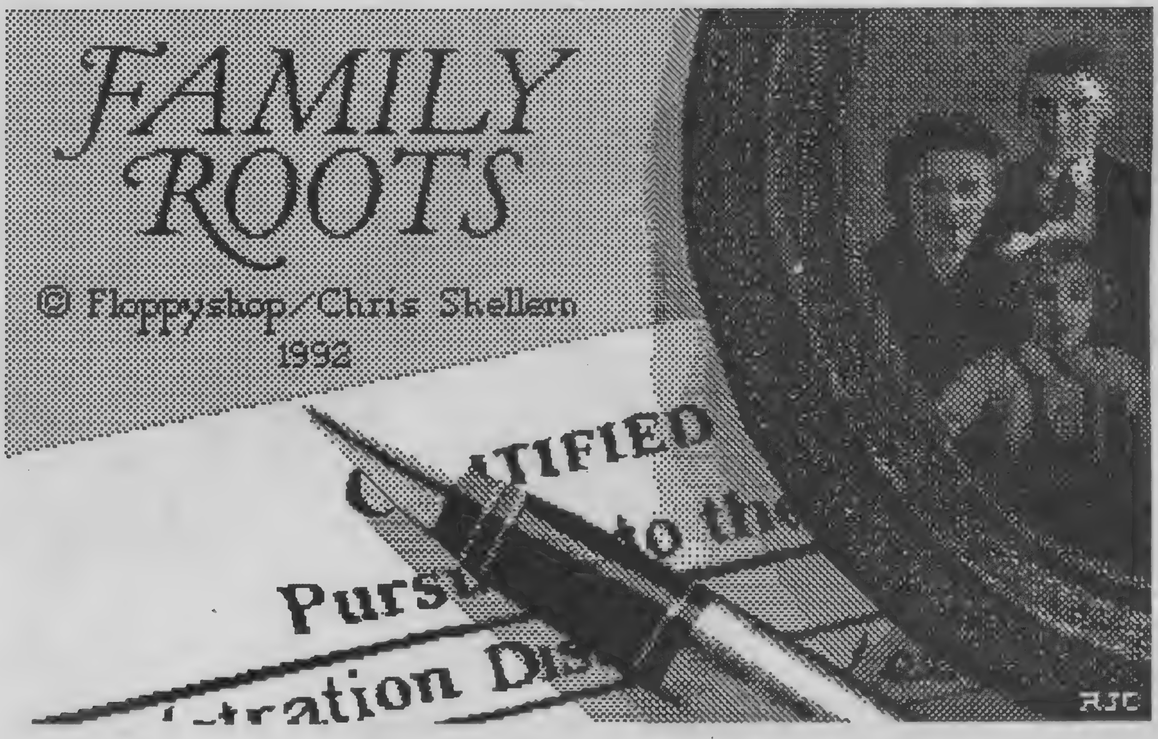
There also seems to be a limit on how many times you can crop a picture, causing problems for small graphics done in DEGAS. If this happens, you don't lose the graphic, but it needs to be reassigned to the frame and all the cropping needs to be redone. Also, DEGAS pictures are only imported in uncompressed format.

In addition, I got a few unexplained bombings during testing. (Just for the sake of completeness, I run Publisher 2 on an STe with 4 Megs of RAM, a Panasonic Multi-sync monitor and a KXP-1080i printer.)

Conclusions

Overall, Publisher 2 is a comprehensive, easy-to-use program. The tutorial included in the manual is very helpful, and extensive help is also available from within the program itself. Publisher 2 uses readily-available GDOS fonts, and you can install as many as you have disk space for (you'll probably have to delete a few of the eight fonts that come with the package). Screen redraws are fast, as is importing of pictures and text. Other handy features are automatic backup, manual kerning, both horizontal and vertical rulers, and style sheets for saving overall formats. To avoid crashes or other problems, the program always prompts for the correct disk to be put back in the drive.

If you only need a very good word processor, it is probably in your best interest to use WordUp or something similar. But if you are doing any documents with graphics or want something a little more professional (not to mention versatile) at a very good price, Publisher 2 is for you.



An ST Geneology Program from the UK

Evelyn Mills

Family Roots for the Atari ST/STE is ideal for anyone interested in recording their Family Tree. It is budget priced and has a database that is limited essentially by memory alone. To record family records, 1 meg of memory will take you back a good few generations -- enough for the most energetic of searchers! The system is easy to use and records can be amended at will.

The program (written in assembly) takes up a minimum amount of memory, is supplied on a single-sided disk and has a useful demo mode which should be run first to familiarize yourself with how the program works. This will save you a great deal of time and get you going within an hour. A well written manual is supplied on disk. There are 10 sections in the manual and any one of these may be printed separately -- a distinct asset for quick reference.

On auto load from drive A, the initial work screen appears. Here, all the demo data can be inspected by scrolling in all directions. An entire family tree can be represented graphically on the work screen, which acts as a sort of virtual grid. Your monitor offers a view to this grid that you can zoom in to or out from.

Note the four small boxes at the bottom righthand corner of the main screen labelled N B G and L S M. Effectively, these boxes act as a mini work bench, giving access to various screens.

Clicking the mouse on M (or pressing M on the keyboard) leads to the Preference/Options screen. This is the controlling work screen for handling text case, text display and simple flag settings to use as markers in relation to the tree. Three definable fields are available to the user. All drive definitions, saving and loading plus screen clearing options are handled here. Leave the AUTOLOAD option ON to ensure that all data will be loaded exactly as saved.

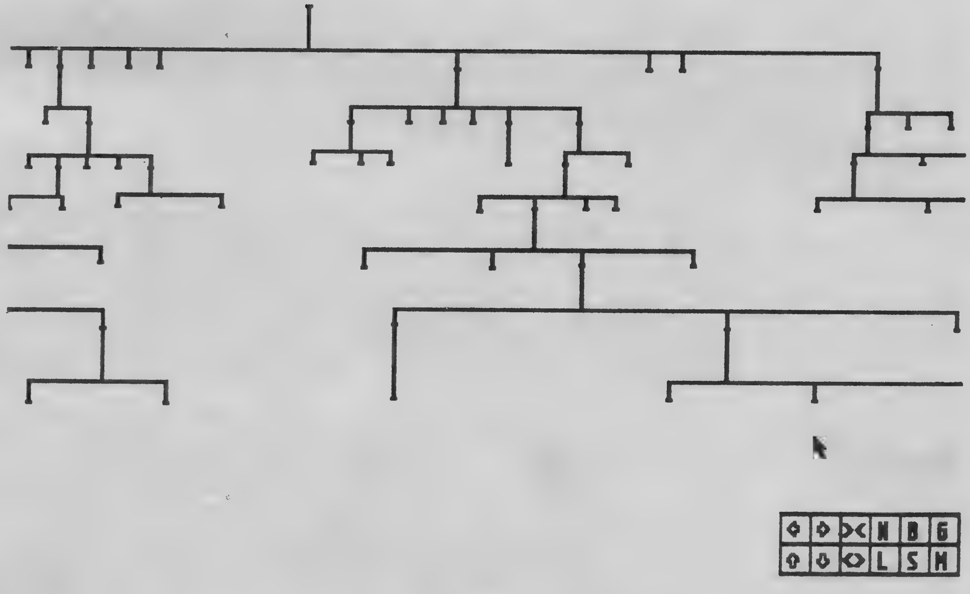
Should detailed information be required at any time, you can press I to access the Family Roots manual from within the program.

Creating Records

The rectangles and design of the tree itself are related to and interactive with the data screen. Pressing or clicking N creates a rectangle which may be sized and placed anywhere on screen with the mouse. Clicking inside this rectangle accesses the database screen. You then type in a surname and press return and that will now be shown in the rectangle. Further information relevant to this person will automatically be entered in the rectangle when entered on the data screen. Pressing or clicking N a second time creates a new rectangle associated with a new record and a new individual.

A complete family tree may be built up in bits and pieces and rearranged in logical order as required. You use the grid option (press or click G) to keep the horizontal boxes aligned. Family Roots is a leisurely program -- you can play around with any part of the family tree irrespective of sequence, and sort or amend the whole thing at a later date.

The block function (press or click B) is essential for printing purposes. You can define a block around any desired rectangle(s) with the mouse. Then, you can click on the PRINTER box, set the parameters and print details of the family tree or part thereof -- different fonts may be imported if required. A graphic called TREE is saved in DEGAS format and text files are saved as ASCII -- these can be tidied up a bit, otherwise a fair yardage of paper will be used in direct printing of tree data!



Cross References

Family Roots' cross referencing ability is excellent. Relationships between relatives are quickly accessed. The search option has its own screen and allows a search of the WHOLE file in memory. Short cuts are also permissible for unknown values. If birth dates are entered as ?/?/184?, ofr instance, a search will be forced between 1840 and 1849. If you've forgotten a name, you can use the wildcard facility to type in, for example, 'd*' and Family Roots searches for all forename entries beginning with D. A more selective way is to type the first three letters. Wildcard searching also applies to town of birth. If you really want to get into a proper search, then use the Identification Code facility.

There is a lot more hidden within this program. You can shrink or enlarge the whole family tree, move the boxes around at leisure, link families together and alter or update information as required. The manual is very clear, the problems are few -- most of the work is associated in tracing your ancestors, as it should be.

Family Roots is available for only £24.95 and comes in a plastic folder to keep postal rates low. It's available from FloppyShop, PO Box 273, Aberdeen, Scotland, AB1 8SJ, UK.

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Gadgets by Small Update

Dave Small

February 6, 1993—Hiya, folks. I wanted to let you know "I'm baaaack."

There have been some complaints about Gadgets (and sort of, about me) not being available. I plead guilty, but with extenuating circumstances. I am certainly not as available online or by phone/fax as I was two years ago, and there are reasons.

First off, we're trying to get Spectre 3.1 out the door. I spent time in Oregon last December getting this tuned up (we had DMA troubles with the TT). Spectre 3.1 now understands TT SCSI hard disks and can handle the AHDI/HDX 3 and above "XGM" partition scheme, which was causing users problems. You can convert partitions on SCSI drives to HFS or MFS, just as with ACSI, and no problems. (Working this into XGM cost an extra couple of days, not fun.)

As a lot of you know, 1992 was not much fun for the Smalls in general, not just Gadgets. Ten-year-old Eric was hit by a car and broke his upper leg, which is one of those bones you don't want to break. The bone also tore up his thigh muscles. He had to have a steel rod put into his thigh to hold the multiple pieces together; it took the surgeon an extra hour to line them up. (Gee, that'll be a fun thing to read after dinner.) This happened in May '92. He attended graduation in a 4-legged "walker."

We shut down Gadgets completely over summer 1992. I mean nobody, but nobody, got answered on anything. The reason was we were working with Eric on physical therapy; we didn't want him to have a short or weak leg the rest of his life. My wife begged off on PT; she had been through it twice with knee surgery and knew how much it hurt. So, I got to do it. I also got to sleep around Eric when he'd wake up with muscle spasms, and they hurt quite badly. This went on all summer, and the closest analogy is a new baby in the house that's real fussy—every 2 hours.

It turned out well. Eric calls himself "The Terminator" now and points out that bullets would bounce off his steel leg. (By the time you see this, he probably has had the pin removed, oh joy.) He went back to school in September with no walker, bouncing around, rough-housing with the kids, running up and down the stairs. It is incredible how fast 10-year-olds can heal.

In the meantime, some folks that wanted to get ahold of us were rather peeved. We made up a FAX sheet and sent it out in general (ST-Report quoted it) to our dealers, explaining what had happened. We even scanned in the X-rays of Eric's leg, which are real graphic. (Definitely worse than the start of "Basic Instinct"). And we discovered we were four months behind in FAXes and telecalls and so forth, and our input buffer was getting swamped.

The input is pretty overwhelming. People set autodialers to work on us, so the minute I complete a call and put the receiver down, the phone rings. No hesitation. The FAX volume is just unreal. I'm positive we have lost FAXes in the overall overload.

We've been trying to find some help, and with all the aerospace layoffs in Denver, maybe we will succeed. I've talked with four people so far that did not feel right to me; a telephone person is your whole contact with your customer. You don't want an engineering-type doing it. In the meantime, we answer the phone and ship to dealers when we can, particularly when Sandy is sick of taxes or I'm wasted on Spectre 3.1. (The recent, most embarrassing bug was to find out the hard disk write command was changed into a read accidentally; this is surprisingly hard to discover after the avalanche crash it caused.)

My attitude is that I would rather make X thousand customers happy than one person happy, by NOT answering the phone and wrapping up 3.1, getting it through Beta, and OUT, so TT users can start using SCSI drives. (Spectre 3.1 does not, yet, allow generic SCSI, that is another issue; we are "special-casing" disk I/O.) Spectre 3.1 also has some long-wanted bug fixes, like the MegaSTe with less than 4mb RAM fix and the greater than 4mb fix for TTs. I am having a lot of fun with big memory in general and the MMU. I have to provide a secure ST RAM disk I/O and screen buffer, and the COMBINATIONS are giving me flak. (The TT, for instance, has that big screen monitor which uses up so much more RAM than the STs 32K...I have to allow for it in ST RAM).

Spectre 3.1 is essentially ready for Beta test once I get done wiring up the Mac-required device table stuff. ("Gee, is a hard drive ejectable?") It is headed for Beta test, probably on GEnie to begin with, but that is not a restriction to there. I DEFINITELY want to test out one thing at a time, so I don't get combination errors. Big memory combos in particular have WEIRD bugs. For instance, Mac programs often compress the heap by requesting 8mb of memory. The request fails, but the heap compresses. Well, with a TT and GeSoft board (or with SST), we can actually have 12 megs, so...the request works. WHAM!

The Mac is also "24-bit dirty," meaning it uses the upper 8 bits (like older GFA Basic) for flags. This means an MMU has to watch it to keep from crashing. This is real fun when people are promising to put 68EC030 chips into the ST, where there IS NO MMU, and where I don't know a way to lock all 256 "groups" of 16 meg ST-size pages into one. The manufacturers of these boards say it is no problem to run Spectre; I have absolutely no idea how it could work with 3.1. We have long put out an advisory on this, but it is, shall we say, in the interests of an EC030 board maker to contradict us.

As for patching our code to kill caches, Spectre is real touchy about being patched, on purpose, because of the Dr. Typo dweeb that made a pirate version—and wiped out the boot sector of most machines it ran on. (He was 2 bytes off on a patch, and fell into disk write code with D0 = 0 = absolute sector # = partition sector.) This totally blew away the hard disk for most folk.

So, we know we are too hard to get ahold of. I presently have 130 messages in my email buffer on the Well. That's truly scary, especially with the "bounce percentage" I get of replies that fail. Oh, well. There are hundreds more on GEnie and so forth. But Spectre 3.1 is pretty well done, and it was a lot of work. [We are debating putting in Sparrow...oopps...Falcon support for IDE and Sparrow SCSI, which is TOTALLY different than TT SCSI (beware!), but I'd like a seperate revision for that. The IDE and SpSCSI code seems straightforward.]

I expect that when we finally find the right frontend person (I just hate to call people buffers), things will ease up, and we can all get back to our proper jobs. We did manage to ship a whole bunch of SSTs in the one year its been out, and MegaTalk is out as well. Both of those involved extensive coding and writing of manuals.

I'll let everyone know when Spectre 3.1 is through Beta and solid. I don't want to high-speed timing screw up SCSI drives. Some do it, believe me. We're trying to make the code CPU speed independent, so all those 150 Mhz accelerators will work. (grin)

Okay, back to discussing the real issues of the day: Whether a PC is a better buy than a Falcon—surely the most apples to oranges question I've seen. Oh, yes. We finally whacked through the System 7 thingo that caused so much trouble. But that's news for another time.

Hang in there, folks. At the end of 1992, at midnight, we re-formatted a disk labelled "1992." That is our comment on the whole blasted year. Hopefully, 1993 will be an improvement; nice and dull would be GREAT!

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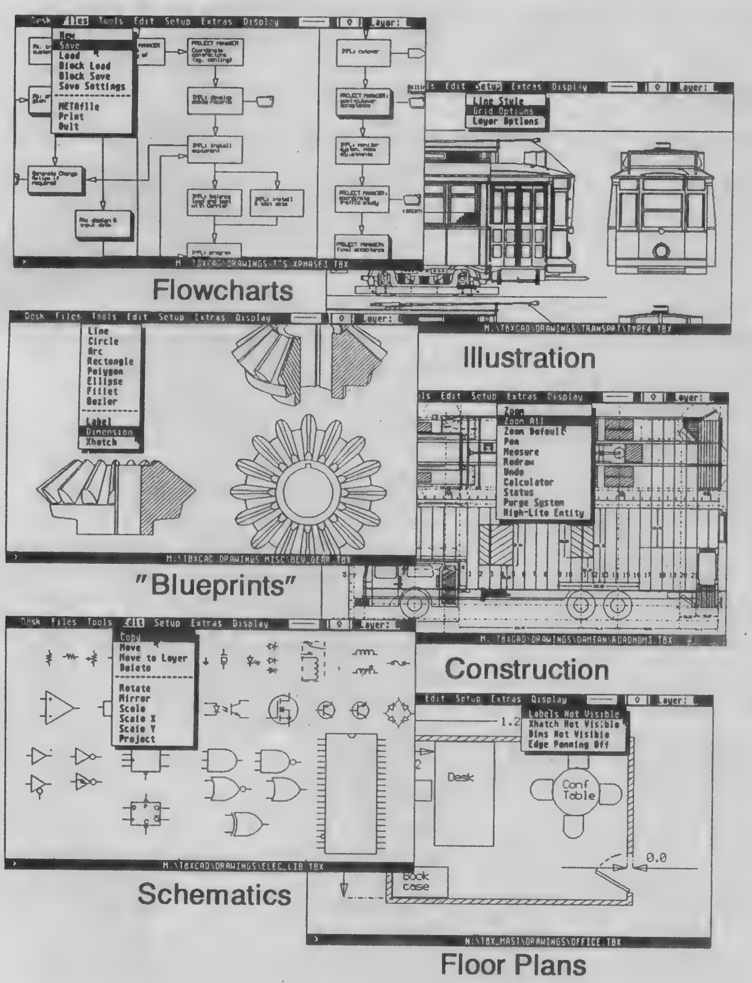
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Writing a Bulletin Board on the Atari 8-Bit, Part 4

James Bastable (BaPAUG)

Xmodem is a standard protocol used in most communications programs for the uploading and downloading of files, be they text or binary programs. Because the telephone line has a tendency to corrupt data due to 'line noise', such a protocol is essential.

Xmodem is very simple to use and to program into a Bulletin Board. The Xmodem protocol is simplicity itself, although it can never be said to be the fastest way of transferring data.

There are many variations of Xmodem, and all boast different features and different degrees of reliability. I have used Standard Xmodem for over eight years now and can honestly say I have never had a failure that was not detected by the protocol.

Xmodem Blocks

When sending or receiving using Xmodem, the data is split up into blocks of 128 bytes. Each block is transferred one at a time along with three bytes on the front end to signify the start of a block and the number of the block being sent. At the end of a block, a one byte calculated Checksum figure is sent which is used to check the accuracy of the data transferred.

A typical block of data will look like this:

<SOH><BLOCK><255-BLOCK><128 BYTES OF DATA><CHECKSUM>

An SOH (Start of Header) is ASCII character 1 and is always sent at the very beginning of a Block.

BLOCK is the actual number of the Block sent. The first block would have this equal 1, the second would equal 2 and so on. When the BLOCK number reaches 255, the value is wrapped around to 0 and not to a 1 as you might expect.

The third byte (255-BLOCK) is sent to confirm the Block number (BLOCK) previously sent.

Following on from these three bytes, the 128 bytes of actual raw data is sent.

The last byte to be sent is the CHECKSUM, which is calculated by adding together ALL the previous bytes sent and the low byte of this value is calculated as the checksum. This can be expressed as a formula:

CHECKSUM=X-INT(X/256)*256

Where X equals the total of all the previous bytes added together, including the SOH, BLOCK and the 255-BLOCK. As a matter of interest, Atari BASIC can calculate this Checksum far more easily, like this:

CHECKSUM=ASC(CHR$(X))

This places the low byte of X (total bytes added together) into the variable CHECKSUM.

Xmodem Sample

There are many other factors we have to consider when transferring data. The best way to do this is to discuss a sample program line by line and highlight the areas that need expanding. Here I will discuss the various elements of the accompanying program (found at the end of this article). Once again, it is not necessary to type in the program as it only serves as an example.

LINE 70 Sets the values of the variable that are to be used. BLK stores the Block Number being sent. TRY records the amount of attempts that will be made to send a Block before aborting. NAK holds the ASCII value 21 which is used in two ways -- one to indicate that the program is ready to receive data and one to indicate that the Block received was not correct. ACK holds the ASCII value 6 which is used to indicate that the Block received is correct. CAN holds the ASCII value 24 which is used when a transfer is to be aborted.

LINE 80 sets more variables. SOH is set to ASCII 1 which is always sent at the beginning of a Block. CHK is set to 0 and will be used to store the yet to be calculated CHECKSUM value sent at the end of a Block. FLAG is set to NAK and will be used to indicate the condition of the transfer to the program. A$ is DIMensioned to 128, the amount of Data that will be received in any one Block. BUF$ is used to store the correct Data once it has been received.

LINE 90 is the start of the transfer program Loop and will always check the amount of attempts that have been made when transferring a Block of data. Standard Xmodem will always abort if a Block is received or sent more than 10 times. If the Block is incorrectly received more than 10 times, FLAG is set to CAN (ASCII 24). This tells the sending computer that too many attempts have been made and that the line must be so bad that Xmodem transfer is unsuitable at present.

LINE 100 PUTs a byte to the RS232. The first time around, this will be a NAK, which indicates that the program is ready to receive. FLAG was set to NAK in line 80. From now on, FLAG will either contain an ACK if the Block was received correctly or a NAK if not (or CAN if transfer is cancelled).

LINE 110 checks to see whether FLAG was set to CAN. If so, the transfer should be aborted.

LINE 120 gets the first byte of data being sent. This should obviously be an SOH (ASCII 1). CHK is set to the value of the first byte received and FLAG is set to ACK in preparation of receiving the Block correctly.

LINE 130 checks to see whether the byte received is a CAN (24), which tells the program whether the data being sent has been aborted or not by the caller.

I actually check this twice when I program Xmodem for my own use, and a lot of software is adopting this double check. It is possible that line noise over the telephone link could corrupt incoming data to the degree that a byte could be changed to a 24, forcing the program to abort unexpectedly. If you do adopt this method, you should also send CAN twice when actually aborting. In this case, Line 130 would read: IF X=CAN THEN GET #1,X:IF X=CAN THEN REM *ABORTED*

LINE 140 checks to see whether the first byte received was an SOH and if not sets FLAG to a NAK, which tell the program that the data received was corrupt. FLAG will eventually be sent out to indicate if the block was received correctly or not.

LINE 150 GETs the second byte which should contain the block number. This Value is added to CHK.

LINE 160 checks to see whether the value received corresponds to the program's record of the Block being received and sets FLAG accordingly.

LINE 170 GETs the third byte, which

```
10 REM ------------------------------
20 REM -EXAMPLE XMODEM RECEIVE ROUTINE-
30 REM -ASSUMING THAT CHANNEL #1 IS  -
40 REM -OPEN TO RS232 IN CONCURRENT  -
50 REM -MODE.                        -
60 REM ------------------------------
70 BLK=1:TRY=1:NAK=21:ACK=6:CAN=24
80 SOH=1:CHK=0:FLAG=NAK:DIM A$(128),BUF$(1500)
90 IF TRY>10 THEN FLAG=CAN:REM *ABORTED*
100 PUT #1,FLAG
110 IF FLAG=CAN THEN REM *ABORT TRANSFER*
120 GET #1,X:CHK=X:FLAG=ACK
130 IF X=CAN THEN REM *ABORTED*
140 IF X<>SOH THEN FLAG=NAK:REM BAD BLOCK
150 GET #1,X:CHK=CHK+X
160 IF X<>BLK THEN FLAG=NAK:REM BAD BLOCK
170 GET #1,X:CHK=CHK+X
180 IF X<>255-BLK THEN FLAG=NAK:REM BAD BLOCK
190 FOR LP=1 TO 128
200 GET #1,X:A$(LP,LP)=CHR$(X)
210 CHK=CHK+X
220 NEXT LP
230 GET #1,X
240 CHECKSUM=ASC(CHR$(CHK))
250 IF X<>CHK THEN FLAG=NAK:REM BAD CHECKSUM
260 IF FLAG=NAK THEN TRY=TRY+1:GOTO 90
270 BLK=BLK+1:REM ALL WENT WELL
280 BUF$(LEN(BUF$)+1)=A$
290 TRY=1:GOTO 90
```

should contain 255 minus the Block number. This value is also added to CHK.

LINE 180 checks this value and sets FLAG.

LINE 190 is the start of the loop which GETs 128 bytes of data.

LINE 200 GETs the ASCII value of the data and adds it into the string A$.

LINE 210 adds the value to CHK.

LINE 220 ends the loop.

LINE 230 GETs the last byte of the Block. This value should be the calculated Checksum from the sender.

LINE 240 calculates the low byte from CHK and places it in the variable CHECKSUM.

LINE 250 compares the Checksum received with the Checksum calculated from the data received. If these values do not agree, then it is assumed that the data received was corrupt and FLAG is set to NAK.

LINE 260 checks whether FLAG equals a NAK, which would mean that some part of the data received was incorrect. If so, TRY is incremented and the program is forced back to line 90 where another attempt is made to receive the data.

If LINE 270 is reached, the data received must be correct. BLK is incremented, as the program will now attempt the next Block of data.

LINE 280 places the contents of A$ into BUF$ where it is stored for transferring to disk later.

In LINE 290, TRY is set to 1 to start receiving a new data block and the program is forced to line 90 to restart the Xmodem loop.

This program should explain the basics of Xmodem transfer, but it is up to you, the programmer, to check for other errors that may occur.

Data Corruption

The most common data corruption that must be checked for is that of line noise causing a Block to be shorter than it should be. If you were to use the illustrated program as it stands, a short block would cause the program to hang up.

As with any Bulletin Board program, all GET operations must be within a loop which checks (by PEEKing location 747) whether there is any actual data to be gotten. If, after about a minute, your Xmodem program has not received any data, two things should happen. First, the RS232 must be checked to see whether the caller has dropped carrier. Second, if the caller is still there, a NAK must be sent to indicate that a short block has been received.

Another point to watch out for is when line noise causes too many data bytes to be sent. Although this may not cause a problem when a data block is received correctly, it may effect the following data block. To be sure, I always close the RS232 channel to clear the buffer whenever I receive a bad Data Block. That way the next block is not effected by any corruption overspilled from the previous bad block. Any overspill from a previously received correct block (i.e., corrupt data added to the end) should not really cause too much concern.

Other Concerns

Whenever you are transferring data in this way, you must remember to set your RS232 port to NO TRANSLATION by using the XIO command 38. The last thing you want when using Xmodem (or any protocol for that matter) is to have the RS232 altering the data that is being received or transmitted.

One final point that you may, or may not, have thought about is what to do when the amount of data you want to transmit is not divisible exactly by 128. Obviously, the answer is to add extra bytes to the end. The question is what byte value should be added?

I have experimented with many byte values and most seem to cause problems when the file being transmitted is a program (some DOSes object to extra bytes tagged onto a program). In my experience, the safest answer is to check what the value is of the last byte of data to be transmitted and append this value. This method appears to be agreeable to most computer systems, in particular the Atari 8-bit. Another option is to pad the last block with ASCII 26 (Control-Z), which is the standard End of File character.

As I said before, standard Xmodem is reliable for most purposes and certainly when transferring data at speeds of 2400 baud and below. On my Bulletin Board, I have not installed any other file transfer protocol and have not as yet found it necessary to do otherwise. Maybe, this will change when higher speed modems become more widely used, but for the time being Xmodem will do very nicely.

Endings

This concludes my series of articles to assist you with writing a Bulletin Board. I hope some of you will at least attempt it, as I have gained many months of satisfaction from the challenge. The Atari 8-bit is not supported as well as it could be with Bulletin Boards and, I'm sure, more Bulletin Boards for the 8-bit Atari can only do good.

The subjects I have not touched on -- like the message base and menu manipulation -- will have to be programmed by you. I can be contacted via my bulletin board (The City) at 011 (021)353-5486 at speeds of 300, 1200/75, 1200/1200 and 2400/2400 baud (and still using BASIC).

ColorDump 1.03

Robert Ely (JACS)

Over the past two years, our club has been receiving AIM. This isn't the first article any of our members have had published, but it is a first for me. I do write for our newsletter and some of you may have seen my name or handle on the BBS networks or even GEnie.

As a member of a somewhat active Atari user group, I feel it is my duty to do whatever I can to keep the Atari computers alive. I am one of those die-hard 8-bitters. I guess someday I'll move to a bigger machine, but for now, I'm having too much fun with my 130XE. I like to program, and have since 1982, starting first with Atari BASIC, then moving to BASIC XL and finally to BASIC XE (both from OSS, now ICD).

Four-Color Printing

What I am writing about here is one of the programs that I have written and you might enjoy. It is called ColorDump. This is a program to print color pictures on a 24-pin Epson-compatible color printer. This isn't just a color print program; it actually does full four-color mixing. This is the type of printing that makes the color pictures in your local newspaper or magazine. The resolution isn't nearly as good, but the process is similar.

ColrDump v1.03 uses four Graphics 9 images to create a final composite picture. If you are familiar with Jeff Potter's Color View program, you should already understand the concept and basic mechanics of this process. Anyway, ColrDump need four images, while Colrview uses three. The fourth image is a black or gray field image created from the other three images and is used for contrast in the final print. In the technical jargon of the printing world, the black image is used as a "mask."

Colrview uses three light-additive mixing images -- one each of red, green and blue. ColrDump takes these three images and prints them using subtractive color mixing.

Color Theory

Additive color mixing is a process of adding the luminance values of greatly differing hues of the light spectrum. Red is the lowest in the spectrum, green is in the middle and blue is the highest frequency hue. With these three colors, virtually any color between the highest and lowest viewable colors can be created. When equal amounts of luminance energy of each of the three hues is mixed, white light is the result. By varying the total luminance, various shades of grey result. If any of the three hues has a different amount of energy, greater or lesser than the others, a new hue is created. This can be proven through vector math, but is beyond the scope of this article.

Subtractive mixing, on the other hand, works in an opposite but similar way. The resulting color you see is what is left over after an object has absorbed some of the light, To mix colors for a given result, you still need three colors of greatly different frequencies. In this case, they are yellow, cyan and magenta. Mixing all three in equal amounts results in a grayscale opposite to the additive process. A maximum mix results in black and, therefore, all of the light is absorbed.

This was the biggest problem in creating this program. The first version gave me a color picture, but the colors were all off and there was a definite lack of contrast. The contrast problem was a matter of making the dot patterns a little less dense. The color was another story. If it weren't for a book on color TV engineering that my father had, I'd still have the poor color.

A Little History

ColrDump was born out of a program I wrote a few years ago to print normal Graphics 9 pictures on my Panasonic 9-pin dot matrix printer. I wanted a program written in BASIC that could be easily modified to fit whatever purpose I needed. The magazines had programs to print Micropainter pictures, which did a nice job, but they had machine language sub-routines, that, at the time, I didn't understand. I felt this could be done in BASIC, so I got the fever to do it myself.

The first version of ColrDump took me about two weeks to hack out, in a reasonable form, but it was a bit crude. It was written in BASIC XE and used the upper 64K of my 130XE for program space and the lower for variables and the three images..

Latest Update

The color is really nice now, there is plenty of contrast, the menus look nice, and I even got it to work on a stock 64K machine with BASIC XL. Version 1.03 now only loads one line at a time from each image into memory, hence saving mucho space. The speed hasn't suffered, at least not that I noticed.

Version 1.03 now requires the fourth image, mentioned earlier, to print a black image. The fourth image has an extension of .K. If the file doesn't exist when ColrDump is told to print, the program generates the file automagically. It's a good idea to be sure there is at least 8K of disk space before printing, just in case the .K files aren't on the disk. This will, more than likely, be the case, when you first get the ARChived file set. I have included a few of them for readily available RGB file sets, so you can begin printing right away. There is also a full 4096 color file set in the ARChive. [Ed. Note: This program appeared on the November '92 AIM 8-bit Disk of the Month.]

Notes

I used a Star NX-2420 Rainbow printer to test the code. ColrDump uses 16 redefined characters as dot patterns to represent the luminance values in the RGB Colrview images. Be sure your printer is set up to receive the character data. A four-color ribbon is used to print the colors.

ColrDump prints one image color line, switches to the next image and prints the same line for that image. Be aware, this process takes lots of time, but the results are worth the wait. I suggest you start the printing process, then watch a football game or a good movie. The slowness is NOT the program. It actually runs much faster than the printer can do its job. A very fast printer like the NEC P960-XL (a $900+ printer) would probably print the image in about half the time. But hey, what do you want from a $300 printer?

One other note about the program is that it uses six of the seven IOCB channels while printing. If you use Atari DOS 2.x, POKE 1801,6 from BASIC, then go to DOS and rewrite the DOS files (menu item H) to disk. SpartaDOS X users can set this up in the CONFIG.SYS file by typing DEVICE SPARTA ,6. (A sample CONFIG.SYS file is included in the program's release ARChive.) I'm not sure about MyDOS.

ColrDump v1.03 uses the XIO version of the Atari BASIC POINT command to keep data gathering among the four image files at the same place within each file. This should work on all 64K systems regardless of DOS type, as it is part of BASIC XL. It is used as a file pointer offset from the beginning of the file. This allows you to use the files from any disk without any kind of index reference file.

I also made use of the BGET command, which is extremely fast for getting data from the disk. Check out the [V]iew an image option to see what I mean. The image are not kept in memory with this version. If you have a RAMdisk, by all means use it, as this version is very disk intensive! I tried it from both RAMdisk and floppy. There is little speed difference, but the floppy is constantly in use.

Features

Here are the features of ColrDump v 1.03. On the main menu, you have the following functions:

[C]hange filespec
[D]irectory in drive n
[E]xit to BASIC XL
[G]enerate black file
[M]irror normal print
[N]egative print
[P]rint normal
[Q]uit to DOS
[R]everse/neg print
[V]iew an image

Change filespec lets you change the drive number and enter the name of the RGBK files you wish to view and/or print.

Use the directory command to show you a directory of the currently selected disk. Unless you have used SpartaDOS or MyDOS, and have set a working subdirectory with the CD command before entering ColrDump, you will only see the root directory listing.

View an image allows you to display on-screen one of the four pictures in a normal Graphics 9 mode. To return to the main menu, simply press the [Esc] key. You select the image to view by its image print number, as detailed below.

0 = blue image and prints with the yellow ribbon
1 = green image and prints with the red (magenta) ribbon
2 = red image and prints with the blue (cyan) ribbon
3 = black image and prints with the black ribbon

There are a number of print options available. Print Normal pretty much does what you'd expect, and will probably be the way you print most of your pictures. Negative Print prints the picture as a negative. Mirror Print outputs a left-to-right flipped image of the original as a normal, positive picture. Finally, Reverse/Neg. Print prints a left-to-right flipped image as a negative, combining the M and N print funtions.

The other menu options are pretty much self explanatory.

Future Additions

I'm working on v1.04, which will allow four-color printing on either a 9-pin Epson compatible dot matrix printer, a 24-pin monochrome printer or the 24-pin as this version does. The big difference is the 9-pin and 24-pin monochrome versions will print a full image before a color change. This is due to the fact that there aren't many (any that I know of) 4-color 9-pin printers and few 24-pin monochrome printers out there. For the monochrome printers, you will need to buy red, yellow and blue ribbons separately. The program will tell you what to do and will help you to register the colors, ala PrintShop position paper function.

[About the Author: Bob Ely is an electrician for the State of New Jersey. He has owned and used Atari 8-bit computers since 1982. Bob has been an active member of JACS since 1985. He is available for comment on the Citadel network Atari8 room as Dr. Jolts and is also a GEnie user as R.ELY1]

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THE POWER USER

M.E. Stefan-Acta

Task Switching with SnapShot

Welcome back to The Power User. Last time, we discussed the safer use of SpartaDOS 3.2d with hard disk systems. This issue, we discuss Tom Hunt's SnapShot.

However, first I must make a special request to all users with the ability to program in assembly language. Tom Hunt is heading an effort with a group of very talented programers to produce an all new DOS. The new DOS (unnamed at this time) will be compatible with SpartaDOS, yet it will include a lot of very advanced features, including a turbo charged batch language, MS-DOS command syntax, very low Memlo, etc.

Tom is currently requesting advanced users/programers with experience in system programing to provide assistance with the effort. Please get in touch with Tom at the Closer To Home BBS (419-368-4413). (Disclaimer: This is an independent effort, not affiliated with ICD in any way.)

Now, without further ado, let's begin this month's discussion. Before I describe SnapShot, I must explain what exactly task switching is. I've seen many Atarians describing multi-tasking and task switching as being the same thing. That's an absurd assumption.

Task switching is the ability to suspend a program (Task 1), place it in the background, run another program (Task 2), do what you have to, and then be able to return to where you left off in the first program (Task 1).

The difference between task switching and multi-tasking is that when you multi-task all programs are running concurrently, while task switching only allows one program to be active at time. The other tasks remain suspended in the background.

SnapShot is a task switching environment very similar to Software Carousel or Back & Forth (for those of you that, like me, had the displeasure of working with MS-DOS compatible computers at some time). I would also like to add that true multi-tasking is not practical, at this point, with the Atari 8-bits (although it is possible).

SnapShot comes in two basic 'flavors'. The HD 'flavor' works with Hard Disk Systems and allows you to have 10 programs suspended in the background at the same time. The M 'flavor' works with Extended Memory (the upper 64K on top of the 130XE or an expanded 800XL) and allows two programs to be active in memory at the same time.

All versions of SnapShot require a minimum of 128K of memory and an XL/XE (sorry, no 400/800 compatibility) in order to work. The HD versions also require a hard disk or a very large RAM disk. All versions use about 1K of conventional memory.

There have been many versions of SnapShot released in the past two or so years. Let's look at the versions.

Memory Versions

The first version we discuss here is 1.1M. This version is important because it works with a utility program called Softboot, which allows you to change "SnapShots" (Tasks) and boot from an all new disk.

For example, you can be running AtariWriter Plus in one SnapShot and Ballblazer in the other. You may even run two different DOSes (Sparta in one, MyDOS in the other) in the two SnapShots. However, you cannot have SpartaDOS in both SnapShots, since version 1.1 only swaps the lower 48K of memory into the upper 64K. Therefore, the overlays SpartaDOS places under the OS will remain intact, and the result will be a death disk. Consider yourself warned!

The next Memory version worth discussing is version 1.5m. This version works perfectly with SpartaDOS and offers the widest range of compatibility with other software of all the Memory versions. Furthermore, most compatibility problems can be cured with a utility program called Rehack13 (Before running the incompatible program, run this utility and you are set).

This is the version I use every day and couldn't live without. I can be running Carina BBS (you need the Rehack13 utility to run Carina II) in one SnapShot, press [Help] or [Control]+[Shift]+[-] and jump to another SnapShot to run Bobterm (for example), and then come back to Carina. However, this version will not run Express Pro.

The most recent version as of this writing is 3.2M. This one is essentially 1.5M, but is compatible with Express Pro. Note that this version will ONLY run in conjunction with Express Pro, and will only work with the Sysop's node. For that reason, Express Sysops must first contact Tom Hunt for information on how to get their customized version. This is one utility that Express Sysops can't do without.

Hard Disk Versions

The Hard Disk versions are somewhat more complicated and more dangerous. If you are not careful using these, you can end up with one messed up partition. For that reason, I must insist that if you use these versions, please set SnapShot up to use its own, exclusive partition (a recommendation that is also insisted upon by Tom Hunt).

All HD versions are also very similar in the way they work. You can have up to ten programs available at the same time residing on your hard disk (or very large RAM disk). For example, a user might have AtariWriter Plus, Bobterm, TextPro, DOS, Turbo Basic, a BBS, etc. all set up and be able to switch from one to another by pressing [Control] +[Shift] +[1], [Control]+[Shift]+[2], [Control]+ [Shift]+[etc].

This is an extremely powerful tool and, as will all the other versions of SnapShot, it can put your Atari XL/XE into an entirely new realm of productivity.

The current hard drive version is 3.0HD, and it works fine with the Black Box, the MIO board and the Multi-Plexer enhancements. Also worth mentioning is that Steve Cardin co-wrote the latest HD version. It is compatible with the same software as version 1.5M and can work in conjunction with the Rehack utility.

In conclusion, if you are not using SnapShot, you are simply not getting the most out of your Atari. It's the perfect use for extended memory, and it provides a great reason for expanding your XL memory. Try it; I promise you will not be disappointed.

I would like to thank Tom Hunt for all of his assistance in preparing this column and for writing what I consider to be the most important piece of software for Atari XL/XE computers since SpartaDOS.

Before we conclude this discussion, I would also like to encourage everyone to register SnapShot with Tom. The suggested donation is $10.00, but the program is worth at least eight times that! It's quite a bargain, wouldn't you agree?

About the Author: M.E. Stefan-Acta is an Atari 8-bit power user and can be reached as the sysop of the Power User BBS at (513) 298-6983.

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Phoenix, AZ 85067
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Meet: DeVry Institute, Room #111, 2149 W. Dunlap
Day: 1st Sat. Time: 9AM-Noon
BBS: PAUGS (602) 278-8505

PHAST
PO Box 2296
Phoenix, AZ 85002
Mike Aubrey (602) 870-8360
Meet: Rm 106, DeVry College, 2149 W. Dunlap Ave
Day: 2nd Sat. Time: 10AM-Noon
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225

SEVAC
PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Library
Day: 3rd Sat. Time: Usually 10AM
BBS: (602) 833-9216

ACCESS
PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Bldg, Classroom B 1708 59th St., btw Folsom Blvd & R St, off Hwy 50.
Day: 1st Wed. Time: 7:30PM
BBS: ACCESS (916) 428-8662

AFED 4290 Constellation Rd.
Lompoc, CA 93436
Herb Kanner (805) 733-4026
Meet: Mid-State Bank, 828 North H St. (rear).
Day: 1st Tue. Time: 7PM

AUGIE
3905 N. Lugo Ave.
San Bernadino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline branch of San Bernadino Library, 27167 E. Baseline Rd., Hiland
Day: 2nd & 4th Sat. Time: 2-4PM
BBS: StarLink (9600) (714) 688-3204

BAAUG
3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Layfayette & Montague Exp. Santa Clara
Day: 1st Mon. Dues: $20
BBS: (408) 986-0215

BACE PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, Vons Shopping Ctr, 3017 Wilson
Day: 3rd Tue
BBS: (805) 831-5350

DACE c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM

FRACUS
2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
BBS: (209) 251-5338

RAM PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
BBS: (805) 987-6985

SBACE
4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA
Day: 2nd Tue. Time: 7:30PM

SCCAUG
5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
BBS: SCCAUG (408) 971-9212

SDACE
PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon, Wrkshops: 1st Thu Time: 7pm
BBS: (619) 689-8157

SLCC PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
BBS: Key System (415) 352-5528

SST PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
BBS: ST-Keep (916) 331-6153, (916) 729-2968

ST ACE Sonoma
PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM

SVACE
672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
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Laytonville, CA 95454
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Meet: Call for details.
Day: 4th Tue.
BBS: STeve's (916) 661-1538

ACCD 5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. STarfleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; STarfleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
BBS: (303) 343-2956

P3ACE
PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
BBS: Laser (719) 527-1374

CCCC 127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM

STARR
15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College, 88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
BBS: (203) 421-4861

CDACC
60 Center Rd.
Magnolia, DE 19962
Tom Baldwin (302) 697-0671

ABLE PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Bush Science Ctr., Rollins College
Day: 2nd Wed Time: 7PM

JACE 109 Davis St.
Neptune Beach, FL 32266
Bill Zaiser (904) 247-0230
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queST 11201 122 Ave. N. #119B
Largo, FL 34648-2626
Terry Weigand (813) 581-7988
Meet: Tampa College (Clearwater campus), 15064 US Hwy. 19 N., Clearwater, FL.
Day: 1st Sat. (Holiday, 2nd Sat.) Time: Noon

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Jacksonville, FL 32225
BBS: Lief's World (904) 573-0734

TBAA 13321A Gouvernors Dr.
Tampa, FL 33618
Butch James (813) 237-4306
Meet: Seminole Heights Library, 4711 Central Ave.
Day: 3rd Tue Time: 7PM

MGAUG
Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattnall Square Academy, Macon, GA.
Day: 2nd Sun. Time: 2PM

STAR 3069 N. Brook Dr.
Chamblee, GA 30341
Tommy Mersinger (404) 938-2718
Day: 3rd Mon

CUSTUG
PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM

EAUG 2425 Crislisa Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room
Day: 1st Mon. Time: 7PM
BBS: Eastside (618) 254-6077, Garage (618) 344-8466

GAUG 55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in Galesburg, one block south of downtown.
Day: 2nd Mon. Time: 7PM

LCACE
PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244 O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
BBS: Python (9600) (708) 680-5105, Pegasus (708) 623-9570

QCACC
PO Box 1036
Moline, IL 61265
Donna Lemaster (309) 755-3183
Meet: Moline Public Library, 403 17th Ave.
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BBS: (309) 755-2748

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Cherry Valley, IL 61016
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Craig Carter (618) 233-6675
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Day: Last Mon. (exc. December) Time: 7PM

ACORN
3627 Iowa Court
Fort Wayne, IN 46815
Meet: Shawnee Branch, Allen County Public Library
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Indianapolis, IN 46260
Dan Ward (317) 254-0031
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CRAG PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
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WACE c/o M. Merica, 501 Trotter
Maize, KS 67101
Meet: Wichita Water Dept, 1701 Sim Park Dr, Wichita
Day: 2nd Sat. Time: 1PM

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Lawrence Estep (812) 944-8997
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BBS: Atari Scene! (502) 456-4292

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Lexington, KY 40515
Hal Nason (606) 272-0383
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Tim Bowles (318) 477-3243
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Day: Last Sat. Time: 1PM
BBS: General Store 14.4K (318) 855-6939

SSAG PO Box 129
Hyde Park, MA 02136
Dana Jacobson (617) 569-0224
Meet: Room 207, McCormack Hall, Harbor Campus, UMASS/Boston
Day: 3rd Fri. Time: 7PM
BBS: Question Mark (617) 328-9230, Toad Hall (617) 567-8642

WMAUG
PO Box 315
Chicopee, MA 01021-0315
David Scarpa (413) 283-4171
Meet: Chicopee Public Lib. Main Branch, Front St.
Day: 1st Wed. Time: 7PM
BBS: WMAUG Junction (413) 786-3870

CACE PO Box 6161
Jackson, MI 49204

GAG PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, Chevrolet and 3rd
Day: 2nd Wed. Time: 6:30PM
BBS: FACTS (9600) (313) 736-3920, Carnival (313) 235-0158, 9 Planes (313) 233-6095

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PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
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Day: 1st Thur. Time: 7PM

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2185 Newport SW
Wyoming, MI 49509
Len Brothers (616) 532-0653
Meet: Wyoming Pub. Library, 3350 Michael SW, Grand Rapids, MI.
Day: 1st Wed. Time: 7PM

MACE PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, 10-1/2 Mile and Evergreen, 1/2 mile south of I-696.
Day: 3rd Tue. Time: 7:30PM
BBS: Tari Forest (313) 278-6466

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Roger Aube (705) 759-3922

STAG 4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234
Meet: Rudy Zauel Memorial Library, corner of Center & Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM

STING PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
BBS: STING (616) 532-5736

WAUG 14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Colonial Lanes on S. Industrial
Day: 2nd Tue. Time: 7:30PM
BBS: MOlin's Den (313) 451-0524

PACE 4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson, check BBSes. Bi-monthly meetings (Jan, Mar, May, Jul, Sep, Nov).
Day: 3rd Sun. Time: 1:30PM

SPACE PO Box 120016
New Brighton, MN 55112
Nathan Block (612) 922-8012
Meet: Flacon Heights Community Center, 2077 W. Larpenteur Ave., Falcon Heights
Day: 2nd Fri. Time: 7PM
BBS: SPACE (612) 488-5973

ACE of SL
PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County Library, Fee Fee and Willowick, Maryland Heights
Day: Date and time varies

KCAC 1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643

MDC-RCC
2610 Woodsage Dr.
Florissant, MO 63033
Al Owen (314) 837-2971
Meet: St. Louis Co. Public Library, Prairie Commons, 915 Utz Lane, Hazelwood
Day: 4th Wed. Time: 5:30PM

RACE Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St., Missoula, MT.
Day: 3rd Sun. Time: 7PM

RACE 4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Check Galaxy BBS, look under Bulletins for "A word from the president of RACE"
BBS: Galaxy (919) 552-0974

MACUG
129-2 Sirocco Dr.
Minot AFB, ND 58704

O-ACES
8629 S. Glenview Dr.
La Vista, NE 68128
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116 Parkview Blvd.
Day: 2nd and Last Wed. (exc. Nov. & Dec.) Time: 7:30PM

JACS PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
BBS: (609) 346-1224

AACE 1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Co. of New Mexico, 4625 Edith Blvd.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
BBS: Astro (505) 260-0448

HISUG PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2881
Meet: Round Table Pizza, Baring Village, 1201 Baring Blvd.
Day: 3rd Thur. Time: 7PM
BBS: Unreliable (702) 358-6307

SNACC
48 Lafaette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 McLeod
Day: 1st Thur. Time: 7-9PM
BBS: SNACC (702) 438-2208

ACORN
PO Box 24920
Rochester, NY 14624
Meet: Brighton HS, 1150 Winton Rd. S, Rm 262S.
Day: 2nd Wed. Time: 7PM
BBS: Dimension's End (716) 436-3078

BRAG*ST
PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus, Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM

CDACE
PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar, Westgate Plaza, Albany
Day: ST: Last Wed., 8-bit: Qtrly. Time: 6:30PM

LIAUG
PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Smithtown Library, Nesconset branch
Day: 1st Sat.
BBS: New Nest (516) 234-4943, Star Scan (516) 399-4252

OHAUG
3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old Country Rd. in Plainview
Day: Usually 2nd Sat.
BBS: New Nest (516) 234-4943

WNYAUG
PO Box437
Buffalo, NY 14207-0437
Mike Husband (716) 825-8486
BBS: Wizard's Attic (716) 681-1654

ACCT 4487 289th
Toledo, OH 43611
Dave & Brenda Micka (419) 729-1891
BBS: Disk Drive-Thru (419) 885-3441

ACEC 1287 Dennison Ave.
Columbus, OH 43201

Cin'Tari
PO Box 14959
Cincinnati, OH 45250
Mike Hill (513) 722-2011
Meet: Star Bank, 7660 Reading Rd
Day: 2nd Sat Time: 3:30PM
BBS: Cin'tari Online (513) 887-9334

CVACC
PO Box 9173
Akron, OH 44305
Jon Goshorn (216) 494-0738
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM

MAUG PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after 5PM
Meet: A&B Computers, 1151 Park Ave. W., West Park Shopping Center, Mansfield
Day: 3rd Sat. (exc. July) Time: 7-9PM
BBS: DataQue (419) 529-5197

MVACE
PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
BBS: ACE (513) 233-9500

NASAC
1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Wendell Helfrick (513) 325-3764
Meet: "Old Schoolhouse" next to public library on S. Dixie Dr, 3 blocks S of Route 40, Vandalia
Day: 2nd Thu. Time: 7:30PM

NOAH 8
4801 Denison Ave.
Cleveland, OH 44102
Brian Boggess (216) 961-5735
Meet: AAA Video & Computers, 5538 Pearl Rd., Parma, OH
Day: 3rd Thu (Sept-June) Time: 6-8PM
BBS: Part Time (216) 582-1196

STANCE
1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave., Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM

TACE 16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
BBS: TACE (405) 366-1977

ACUNET
1310 N. 2nd St.
Silverton, OR 97381
Steve Barnes (503) 873-4590
Day: 4th Tue. Time: 7PM
BBS: Salem Public Lib. (503) 588-6130, Page (503) 363-0171, Jungle (503) 393-4274.

COAC PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of the St. Charles Hospital on Neff Rd.)
Day: 1st Sat. Time: 5PM

DCASTE
1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

MACE 909 S. Stage Rd.
Medford, OR 97501

PAC PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
Meet: NW Service Center (basement), NW 18th and Everett St., Portland, OR.
Day: 1st Mon. Time: 7PM
BBS: ACE of America (503) 285-4417

NAPCO
642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255

NEAT PO Box 18150
Philadelphia, PA 19116-0150
Allan Zaluda (215) 677-6751
Meet: Municipal Bldg., Bustleton Ave & Bowler St.
Day: 1st Tue. Time: 7PM
BBS: Cellar Dweller (215) 677-1370

PACS Atari 8bit
Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B, Matherson Blvd., 32nd and Market St.
Day: 3rd Sat.
BBS: (215) 842-9600 to 9604 (03&4=300 baud)

SAGE PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: American Red Cross Bldg, 4961 Pittsburgh
Day: 3rd Sun. Time: 2PM

SPACE PO Box 3052
Shiremanstown, PA 17011-3052
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM

WACO 230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdown Town House, near Irwin
Day: 2nd Tue.

RACE 9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM

CACE 280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library
Day: 1st Sat. Time: 1PM
BBS: Generic BBS (615) 432-5809

MASH 3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Inst. in the Fulton Auditorium
Day: 2nd Mon. Time: 7PM
BBS: MASH COM (901) 377-1904

NAUG PO Box 121752
Nashville, TN 37212
James Bays (615) 297-9293
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
BBS: Nashville Exchange (9600) (615) 383-0727, Troll's Cave (615) 872-0757

AAAUA
PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633
Meet: Balcones Heights Comm. Ctr, 107 Glenarm
Day: 1st Tue. Time: 6:30-9:30PM

AACE 1601 Larkwood Dr.
Austin, TX 78723
Eve Kuniansky (512) 323-2016
Meet: Library. Pizza buffet 1st Thursday 6:30-8PM.
Day: 2nd Sat. Time: 2-5PM

ACCEPT
245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220

GTAUG
6621 Capitol St.
Groves, TX 77619
Ray St Cyr (409) 727-7215
Day: Usually 2nd Tue.
BBS: (409) 722-6526

HACE PO Box 460212
Houston, TX 77056
Bill Kithas (713) 855-0815
Meet: Health Economics Corp., 2400 W. Loop S.
Day: 4th Wed. Time: 6:45PM
BBS: (713) 458-9923

HASTE
5306 Claremont
Houston, TX 77023
Linda Bastida (713) 923-4065
Meet: Megabyte Plus, 5181 FM1960W
Day: Last Sat. Time: 10:30AM
BBS: HASTE (713) 921-0550

SALSA
PO Box 18731
San Antonio, TX 78218-0731
Tim Hebel (512) 656-5315
Meet: Balcones Heights Comm. Ctr, 710 Glenarm
Day: 2nd Tue. Time: 7-10PM

LACE
1194 N. 250 W.
Layton, UT 84041
Marshall Walker (801) 547-9902
Meet: Clearfield Library basement, Roy, UT.
Day: 2nd Wed. Time: 7PM

STUN PO Box 27285
Salt Lake City, UT 84127
Stephen Cole (801) 967-7517
Meet: Murry High School
Day: 3rd Wed. Time: 7PM
BBS: The Bolt (801) 968-3921

CACUG
Box 767
Chewelah, WA 99109

FACCS
PO Box 487
Harrington, WA 99134-0487
Tim Osborne (509) 624-1917
Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.
Day: 2nd Thu. Time: 7PM

KCACE
PO Box 2333
Bremerton, WA 98310
Bill Penner (206) 373-4840
Meet: Round Table Pizza, Silverdale, WA
Day: 2nd Wed. Time: 7:30PM
BBS: KCACE 14.4K (206) 479-2157

NCWAUG
507 King St.
Wenatchee, WA 98801
Don Dwinell (509) 662-1842
Meet: 507 King St. (unless otherwise notified).
Day: 3rd Tue. Time: 7:30PM

Starbase
8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691
Meet: Mountlake Terrace Library, 23300 58th Ave W, Mountlake Terrace, WA.
Day: 2nd Fri. Time: 6PM

SWAG PO Box 1515
Vancouver, WA 98668-1515
Gary Lentz (206) 573-8224
Meet: Clark County Fire Station 3 at 213 NE 120th
Day: Last Sun. (exc. July) Time: 6:30PM
BBS: Bear Cavern (206) 574-1146

MAAUG
PO Box 56191
Madison, WI 53705
Rich Noble (608) 249-4029
Meet: Madison Public Library (Main Branch), 201 W. Mifflin St.
Day: 2nd Tue. Time: 7PM
BBS: MAAUG (608) 244-6742

MilAtari
PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557
Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.
Day: 3rd Sat. Time: Noon

NSACUG
170 Nestor Crescent
Dartmouth, Nova Scotia B2W 4B1
CANADA
Robert Smith (902) 465-5068
BBS: XEST (902) 865-0101, Coastal (902) 465-2321

NCAUG
15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196

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Windsor, Ontario N9E 2R4 CANADA
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Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631

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PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773
Dues: $25 8-bit, $30 ST, $35 both (Canadian)
BBS: Enchanted Realm (514) 366-4556

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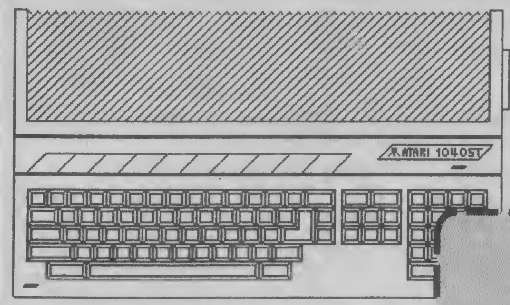

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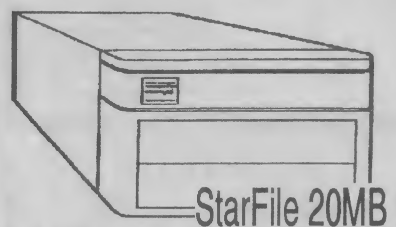

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